# The Darkest Tome: Darker & Darker Part 1

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## Introduction

### A Foreword

The **Darkest Tome: Darker & Darker** is an expansion of the **Darkest Tome**, which both are a Celestial-Forge-style collection of Jumpchain perks, items, and rules, intended to be used as a checklist or source of randomised benefits for a BCF-style story. Unlike the Forge, the Tome seeks to collect not crafting aids, but much darker tools - those that allow the reader to summon lurking horrors and bestow cursed power upon them.

Originally the first iteration of the Tome was supposed to give the reader access to various rites and summons along with other peripheral perks that would help in their summoning of dark forces, beings, and what have you. Not particularly enhancing the user, but instead their summons, as well as ensuring their safety against them. Though it did give options of personal might.

**Darker & Darker** however was an attempt to expand upon the pre-established and increase the number of perks in the original. But as time went by it became more of ‘evil’ in many forms, losing some of its focus on mostly the summons the user can bring forth; to what the user themselves can ‘summon, create, and bring into this world’, be it others or from themselves. But it overall is still focused on an ‘evil’ archetype being the vocal point, be it through the Tome’s pages or by their own hand.

The Tome is divided into Chapters; each Chapter is focused on a role that assists the overall purpose of the Tome. Along with new chapters. These are, in order:

***Rites and Rituals***, which grants access to summoning systems, methods of capture, and the inclusion of esoteric elements to introducing unknown entities upon the world.

***Surgery of the Self***, which contains methods to create servants from yourself instead of by summoning that are still thematically appropriate for the Tome, and other general summoning options that are not done via rite.

***Production of the Servient***, which holds methods to produce creatures using your own capabilities, includes building them, powers which create them, or pre-built beings.

***Infernal Boons***, which offers options to buff and enhance summoned entities.

***Protective Techniques***, which supplies ways to protect a summoner from their servants and rituals, including methods to control and bind, or to counteract corruption. As well as protective and cautionary measures outside of your servants to be.

***Dark Secrets***, which provides relevant personal abilities that don't fit into other Chapters but are still thematically appropriate for the Tome.

***Wells of Power***, which includes sources of usable energy sources, though most are in the Freebies section. As well as improvements and increases to power, reserves, and more.

***Eldritch Blessings***, which cause mutations and change in form be it temporary, togglable, or permanent. This also includes things *planted* or *implanted* into or onto your being.

***Forbidden Arts***, which passes down a plethora of knowledge and skill sets that can aid you in your studies and pursuits.

***Devilish Commerce***, which teaches the ways of deal-making & contracting, along with other social and economic aspects included in the Tome.

***Cursed Catalysts***, which gives a multitude of reagents, items, and more for many dark purposes.

***Malevolent Estates***, which bequeaths various properties from lands and buildings, to large monuments and dimensions for whatever use they may grant thee.

How an author goes about using the Tome is, of course, up to them, but there will be some suggestions in the next section.

# On Leveraging the Tome

## Tips for Authors

So the Tome is, as should be clear by now, a morally-questionable ‘mildly’ evil summoning equivalent to the Celestial Forge. A character wielding the Tome is going to have to make some hard decisions on what they use and how they use it, given that a lot of the things available are demonic or similarly dark in nature.

For those unfamiliar with the Celestial Forge’s use in rolled stories, the way it was used in the story that spawned the genre (*Brockton’s Celestial Forge*) was, essentially, that for every X words of story the character gains Y choice points and a random option from the Forge (or, in this case, Tome) is rolled. If the current total number of points available is enough to purchase that option, the character gets it - otherwise, nothing happens and the points are banked for the next roll. This document is intended to be used the same way, though the specifics should be tweaked to your preference (the original numbers were 100CP per thousand words, but some people might prefer a faster or slower gain, or to change the rate over time, such as by extending the time between rolls to slow down unlocks later on).

The form the Tome takes is determined by the author’s choice in the *The Darkest Tome* option at the end of this section. If the options presented there aren’t to your taste, feel free to make up something different.

The Tome is not so generous as to offer something like a Warehouse, Personal Reality, or Workshop outright (and certainly not freely), so its wielder will need to prepare suitable spaces to work and store their accursed reagents and such somewhere. This leaves the location of respawning items - and the destination of items generated by the Tome - up to the author, but the Tome will offer a solution of its own, the *Darkhold* item at the end of this section. *Darkhold* allows for a way to avoid random manifestations of material without trivialising the problem of where to store your ritual sacrifices.

In a similar vein, how to approach the problem of certain summoning systems requiring an intrinsic, low level investment of power to start is another thing the author should determine. The Tome offers its own solution at the end of this section in the form of the *Tapping the Tome* perk, which grants a small spark of magic with which to begin.

Speaking of which, some authors may prefer their wielders to have to work for their magical power and reagents. I might suggest cutting the **Wells of Power** Chapter if that’s your way of thinking - that way, the character is forced to get reagents the old fashioned way, and acquire power directly from the entities they’re summoning. A similar line of thinking might encourage you to cut **Protective Techniques** too, if you want a hardcore experience and want your character to need to really *work* to avoid being, I don’t know, possessed by their summons or whatever.

Something else to consider is the structure of the Tome’s Chapters. Unlike the Forge, for which every Constellation provides something that *can* be immediately useful (eg. rolling Magitech vs. rolling Quality), when rolling on the Tome not all Chapters are in fact useful.

This is primarily something to keep in mind in the early stages of a story - rolling one of the various blood supplies from **Wells of Power** as your first item would largely be useless. Consider weighting your rolls towards **Rites and Rituals** (and possibly **Surgery of the Self** or **Dark Secrets**) early on, or at least until the character has something useful to start on. Alternatively, it may be worth pre-rolling something from one of those Chapters before the story starts.

The one thing the Tome will *never* provide are *allies*. No perks or items offered will give you true friends or supporters; the closest you will receive are summons (from **Rites and Rituals**, and therefore probably demonic in nature) and splits (from **Surgery of the Self**, and therefore largely extensions of yourself).

For the rare perk or item that offers a discount on another perk or item, their listed price will not be discounted. It is up to the author to decide whether they would apply and how, if so (for example, if one perk in a bundle discounts another, and the former is more expensive than the latter, then the discount might only be applied if you roll the bundle with enough points to purchase both anyway).

What exactly is *written* in the Tome is, as usual, up to the author. The pages restored to the book when a new perk or item is rolled *could* be the descriptions, copied and pasted in directly, but that's straightforward and potentially unsuitable to narratives that aren't including other elements of Jumpchain - it is therefore suggested that each come with a description analogous to the Jumpchain description, but suited to whatever story is being told.

**WARNING:** Hello, I'm TJ2093, the guy who made this unofficial expansion of the Darkest Tome. Now I will admit that while I'd say 80% of getting perks and Jumps, I hadn't thought of making any additional chapters, so all the new chapters for the most part had the majority of their contents in **Dark Secrets** and **Wells of Power**. But then I decided to expand and create some more chapters to help space out all the perks, so that 70% of the Tome wasn't those two. Of which I got the idea from looking at the Celestial Grimoire doc and thought, '*Huh, maybe I should make some more chapters*'.

This expansion is a lot more varied in dark & evil stuff in my opinion. Originally a Summoner/Dark Magic user, most of their servants were summoned and a few created from themselves. Now however it's much more varied, cycling between summoning, creating, and controlling (also bought to an extent). Along with other evil and dark methodologies of other archetypes of a similar moral group. Personal power and possessions are the biggest increase of all, but for the most part it can be used for the creation of more servants, though for most it may not be the intended use of it.

There are also other new perks made for the Tome, but are really just added potential narrative tools I made for the Author. Like said before it is up to them. These are ideas I came up with as I was compiling this expansion.

Lastly, the prices. You don't have to abide by the adjusted prices and go by their original in their respective *Editor's Notes*. Only reason I did so was to balance out the rather OP perks you could get for only *600CP*, so I scaled the prices to the highest and strongest perk. If some feel off, then please you can use the original price instead.

# Tome Perks

## The Darkest Tome [Free] (The Darkest Tome)

This can optionally be taken as a perk or item, determining what form the Tome takes for its wielder.

If this is taken as a perk, the Tome exists in much the same form as the Celestial Forge; a sort of mental index that is accessed in the wielder's mind's eye. The Tome itself exists in some dark and distant place, inaccessible to all but the wielder. They can flick through its pages at will with but a thought.

If this is taken as an item, the Tome instead exists in much the same form as the Jumpchain Warehouse Key; a physical book kept on the wielder's person, indestructible and very difficult to lose. If it *is*, somehow, lost, it will find its way back to the wielder within a few minutes.

Regardless of what form the Tome takes, when it first manifests it will only contain pages with Chapter headings and, optionally, a foreword section containing the Tome-specific perks/items (ie. *The Darkest Tome*, *Tapping the Tome*, and *Darkhold*) that the author has chosen to use. Its visual appearance is up to the author, but my suggestion would be a collection of worn yellow pages bound in a cover of roiling shadow. Text and illustrations are all in black ink, except where colour is relevant (such as for diagrams).

## Tapping the Tome [Free, Optional] (The Darkest Tome)

To facilitate summoning systems that require some level of magical potential or mana investment to function, the Tome will allow its wielder to draw a trickle of magical power from it. This provides a small pool of generic magical power that can function with any given magic system (able to be substituted for mana, prana, personal power, etc.). It is very modest in output, but sufficient to get the Tome's wielder started - greater power sources await.

Any new perks or items the wielder gains that expand mana pools or grant magical potential may instead expand this generic pool's output by an appropriate amount.

## Darkhold [Free, Optional] (The Darkest Tome)

In order to avoid manifesting difficult-to-explain items at its wielder at inopportune times, the Tome will allow its wielder to access the *Darkhold*, a buffer space connected in some way to the Tome intrinsically.

Any items that the Tome provides will be generated within this space, and any items that respawn will do so into this space. Once an appropriate physical location is available (such as one of the various libraries in **Wells of Power**), items will spawn/respawn there instead.

Items stored in the Darkhold can be extracted at any time by the wielder reaching into what is, to an outside observer, thin air. Once an item is extracted from the Darkhold it cannot be returned (except by respawning there). Items stored in the Darkhold are treated as existing in a form of stasis until they are extracted, and will not experience the normal passage of time for the duration; reagents won't expire, for example.

## (NEW) Alignment Quests [Free, Optional] (The Darkest Tome: D&D)

An alternative method for the main character to receive CP and a way for the Author to reward CP to the main character, while still earning in a thematic manner fitting for the Darkest Tome. Despite the perk's name sounding more open ended, it's actually supposed to be skewed toward Evil. You can imagine it like a three by three quest board, with each column representing one of the three Evil Alignments. "Lawful Evil", "Neutral Evil", and "Chaotic Evil". Under them are three quests that each have a fixed CP reward amount attached to them. The difficulty goes from bottom to the top, with the top being the hardest and most rewarding.

> You can decide on how the fixed CP rewards are. Though for convenience sake if you will. "50CP", "100CP", and "150/200CP" is what I would go for. The Alignment Quests can only be done once a week, and doing one will mean you will have to wait till the end of the week for the quests to refresh.

Now the contents of each quest depend on which column it's under.

> Though an additional feature of the Alignment Quests that is optional is the "True Evil" Quest, unlocked by completing all 9 Alignment Quests before the week is over, offering them a very difficult capability and or morally-wise but CP rewarding quest. It would also need to be complete before the week is over or else it will end.

However, there is one more addon to this that the author can implement. That being the Alignment Quest's context will scale and become more personalised to the main character's life. This process is slow, but as more quests are completed as weeks go by, the more quests are both personalised and also in a way tied to their alignment. But ever so does the Darkest Tome slowly try to either coax the user into doing morally grey to morally wrong actions. And especially make them more ingrained with their personal life, perhaps even dependent on, to the point where the "True Evil" quest will be something truly unforgivable. But to the user, it will just be another acceptable evil they must take on for more CP.

## (NEW) What Never Was, But Always Will Be [Free, Optional] (The Darkest Tome: D&D)

For whatever reason, you can't seem t– of wait… You can?… oh… well you can certainly try, but no one will believe you. More like they simply can't, everyone and everything is unable to perceive or comprehend the Darkest Tome. Be it metaphorically, rhetorically, poetically, theoretically, hypothetically, conceptually, metaphysically, spiritually, mentally, physically, magically, transcendentally, fundamentally, esoterically, and really any other hyperbole you want to use; existing only to those who've read this document and those who are currently in possession of the Tome.

While there are levels to the Tome's visibility, or knowability one may set before giving it away. It's still recommended to not give away its existence if not on the highest setting. Let's just say the Tome doesn't like itself being exposed whatsoever, ruins it's fun in less disturbing words. To what will happen if one does so disregarding the reader and the victim's discretion. You don't want to know…

# Rites and Rituals

## Mechanisms by which to Summon Servants
## [28,200CP] (81 Purchases) - Perk Total: 67

### (1) Necromancy Trick [100CP] (Fear and Hunger)

"*With no living sinew to actuate them, will these walking bones may finally fail.*"
You try to bring back life where it once lingered... Re-animating a corpse as a temporary ally until it eventually decays beyond use.

### (2) Art of Control [100CP] (Loop Hero)

With focus and will, your power essays a command to the bones of the dead, calling upon them to rise and obey. Dread armies lurk at your fingertips. Sort of, anyway. For a novice, controlling two skeletons at once is an upper limit, and even with skill more than a handful is tricky. That kind of focus doesn't do much for your own combat potential, either.

### (3) Conjurer [100CP] (TES: Magic)

Conjuration mainly involves summoning creatures from other planes of Oblivion, which doesn't appear in any other universes. Thankfully, you will retain your ability to summon various Daedra in future Jumps. And of course, you have made a summoner's pact with one of the Daedric Princes, allowing you to summon any Daedric entity under their command at a fraction of the cost.

### (4) Basic Sigils [100CP] (Death Vigil)

Tattoos allow you to summon and bind a Unliving. The more complex the Sigils are, the more Unlivings it can summon, or the more powerful they are. The circles on the Sigils are where eyes will grow when they are activated. Which is probably why most Necromancers prefer to take their shirt off when they fight.

### (5) Demon Summoning [100CP] (Shin Megami Tensei V)

Humans are so frail compared to Demons. However at the same time curious things can happen by their cooperation. Humans and Demons can hurt one another but also aid each other. As such you are able to make pacts with Demons, letting them fight for you. To recruit a Demon you must reach an understanding and likely hand them an offering. Once this bond is forged they will follow your commands in Battle. They can be stored and summoned, if you possess them, from your own Magical reserves (similar to a Nahobino) OR from using an App which will now be downloaded onto your Phone upon purchase of this perk. Demons themselves however may also make use of this.

### (6) The Red World [100CP] (House Of Horrors)

If the Black Fog is humanity's despair then the Red City is the last spark of hope humanity clings to deep in that despair. It is home to nightmares and specters, spirits bound by baggage and resentment unable to leave this world; it is a world that mirrors reality and is

home to all of humanity's nightmares. When a human is brought to the very brink, when they have lost all hope they have a chance to open a door to the Red City and form their own world, a sort of subspace connected to another larger space with every door that is formed, the city grows ever larger and becomes home to greater and greater nightmares. Now, you can take this world with you in every jump you go to the Red City will continue to exist in the background, birthing monsters and nightmares born from humanity. Yes this means if you have the black phone it will send you to scenes to do with spectres, doors and the like just as it did with Chen age, give you scenarios as scary as the canon one but it will make settings as dangerous as this one.

## (7) Anima Summoner [100CP] (Anima: Beyond Fantasy)

Mortals are not the only bearers of power. You know this well. Beyond the veil of mortality, past the blinders that the Church has cast over your eyes, there is something more. Something you can summon, control, and bind to objects. Beings that can change the world where you cannot. And if they prove to be... troublesome, you can banish them, casting them away from this world and back to their own. Of course, this is not an art to use without preparation, and you do not do so. You've learned true names of three beings upon whom you may call, each either a Being from Between Worlds or a Spirit, and each willing to heed your call and work beside you without too much fuss. Note: This is usable even without the Gift.

(Editor's Note: The name of this perk has been changed so it may not get confused with other similarly named perks. Also the true names of three beings have to originate from the *Anima: Beyond Fantasy* jump/world or from any of the jumps in the indexes. And finally please check the notes section of the *Anima: Beyond Fantasy* jump for information on not only terminology but also other specifics pertaining to the jump.)

## (8) Necronoticon [200CP] (Soul Eater)

A spellbook containing spells for summoning and creating weak to moderately strong undead. Contains information like required chants, necessary sacrifices and such. While most everything you summon is on the lower end of the spectrum and not a true threat to someone of real competence, numbers can make just about any bargain bin undead dangerous.

## (9) Basic Necromancy [200CP] (The Elder Scrolls Series)

Necromancy isn't looked upon in a positive light, but it's practitioners appreciate the power it brings. You are a skilled necromancer, knowledgeable in summoning spirits and binding the dead. You can also permanently reanimate bodies and summon powerful undead from the Soul Cairn.

(Editor's Note: I had to change its original name for it would be confused with other perks.)

## (10) Black Bird Manipulation [200CP] (Jujutsu Kaisen)

As the name suggests, Black Bird Manipulation allows the user to imbue crows with cursed energy and control them at will. The user can manipulate multiple crows at the same time

from an extended range away from themselves. Additionally, the user can also share vision with the birds, making the technique perfect for surveillance. The crows are absolutely obedient, so they can also be used offensively, even at the cost of the bird's own life.

(Editor's Note: May need the *Cursed Energy* freebie for it to function.)

## (11) Army of the Dead [200CP] (Shrike Twilight Legacy)

You're able to curse dead bodies to return to unlife as your servants, including the bodies of animals, monsters, and even plants with a bit of creativity. You can maintain as many as you can raise, but if you raise too many at once or something too powerful you'll need to rest afterwards to recuperate your magic power. Also, you should be aware that most decent folk don't take too well to the desecration of the dead. Expect to be run out of town if you're discovered, and for them to bring out the torches and pitchforks.

## (12) Summon Minion [200CP] (Hellgate London)

By focusing your will through a focus you can summon a Carnigor demon, a Carnigor is a mix between a rhino, an armadillo, and a boar with razor sharp shark-like teeth. Depending on the quality of your focus and the amount of mana you posess your minion could range from the size of a dog to the size of an armored truck. Carnigor demons are stupid but loyal.

## (13) Death's Commander [200CP] (Generic Necromancer)

While you may or may not be able to animate the dead on your own, you are able to take control of existing undead and put them under your thrall. You have a specific capacity for control that is filled as more undead fall under your sway. Once this capacity is filled entirely, you cannot take command of more undead. The more intelligent and powerful an undead is, the more it fills your capacity. This does not work on undead of human level intelligence. With time and practice, you can increase the level of capacity you possess.

## (14) Schools in the Sea [200CP] (Junji Ito Kaidanroku)

Based on initial accounts of the strange aquatic invasion, it would appear that the school mentality of the aquatic life has only been reinforced despite the odd mechanical additions that have been noted. Species which should have been predatory towards one another have been observed working cooperatively and multiple accounts suggest that there's some sort of hive mentality at work.
As studying these creatures can prove rather dangerous, this skill should come in handy to understand their behaviour and glean something from their arrival. Though you might not necessarily have a similar hive mind group of your own, not only will hijacking parts of a hive mind become more viable, when you're working with groups of similar entities, the effectiveness of both you and those entities will improve significantly. There are some who believe that the entities which invaded the surface still retain some measure of intelligence and reasoning, even if their actions seem quite mindless and destructive. Perhaps, with this, you can give them a bit of purpose outside of that mindless destruction?

(Editor's Note: Check the notes section of the *Junji Ito Kaidanroku* jump for a summed up explanation of the perk.)

## (15) Bell-Adorned Wimple [200CP] (SK's: TDTS)

Upon purchase, choose silver or black bells to adorn the headpiece. Silver bells summon the little doctors - a swarm of mystical, vampiric honey bee-crickets capable of sealing wounds, mending internal injuries, and eating away infectious pestilence. Their gifts are precision repair and harmonic healing; their curse is the sensation of being swarmed and eaten alive for as long as it takes to repair the body. While other magical arts may speed their work, they have no special gifts of speed and so treatment under their susurrating, sawed limbs can demand much mental fortitude to endure. And alas, they have no capacity to heal the mind. Black bells ring the ghostly tones of the empty places between worlds - the todash kammen - and arouse the hunger of the insect horde. With but a jingled toss of your chary head, summon the crickets to rip your foe apart on a molecular level with the same level of precision they might have healed them.

## (16) Demonic Rituals [200CP] (Gabriel Dropout)

You acquire the knowledge to perform various demonic rituals and craft sigils with different effects. This includes summoning creatures from hell to aid you, creating cursed dolls, transmuting materials, animating golems from raw substances, creating clones, controlling animals, and other effects. You can also craft cards that create portals to other cards you've made. Additionally, this perk grants you the ability to draw perfect lines and circles.

## (17) Vermin Manifestation [200CP] (Horror Midnight Movie Marathon)

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.

## (18) Ashen Summons [200CP] (Elden Ring)

As mentioned earlier, in this world life arises from death as much as death inevitably concludes life-and the spirit is not cleanly restricted to the flesh. Why not carry these principles of the world forward with you into other realities? Henceforth with a summoning bell from this world or a similar trinket, you will be able to conjure forth the spirits of beings in other realities as you would the ones here. The dead will require some sort of monument of rebirth (which this perk also gives you the knowledge and ability to craft) but virtually anything can be summoned in some fashion-legendary warriors skilled and armed as they were in life, spirits, strange beings that seem to be a halfway stage between the two like spirit jellyfish or artificial beings such as Albinaurics, even vermin like rats or mobile plants. And while with this alone there is no true mind control, those given the semblance of life in this manner are generally inclined to fight for you in instinctive thanks for the second chance of life you have granted. For the living, you instead gain the power to lay down a sign which permits others to request your aid-and within touching distance, bless others with a similar

power. This lets them come to aid you in battle as a tangible but translucent spirit form with all their powers and abilities, even in truly unusual locations. Though in both cases, without greater arts they will soon fade away- in the dead's case, because of the fading magic. Though the living may stay, most choose to return to their own lives and bodies once the battle is over. ...most of the time, anyway. It appears a spirit jellyfish is free to simply come and go as it pleases once called, and it is unclear how unique this is among other beings.

## (19) Water the Earth [200CP] (Gemcraft: Chasing Shadows)

By scattering drops of your blood upon the earth and investing your mana you may give rise to monstrous servants. You may command them as you see fit across any distance, see through their eyes, and treat them as you wish for they are not truly alive. You are only limited by your levels of health and mana and the processing constraints of your mind.

For the moment you may give rise to Swarmlings, Reavers, and Giants, but in the future who knows what you could create. Do be mindful though that the stronger the creature the greater its cost, and some will demand more than blood and mana. After their creation you may also invest mana in monsters you have created to increase their power, but as with gems the cost quickly becomes prohibitive. Monsters you create will not resist your commands, but they are not strictly loyal as they do not have much of a mind of their own. Should your control over them falter they will likely revert to a primal state. If you learn to create more intelligent monsters they will likely follow you as long as you remain stronger than them, but what they would do when not under your control will be hard to predict.

## (20) Silent Servant Ritual [200CP] (Death's Door)

Silent Servants are powerful magical constructs created for unknown purposes. These constructs inhabit small subspaces within the Hall of Doors, but are entirely isolated from the main area. Their existence is a spell that has been empowered by a potent soul and contained in armor. By breaking their armor you release the soul empowered spell and fuse with it. If you possess a similar ability this spell will resonate with that ability enhancing it in some way. You are capable of creating Silent Servants, though they take time to properly mature. Abilities you possess can only be enhanced once this way.

## (21) Summoned Sycophants [200CP] (DUSK)

You have a natural way with all sorts of otherworldly beings, and can coax them to assist you by possessing the bodies of others. On a whim, you can call eldritch creatures, directing them to corpses in order to inhabit and repair them. The body must be most intact, but bullet holes are merely an inconvenience to such beings, so no worries there. These possessed will follow your orders, and you can have up to four at a time. But they're certainly not invincible, and can be sent back from whence they came in short order if proper direction is not handled.

## (22) Animation [200CP] (Generic Necromancer)

A staple of necromancy is the animation of the dead to give them a semblance of the life they once had, in essence creating the undead. You are capable of investing some of your own power into a corpse in order to animate it into a basic form of undead, such as a skeleton or zombie. Such undead are nearly mindless and will follow your commands to the

best of their ability. This is a draining technique and will use more of your power and stamina to trigger the stronger the undead being animated is. With training, you may be able to create less basic forms of undead, though the drain put on you will be proportionally greater as a result.

## (23) Wisp Mother [200CP] (TES: Undead)

There are many legends of wisps, of how they lure the unsuspecting into the arms of ghostly women who feed on their life force. It seems like the legends are not incorrect, as you are capable of summoning wisps to your side. They can drain the health and stamina from enemies, healing you in the process. They can also disguise themselves as you, though it will only be an illusion.

## (24) Necromancy [200CP] (Dark Souls Series)

Necromancy is but one form of magic in this world. Through it, one can revive and control the dead, creating skeletons, zombies, and other monstrous abominations against life itself. And you are quite the expert. While you may not yet have the same skills as the Gravelord or even the Judicators, you have only taken the first steps into the field. Who knows what you could become in time? On one final note, it seems that you've also become rather adept at stitching up corpses together, like an even more demented Doctor Frankestein. You'll probably find a use for this. Perhaps you could even create your horrific monstrosities such as the Wretches or something even more vile.

## (25) Ocean of Time, Odyssey of Mine [200CP] (SK's: TDTS)

Your eyes have seen the Tower and the way all the worlds bend to the paths of the Beam. The illusion of a singular, unified reality will never limit you ever again. Every jump from this point forward will ripple outward to include alternate timelines, bizarre inversions of canon, fan universes, nightmare realms, and more. Indescribable beings drift through your dreams as easily as interdimensional walls. With this knowledge, not only is reality expanded, you become a reasonable contender against interdimensional foes on the level of the Crimson King & It. As long as you can match their power, you can grapple with them on their true home turf: the macrorealm.

## (26) Touched by the Dark [300CP*] (The Darkness)

You may not be the current host of the Darkness, but you're close. In fact, you have a little bit of the Darkness within you. Enough that, in the dark, you can manifest a power. You can summon Darklings from the shadows to serve you. Unfortunately, only a few can be summoned at a time, and can't go more than a few miles from you.

(Editor's Note: Originally there were five power options that you can choose from, but in accordance to the Darkest Tome. You may only get the *Darklings* power for the first purchase. If you roll for this again or sufficient CP, then you may go and check the other four in *The Darkness* jump)

## (27) Ritualist [300CP] (Dishonoured 2)

Even should you lack a Mark, you have more than sufficient ability to conduct the various occult rituals known in these lands. By setting up the correct circumstances and following the proscribed rites, you may contact the spirits of the dead through séances, bind gravehounds to dog skulls, craft wicked bonecharms from the bones of dead sailors or Leviathans, and even, if the conditions are right, bring forth a soul trapped in the Void to the land of the living once again. The difficult part, of course, is getting the right conditions, the right reagents, and the necessary components in order to make these rituals work – the opportunity to bring back a soul might come only once every few of years, and even the smallest deviances can have...catastrophic consequences.

## (28) Rise [300CP] (Cultist Simulator)

Through the aspect of winter, you've learned how to postpone the final rest of all things living, and while not pretty, it will allow you to raise and resurrect the dead.

## (29) Spirit Arts [300CP] (Seven Deadly Sins)

You are a user of the Spirit Arts. The Spirit Arts are used to summon Spirits to aid the user in battle. It is said that this art requires the most precise pronunciation within the entire magic system and very few are capable of using it. The stronger you get the more powerful the spirit you can summon. One day you may be able to summon even a Life Spirit, the highest ranking spirit.

(Editor's Note: The spirits will likely be more themed after the Tome itself.)

## (30) GOREFIELD!!! [300CP] (Gorefield Horrorscopes)

In most universes, Jons are the owners of Garfields. Though their authority over their respective cat isn't all that in most cases. With the acquisition of this perk, you yourself gain your very own Gorefield based-on your astronomical sign. In actuality you don't "own" them. Instead what this perk does is summon that Gorefield into the world of your own, a random location that's guaranteed to be far enough depending on its power level. You nevertheless do possess an intrinsic link to one another, as "cat" and "owner" just like Jon and Garfield. The moment they catch a whiff of your scent, they will come looking for you. Make sure they don't find you first, or else they'll likely attack you first or "play" with you. But once you confront your Gorefield, you must do one of three methods in defeating them. Depending on the way you choose to deal with your Gorefield, you can either make them leave/disappear, gain their special item, or have them join you as your very own "Garfield". Albeit a gruesome version of one, but a Garfield nevertheless.

(Editor's Note: This is an alternative perk I made to the original. Which now allows for Gorefield to be "summonable". Depending on how you wish for the Gorefield to manifest and scale to the universe you're in. I recommend dialling Taurus Gorefield down, or keep them at that size if you wish. Also in the original gauntlet at the bottom, there are rough power levels given based-off the JJK Grade System. It should help gauge how strong you wish them to be. Otherwise, all information (including the special items) on each Gorefield can be found on the Gauntlet doc or the video it is based-off.)

## (31) Funerary Steed [300CP] (Generic Necromancer)

An undead horse you can summon at will, covered in ragged cloth, it is impossible to see the actual steed underneath. The horse itself is tireless, self sustaining, immortal, stronger than a normal horse by a fair margin, and faster than you are, even if you grow faster, so will your steed, always being roughly proportional to the difference between a normal, healthy adult human and an equally healthy adult horse.
This horse is capable of running on the air to allow for flight, can conjure clouds of fog as it breathes, turn intangible at will (along with its rider), and travel between the living world and the afterlife, taking its rider and any cart or wagon attached to them along for the ride. Along with any people inside said carts or wagons.
The steed is a bit more than just a simple undead horse, it is a receptacle for a great power, allowing you to merge with the horse to become a Horseman, a potent avatar of the apocalypse and a bringer of destruction on a massive scale. This will greatly bolster all of your abilities, unlock a thematic set of abilities based on an aspect of the apocalypse (traditionally famine, war, pestilence, and death, though you can choose your own theme so long as it is a similar theme), so long as you remain fused, but will also render you far less capable of creation for the duration. You can choose how this fusion manifests.

## (32) You, Me, and My Friends [400CP] (Bayonetta)

Why fight by yourself when you can summon some other entity to do the work for you? That's what you made a pact for, right? By channeling your medium, you gain the ability to summon and bind supernatural allies in order to fight with you (or for you), thus changing the battlefield. Lumen Sages can summon lesser Angels while Umbra Witches can summon lesser Demons. All others summon specter-like Wraiths, but they are no less bloodthirsty than the other denizens. Just be sure you have the power to control them, for they may not enjoy being the patsy of another.

## (33) Dark Rituals [400CP] (BLOOD)

You have the ability to perform evil rituals of human sacrifice, temporarily setting aside any enmity and calling upon some of the power of Tchernobog to do your bidding. The rituals are arcane and complex, but the sacrifice is the least difficult part. After all, the Cabal has plenty of innocent lambs just waiting to be slaughtered. And if that’s the cost of power, you’re perfectly willing to pay up.

## (34) Life, Post Mortem [400CP] (Junji Ito Kaidanroku)

Though cases of this are rare, it appears that humans are also susceptible to whatever is causing the creatures of the sea to run amok. The most peculiar consequences arise in cases where the victim has already passed on – in such cases the root cause of this phenomenon appears to be capable of animating the body of the deceased even after the point where mental functions should have ceased.
Since you haven’t had any exposure to the actual phenomenon expecting you to understand the root cause would be unreasonable. You can however, emulate the strange ability it possesses, reanimating bodies around you at least until their physical form degrades completely. The degree of mobility that they possess is severely reduced – perhaps why the bodies of both human and animal victims are found attached to strange mechanical

apparatuses. Without something similar, you'll find that the corpses will be fairly sluggish and eventually enter a state of complete rigor mortis.
Oddly enough, even in this state they'll still retain a very weak level of brain function, not that they can really do much with it. Don't be too surprised if the corpses seem to act based on memories they had when they were alive – it would seem that as long as the body isn't destroyed, the mind can still retain that level of function indefinitely.

(Editor's Note: Check the notes section of the *Junji Ito Kaidanroku* jump for a summed up explanation of the perk.)

## (35) Dummie [400CP] (OFF)

You have the ability to summon up to four miniscule minions that are capable of using a basic Competence dealing mediocre damage. These minions diverge from your opponent's line of fire, meaning that even though their damage output is pathetic, they hassle your opponent and continually force them to change their focus from you towards your disposable minions. These each take a middling amount of energy to summon and do not improve, but can be replaced without any cooldown.

## (36) I Command Thee [400CP] (Constantine)

Well, not always. You can also charm, or request, or 'request' them. But you have a considerable, massive skill and talent for all magic involving the summoning, binding and commanding of angels, demons and other spirits. You know the right words to summon them, the tricks they're likely to pull and also how to make them do what you want. You know the signs and marks that can compel them, and probably have them on you either in the form of tattoos or something else that helps you achieve the same effect.

While this won't help you survive if you call up something you can't put down, such as compelling a massively powerful archangel to reveal themselves against their will, you still can do it, and it's only with the Big Names that this screws you over. In normal cases, against lesser spirits or demons you find that they tend to be rather unbelievably obedient, almost always obeying you to the spirit and letter with very little effort.

Finally, this also helps you in manipulating these beings though simpler ways. You have an almost instinctive understanding into the minds of beings like this, knowing just what to say and do to influence and talk them into and/or out of pretty much anything. You can bluff and lie like no other, trick an age old demon into believing you'd send him to heaven, or similar tricks. Seriously, you could screw over the Devil himself without even knowing it at the time.

## (37) Night Cloak [400CP] (TES: Undead)

When you call, the creatures of the night answer, and in quite a spectacular fashion. At will, you can summon a veritable vortex of bats to surround your form. They won't hamper you, but will definitely be a nuisance to your enemies, as they will rapidly drain their health, stamina, and magicka, which will then be transferred to you, replenishing your own. They can be dismissed at will, dispersing into the black fog from whence they came.

## (38) Rise From Your Grave [400CP] (Shovel Knight: Treasure Trove)

You possess necromantic powers, allowing you to instill a semblance of life into the deceased. You can bring back corpses as undead, still possessed of the memory of the life they lived, although they don't have whatever powers they may once have had. Such undead are loyal to you by default, regardless of their opinion of you in life. You can also bring someone back as a more powerful undead, allowing them to keep their powers and also letting you imbue them with deathly powers, letting them draw upon a well of darkness to produce magical effects. However, such empowered undead have no inherent loyalty to you. Instead of completely reanimating a corpse, you can also summon an undead minion, who will only exist temporarily before exploding. This minion can harness its internal darkness to fire bolts of energy at your opponents.

## (39) Opener of Ways [400CP] (Horror Midnight Movie Marathon)

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.

## (40) The Arts of Necromancy | The Arts of Sorcery [400CP] (GrimGrimoire)

**The Arts of Necromancy [200CP] (GrimGrimoire)**

Necromancy, with all its darkness and terror, whispers to the mage in search of power. Through it, one can commune with the spirits of the departed, awaking them from their eternal slumber to serve the living. But be warned, dear reader, for the necromancer's fascination with the underworld's secrets can lead them down a dark and treacherous path of magic. Still, Necromancy is the scourge of Sorcery, whose diabolical machinations and demonic forces pale in comparison to the eternal essence of the spirit realm. Indeed, the willful servitude of demons cowers before the restless spirits of the dead. Even as the unreal dead flinch away from the touch of nature divine.

**The Arts of Sorcery [200CP] (GrimGrimoire)**

Sorcery, the arcane art of calling forth demons from the nether realms and bending them to one's will, is a practice steeped in the forbidden lore of damnation. The demons, banished from the holy embrace of the Almighty, exist as physical beings, enslaved by the chains that bind them for their defiance. The price of this mastery is steep, for no magician may conjure the spirits of the damned without risking a terrible cost. But, for those with a pure heart, the demons are but tools wielded as a God would in his wisdom. Yet, the sorcerer's soul must remain steadfast, for the devils are cunning, and seek to lead weaker souls down the path of betrayal and ruin. The will of the Dead, boundless and unbound by form, forms Sorcery's most deadly bane. At the other extreme, Alchemy, with its hubris and disregard for God's sacred creation, stands defenseless against the dark majesty of sorcery.

## (41) Necrotelicomnicon [400CP] (Discworld)

The Necrotelicomnicon, or Liber Paginarum Fulvarum, is one of the great Grimoires of the Disc. Written by Achmed the I Just Get These Headaches, it is a mystical tome of great arcane power, able to liquefy the brains of an unprepared reader. For the prepared reader (or one who can somehow survive their brains dribbling out their ears) it is an artefact of great power. It provides the necessary spells, rituals, and protocols to contact or summon gods, demons, the dead, and other supernatural entities, even ones banished to the Dungeon Dimensions, constantly keeping updated with the various states of gods and other beings. While it doesn't put them under the summoner's control, the ability to talk to the gods and force them to at least hear you is a powerful (and dangerous) tool.

## (42) Necromancy [400CP] (Magick)

Everything is a tool, even the dead. You are able to animate the corpses and skeletons of others. These constructs are only capable of following simple orders. As a bonus, you can summon five obedient zombies to crawl out of the ground every hour.

## (43) Numbers [400CP] (Helluva Boss)

You have the numbers of hundreds of demons, these demons will do literally anything- no matter how illegal as long as they're paid for the service, of course Imps feature prominently but there are also a few members of the Goetia family willing to lend political support if given the proper... incentive. If future jumps you'll receive the numbers of other morally bankrupt individuals who can provide you what you need for the right price.

## (44) Tibia Mariner [400CP] (Elden Ring)

The dead have long been left to wander. What they need is leadership-and now, you can grant it to them. The mindless undead now fall under your will, in amounts roughly proportionate to your overall power-but even a dead man could summon hordes of ghosts or skeletons of great stature to his side. You may also raise the dead with the reserve of deathly energy within you, granting them purpose and direction under your leadership. Your grip on them is strong enough to contest with other magical abilities that may seek to usurp your control of the undead-though with this alone, you lack any innate ability to wrest control of undead summoned or raised by others.
This perk also comes with a boat just big enough to carry you in, and a tibia bone large enough to serve as a paddle. Some odd magic lets it sail on land as well as it does in water, teleport short distances and splash "water" made of deathly magic that can deal significant harm to your foes.

## (45) Sympathetic Binding [400CP] (Gemcraft: Frostborn Wrath)

Simply put: this is a cheap way of summoning demons and binding them to your power, allowing you to extract energy or work from them. Demons are infinite in number, and are summoned from Beyond, so there is no risk of running out, and no penalty for their death. The price is easy; a drop of blood and an investment of mana. The more mana you contribute, the stronger the resulting pseudo-soul of the demon. Since the soul-like structure

of the demon is tied directly to their body, it also increases their physical resilience, with no real upper limit.

At the time of summoning, you can bind them with a simple command, and they will try to complete the given objective, albeit with extremely limited intelligence. With advanced techniques, you can also provide more direct control, but that requires an ongoing effort, as well as the specialized training necessary to avoid damage from the corrosive mind of the demon.

A word of warning, while simple demons are dumb reguardless of their strength, that is not the case for every type of demon. Simple swarmlings, reavers, and giants all lack the critical thinking necessary to rebel against your control, but if you try to get creative and summon anything more sophisticated, you may end up with a powerful enemy that resents your chains, and may very well possess the creativity to get loose from them. The greatest threat that the world faces was one such demon, once upon a time.

## (46) Eye to Behold | Eldritch Teachings [500CP] (Bloodborne)

**Eye to Behold [200CP] (Bloodborne)**

"The cadaver, so reminiscent of the living in all but spirit. Does flesh, regardless of life, not split under a sharpened knife? Does blood not flow even if curdled? It seems so easy to imagine a time when the dead may rise if they can only think to do so. In our dreams, perhaps?

You have much greater skill with dissecting, pulling apart, studying, preserving, and stitching corpses back together. It matters little whether it's of an otherworldly nature or not, a corpse is a corpse, even if it still writhes. Perhaps you had a past as a mortician, but they usually look well when you're done too.

More curious, you have a knack for 'Making Contact' with otherworldly minds, consciousness with no form, and guiding them to the cold bodies you've been tampering with. Though it may be far easier in the dreaming lands, the fact remains, you may make the dream of the living dead a reality."

**Eldritch Teachings [300CP] (Bloodborne)**

"It could be said that magic does not exist within this world in any true capacity. Those who believe in mysticism are simply tampering with forces they have no understanding of. Yet, there are discoveries of rituals and methods that certainly resemble the arcane.

As with the witches of Hemwick, you may sacrifice harvested eyes to summon Stalkers, almost demonic beings armed with hand scythes, difficult to perceive by layman[sic]. This is no specific skill, but the start of your abilities relating to human sacrifice and summoning of abominable wills.

All manner of rituals writhe in your mind, though they all share the same themes. You must sacrifice parts of a thinking being, and the manner in which it was taken, and in which it was sacrificed, causes the lingering consciousness tied to the sacrifice to create a new form for itself.

Harvested eyes create a being that carries the implement used to take them, and goes unseen. Numerous innocents boiled alive could create an animate slurry of limbs moving as one. A great and abhorrent enough sacrifice may even birth something greater, such as the One Reborn."

## (47) Preparation of Rites | Book of Life [500CP] (Duel Monsters - The Shadow Realm)

**Preparation of Rites [100CP] (Duel Monsters - The Shadow Realm)**

The rites to awaken the Ritual Monsters are hidden away, and there are so many incorrect or incomplete variants it can be a dangerous field to study without putting yourself at risk. However, you've managed to get the footwork out of the way: You have a number of accurate rituals and methods of both contact and appeasing Ritual Monsters, allowing you to get your foot in the door. Your summoning skill with similar entities is also greater, though you'll have to do the research in other worlds yourself.

**Book of Life [400CP] (Duel Monsters - The Shadow Realm)**

Part of a set of 3 Spellbooks, this book penned by the Heretic Gravekeeper teaches a set of spells that allow you to raise and bind spirits as undead, both skeletal and ghostly. You start off being able to raise Skull Servants with relative ease, and can expand to call upon all sorts of zombie and vampiric creatures as allies with time…

## (48) Demon Summoning Handbook [600CP] (Fate Zero)

This small handbook is a lot more valuable than it might immediately appear to be. Wrapped in human skin, and rather smelly because of it, this book describes a wide variety of summoning rituals and the methods and components needed to perform them. From various imps, ghouls and familiars, to the details for the Servant summoning ritual for sue[sic] during a Grail War, to even theoretical research on how to summon a True Demon, though there are no details on binding or control methods in this book. It will update in future jumps to detail new summoning rituals. This can be imported into.

## (49) Sad Magic [600CP] (Lollipop Chainsaw)

Magic always seems to cause problems, the 'dark arts' even moreso. Necromancy is almost always among the worst of these so-called 'dark arts', and that holds up here. Raising zombies, binding them to your will, and even pulling souls from the afterlife. You've dug deep into these arts and know almost everything there is to know. This is knowledge of the Necromancy of this world, and while much of it relies on the presence of the Rotten World (which this perk does not guarantee), you will also find yourself with an impressive talent for the dark magic of other worlds. You take to such sorcery like a duck to water, and it is even moderately more powerful in your hands, approximately half-again as effective as it would be for others.

## (50) Ancient Magics [600CP] (Dungeon Meshi)

You have begun a study into the so-called dark arts, the forbidden magics of the ancients. From magic spells which mix the souls of humans and monsters to create beastkin, to Thistle's spells to summon forth monsters, to those which tap into the dimension from which mana comes from to draw forth infinite power by summoning demons.

You have made a study of one form of ancient magic, with a proficiency with it similar to Marcille's in her studies, or Lycion's in theirs. You will be able to study and learn other forms of ancient magics with time, and your studies have provided you with a strong grounding in magical theory allowing you to better understand how magic - both of this world and others - works. This understanding will help you to dispel or counter magic in this world and others.

## (51) Brilliance of Obsidian [600CP] (Exalted: Abyssals)

Necromancy, that blackest of arts, which the Abyssals and Deathlords alone can master at the highest, or lowest, circle of Void. While the Ghost-Bloods are perhaps the most common necromancers, they could never reach the depths of power the Abyssals may aspire to. The deathly power a master necromancer wields in Creation inspires fear enough, but it pales in comparison to their power over the Underworld and the spirits of the dead. Some of the deathlords fear that the enlightenment of the Void would bring knowledge enough for the Abyssal Exalted to free themselves from bondage, and so they hesitate to teach Void Circle Necromancy. Instead they prefer to dole out necromantic teaching in small pieces, so they can monitor their underlings' progress and test their continued loyalty. Taking on the mantle of a master necromancer of the Void circle, you will be able to show Creation and the Underworld alike Oblivion's grandeur. As the fifteenth person to unlock the deepest mysteries of the Void Circle, only the Deathlords themselves outstrip you in skill and depths of knowledge in the field of necromancy. Even then, you will likely know a few spells they do not, as each has invented a few they never shared with others. With these dark miracles, other necromancers might be able to animate the dead, bind ghosts into servitude, and chain the souls of the living. But you could use it to animate the greatest of necrotech siege engines, summon and bind the ghost-behemoths known as hekatonkhires, curse entire bloodlines to serve eternally in death, free your soul from your body to wander as a ghost temporarily, slay your enemies a thousand different ways, and weave even stranger spells such as those to communicate and teleport through mirrors. And gaining more than simply vast knowledge and talent in this dark art, you can substitute the elements of Creation in any spells, rituals or working of sorcery you know with their Underworld counterparts: Air is replaced by Ash, Wood is replaced by Bone, Fire is replaced by Pyre Flame (The green-hued flames of the Underworld, which are like liquid fire and burning acid), Water is replaced by Blood, and Earth is replaced by Void. This substitution allows the magic to bypass the traditional resistances for their counterparts, as well as being gratuitously effective when wielded against the living.

## (52) Dark Magic [600CP] (Hellboy (Cinematic))

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

## (53) Ten Shadows Technique [600CP] (Jujutsu Kaisen)

When someone inherits the Ten Shadows Technique, they receive two Divine Dogs. Other shikigami can be summoned with an exorcism ritual where the user must defeat the shikigami in order to make them submit. Once dominated, the shikigami are under full control of their master and can be summoned using hand signs that create a shadow puppet of the respective familiar. The shadows act as the intermediary for the shikigami conjuration,

reflecting the shape of the user's hand-weaved shadow puppet and manifesting the shikigami from tangible liquid shadows using cursed energy. After gaining more familiars, the user can repeat the ritual process to exorcize and amass up to ten different shikigami. The summoning ritual for the shikigami can be performed around multiple people. However, exorcizing the shikigami with help nullifies the technique once the exorcism is completed. The Ten Shadows Technique can be activated and deactivated at any time to manifest and dispel shikigami as long as the user has enough cursed energy. As with any shikigami, the more powerful it is, the more cursed energy required to summon it. Shikigami of the ten shadows cannot be summoned again when completely destroyed or killed. However, the power left behind by the shikigami is inherited by others. In the case of the Divine Dog shikigami, if white or black dog dies, its black or white twin will inherit its power and can be summoned in a far more ferocious form.
The exception to this rule applies to any shikigami that are summoned by combining two different shadows. In addition to using shadows as an intermediary for shikigami, a Ten Shadows Technique user can manipulate shadows to some degree as well like keeping their shikigami in a semi fluid state at the cost of weakening them. They are able to move physical mass in and out of shadows at will. This allows them to hide their body inside shadows whether it be their own or someone else's. They can eject themselves from shadows at will as an effective means of surprise attacking their target. This same function can be used to store items within the user's shadow, but they must bear the weight of anything kept in there. You start with the same ten Megumi has with Mahoraga (Unexorcised).

(Editor’s Note: May need the Cursed Energy freebie for it to function.)

## (54) Keeper of the Dead [600CP] (The Mummy Trilogy)

Magic is real, and with it comes the potential for great and terrible things. Naturally, the revival of the dead is one of them- one that might become quire[sic] familiar to you, if it isn’t already. You know the rites and rituals required to turn others into mummies, both in ways that let them retain their humanity and one that leaves them as little more than mindless husks. This is quite the complicated process naturally. In addition, non-sapient undead are easier for you to sway, so long as they don’t already have a master- mindless ones will easily fall under your control, while smarter ones will give you a wide berth and won’t dare to attack you.

## (55) Summoning [600CP] (Magick)

There are times when subtlety is no longer required, usually when the townsfolk are at your doorstep with pitchforks and torches. With this you can summon unspeakable horrors to bring ruin upon those that would seek to harm you. Take care though lest they turn upon you themselves... Comes with a phone that you can call Death with!

## (56) Ars Goetia [600CP] (Ars Magica)

The Ars Goetia are believed to originate from Solomon and the Witch of Endor as described in the bible, and they grant the user the ability to summon and command supernatural beings. Even so, this practice is highly stigmatized because of how easily it can be used for infernal purposes and how it exposes the user to demonic influence. A practitioner of the

Goetic Arts is called a “sorcerer,” though some prefer the term “summoner” or “thaumaturgist,” due to “sorcerer’s” negative connotation.
There are four Goetic Arts: summoning, ablating, binding, and commanding.

(Editor’s Note: Please check the Ars Magica and look for this perk for a full description on each facet of the perk)

## (57) The Power Of The Artist [600CP] (Bendy and The Dark Revival)

Your art has ascended far beyond the normal boundaries of this world becoming something only matched by... honestly I don’t think anyone has ever matched this. Everything you draw is fundamentally ‘real’ , a person you draw will have a soul, a landscape you paint will begin to exist within a small sub dimension. None of these things will have any effect on the material world but you also find yourself able to create echoes of yourself to interact with these sub worlds of your creation.

## (58) Grand Master of the Esoteric [600CP] (Lovecraft Midnight Movie Marathon)

There are beings that no human, or post-human, mage can hope to equal, beings that are ineffable and terrible, disgusting and horrible things that exist outside of time and space, babbling, blind idiot gods whose power is endless. And now you are a high priest of these beings. This comes with several advantages. First and foremost you are capable of actually attracting the attention of these beings, being recognizable as a specific entity, and not merely another bacterium. If you serve them loyally they will even recognize this fact and be relatively well-inclined towards you. The more you actually aid them in whatever goals they have the more recognition they will give you and the more likely they are to actually reward you. While this functions best with Lovecraftian Great Old Ones and Outer Gods, it will function for other ‘evil’ or ‘inhuman’ gods, making them more likely to take a non-malicious or even beneficial notice of you.
You are also capable of performing rituals and rites to bring forth the servitors of the Old Ones into the world, or even to allow the Old Ones to extend their influence into the world. These latter typically take a long, long time even the quick ones typically take more than a decade, so to help you with these multi-decade plans you will find that even in future jumps you can maintain a connection to the place where the Great Old Ones exit, still able to make contact with the Outer Gods of the Mythos and summon servitors or possibly even invoke the Outer Gods themselves.

## (59) Demonic Ritualist [600CP] (Faith The Unholy Trinity)

You now possess a nearly perfect knowledge of demonic summoning rituals, blood sacrifices, and all sorts of demonic rituals which you can utilize towards your own gain. This demonic knowledge updates with each setting you travel to. This however will not teach you the most obscure or difficult of rituals like say "The Rite of Second Death".

## (60) Basic Summoning | Shaping | High-Level Summoning [700CP] (Death Vigil)

**Basic Summoning [100CP] (Death Vigil)**

You have made a pact with the Unliving, allowing you to summon them in our reality. As long as your bonded creatures feed on humans, you won't age and you will regenerate from any harm. But beware the Vigil, their Veilrippers allow them to seal Necromancers, fight Unlivings, and their physical abilities are far beyond yours

**Shaping [200CP] (Death Vigil)**

You can summon Unliving and shape them to form armours or weapons for you.

**High-Level Summoning [400CP] (Death Vigil)**

You can summon the strongest Unlivings except the True Primordials. Such creatures would drive insane entire cities by their mere presence. A few of them are in this nice zone, where they are strong enough to require dozens of Vigils and yet too weak to be harmed by Bernadette.

## (61) SUMMON DAEDRA | BIND DAEDRIC PRINCE [700CP] (ELDER SCROLLS DAEDRA)

**SUMMON DAEDRA [100CP] (ELDER SCROLLS DAEDRA)**

This is the purpose of conjuration, not the mere binding of corpses but the calling of being of power to your world, like so many before you (and many after as well) you have chosen to walk the path of Daedra summoning. You are capable of bringing any lesser or greater Daedra to your world as well as the popular Atronachs but be careful more summoners are killed by their own would be servants than anything else.

**BIND DAEDRIC PRINCE [600CP] (ELDER SCROLLS DAEDRA)**

And then we get into the really dangerous stuff, you jumper have surpassed all Daedra summoners before you by learning to both summon a Daedric prince to you and bind them to your service, this can only be used on one prince at a time and if freed they will stop at nothing to kill you for the insult, but there is something to be said about having a being of theoretically infinite power in your service.

(Editor's Note: Was originally named "Ritualist", but I changed the naming so as to not be confused with other perks.)

## (62) Magical Specialisation: Diabolist | Magical Specialisation: Valkyrie [800CP] (Pact)

**Magical Specialisation: Diabolist [400CP] (Pact)**

Someone who works alongside demons is known as a diabolist. Due to the destructive nature of demons, it is a very risky type of magic to use, and causes a great loss of karma, often into the negatives. Those that summon and utilise demons for their power, are looked down upon by almost everyone else in the world. Though the animus towards diabolists may seem like a prejudice, it is arguably deserved. However, the few that are successful will find great potential waiting for them in the capabilities of demons. Their powers are varied, but almost always more powerful than those of other Others. Demons

can be hard to defeat, and equally hard to bind, so only the brave and un-fearing turn their head in this direction.

**Magical Specialisation: Valkyrie [400CP] (Pact)**

A Valkyrie is the term used to describe a practitioner that commands the souls of the dead. They call upon ghosts and wraiths, to rally behind them, forming an army as they march on. These ghosts will have an effect on the people they near, related to their manner of death. An old man who passed from a heart attack, may cause weak hearts to stop. A woman claimed by frost, may freeze those she touches. A Valkyrie will need to take note of significant nearby deaths, so that what is left behind can be called upon. They may also find trouble commanding lots of ghosts at once, and so would gain from having a related implement to guide them with.

(Editor's Note: Though these are the sole two *Magical Specialisation* options available in the source doc relevant to the Tome, those familiar with Pact may wish to consider expanding the list with something like *Magical Specialisation: Scourge*, or other appropriate specialisation)

## (63) Needle Worm | Flock of Crows | Mastery over Insects | Locust Swarm [900CP] (Fear and Hunger)

**Needle Worm [100CP] (Fear and Hunger)**

"*They move under the skin.*"

Harness the strength of a hundred leeches. With a sharp movement and the right word, you send flying a needle at your target, it is a petrified worm that will come alive and burrow into the wound it causes. As the worms nibble on the flesh of your foes you will find your own flesh healing by an equivalent amount to the damage being caused. With time and practice you may be able to sustain an increasing number of infestations. Beyond the price in magic, this spell also requires that you carry the worms inside you as parasites... while they will cause you no trouble, you are now sharing all you eat with them, making you go hungry faster. If, for some strange reason you produce no waste from which the worms might draw sustenance, they will instead become leech-like and feed on your blood, from the inside. (Post Jump, you can choose to keep or remove the worms, and your spell can now simply create them out of thin air.)

**Flock of Crows [200CP] (Fear and Hunger)**

"*Two ravens flew from Hnikar's shoulders; Huginn to the hanged and Muninn to the slain.*"

Call upon the God of the Depths to summon a murder of crows to ravage your foe. If it has eyes the unkindness will unerringly focus them. Differently from nearly all other similar spells, the crows seem to persist in the world, and after your first cast will roam freely. Subsequent casts will instead summon the murder back to your location, even in future jumps. Dead crows reappear the next time you cast, as if fleeing the afterlife and seem very grateful. The crows remember you and seem capable of recognizing you no matter what form you wear and will occasionally gift you shiny things... or eyes.

**Mastery over Insects [200CP] (Fear and Hunger)**

"*No one ever pays attention to the fly on the wall...*"

This is a special spell, it only needs to be cast once, and its effects are permanent. After performing the appropriate incantations and sacrifices, you must swallow an insect and invoke the power of the God of the Depths and thus gain the ability to communicate with all insects. They don't usually have anything useful to say, but sometimes may surprise you

with insightful or useful information and anecdotes. Insects of all size will be able to sense this ability and will respect you more, being much more amenable to listening to you.

**Locust Swarm [300CP] (Fear and Hunger)**

Summon a swarm of flesh-eating locusts to cover and ravage your foes. They will attack any and all exposed body parts, being especially devastating against unarmored foes. These locusts are capable of reducing a naked man to bones in a matter of minutes, but do not eat anything other than flesh and will quickly die if they leave your vicinity. However, even against armored foes these locusts have a use, as their incessant impacts against armor at high speed will disorient foes, leaving them open to devastating attacks

## (64) Todash Trappist [1200CP] (SK's: TDTS)

Before Gan constructed the order of the Tower in the chaos of the universe, there was the roiling primordial abyss and the aberrations that lived in it. When reality formed into separate layers and began ticking obediently through time, the beings in the darkness were forced into the deepest recesses between (todash) worlds. These hungry hordes slaver just beneath one precious layer of stable reality, their claws and fangs greedy for the opportunity to reach the surface and wreak havoc upon it.

**[400CP] Option**

For 400 cp, open a vortex and summon up to 10 creatures from todash space once daily, prepared to attack your target. If no target is available, their malice may turn them against you - keep them well slaked with the blood of your enemies. These creatures may be no bigger than a large elk, but they are fearsome, ravenous, and lethal.

**[800CP] Option**

For 800 cp, you may open larger doorways that may be permanent, if you wish. This requires a 24 hour ritual to rip open a crossing and leave it open for the monstrosities within to escape. The magnitude of this tear brings with it the risk that you will allow something truly titanic and horrifying to cross. Demons to rival the Guardians of the Beam might escape this way and bring entire cities to ruin. Additionally, you gain the ability to safely travel through todash yourself. You may traverse levels of the Tower (local multiverse) with the secret, dangerous paths you trace through this mysterious not-space. Other people may come with you dramatically increasing their odds of survival at your side, but you can't guarantee their safety with this perk - only your own. Usually you may not reside in todash space without significant aid: it is too dangerous to let down your guard, even for one as gifted as you. (For inspiration on todash creatures and the 800 cp level of threat, refer to King's The Mist.)

(Editor's Note: Examples of creature of Prim can be found in the perk from the Jump.)

## (65) Don't | Cursed Spirit Manipulation [1100CP] (Jujutsu Kaisen)

**Don't [300CP] (Jujutsu Kaisen)**

You have the ability to bring cursed energy into other jumps. Not just that but also the ability to bring in other power systems. The catch is the consequences of these energies. Cursed energy will cause cursed spirits to appear and they will also generally be equal to the power of the setting. Also you can decide if this is a new thing that happens upon your arrival or if it is something that has existed since forever. This will inevitably change the way the plot goes Jumper so be careful. Although the amount of deaths that will more than likely happen will be horrific.

(Editor's Note: If you purchase this perk, you may gain access to *Cursed Energy* Freebie if you wish.)

**Cursed Spirit Manipulation [800CP] (Jujutsu Kaisen)**

As the name suggests, Cursed Spirit Manipulation is a technique where one can completely control cursed spirits they were able to conquer in battle. Rather than exorcize a cursed spirit, the user can absorb them into a small black sphere. A cursed manipulator can also absorb curses from anyone also capable of controlling them by killing the master. Exorcize and consume the cycle of exorcism and consumption. Orally consuming this orb of the curses remains gives the user complete dominance over the vagabond curse, allowing them to summon them at any time in the future. If the difference in grade is two levels or more, the curse manipulator can absorb a cursed spirit with practically no conditions attached. The user can extract the curse technique of semi-grade 1 and above cursed spirits they absorb, providing them with an immense arsenal of potential different moves. However, the quality of the cursed spirit's technique ceases to grow the moment they are absorbed. Cursed Spirit Manipulation operates functionally the same as shikigami conjuration. However, no intermediary is required and the quality of vagabond cursed spirits tends to be greater than simple shikigami. When summoned, the user's curses appear from the same portals they would use to manifest naturally. The curse manipulator can create portals of various sizes from their body and summon any number of curses from them at the same time. Due to the nature of consuming curses, a curse manipulator's cursed energy also feels different than that of a normal sorcerer. After this jump you will be able to devour monsters, demons, spirits, angels, dragons and the like. This will work if you defeat them or are stronger than tham. The difference in grades will evolve to the power of the word your in. Also the orbs don't taste like garbage since you are paying for this. Instead they taste like different foods depending on the type of thing you devour. Like a fire cursed spirit tasting like a spicy pepper. It will never taste like trash.

(Editor's Note: May require the *Cursed Energy* freebie.)

## (66) Summoning and Binding | Necronomicon [1400CP] (Lovecraft)

**Summoning and Binding [600CP] (Lovecraft)**

You are trained in arcane rituals that will allow you to summon creatures from beyond the mortal ken and bind them to your will. Summon a Flying Polyp and send it to massacre your enemies or summon a spirit to tell you the secrets it took to the grave. Faster and easier than building them yourself, this option will also let you summon creatures far more powerful than simple Shoggoths. Your bindings will protect you from all but the most deadly monsters/ Try not to call up that which you cannot put down.

**Necronomicon [800CP] (Lovecraft)**

The accursed book of the dead. This hideous tome, bound in the flesh of some ancient scholar, contains all of Abdul Alhazred's forbidden knowledge, including much that was lost to time. Inside are instructions to cast spells that can ensnare minds, afflict illness, and (imperfectly) resurrect the dead. The magic it teaches you is powered by the book itself and will not function if you are not directly holding it. It also contains an account of the Old Ones, their history, and the means for summoning them. Comes with the original Arabic

version as well as the Greek and English translations. This version, unlike the kind you would find in universe[sic], will not erode your mind or corrupt you in any way.

## (67) The Potential | Demonologist | Demonic Lineage: Devil [1500CP] (Devil May Cry)

**The Potential [100CP] (Devil May Cry)**

"You're a wizard, Jumper." Chyeah, just like that, you can now use magic. Neat, right? Well, there's a bit more to this than there seems to be. You see, most humans can't naturally use magic. It's just... not in their making. Sure, you've got the odd psychics and magicians and other special cases running around, but they're the exception, not the rule. In short, you gotta be born with it.

You just happen to be one of the lucky few. Maybe your family has a long history in the
business, or maybe one of your great-grand-somethings was an Oni. Hell, maybe you're just a fortunate anomaly. Whatever the reason is, you've got what it takes to magic the place up a
little. As of now, you've only got the barest of basics of conjuring up some arcane energy, but through time and practice, you'll eventually be able to pull off all sorts of bizarre magic nonsense.

**Demonologist [600CP] (Devil May Cry)**

So, in case you're feeling like being cartoonishly evil, here's a little something for ya. You are now a demon summoner. Yep. Uh-huh. That's correct. You can do exactly what the above statement describes. If you manage to form a pact with a demon, you'll be able to summon and use them as you desire.

Keep in mind, however, that demons generally tend to be pretty damn rowdy, and they sure as hell don't like being pushed around. So if you get too bossy with your tropical friends, don't be surprised if you suddenly find them wanting to renegotiate their contracts.

**Capstone Boosted:** Or maybe you don't want to mess about with contracts? Maybe you just wanna skip ahead to the part where the demons work for you? Well, now you can.

Thanks to the sheer strength of your demonic heritage, if you manage to defeat a demon, you can try to impose your will over it and completely subjugate it, essentially turning it into a slave with no choice but to obey.

Naturally, there isn't a single demon alive who's gonna be cool with this, so be prepared to meet a lot of resistance when attempting this, specially[sic] when concerning the stronger types of demons. Any and all demons you subjugate will be available to be summoned later on to any other world you may visit. Since they have to obey your commands, you won't have to worry about them going rogue, but don't act surprised if they start giving you lip.

**Demonic Lineage: Devil [800CP] (Devil May Cry)**

Rather than a specific species of demons, "Devil" is a catch-all term for the big guys, the movers and shakers of the Demon World. I'm talking about the likes of Sparda, Argosax and Mundus. By sharing their lineage, you're a step above the vast majority of demonkind.

Superior physical ability, powerful innate magic, the works. But, more than anything, this lineage will improve what you already are. Good will become great. Evil will become worse. Make sure to use the power of your bloodline responsibly, alright, Jumper?

(Editor's Note: *Demonic Lineage: Devil* is the Jump's Capstone Booster)

# Surgery of the Self

## Mechanisms by which to Divide Oneself
## [25,050CP] (64 Purchases) - Perk Total: 43

### (1) Vermintide [100CP] (Generic Necromancer)

Insects, rats, crows, and other carrion eaters are attracted to the dead, and so to are they to you. You have an innate connection to scavengers and animals attracted to decay and rot, such that you can effectively tame and train them, even if they would otherwise be untameable and untrainable, as would be the case with flies and most other insects. Supernatural beings associated with the concepts of decay, rot, and similar are also inclined towards you. This effect stacks with One of the Dead.

### (2) Proteges [100CP] (ULTRAKILL)

While perhaps you aren't an engineering sort, your model has the unique capability to generate and deploy several flying drones with access to metal and excess blood. While not that strong in combat with only a slow charging triple blast of energy, these little flying eyes can be seen through and controlled like extensions of yourself, allowing one to scout areas ahead. An invaluable tool in dangerous places, especially those like Hell. In addition, when fatally damaged, the drones will rocket themselves into the nearest foe they look at before exploding, proving useful even in death.

### (3) Astral Beast [200CP] (Adventure Time Jump)

By focusing your energy and relinking one or more of your senses, you can visit the astral plane to summon your astral beast, which will follow your commands. You can also allow it to be commanded by those close to you. May or may not manifest as hundreds of butterflies.

### (4) Spirit Medium [200CP] (Generic Necromancer)

You have the ability to call up the spirits of the dead to aid you in times of need. By binding a spirit to yourself or cultivating a positive relation with the dead you call upon, you can command or request aid from them, either having them perform a task in some manner, granting them the ability to interact with the physical world to a degree, or channeling them to gain access to some of their knowledge and/or abilities. Channeling multiple spirits at once, especially if they do not like you, can be straining and have a variety of negative consequences, so do be careful with the spirits you channel.

### (5) The Gods Are Not Gone Yet [200CP] (WHF: Tomb Kings)

Many of your fellows believe that the Gods of old Nehekhara have long since abandoned their people. Magic is left and the spirit world is still plainly visible to those who would look but the cynical eyes of some priests believe that they are just remnants left by an uncaring pantheon. You know differently. They are quieter perhaps, more wary in these times of Chaos, but the Gods of the desert stand aside its people as they ever have. When you call out to them, they notice and answer. Never will you be ignored or noticed and dismissed as

irrelevant. So long as some form of deity is out there, you know how to contact them and how to get them to answer. This provides no assurance that they will not respond in anger or contempt, so be sure to bring many lavish sacrifices to appease them.

## (6) Creation of Familiars [200CP] (Fate: The Island of Sin)

You are skilled in the creation of familiars—and not just one or two specific types, like most mages make use of, but any sort of familiar. Familiars can be imbued with their own Magic Circuits, allowing them to be used as a medium to cast spells; they also hold a connection to their master's mind, and mental communication is possible. It's even possible to outright take control of a soulless familiar, directing it with your mind while your body lies stationary. That often isn't necessary, however, as a familiar's connection to their master's mind means that they carry out their will even without special direction.

Now, just about any half-decent mage can create a familiar. It's a simple spell commonly worked on small animals, dead animals, or small statuettes. But while you have surpassing talent in all areas involving familiars, where you excel is transforming items into them—including items of such power as Noble Phantasms or your own CP-purchased gear. Using such excellent material, the resulting familiar will be able to change form into the appearance of some manner of fantastic beast, grow or shrink in size for convenience, and will be much more powerful than any ordinary familiar could be, proportional to the strength of the artifact they are created from.

Please note that while Ghost Liners can be considered a type of familiar, Servants are far too powerful and complex to actually create without magecraft on the same level as the most advanced tier of Student of Mystery, and you'd have to possess appropriate components. But creating a Heroic Spirit out of a figure of legend or fiction that didn't make a strong enough impact on history to be recorded on the Throne of Heroes is technically possible.

## (7) Daemon [200CP] (Berserk)

You have the ability to section off a piece of your mind and body to create an independent organism, called a daemon. This creature possesses your memories and personality, and a body which looks similar to your own, but much smaller. It can move about as easily as you can, is capable of making its own decisions, and possesses a scaled down version of your abilities, up to a maximum of 5%, but your own capabilities are reduced for as long as the daemon remains away.

You do not directly control the daemon, as it is an independent organism, but there is reason to think it wouldn't obey your instructions, since it is functionally you at the moment of creation. The daemon is capable of merging back with your main body, which returns your powers and also merges its memories with your own. You can create as many daemons as you desire, although it can be dangerous to do so, since each daemon weakens you as a whole. If a daemon is killed, you will eventually regain the power you put into it, over the course of one month.

## (8) Demon Seed [200CP] (Fear and Hunger)

"*Human dreams... such fertile ground for the seeds of torment.*"

Utilizing a vile and forbidden technique, considered repulsive by most, while invoking the powers of Sylvian, insert your seed on a fresh corpse. The corpse will then swell with child, and in instants give birth to a twisted Demon child, blood of your blood. You may choose to

gift this child with a copy of up to three perks you possess. It will grow to adulthood in a single day. The demon child is invariably and incurably of a twisted mind, psychopathic and sadistic from birth. It will be fanatically loyal to you and possess all the skills of its mother, but sterile and incapable of following you in your chain, no matter what. This technique is especially draining to the mind and requires that no other demon child of your creation be alive, otherwise producing no effect.

(Editor's Note: What it's referring to is necrophilia/having sexual intercourse with a corpse.)

## (9) Sacrifice [200CP] (Glitchtale)

Due to a glitch in the System, you can consciously dissolve your physical form, freeing your soul to give it to an ally, as a form of power up. You don't need to worry about someone damaging or stealing your soul before your ally fuses with it. After the fusion, your ally will transform in a stronger state, combining both of control, your mind and your soul will continue as independent existences, inside them. Unlike Frisk, you can separate yourself from the fusion and remake your physical body. There is no time limit for the fusion.

## (10) Murder of Black [200CP] (Junji Ito Kaidanroku)

There are many creatures that thrive when they're acting as a collective. Bees, ants, birds, to an extent even humans work better when they're cooperating rather than acting in competition. But when it comes to integrating into a collective, achieving the necessary level of familiarity and rapport is generally a time consuming process, perhaps made impossible if the target collective isn't human to begin with.
In this world, there are some individuals who have found a solution to that problem, and have adapted so well that they've managed to form symbiotic relationships with creatures such as bees and bats. Just like these individuals, you can establish a symbiotic relationship with multiple non-sapient creatures at once. You can grow your collective over time by integrating individual creatures into your congregation, though this works best if you're sticking to a single creature species – some beasts don't work well with other species.
The fact that this is a symbiosis should clue you in that the relationship goes both ways. To sustain the gathering you'll need to maintain it with your own energy and of course, actually bonding with the creatures will help. Keep them satisfied and in turn they'll aid you through whatever means they have available; as an example, a boy here that bonded with bats was able to sustain himself and others by having the bats transfer blood around. So before you choose whether to enthral a creature, you should carefully consider its inherent qualities.

(Editor's Note: Check the notes section of the *Junji Ito Kaidanroku* jump for a summed up explanation of the perk.)

## (11) Blood Golem [300CP] (Fear and Hunger)

"*This is my body. This is my blood. Happy are they who come to my supper.*"
Sacrifice your own blood to summon a golem to fight by your side temporarily. Summoning a Blood golem, unlike other spells, does not cost sanity and instead takes a toll on your health. The golem becomes stronger the more blood its fed and is immune to fire. When the blood completely dries it will lose cohesion and dispel, this can be indefinitely delayed by feeding it

more blood. (The initial blood used to create it must be yours and must be fresh from your veins. After that any blood will do).

## (12) Garden of Bones [300CP] (Generic Necromancer)

Necromancy often requires existing materials to work with, bones to create a skeleton, a corpse to raise a zombie, etc. Not anymore! Not for you, anyway. You have somehow acquired the ability to create undead flesh seemingly from nothing, generating and shaping bone, sinew, muscle, and skin either directly from your own body or from a short area around yourself. This is a tiring and time consuming activity that requires focus, though all three of these lessen with practice and time.
As an added benefit, you may plant flesh into the ground and imbue it with necromantic power to cause it to grow as if it were a plant, giving you a steady supply that will replenish in time. You may be able to learn to do something similar with non-organic materials, such as stones that grow or burying a sword to sprout more swords.

## (13) A Fragmented Soul [300CP] (Dark Souls Series)

When Manus, Father of the Abyss, perished, his soul split into fragments. In time, these fragments grew into beings with their own minds and souls. So you have learned to do the same. At will, you may tear apart fragments of your own soul and in time, these fragments shall become children of your own as much as Manus' fragments became children of the Abyss. And while you may not be able to fully control their growth, there are ways to influence these children of yours. For you see, you are capable of imbuing upon your children certain things whenever you create them. It could be a certain ability of yours or maybe even your own emotions that you poured into them. All of these shall influence your children in many aspects. Finally, the time it takes for a fragment of you to grow is based on their size. The smaller the fragment, the faster they will come into sapience. And while they may be separate, you need not be afraid. Your children, no matter what happens, shall always see you as their loving father.

## (14) Shadows [400CP] (Gemcraft: Frostborn Wrath)

An innate ability of Wizard Hunters, it allows you to spawn a single use shadow about once per minute. This shadow bears a shadowy copy of your soul, and retains your abilities and perks. You can direct the shadow to make a single attack against a target within your line of sight at the time of creation, and they will proceed to do so to the best of their ability. Shadows are insubstantial until the exact moment of their attack, and can pass through nearly every type of defence. Any passive defense is worthless, and even most types of active defences aren't able to do much. A Shadow created by this ability cannot be used to damage you, even indirectly or through mirroring.

## (15) Tomb Swarm [400CP] (WHF: Tomb Kings)

In the desert, not just the bodies of humans were reanimated by Nagash's spell gone awry. The countless dead animals were returned to an undead state as well, a vast, invisible army of skeletal scorpions, scarabs, spiders and worms that crawl in great swarms to devour any flesh they can find. They seem drawn to you, perhaps the vast energy within your being soothes them? No matter where you are, a swarm of these ferocious bone insects and small

animals can quickly gather to you and attack any of your foes, distracting and dealing countless small wounds. The swarm numbers great enough that it could cover you completely and can travel at quite surprising speeds. An enterprising guardian could use them to travel.

(Editor's Note: If taken with the *Corrupting Change* perk, 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.)

## (16) Necromancer [400CP] (Magnagothica: Maleghast)

You are a master necromancer, empowered by devils to form your own Black Mass; a force of undead or monstrous creatures bound to your will; body and soul. This Perk unlocks the Black Mass section of this document, allowing you to spend your Unit Points. Pick one of the six Houses; they are the primary House from whose roster you will build your Black Mass.
That command of souls isn't just words, though. You have the ability to use the souls of your Black Mass - released after they are destroyed - to fuel any magic you possess. You may spend such souls to enhance and increase the power of your spells, to call on magic you know but would normally be beyond your strength, or in place of other magical fuels. Even after spending souls this way, they are not lost to you - you can gather them up again, whether to spend them once more for magic, or infuse them into bodies to impart an unholy parody of life.
You can bind other souls to you in the same way with a lengthy ritual, performed over a corpse. Souls already held by another, or resting peacefully, are beyond your reach.

(Editor's Note: Please check the *Black Mass* section of the *Magnagothica: Maleghast* jump to make your own Black Mass.)

## (17) Wraith Vessel [400CP] (Berserk)

You are capable of taking in local spirits to empower yourself. Doing so is dangerous, as you are opening yourself up and allowing another being to take up residence within your own body. However, the effects are impressive, as you gain a number of physical and metaphysical enhancements, each dependent on the spirit which inhabits your being. Any kind of spirit can potentially grant you power, but more potent spirits are going to be able to grant you greater capabilities. A lost soul will likely only grant you some of their malice and confusion, with a physical transformation to more closely resemble them as they were in life, but other types, such as nature spirits, can grant you abilities related to their existence, such as control over fire, bugs, or more.
Furthermore, you are capable of drawing spirits into other physical vessels and tying them there, creating amalgamations of spirit and flesh. Such spirits you control are called familiars, and require you to concentrate and recite mantras to control. If your concentration is broken, the familiars will lose their direction and act independently.

## (18) Invasive Species [400CP] (Horror Midnight Movie Marathon)

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.

(Editor's Note: Taken with the *Corrupting Change* perk, this will allow you to grant other biological traits granted by perks and powers from other jumps through your Corrupting Change.)

## (19) Spawn [400CP] (Sarkic)

Your progeny will be strong, of that there is no doubt. You can create creatures made of your own biological material, by either gestating them within yourself, or by splitting a part of your biomass off and letting it grow by itself. Those grown within yourself will be like extensions of yourself, allowing you to form a kind of gestalt, but those grown apart will be far stronger. All of them will see you as their parent and will follow all your commands.

## (20) SPIDERS! [400CP] (Lords of the Night: Vampire)

Some people might not trust you. They might not think you're truly evil, committed to the cause of darkness. They might think under all that edge and black makeup, the gentle soul of an elf dwells. Such people are fools. Because your soul is made up of SPIDERS!
At least, that's what anyone who sees this perk in action will conclude. You can turn your lifeforce (Blood in this jump, but you might have other sources from other lives) into SPIDER. What kind of SPIDER? All kinds. You can grow four terrible shadowy limbs from your back, which can be made dexterous to quickly do delicate work, mighty for heavy physical work or end in terrible blades to use as weapons. Or your could pour it into your flesh and let spider swarms crawl out of your wounds, vomit them up or pull them out of shadows. Such swarms start out as horrible flesh eating monsters who aren't technically undead simply because they were never alive in the first place (but probably count as undead for creature type). But as you add more natures to yourself, you'll be able to make new types of SPIDER abomination appropriate to them. You want horrible half-alive alchemical abominations? Cyborg Spiders? Data Spiders? Hunger Spirit Spiders? They're all just an appropriate origin or perk away. To start with, these swarms can consume more life to grow, but if you give them an appropriate nature they might feed on other things.

## (21) Bête Noire Spell [400CP] (Glitchtale)

Somehow, you acquired a scroll containing information about how to use the Bête Noire spell, a forbidden spell from the times of the wizards. The spell utilizes an Inverted Soul, usually the user's own soul, and a human vessel to create a monstrous physical incarnation of the used soul in the ritual, focused on completing a specific goal. The version you found is a little different. You can use any human soul, independent of the Soul Trait, and the created incarnations are totally loyal to you and aren't focused just on a single purpose. Each one of the incarnations receive the Incarnation of the Soul perk, as well as maintaining the abilities of the soul and of the vessel. Post-jump, you can utilize other things as vessels instead of human bodies and can use any type of soul.

## (22) A Hearty Breakfast | Shadows of My Own | Hazy Reflection [450CP*] (Kingdom Hearts)

**A Hearty Breakfast [50CP*] (Kingdom Hearts)**

Should you find you don't have quite enough Hearts to make the form or summon you want; you can buy more for 50CP per 1 extra Heart.

**Shadows of My Own [200CP] (Kingdom Hearts)**

Your very own Custom Heartless minions! You can summon copies of your Custom Heartless, taking more energy to get more of them the bigger they are. A dozen or so small or tiny ones at most, about half that for medium sized. If your Custom might only get two or three at once, and you can only call upon one huge Heartless at a time.

**Hazy Reflection [200CP] (Kingdom Hearts)**

You can now summon your very own Custom Nobody! Here, take these Hearts to design it using the options in the Nobody Customization Supplement. The quantities you can summon at a time depends on their size, as listed in the Supplement. You can use these Hearts to ensure they meet your specifications, but you can't use them in the Heartless section.

(Editor's Note: You are given 15 *Hearts per perk* to use in the Heartless or Nobody Creation Section of the *Kingdom Hearts* jump.)

## (23) Snake Whisperer | Ophidiokinesis [500CP] (SCP: Serpent's Hand)

**Snake Whisperer [100CP] (SCP: Serpent's Hand)**

You are an empath. But only for snakes. You easily communicate with all sorts of serpentine creatures, including supernatural snakes, like nagas, basilisks, yuan-ti, etc. All serpentine creatures are much friendlier to you, and even if you are unable to communicate, you just have an aura with which the various snake creatures vibe.

**Ophidiokinesis [400CP] (SCP: Serpent's Hand)**

Yer a... snake wizard, I guess. You may generate snakes, and use them as a form of attack. The snakes you spawn appear from your skin, at any point you desire, and are all fully biologically functional. You may launch spheres made of snakes with great amount of kinetic energy; spawn large snakes to use as homing, venomous whips; spawn spitting cobras to use as improvised ranged weapons; you may even breathe snakes - as in, like fire breath, but instead of fire its snakes. You

may either dismiss the snakes later, dissolving them into energy, or you may just leave them be.

## (24) Ritual Foregone [600CP] (Duel Monsters - The Shadow Realm)

The ritual arts may be well and good, but if you're far from a ground where you are capable of performing them or even in the midst of battle, they may fall flat...However, you have one ace up your sleeve. You've made a pact with a Ritual Monster (which can be decided now or changed later) that states if you would fall into a state of near death, the beast would be summoned into the world on your behalf and defend your very life. Whether it succeeds or not is not given, but it will try, and it will ignore summoning costs and rites entirely when it's called out by this.

## (25) Parahuman: Thanatos [600CP] (Worm)

At will you are capable of conjuring up a phantom whose appearance and nature seem to be influenced by your personality. This phantom is capable of being intangible, and begins with peak human physical capabilities. Anytime it kills a living being, it assimilates properties of that being to improve itself. Even adding new capabilities and shifting it's form. Normal people typically only gain it skills and small increases in physical abilities, while parahumans and those with unique powers or abilities will see those abilities integrated into the phantom. Killing a pyrokinetic would result in your phantom shifting into a more demonic or draconic appearance, and granting it the ability to conjure and manipulate flame for example. At all times you sense what your phantom does, including its mental processes, and control it as easily as you control your own body. Improvements are permanent and remain even if you dismiss it. Your phantom's range begins at around four city blocks away from you, and will increase with time. Note that the upgrades it receives aren't necessarily a one for one copying of the target's power (although that is also possible), simply an integration of aspects of it that improve the phantom. These upgrades are always good, but killing a god isn't going to make it a god, although a massive upgrade related to that god's domain would be perfectly viable.

## (26) Gravedigger [600CP] (Death's Door)

It seems you, like Steadhone, have spent quite a bit of time tending the graves for those reaped by the Crows. You've been doing this so long that you have nearly precognitive abilities when it comes to knowing where someone is going to die in the near future, if not exactly who. This allows you to arrive there in time to perform last rites, should you elect to travel to do so. Beyond that skill your soul has become so durable that unless something manages to break your inner calm, you are effectively immortal. Your soul seems to have also become strong enough that you can split small slivers of it off to summon small simple-minded grunts under your control. Of course, you are also granted the ability to perform fitting eulogies for those you bury, even if you did not know them well.

## (27) Font of Hell [600CP] (ULTRAKILL)

Your very body has inherited much Hellish mass, enough for the process of demon creation to start anew. By sacrificing portions of your own flesh, you can form Demons of your own design. Beings of flesh and stone chained to your will. Larger chunks used can create

larger, more intelligent demons, and you can even plant ideas and orders into them from birth. Perhaps even, you can split off a chunk of your own consciousness, allowing you to wield multiple bodies at once. And don't worry about rejuvenating your flesh, for any flesh can now be incorporated into your own, the bodies of the damned or angelic alike, easily being able to be integrated into your new hellish host simply by touch. Show these invaders from above that Hell has it's own will, and it shall be brought to bear by you.

## (28) The Cornerstone [600CP] (NieR)

As long as you still stand, so too will those who depend on you. They're not gaining hope from seeing you fight or resist or anything so cliché. Your very life is such an intense force that your mere existence is enough to support an entire race and keep them from fading away. You are able to use your own being to support beings or things that are dying or failing and keep them alive like this. Countless thousands of Gestalt, possibly even millions, would be able to continue to exist as long as you did. They could still be killed by active hostile action but age, sickness, disease or the natural flaws of existing as an independent soul would not take their lives. Similarly, you could use your life to power immense shields or strengthen buildings, protecting them against flaws, time and even powering those that require energy. The stronger you get, the more you can extend this support to and, in an emergency, you can even support something that is being actively attacked or hurt, though doing this would actively drain your existence.

## (29) Sail the Kaiju Sea [600CP] (SCP: Serpent's Hand)

Ah, one of the Kaijumancers, are you? You have a supernatural connection to an aquatic world filled to the brim with gigafauna. These giant sea monsters frequently do battle with one another, and now you may summon them to do battle for you, as well. At will, you may summon a kaiju. Their size ranges from 20 to 500 feet, and they frequently display esoteric biology, such as fire breath, multiple heads, electrokinesis, minor telekinesis and telepathy, rapid regeneration and adaptation, and similar unusual biology. Invariably, they are all incredibly durable, capable of shrugging off even heavy vehicle-mounted weaponry and explosives, if not more. You may parse what Kaiju you have at your disposal and summon the ones you need. These Kaiju will obey your commands, and may even cause breaches in time-space, thus bringing more of their kind into reality, which you can also control. Kaiju are all biological, and some of them may even be sapient and capable of thaumaturgy of their own. They all ignore the square-cube law, all consume significantly less than their biomass would suggest - certainly, they kill less whales than industrial age humanity - and although they have not been observed reproducing so far, it is entirely possible that they do, in fact, reproduce, either sexually or asexually. At base, you may summon up to three different Kaiju at a time.

## (30) False God's Call [600CP] (LISA: THE CHAINFUL)

The men of Olathe are like sheep, and you will be their shepherd… There's just the issue of getting them to obey. Thankfully, with this perk, you've gained a penchant for commanding ex-sapient entities as long as they aren't particularly bright- Joy mutants will gladly obey your commands, as will the average zombie. Vampires, on the other hand, might be less suggestible… With enough practice, you'll find that even your music can control the hordes. Build your own future.

## (31) Calamitous [600CP] (Fate: The Island of Sin)

The Calamities of the Beast, the Flame, and the Curse have already been addressed, but what about the others? More than a dozen Great Calamities, and more than a hundred "lesser" Calamities were spread throughout the millennia.
This option effectively allows you to build your own Calamity, and gain powers based on it, using the 600 CP versions of **Black Dog**, **Dragon Faerie**, and **Priestess of the Enshrined Deity** as examples. Perhaps, using the Caterpillar War as a basis, you possess the ability to conjure forth titanic insectoid beasts of incredible power, capable of crushing city walls and wading through houses. Perhaps the King of the Mors would instead allow you to summon entire armies of Mors at once, or you could base your power off of the Calamity that destroyed the original Darlington and gain powers over the undead.
The details of this perk are left to you to hammer out.

(Editor's Note: For more information on each version, check the *Fate: The Island of Sin* jump.)

## (32) Corrupting Change [600CP] (Horror Midnight Movie Marathon)

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. 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.

## (33) The Scent of Life & Death [600CP] (Junji Ito Kaidanroku)

Of the accounts detailing the various terrestrial invasions, it appears that there are actually signs which precede each invasion, including a distinct odour and a shift in gas concentration within the affected area. Though the full implication of these precursor factors is still unknown, it has led to theories surrounding the root cause of this predicament. At the very least, some scientists are convinced that the effects could be replicated through some sort of microscopic entity, such as a bacteria or nanomachine colony of some sort. Frankly, at the rate that events are unfolding, it's rather unlikely that the scientists will ever get any confirmation. But at least, you can try to fight fire with fire.
This allows you to control microscopic entities and gather them together as a group, channelling one of your abilities through them. While there are some theories that the root cause of this disaster is sentient to some degree, this countermeasure ability of yours only affects non-sapient entities. As long as the target you're attempting to control is sufficiently small in size to the point that it cannot be seen by the naked eye, you really should have too much trouble attempting to influence and use it as a vector for your own abilities. Naturally, the effectiveness will be fairly dependent on what you choose to channel. Not unlike the strange phenomenon at work, normal resistances will not have much effect on your control group. Depending on what you use the group for, resistances may not factor into the equation at all, but under normal circumstances your control group will ignore barriers and resistances to a fair degree. This is true regardless of whether you're using a biological or

synthetic vector...though they may not fare as well in the face of complete immunity. You should also take note that once your control group goes beyond a size threshold, there's a good chance that it could slip out of your control if you can't keep check of all the elements at once – essentially, there's some degree of micromanagement involved.
It would be bad if you created another disaster on top of what is already happening, so take care not to overstep your limitations.

## (34) The Eight-Forked Drunkard's Shadow [600CP] (Shin Megami Tensei I)

You were sent on an expedition to the Abyss. Nothing of note really happened, honestly. But... you came back different. You're still as human as you ever were, but your shadows are deeper than before. At will, you may loosen your grip on it, causing your shadow to become an odd black liquid where eight spirits live in. These spirits normally cannot interact with the world. By yourself, you can take control of your shadow and mold it into objects such as spikes, walls or tentacles in order to attack enemies with strength and speed surpassing most demons. More importantly, these spirits have some innate mystical ability that you can draw on. Their first ability is that they can each take control of a person's mind. While there's no real limit to how long you can control a person's actions, willpower, mystical potency and outside interference all can break your hold, and a spirit's strength wanes the longer it is separated from your shadow. The second is that they each can completely immobilize a person. This ability is almost impossible to escape from without help, but is even more tiring for the spirits, to the point you'd have to keep someone inside your shadow to paralyze them for more than a minute. The third and last ability is that of healing. By expending energy, the spirits can heal a person. Healing a small cut is nothing, but making a man who will die in seconds totally okay would require that it consume itself fully. All of these abilities function by having your shadow touch the target in order to let a spirit jump into them. Spent spirits naturally reform in your shadows after a few minutes of rest.

## (35) Mirror of the Soul [600CP] (Wizard 101)

You have awakened to the highest mysteries of Necromancy, and know now beyond all doubt the world we live in is nothing but a Mirror of the true world our Souls inhabit. Merle Ambrose himself respects the nephrite-black light of your soul. Where the bolts of Storm crack the frigid walls of Ice, that is where Death dwells, and you know every twist and turn of its ethereal passage. Assuming you have an intact body, and the soul is willing and able, you are now capable of manifesting a True Resurrection. This is an incredibly intensive procedure that goes against every law the world holds itself to, but as a true Master of Death you are above such things. Additionally, you may create legions of greater undead, such as vampires and wraiths, at will. All things that are no longer among the living, yet neither are among the dead, shall look to you as their master, no matter their sapience. They may still disobey you, for their will is not truly shackled, but they recognise and are in awe of the power you bear. Your soul carries within it a fog that naturally drains the life of the things around you, healing you by exactly what is taken. You may select certain entities to be immune to this effect, and may toggle the fog at will.

## (36) Sacrificial Bestowment [600CP] (Shin Megami Tensei I)

There is a strange type of parasitic worm from the Abyss known as a Magatama. They are said to be a demon's essence, and you've learned how to create them. You do so by sacrificing half of your demonic power, which regenerate after a few weeks or a few months, depending on how much you refrain from combat to conserve what is left. Then, by implanting the resulting Magatama in a living being, they will gain access to a small measure of what is contained in the tiny creature. With conflict and time, the power they can draw on safely will increase, until the point where they instead begin increasing the power inside the Magatama through practice. Eventually, the power within will become equal to what yours was at the time of its creation, and it will fully merge with the host.

## (37) Motes/Imps | Brood Mother [700CP] (Pact)

**Motes/Imps [300CP] (Pact)**

By sacrificing a great deal of energy, you can create a creature known as a 'mote'. A mote is the offspring of a Demon, with similar powers to their progenitor. The mote you create will start off fairly weak, with a few of your abilities, and limited usage of them. However, it will grow over the years through the destruction and chaos it brings upon the world. With enough chaos caused, over hundreds of years it will grow to the same level of power you had when spawning it. Optionally, you can make it so that if your energy is stolen, for example a creature drains your essence to store in a jar, that stolen energy will form a mote, and attempt to slaughter the thief. Your motes will be loyal to you, unless you bring harm to them.

**Brood Mother [400CP] (Pact)**

You do not work alone, instead calling upon minions to fight for you. Whether the creatures are your own offspring, creations, or called upon is up to you. Some may sing a song, that attracts lesser animals to work for them. Another may lay eggs from their own body, that hatch into vipers, or skittering insects. Some may tap the mud, forming from it creatures to serve.

## (38) You're Casting Shadows | I'm Casting Doubt [1000CP] (Gemcraft: Chasing Shadows)

**You're Casting Shadows [400CP] (Gemcraft: Chasing Shadows)**

During some particularly dangerous and lucky field research you were able to spy on a Shadow, and now after lengthy experimentation are able to create your own. Though Shadows appear as large black apparitions they are the most powerful monsters in this world. Their many abilities include: a massive pool of health, greatly increased speed, short range teleportation, minor independent intelligence and will, casting projectiles that can damage gems, towers, walls, etc, their armor rating increases constantly during battle, they can communicate telepathically with their creator across any distance, they can condense into a tiny and near invulnerable sphere to heal rapidly, and they can Mark, Twist, and Possess monsters you control should you have that ability. Additionally they are partially immune to any status effects that hinder their ability to act ie. slows, staggers, and even a complete time stop can only limit their speed by 50%. Such quality demands great cost however, and as such creating a Shadow permanently reduces your mana pool by the amount used in their creation.

**I'm Casting Doubt [600CP] (Gemcraft: Chasing Shadows)**

A dark ability this. You may now project a shadowy incorporeal avatar of your current form that you may control across any distance as well as see and speak through, but you are unable to physically interact with the world. No matter what it will always be subtly wrong in appearance. For example the avatar of the Forgotten is skeletal, strangely jointed, and occasionally has dark tendrils wound around it. You may however cast magic through your avatar, but with a twist. You magics[sic] will strike directly at the mind of your targets having no effect on the environment. Monsters you create through your avatar will be illusory and unable to affect the environment, but should they attack a living being they do as much damage as if they were fully real. This also effects[sic] out of setting magic, and for an example you could cleanse an entire city with great storms of fire without damaging the infrastructure. What point is there in conquering if there is nothing left to rule over after all?

## (39) Carnomancer | Pool of Cruor [1000CP] (SCP: Serpent's Hand)

**Carnomancer [400CP] (SCP: Serpent's Hand)**

Yer a meat wizard, Jumper! Carnomancy is the school of thaumaturgy that concerns the manipulation of organic matter, and is mostly practiced by Nälkä. However, it is not exclusive to them. Your practice of carnomancy is tied to the symbols and patterns tattooed all over your skin. They allow you to warp your body into various weapons made of bone, cartilage and muscle. Other than that, you may affect external organic matter, but only if it's biologically dead. Overall, your capabilities are not unlike that of Hevel-Ab-Leshal, also known as Able.

**Pool of Cruor [600CP] (SCP: Serpent's Hand)**

When something dies, its body becomes a home for parasites and scavengers, fostering new life. Your own blood seems to be hyperactive in this manner. Whenever you spill your own blood - enough volume to form even a shallow pool - various entities will begin to manifest out of it. Their size will be limited by the size of the pool you make, but so long as the pool is undisturbed, they will keep coming. The entities will all be biological and physical, though they will invariably have various exotic features - additional limbs, hyperactive regeneration, various elemental organs, etc. You will possess a limited degree of psychic control over these entities.

(Editor's Note: Similar fleshmancy perks, more specific *Sarkic* perks and other SCP perks related to this magic. You may choose if they stack or be assimilated into the more suitable perk.)

## (40) Cyber Creation | Labyrinth Creation [1000CP] (Fate/Extra)

**Cyber Creation [400CP] (Fate/Extra)**

A strange skill you picked up here, one that allows you to create simple enemies out of your energy. Using this, you'll be able to create low level creatures that serve you loyally, mooks and bots if you will, and can set them simple orders such as guarding a place or attacking an enemy. The more you create and the stronger they are, the bigger the drain will become on you. An ordinary human would make a dozen or so at most, each with the power of a hunting dog. Those with more power could of course, create more bots and stronger ones at that.

**Labyrinth Creation [600CP] (Fate/Extra)**
The Moon Cell creates entire Reality Marbles to simulate each area in the Grail War, including the Lunar Seas where Servant Battles take place. While you're not able to replicate this incredible feat, you can begin to create Lunar Sea-like pockets of your own. While you can always decide the general theme to the dungeon and its enemies, at first, these will be small dungeons, perhaps only a dozen rooms and connecting hallways, and filled with weak fodder that will only drop cheap items. As you grow more experienced, all these parameters will expand. Eventually you could create grand labyrinths with multiple floors and dozens of rooms a piece, enemies will grow in strength and their item drops will increase to match. You do not have any more control over this however, at most you may simply choose the general size and strength of each dungeon, nor will the enemies within ignore you.

## (41) Manifest Destiny | Shattered Memories | Broken Circle [1600CP] (Silent Hill)

**Manifest Destiny [400CP] (Silent Hill)**
Silent Hill is a place powered by the human mind. Archetypes, fears, wants, desires. Those who have a deeper connection to the town have a deeper understanding of how to utilize this power, and it seems that you have this as well. The town will change slightly. Not enough to make everything a cakewalk, but you'll find it more... accepting of your goals. Ammo will be found, puzzles can be completed. Monsters hit less as hard, and luck is on your side. Note that this may help with troubles stemming from nature, or the environment, but never those stemming from other people.

**Shattered Memories [600CP] (Silent Hill)**
Silent Hill has been in many forms, and has created beings with many forms. Perhaps this world is more a part of you than you'd like to admit Jumper. For you see, the town will now actively draw on your memories. Your fears, desires, guilts, all will be used to form monsters and the landscape of the hellish Otherworld. However, this isn't for nothing. For while this town may be much more personal than you'd like to admit, this perk now acts as a Capstone Booster.
Additionally, post-Jump, you may create your own 'Silent Hill', or a place where the mind and matter intersect. You may spread this 'corruption' wherever you wish, but only in one place at a time. As your own psychic powers grow, so can the size of this place. It starts out the size of Silent Hill, but with more power, could grow to that of a massive city, or even a continent. Whether it is as hellish as the atrocities made on this land have shaped it, or a place of true peace, is up to you.

**Broken Circle [600CP] (Silent Hill)**
"*Son... you still don't get it. It doesn't matter what you want.*"
Silent Hill has a habit of keeping people trapped in it until they've finished what they started, or came to grips with their past, or what have you. It can even get to the point where some people are drawn back to this place after escaping, or history repeats itself to bring their trauma anew. For you however, it has no hold on you. You'll find that this town has little to no hold on you. You can come and go as you please, regardless of barriers. This even influences the layout of the Town itself as it shifts to provide passage.

**Capstone Booster:** Limbo. The trapping effects of Silent Hill don't just ignore you, but now they shift to your whims, allowing you to place intangible, invisible, unbreakable threads onto others. These threads will slowly shift fate itself to draw them back to either you or a location of your choice. Depending on your choice, either the area around you, or the location you choose will gain more Silent Hill like qualities as it feeds off of the thread you used. It will create personal monsters and environments for your chosen. They can escape via attaining some form of personal growth or conquering whatever challenges form from it. Rest assured that any other means of escape are moot, they will always come full circle.

(Editor's Note: *Shattered Memories* is the Jump's Capstone Booster. And for the perk itself, take the meanings and effect of the former paragraph and add it to the latter.)

## (42) A Lasting Shadow | Watch Your Shadow | Army of Darkness | The Closer You Get to the Light | The Greater Your Shadow Becomes | Heartless Stars | World of Chaos [2500CP] (Kingdom Hearts)

**Watch Your Shadow [100CP] (Kingdom Hearts)**

If you can summon Heartless you now gain the ability to bind a few of them into places or items to attack whoever next interacts with the item, or visits the location, yourself excluded of course. These Heartless can't move far from the area the item or object was corrupted (with the exception of appearing inside vehicles and the like) but once imbued no longer count towards your normal active Heartless limits. Instead you can imbue up to your active limits in up to three areas or objects to attack interlopers.

**Watch Your Shadow [100CP] (Kingdom Hearts)**

You have such darkness in your Heart that you can call Heartless to you to do your bidding. You can call upon the most common Heartless, the Shadows and Soldiers, and can have about two dozen active at once. Sending these summons scuttling towards your foes is almost effortless, though constantly replacing them will quickly drain upon your energy. The monsters summoned by this perk and its subsequent add-ons are almost extensions of yourself - an expression of your darkness that will let you call on them even in other worlds. They will be totally obedient to you. Dispelling them, or any from the subsequent perk tree is as easy as willing them away.

**Army of Darkness [200CP] (Kingdom Hearts)**

You can now summon most Heartless, from Large Bodies and Air Soldiers, to Powerwilds and Wyverns. You can call upon half a dozen such creatures, along with your dozen lesser Heartless. It takes a few moments to all upon these Heartless, and doing so takes a little effort.

**The Closer You Get to the Light [300CP] (Kingdom Hearts)**

The elites of the Heartless now flock to your banner. Invisibles, Defenders, Assault Riders and more. These are the enemies that can put up a challenge by themselves, and you can bring forth two or three at a time. It is more difficult to call upon these skilled fighters, though you could call upon a few every ten or twenty minutes without feeling much of a drain. Using them alongside Shadows and Soldiers is fairly easy, but summoning them with your Army of Darkness will have a much bigger impact upon you.

**The Greater Your Shadow Becomes [400CP] (Kingdom Hearts)**

The Mightiest of Heartless now come when you call. You can unleash a single boss monster at a time, from the unpredictable Trickmaster to the enormous Behemoth, Darkside, and Groundshaker; all are at your command, though it takes considerable effort to call upon them. Using them alongside anything other than Shadows and Soldiers will be very tiring.

**Heartless Stars [600CP] (Kingdom Hearts)**

You can call upon the hosts of Heartless capable of travelling through space, the Ship Forms if you will. Dozens of Dragonflies, Crawlers, and Drillers - among other forms - will pop into existence at your command, though they'll dissipate almost instantly within an atmosphere. Even Reaper's Wheels and Hunters come in groups of three or four, though the former will need something to manoeuvre on. The greatest space-born Heartless though, the Pirate Ship and the Hunter-X, they only come one at a time, but they're both worth it. The former summons fragile ghosts that speed towards enemies and bite them, and also has an assortment of laser cannons and a deadly main cannon that fires an explosive cannonball Heartless. The latter is an upgraded version of the Hunter, armed with four Hunter-X Bombs, a gatling laser, and assorted other weaponry, this devastating Ship Form can fill the space between itself and its prey with a storm of lasers in its choice of beams or blasts, and packs some powerful melee damage to boot.

**World of Chaos [800CP] (Kingdom Hearts)**

You can call upon the biggest and one of the most powerful Heartless ever seen; a monstrosity the size of a battleship, bristling with 'organic' laser turrets, force fields, and has a variety of blasting attacks that'll make short work of all but the most powerful of foes. Calling upon this veritable demon will be a time consuming effort, leaving you drained for a while. Fortunately, it can defend you as you recover. Calling upon other Heartless alongside this is extremely draining, and should only be done in the direst of circumstances. To control this massive monster you'll be attached to it via cables connected to your back and spine that lead into the humanoid forms chest cavity, which you can retreat within for protection. Controlling the entire beast is as easy as moving your own limbs.

(Editor's Note: Costs of certain perks have been increased. *The Closer You Get to the Light* has been increased from *100*CP to *300*CP. *The Greater Your Shadow Becomes* has been increased from *200*CP to *400*CP. *Heartless Stars* has been increased from *200*CP to *600*CP. And *World of Chaos* has been increased from *500*CP to *800*CP. Additionally if you wish, you can lower the overall metaphysical power the Heartless have to fit better in the narrative your writing.)

(Additional Editor's Note: Each tier of summoning you purchase (not including the ships) lets you call upon more of each lower tier, 1.5 times more in fact (rounded up). This means with the full purchase you could have up to 122 Shadows active at once, or two Heartless from The Greater Your Shadow Becomes. This does dig into your total pool, so you can't have 122 Shadows and the World of Chaos out at the same time.)

## (43) A Persisting Emptiness | You Are Nobody | End of Day | Empty Hearts | The Summons That Never Were | Fortress of Nothingness | World of Nothingness [2500CP] (Kingdom Hearts)

**A Persisting Emptiness [100CP] (Kingdom Hearts)**

So long as you can summon Nobodies you can now bind some of them to an area or object which, once entered or interacted with, will spawn those Nobodies to fight the interlopers. They won't attack you or your friends unless you want them to, and if an item is moved too far from where it was imbued the binding will fail. Nobodies bound inside vehicles are the exception to this. Binding Nobodies like this doesn't count towards your active limit, instead you can bind up to your active limits worth of Nobodies in up to three places or items.

**You Are Nobody [100CP] (Kingdom Hearts)**

Your status as a being that doesn't exist lets you call upon other non-existent beings. The Dusks and Creepers appear upon command, and will attack your foes en masse. Calling upon up to two dozen of these is as easy as breathing, though replacing them continuously will start to drain you rather quickly. Your power will let you bring these monsters into 'existence' even in other worlds, and they will bow to your will like puppets on strings, or extra limbs if you prefer that analogy. Dispelling them, or any from the subsequent perk tree is as easy as willing them away.

**End of Day [200CP] (Kingdom Hearts)**

Most varieties of Nobodies will now heed your summons. Snipers, Assassins, Samurai, Dancers, and Gamblers take only a few moments to bring forth and only take little effort. Half a dozen can be brought forth at a time.

**Empty Hearts [300CP] (Kingdom Hearts)**

Dragoons, spear wielding warriors with a deadly leap attack. Berserkers, extremely durable soldiers whose hammers deal immense damage. Sorcerers, floating magicians with conjured cubes that can repel attacks before zooming in to attack. These three breeds of Nobodies are the elites of the Nobodies, and will each put up a challenge by themselves. You can use two or three at a time, but it's much more difficult to do so than your lesser summons. Replacing them more once every ten to twenty minutes would be very draining. Providing them with Dusks and Creepers as backup is a breeze, but using them alongside more powerful Nobodies will be a quite noticeable drain.

**The Summons That Never Were [400CP] (Kingdom Hearts)**

Hearts): Swift and deadly, capable of wreaking devastation across the landscape, Twilight Thorn, Spectre, and even the mighty Angel of Death are yours to command. Only a single such monster will answer
your call at a time, and it will be a significant effort to call upon them, but the damage they can deal makes it worthwhile.

**Fortress of Nothingness [600CP] (Kingdom Hearts)**

Mini-Cruisers and Cruisers are enormous Nobody ship forms, the former are about the size of a house; six legged flying platforms housing four watchtowers, twin spikes on the front, and surprisingly manoeuvrable, the latter are hanger sized horizontal towers with cylinders running along the four longest edges ending in giant forward facing spikes. Both are able to take a substantial amount of damage, and deal out damage with their ramming attacks. You can call upon a dozen Mini-Cruisers and half a dozen Cruisers at

once. You can summon these behemoths in space in other Jumps, or the space between worlds in this Jump, and as a bonus you can also call upon the lesser Nobody Ships such as Speeders, Gatling Ships and Spiders in similar quantities. They don't last long in atmospheres though, so don't try calling upon them planet-side.

**World of Nothingness [800CP] (Kingdom Hearts)**

Part city, part castle, part dragon, this monstrous Nobody can be called forth with an exhausting effort, but will then lay waste to huge swathes of almost any battlefield. Throwing lasers and buildings at your foes, this being is a one monster army. Providing other Nobodies as backup will be a challenge though, as the drain will reach critical levels quickly. You control it by sitting on the throne located in its head, and can direct it with the ease of moving your own limbs.

(Editor's Note: Costs of certain perks have been increased. *Empty Hearts* has been increased from *100*CP to *300*CP. *The Summons That Never Were* has been increased from *200*CP to *400*CP. *Fortress of Nothingness* has been increased from *200*CP to *600*CP. And *World of Nothingness* has been increased from *500*CP to *800*CP. Additionally if you wish, you can lower the overall metaphysical power the Heartless have to fit better in the narrative your writing.)

(Additional Editor's Note: Each tier of summoning you purchase (not including the ships) lets you call upon more of each lower tier, 1.5 times more in fact (rounded up). This means you with the full purchase you could have up to 122 Dusks active at once, or two nobodies from *The Summons That Never Were*. This does dig into your total pool, so you can't have 122 Dusks and the World of Nothingness out at the same time.)

# Production of the Servient

## Mechanisms by which to Create Servants
## [28,200CP] (72 Purchases) - Perk Total: 58

### (1) Create Minions [100CP*] (Berserk)

You can transform humans and animals into monstrosities, filling them with demonic desires and instincts. Your minions can appear however you desire, but they often are similar to your true form in some way. At your discretion, your minions can either retain their own memories and personality, or can be erased and replaced with something of your choosing. Do note that removing their memories will also remove their skills in life. The minions you create are inherently loyal to you, whether or not you leave them their own memories, and they will obey your instructions to the best of their abilities.
Your minions grow in power based on how long it takes them to transform from human to demon. Their powers are always similar to your own, either your Apostle powers or abilities from other Jumps, but the amount of power they can gain is limited by how much you spent on this ability. For every 100 CP you spent, you can impart up to 10% of your own abilities into your minions.

(Editor's Note: Please check the *Berserk* jump for the full details underneath this perk. This perk can be bought up to ten times.)

### (2) Re-animator [100CP] (Graveyard Keeper)

Your Zombie Juice and reanimation table can turn any mostly intact corpse into a semi-living (or at least non-rotting) automaton that will perform simple tasks placed before them indefinitely. In future jumps, you may refine your technique to create more animated constructs, or even zombies capable of learning and speech. They will still do anything you ask of them of course.

### (3) Soul Magic [100CP] (Coraline)

You are capable of dealing in souls. You can bind souls of the living to your web long after they pass by sewing buttons in their eyes, though only if they agree. You may even bring to life dolls and Others by using a bit of special soul sand.

### (4) Kugutsu Magic [100CP] (Shin Megami Tensei I)

You are capable of animating dolls through demonic power. While the material and craftsmanship of their body matters the most where it concerns their fighting ability, the vile power coursing through their frame reinforces them, making them at the bare minimum twice as strong as a normal human. Keep in mind that the magic which
brings them to life also makes them extremely vulnerable to holy powers. Their intelligence is enough to obey simple orders, such as "patrol this area" or "hunt down humans", but it's not something you should bet on.

## (5) Curse Affixation [100CP] (Princess Mononoke)

By nature of their existence, Tatarigami normally don't last for very long. Either the host's body gives way or the Tatarigami ends up being destroyed. It can be possible however, to acquire Tatarigami that is stabilized and controllable, provided that the bearer is sufficiently strong in both physique and willpower.
The Tatarigami that we'll affix to your body with this option are essentially stable, however, the cost of this stability is flexibility. Normally, as the Tatarigami spreads across the host's body, every part of their body experiences enhanced strength and resilience – but in the process of stabilization this has been limited down to a specific body part. You'll have to choose for yourself what part of the body you would like the Tatarigami to adapt to. Once that adaptation is complete however, the Tatarigami will no longer adapt to anything or anyone else.
The resilience of the Tatarigami is not to be underestimated – they can continue to act even in situations when a normal human body should succumb and it takes complete disintegration or strong purification magic to stop them in their tracks. Even in cases where the Tatarigami is separated from its host forcefully, it can still pull itself back to its host and reconnect with it as necessary. Should you ever face a complete Tatarigami, you should always be wary of how resilient they are.
With enough Tatarigami implants to recreate a body, it might even be possible to temporarily separate from the Tatarigami, and have them act autonomously in a group for a brief period. We're pretty sure that a writhing mass of worms will provoke people to exterminate it right on sight though.

## (6) Homunculus Animation [200CP] (Loop Hero)

While not half so quick, easy, or flexible as necromancy, there are certain advantages to homunculi. Once built, they will oversee their task day in and day out, requiring no oversight. From scarecrows to oversee fields, to gargoyles that defend the vaults, to jellyfish constructs, wooden imitators, and slimes: the resources involved are quite different, but the underlying theory is much the same.

## (7) Brush of Truepaint [200CP] (The Elder Scrolls Series)

One of the incredibly rare Aedric Artifacts, this paintbrush is said to have been fashioned from Dibella's own hair. The brush allows the wielder to enter a painting canvas and create things simply by painting them, even living creatures like trolls.

## (8) Murder Spheres [200CP] (Horror Midnight Movie Marathon)

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.

## (9) Dollmaker's Talent [200CP] (House Of Horrors)

Created from the third nightmare. Utilising real humans as your model, you can carve, cut, join and shine each bone, paint the skin, sew up the wounds and pair it with a flawless face. Provide it with a homeless spirit and you can create a living doll and living dolls allow you to create the shell for a homeless spirit.

## (10) Stringless Marionettes [200CP] (Horror Midnight Movie Marathon)

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.

## (11) Origami Witch [200CP] (Fate/Legend: TLotRS)

A simple art turned deadly in your hands. Years of experience in folding paper has certainly made you a master at creating even the most complex origami shapes, your skill growing to the point that it began to mix with your magical energy, turning into something much more dangerous. You can easily use magic to shape paper into a wide variety of forms, imbued with varying effects. Creating origami familiars from paper, dangerous enough to scythe through human soldiers, is a ground-level effect. Creating powerful shields from overlapping paper flowers, flight through origami wings, patterns that strengthen existing spells or apply curse-like debuffs to those pierced by the paper cranes are all possible. While your main skill lies with direct paper spells, you will also find it muchmore possible to place magical effects onto paper for use with your magic. Researching some form of Onmyoudo or runic spells could prove especially potent.

## (12) Stone Shaper [200CP] (TES: Undead)

Gargoyles are actually quite fascinating, as they are less creatures and more living statues. All it takes to create them is a skilled sculptor and talented mage. Someone much like you. You are a master stonemason, chiseling out lifelike statues that you can then imbue with arcane energies in order to animate them. Additionally, you are capable of summoning any gargoyles you've created to your side for a minor magicka cost.

## (13) Xeno Eggs [200CP] (Horror Midnight Movie Marathon)

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.

## (14) Child Rearing 101 [200CP] (Fate/Legends: Garden of Avalon)

Children are ever so precious, especially when they make such perfect tools to turn against your foes. You have the knowledge of the strange processes used to create homunculi children and, beyond the norm for this kind of magic, you can do so as long as you have even a single sample from the body of your target, such as blood or a strand of hair, instead of needing semen. The homunculi can be carried to term within a artificial womb that has been properly prepared or within a woman, it makes little difference. The child will be a true descendant of the sample it was made from, possessing similar appearance and many of the same abilities and talents as their parent, though they are still beginners. Unlike their parent however, they will rapidly reach adulthood in just a year, quickly mastering their born advantages. So long as you created them, you are also able to effortlessly mould your homunculi into pursuing a purpose of your choice. They may try, through your mistakes or the influence of others, to take their own path in life but they will find that destiny agrees with you and be unnaturally forced towards the goal you decided for them. They can break free but it will be an epic task.

## (15) Husk [200CP] (Rise from Ashes)

A husk is an artificial vessel, made by the living to be possessed by the dead. Some are human-shaped, others are mechanical. They range from party balloons to mannequins to gigantic, treaded vehicles used to clean the streets. You get a humanoid combat husk, one that can be possessed by a spirit to fight on your behalf. Keep in mind that some ghosts may have difficulty entering because they haven't dressed themselves for a long, long time.

## (16) Wickerman [300CP] (Berserk)

This giant, humanoid shaped construct is constructed from entwined wicker and designed like a cage. Humans are placed inside it, then the entire structure is lit on fire, creating a flaming monstrosity. The resulting construct is fueled by the souls of those trapped inside, and is usually used as a bodyguard for its creator. If destroyed, it reappears in your Warehouse after one month.

## (17) Reading Rainbow [300CP] (Soul Eater)

Take a look, it's in a book, new friends in every library. Books are your friends (and your parent in a way), and with this perk, you should take that literally. You now have the power to turn books, or chapters from them, into living beings based on the book, chapter or even a specific fictional character. The amount of power and life breathed into your new friend is of course based on the amount of magic that you push into the process, though as a result

you'll of course be unable to make something stronger than yourself. To help a bit, you can use external energy sources to fuel the process though.

## (18) Box Files [300CP] (Clive Barker's Jericho)

The Firstborn likes what it sees in you and decided to give you a little treat. You've been given the ability to create and control some of the flies from the Pyxis, known as Box Flies, which enables you to corrupt other beings, twisting them into the terrible creatures of the Box and forcing their loyalty to you, especially given that the process of corrupting the body of a being inevitably shatters their sanity and minds. The more powerful a being is, the more flies and the longer the flies will need to fully corrupt their body, though it is possible to have the flies only partially corrupt something, laying nasty eggs and stings in a targets' limbs. You can also teleport between any two masses of flies that are at least the size of a person. Now that the flies are yours, they will grow more numerous and corruptive the more your own supernatural power grows, as right now you can only create a swarm large enough to cover three or four people at once.

## (19) Onmyoudou: Common-Style | Onmyoudou: Imperial-Style [300CP] (Tokyo Ravens)

**Onmyoudou: Common-Style [100CP] (Tokyo Ravens)**

Common-style Onmyoudou is the modern form of magic that most people practice today. With this perk, you gain extensive knowledge of various common-style spells, including elemental manipulation, creating barriers and wards, performing exorcisms, creating basic shadow shikigami, controlling animals, and more. Additionally, you are fully equipped with the knowledge of the hand signs and chants needed to perform these techniques expertly.

**Onmyoudou: Imperial-Style [200CP] (Tokyo Ravens)**

Imperial-style Onmyoudou has stripped away many of the religious and abstract aspects of traditional Onmyoudou, focusing instead on practical, powerful techniques. This has made it far more effective, complex, and versatile than Common-Style Onmyoudou. With this perk, you gain extensive knowledge of Imperial-Style spells, allowing you to create advanced barriers, summon elemental constructs for combat, craft detailed illusions, cast powerful curses, form cursed mazes that trap enemies, and more. You also learn the specific hand signs and chants to use these advanced techniques expertly.

## (20) Key of Servitors | Eldritch Monsters [300CP] (Lords of the Night: Liches)

**Key of Servitors [200CP] (Lords of the Night: Liches)**

Upon buying this perk you gain access to the first level of the Arcana of the Servitors, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth. This Key lets the Arcane Lich perform perhaps the most iconic trick people think of when speaking of liches. It lets them raise their minions of death. Ironically, this is more a trick of the light and an echo of the Lich's own undead status than actual necromancy. The Arcana of Servitors uses the Arcana to create false corpses, and fills them with a false spirit born of the Arcane. Despite having never lived, they still count as undead. A Servitor can be turned or destroyed by positive energy, and can be rebuked but not commanded or controlled by negative energy or spells. Only the Arcane could steal

control of a Servitor. You can see through the eyes of your Servitors, and their eyes glow with purple light. The forces of the Arcane that form and animate your servants forms streams and nimbuses of the same purple light of force that puppets them as they move and act. This Arcane is very mechanical in how it creates “undead” and controls them. You form ‘binding points’ or slots in your soul over time, and then fill those slots with your manifested Servitors. When one is destroyed, you can simply create another. All your slots are equal and interchangeable - they’re all able to form undead of the same ‘stature.’ You can’t make a smaller number of greater undead, or a greater number of lesser. At the beginning, you’ll only be able to form a bare dozen false ‘ghouls’ or equivalent, but as you grow in your mastery of Servitors, you will find yourself able to slowly create more undead, or greater ones. You may invest your growth in either direction - creating more ‘slots’ you can fill with ‘undead’, or making those slots capable of being filled with more impressive ‘undead.’ While they are made from an echo of death, and count as undead, they never lived. Servitors are strangely sterile things of false flesh or bone effectively created from nothing more than your mastery of the Arcane. They cannot cause those they slay to rise as undead, nor inflict disease, even if the undead they were based on could do these things. The undead created via this ability never count against your total amount of more ‘normal’ undead you may control.

**Eldritch Monsters [100CP] (Lords of the Night: Liches)**

While an echo of the Necromancy shaping you lets you give your Servitors form, they aren’t truly of the dead. Your Servitors count as Constructs or Undead, whichever is more favorable at that moment. They also become completely incorruptible, with your control absolute and incapable of being broken by any means. But the real benefit is that the energies and nimbuses that form and animate your servitors become more than a light show. You can bind them into useful functions. Essentially, your Servitors gain the class abilities (though nothing else, no saving throws or attack bonuses or the like), of a totemist of half their hit dice (minus Wild Empathy, Illiteracy, and Totems Protection), with ‘meldshapes’ formed of the Arcane, and themed around ‘Undeath and the Eldritch’ instead of ‘Nature and Magical Beasts’. They have a false ‘essentia’ formed of the Arcane Energies making them up, and the ‘Undead Meldshaper’ feat.

## (21) Goliad/Stormo Creation [400CP] (Adventure Time Jump)

You can take dna and create powerful psychic creatures. Loyalty and goodness depend on the DNA sample.

## (22) Helminth [400CP] (Sarkic)

An amalgamated creature consisting of several organisms infected by various anomalous diseases. Can infect other creatures with different beneficial strains of the aforementioned diseases. Somewhat sapient, and has the intelligence of a particularly dimwitted dog.

## (23) Cyclops Trio [400CP] (Drakengard One)

A group of three towering behemoths, monsters experimented on and enslaved by the Empire. Each one stands tens of times the height of any man and has the strength to smash a tower down with a few rough blows. Their eyes can even project powerful lasers of magic over great distances, though these creatures are hindered by their slow speeds. You appear to have a mental connection with each being, allowing you to easily transmit orders, though

the three have only the intelligence of a loyal, fairly smart dog. They can get as affectionate as one too, which is at times a risky proposition.

## (24) Scarlet Spawn [400CP] (SCP Foundation)

Whether it's through black magic or simple [EXPLETIVE EXPUNGED]ing you can induce a state of pregnancy. This can be permitted to occur via ritual by your underlings, without direct action on your part. A cultist performing your designed rituals with the right human sacrifice is just as effective as being there in person. This allows you to serve as the "primary" parent for other couples, with children they have metaphysically registering as your own as well. Or, only your own children, and you can deny either or both other participants any lineage if you choose. Any offspring will gain advanced anomalous qualities of their own, in addition to whatever they might be able to inherit from you or your partner(s). You sit at the throne above this family, your supremacy enforceable by the same black magic that allows you to claim children as your own. You also have a formidable aura of dominance, essentially allowing you to maintain your hierarchies without need for binding spells. If you have other ritualistic magic, it may be shared to worshippers as well.

## (25) Kaijumancer [400CP] (Sarkic)

A school of magic created and perfect by a subsect of Serpent's Hand. It is what is sound like – the art of making use of monsters. You are a beast 4 master, capable of taming any kind of fauna, anomalous or otherwise. This works especially well if the fauna in question is unusually large. Finding and taming the Loch-Ness Monster? An afternoon walk. Becoming friends with Anantashesha? Easy. Pet Leviathan? No biggie. Also, any mundane animals that you tame seem to grow and develop at a greatly accelerated rate, even growing beyond what is normally possible for their species.

## (26) Virtuous [400CP] (ULTRAKILL)

In death, men are judged. Once, this judgement fell to His eyes, but in times since, His angelic court have taken such matters into their own hands, and you are one such example. With your power, you may elevate the dead to angels, able to fight by your side, if temporarily, before being risen above to where they belong. Those less virtuous may only turn to simple Virtues, non-humanoid flying spheres able to channel divine energy into great beams. However, those of higher standards may turn into more powerful humanoid forms, able to channel that light into weaponry as much as beams, each eager to fight by your side to the bitter end.

(Editor's Note: Exempt from the Notes Section: *This can work on Husks, not Demons. Said uplifting is temporary in their case, and most will only be able to become a Virtue. Consider Virtues to have access to "Light of the Heavens" while full angels you create have it in addition to Instruments of Will.*)

## (27) Swarm of Mors [400CP] (Fate: The Island of Sin)

In his previous incarnation, Oberon Vortigern was the King of the Mors, and it looks like you still hold some degree of power over them. You have a group of 20 Mors (an ooze-like being that can inflict curses upon touch, and which turns faeries into more of itself), 10 Large Mors

(a giant-sized Mors formed from a collection of smaller Mors), 10 Human Mors (the result of Beryl's experiments transferring the Mors curse to a human, allowing them to cause those humans they touch to become more Human Mors, and which inflict curses to anyone who dares attack them and far more horrific curses on whoever kills them), and 1 Mors Dragon (which is a massive enemy whose attacks shake the very earth, and which can inflict curses on large groups of enemies at once).
These Mors will loyally follow your commands and will not act beyond what you permit; furthermore, regardless of your own species they will be incapable of transferring the Mors curse to you or those you designate as "safe". The Mors replenish once per month.

## (28) Dead Horde [400CP] (Horror Midnight Movie Marathon)

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.

## (29) Minions Aplenty [400CP] (Drakan)

Sure, you could just crush the intrepid heroes yourself... but it 's just so annoying to have to drop what you're doing to put out every little fire. With this, you will never have any trouble finding hordes of evil , ugly, stupid (yet loyal) minions to do your bidding for vague promises of wealth and power.

## (30) Scheherazade [400CP] (SCP Foundation)

*Greatest of fictives.*
You craft tales so clear they could be real. Tulpa is a term that's in pretty common use these days. As a gifted storyteller, your words capture the imagination of others and give them true shape. Stories holding this potential for genesis must be well-developed and detailed as well. This act can not normally be used by purely mental-beings on their own. There is a point of trickery to it. Beginning your storytelling yet leaving it unfinished will prompt others to try and complete the puzzle on their own, unwittingly donating additional mental energy to the process. Your fictives take shape based on the will of their "parents". The beings will become more complex as time goes on, changing forms and shapes with time and

self-perception, and develop a greater understanding of how to cope with the universe around them. Fictives, djinn, tulpa... whatever word you wish to describe them these beings come in many more forms than the humanoid. Rings, lamps, rugs, even whole estates can be fictives – and eventually grow enough spirit of their own to be called djinn. Each story is alive, and with the potential for growth and self-awareness. Your children start small but may advance into legendary triumphs on their own.

## (31) Spiritual Disaster Sigil [400CP] (Tokyo Ravens)

You receive a case containing ten paper sigils, each capable of triggering a spiritual disaster. When a sigil is placed on the ground or a map, it disrupts the nearby leylines, causing miasma to form. This disturbance causes demons to form, with the exact type of demon varying each time. You can control the demons created by the sigils. You can either summon multiple demons by using several sigils or combine all the sigils to empower a single demon with great strength. Once all the sigils have been used, the case will be refilled after a few days.

## (32) Creeping Corruption [400CP] (Hollow Knight)

Void corrupts nearly all it contacts. A still pool changes and warps its surroundings, darkening them, sterilizing the air as strands of Void stretch it's influence further. It affects people, changing perceptions, warping them to suit the Void's needs, molding them into servants, their influence clear within the dark streaks the Void leaves underneath their eyes. You have become a proliferator of this corrupting influence, subtly shifting and changing that around you into something far more suited for a creature of your dark inclinations, be it the environment or people. Toggleable after the jump.

## (33) Pebble Art Effigy [400CP] (Grime)

An odd item made of rocks and Nerveroot, which when broken either by you or someone else, will summon a large creature known as a Rockgiant. And it will. A Rockgiant is rather tough outright, while also holding a lot of power in its strikes while also kicking up visible zones where being on the ground will carry the destructive force. And will remain active till dismissed or it ends up destroyed in battle. And as for the Effigy, you will get a new intact copy after a day in either one of your pockets or at your Warehouse (if you have a preference) to use again.

## (34) Actual Anarchy Army [400CP] (SCP Foundation)

*Doing it for you is enough of a reason.*
This is your very own division of the Chaos Insurgency, following its own mission independent and unaware of the goals or activities of other cells. It has hundreds of soldiers, operating efficiently as your personal private army. They know nothing of your goals. And they do not want or need to know them. Being able to help you fulfill them is enough. They are fully satisfied knowing nothing except the pursuit of victory, as that level of secrecy keeps them from unwillingly yielding information to enemies that can use supernatural means to extract secrets from them. A twisted reflection of the Foundation, there are many useful similarities. Expendable alpha-class grunts, willing to do anything to be included in your supernatural revolution. Beta-class are more valuable assets, actively gathering actionable

intelligence on groups or resources that interest you. And of course you have Gamma-class personnel too, to better research how to use the supernatural to accomplish your goals and organize your forces. In the end you're the only one who knows all the identities and can bring the army together, scattered as they often are to avoid detection from your foes. All these follower truly care about is that consensus reality is an illusion, and you're the one to lead them into a better world. You will upset the status quo for them, won't you?

## (35) The Walrider [400CP] (Outlast)

It seems that the thing-in-the-dark has found a new host. The source of the madness that has affected most of Mount Massive Asylum's inhabitants and the deity of Father Martin's religion, this ghostly entity actually has a technological origin. It is a swarm of nanites; small, nanoscopic machines which collectively possess great strength and power. As it is composed of nanites, it is nearly invisible to human eyes, only showing a faint black aura, but can be clearly seen using nightvision. It can easily overpower most opponents, and while secure doors can slow it somewhat it is fully capable of going underneath them. It is essentially immune to most kinetic weaponry, though powerful sonic attacks and fire can disrupt it, and only specialised defences can stop it entirely. You can control this swarm, and this incredible capability may enhance you in other ways as it acts as a Capstone Booster for the 600CP Perks.

(Editor's Note: As said in the bottom of the perk, this perk acts as a capstone booster for all other 600CP perks from the *Outlast* jump.)

## (36) DAMMERUNG [400CP] (SCP Foundation)

*God was a mistake of Man, one which SAPPHIRE will correct.*
Killing God? The notion is preposterous. You can't kill God for the same reason you can't kill fairies. They're fake ~~and gay~~. Killing a god might satisfy the ego, but there's no point in doing so because God doesn't exist. It might make things seem flat and uninteresting. That's good. Flat and uninteresting is the world we long for. But not Flat Earth, ~~that's been fixed~~ because that is unscientific and as preposterous as deities. You won't settle for imaginary tasks like killing god. You want thought-provoking exercises in destroying all kinds of belief. Any faith, superstition, or even *sentimental meanings*. You can prove their non-existence and the frivolous practice of believing in any symbol. All belief in the paranormal and magical can be made to die. Not by your sword but by your pen. There will only be room for the facts and science you create. You can design your own infohazards, creating potentially horrific results depending on what effects you're forcing on people. Making these kinds of anomalies is an extremely dangerous practice as you invariably expose yourself to the information in the process of the creation. One small mercy is your infohazards don't have to be triggered singularly by the information – a moment of weakness and belief might be needed too. Prey on moments of superstition in your enemy. Is there an afterlife? No.

## (37) Carven Crafter | Coda Crafter [600CP] (Grime)

**Carven Crafter [300CP] (Grime)**
While the craft of making statues and art out of stone is hardly an exotic skill and you can easily do that if you wish...This is different.

This is a series of skills to make finely detailed and carved stone bodies in such a manner that all they need is a source of specific energy such as this world's 'Breath' to make them into 'living beings' that will be loyal to you and your companions. And even better is that the ones made via this method will accept any other alternative energies or sources that can grant life from other settings or ones of your own creation…

**Coda Crafter [300CP] (Grime)**

Unlike making Carven, this specializes in making 'Flesh' into creations of fine work. And given that this makes you an equal among those in the Coda who tirelessly devote themselves to these skills...

...You can do the same, albeit with needing far less life-giving Breath for creations made via this power compared to others. And same for non-Breath sources that can be used to provide life. However, if you do also happen to have Carven Crafter, you can actually use your skills to convert those made of stone and other 'lesser' non-fitting humanoid forms into ones made of finely created flesh.

## (38) Vessel Spawner [600CP] (Grime)

This allows you to create truly unique forms or beings that contain what would be conflicting materials and phenomena. Such as an entire human-like body that is alive, but made of inhuman stone and a face that is made of a Black Hole.

That, and countless others can be made by you. Though do be warned that creating such works will take lots of resources and talents to truly make them with the amount of capability like the 'Vessel/Chiseled One'...

And for note, to explain this in a different way: This gives you the capability and requisite skills to be able to make a single individual on par with the potential seen with this world's Vessel...

...The catch is that relying solely on this Perk means you will still have a lot of work and effort to put in, on top of needing the resources to pull it off. And trying to make multiples at one time is going to be an extremely difficult hurdle to overcome.

## (39) The Ur-Dragon, Bones of the Blasphemous Immolation [600CP] (Exalted: Abyssals)

At the beginning of days, the world's makers shaped every kind of monster, wrought from Essence in forms familiar and forgotten. In those days, the Ur-Dragon was the prototype and ancestor of all great saurian life, the original and gigantic model upon which the tyrant lizards and river dragons of today are based upon. As these super-predators roam Creation's jungles now, so too did their ancestor roam Creation's borders and kingdoms, clad in scales of volcanic stone and with a breath as ash-clouds. But in time, even this great terror shared the fate of its Primordial creators, eventually falling before the might of the Exalted host. Only the bones of this dead behemoth remain, the final markers of an ancient beast from a time before civilization. Yet the flames within these bones never died down, leaving the field where they fell forever a burned wasteland. Until now. Reanimated by great works of necromancy, these monumentally massive bones have been raised from the earth to show Creation the might of the dead. Composed of earth and molten rock, its skeletal remains resemble nothing so much as black granite. Still scorching hot to the touch after millenia of dormancy, and occasional cracks in the bones reveal the bright, yellow-hot glow of

ever-burning, magmatic stone within. Bound to your command, its great steps shall rattle the foundations of civilizations and flatten cities across Creation, their ruins to be forgotten as it once was. Yet this reanimated behemoth offers more than heat and fire, gigantic bone claws and fangs, and an earth-shaking stride that flattens all in its path. For within its fossilized rib cage has been set a fortress of soulsteel and jade, the chill of the grave that emanates from the soulsteel keeping occupants comfortable even as the air shimmers with heat around it. Along the cervical vertebrae of its neck, a relatively flexible and slender bridge of soulsteel has been constructed, leading from the fortress up to the skull of the great beast. There, a flat crown-plateau has been set on top of its skull, with a throne of soulsteel reserved for you at the center of this great howdah-crown.

## (40) Banner of the Hidden Dead [600CP] (WHF: Tomb Kings)

A large army banner, emblazoned with a golden hawk flying over the desert sands, this is a powerful relic. Originally held by the personal legion of Settra the Imperishable himself, it is able to summon that legion, or at least a portion of it, anywhere the banner is planted. Once planted, thousands of skeleton warriors will rise from the ground and even numerous golem creations will accompany them, rising to fight at the will of the master of the banner. So long as the banner remains planted, the army will continue to fight until they or the enemy is utterly destroyed. Once taken from the ground, the summoned warriors will fade away, back to the tombs from whence they came.

## (41) Kabbalah [600CP] (Ars Magica)

The Jewish occult tradition of Kabbalah is not technically hedge magic, as it draws on the power of the divine rather than the magical realm. Still, to laypeople, its study and effects strongly resemble the practice of magic. It began in southern France and Iberia in the twelfth century, but was based on Jewish theology and religious practices that had existed long prior. Kabbalists are known for creating Golems, but they are also able to alter their true names and learn the true names of supernatural beings.

## (42) Making Monsters [600CP] (Horror Midnight Movie Marathon)

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.

> **Capstone Boosted:** 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.

## (43) Hell is Other Demons [600CP] (Shin Megami Tensei II)

Interesting. Are you some ancient deity disgraced into demonhood by God Himself? Or did you stumble upon a forbidden secret all by yourself? You've learned something beyond mere summoning: The creation of Demons themselves. Utilizing any existing myth or story in the world as a basis (rule of thumb, assume at least one-hundred people in the world know and talk about it), you may expend a large amount of your personal energy to create a brand new demon based on that story. A story about a fairy queen who enchants unwary travelers under her spell would become a beautiful demon with a bewitching voice, and a story about a mothman that eats goats would become a gigantic insect with a vicious appetite. Though they will gain abilities based on their stories, their strength depends on the popularity and common knowledge of their legend. With only the bare minimum to create a demon, they would be among the weakest and easily dispatched...but a legend that is common knowledge to the entire planet, or even something like the center of a worldwide religion could be a match for even the likes of Satan or Lucifer in terms of power. These demons you create will not necessarily be loyal to you and may even work against you if your beliefs and methods differ too wildly (see Lucifer himself for a good example), they will still subconsciously act in a way that advances your goals in a way you approve of, with them oblivious to it each step of the way. After all, you're their Creator and their purpose is burned into their very being.

## (44) Cult of Jumper [600CP] (Horror Midnight Movie Marathon)

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.

## (45) The Power Of The Artist [600CP] (Bendy and The Dark Revival)

Your art has ascended far beyond the normal boundaries of this world becoming something only matched by... honestly I don't think anyone has ever matched this. Everything you draw is fundamentally 'real' , a person you draw will have a soul, a landscape you paint will begin to exist within a small sub dimension. None of these things will have any effect on the material world but you also find yourself able to create echoes of yourself to interact with these sub worlds of your creation.

## (46) Unsecured. Uncontained. Unprotected. [600CP] (Generic Creepypasta)

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

## (47) Body Builder | Spark of Life [600CP] (9)

**Body Builder [200CP] (9)**

As a Machine, you were created in order to create others in your image. As such, you have an innate skill for building bodies meant to be filled with a spark of life, whether the assembly-line Walkers from before the war or the cobbled together Beasts created before and during the conflict with the Stitchpunks. You could potentially even build new chassises for yourself.

**Spark of Life [400CP] (9)**

What use is a lifeless doll without that spark? Just as you were granted the spark of life, you are able to grant it to your own creations. Unfortunately, by default, those granted life through this perk suffer the same imperfection of the Machine, being creatures of pure intellect that are utterly lacking in humanity. On the other hand, they're cunning, automatically adept with their bodies, and unerringly loyal to you. You can also, somehow, always communicate your orders to them, which they follow incredibly intelligently for their animalistic nature.

## (48) Tau's Creation [600CP] (Loop Hero)

In theory, transforming heavenly bodies into pets is an impossibility. In practice, it's a sucker's bet. Given a celestial sphere as fuel, some freaky whim of the universe allows you to transform it into a steadfast companion, retaining much of the strength and nature of that which created it. Absent any good ways to collect such things as stars, smaller components of the astral realm will suffice--though in that case, the result will be similarly diminished.

## (49) Weaponized Book Entity [600CP] (Bibliomania)

You managed to get your hands on a weaponized book similar to Serpent that managed to awaken to its full power, fortunately it was bound to you in such a way that even if it wanted to rampage and cause chaos it can't though since its personality matches yours and is to loyal you can ask them to do anything and it would do so without hesitation, even knowing your exact intent in what you say, never miss interpreting you. It has 3 forms, a human sized humanoid(though it may not look fully human), a book form (which seems to match your preferences of aesthetics) and a beast form which will be similar to Serpents in both size and ability. It can grow stronger in time with knowledge, training and things to absorb but it doesn't need to. You can summon it at will as it will be completely obedient to you.

## (50) Beautiful Blasphemy [600CP] (DUSK)

You've further investigated the cult's usage of the sparks, thumbing through dozens of sheets of messy, half insane documentation, thumbing through antiquated terminals and experimenting with the sparks yourself, and have figured out one of their greatest powers. The creation of life itself. Simply combining a mass of gore, some bones, and applying a heavy helping of sparks, you can create fleshy, loyal guardian. A bodyguard that can be augmented further. Add armor to deflect blows, add weaponry to increase their lethality tenfold, perhaps even teach it proper strategy and tactics. Bask in your work, and let it ease your burdens.

## (51) Demonic Infusion [600CP] (Shin Megami Tensei I)

Still... it's not enough. All that study, a lifetime's worth of work, and you're still only capable of dealing with the runts. The trash. But demons, they have all that power, and no need or desire to develop it. That angers you. After capturing a demon close to your equal, you began studying it, and have discovered the intricacies of demonic physiology. Combined with your knowledge of biology, you've devised a way of turning humans into part-demon aberrations through extensive reconstructive surgery. While general enhancements are easy, you still need intimate knowledge of a particular race in order to recreate specific traits. Additionally, a well preserved sample of their body must be used in order to kick-start the mystical side of your subject's abilities. As a small bonus, you had a happy little accident during one of your earlier tests, and have discovered how to cleanly and easily remove this pesky little thing called "free will" in your subjects. I'm sure that will be useful. But enough of that. There's still the reason why you did all of this. If you are willing to take the last step and abandon your humanity, you may choose a single Demon Race costing 200 CP or less to have become a hybrid of, gaining some of their abilities even while looking human, with a second transformation that is truly monstrous and can wield "your" heritage's demonic might to the fullest.

## (52) Legion of Parademons [700CP] (DC Fourth World)

The Parademons are the advance shock troopers of Apokolips, often deployed in massive swarms when Darkseid begins his grim conquest of a new domain. Horrifying to look at and strong and tough enough to be effective foot soldiers against other New Gods, their only downside is their lack of intellect in exchange for blind loyalty to their master...in this case, you. You begin with six-thousand Parademons and the necessary laboratory to create more. This laboratory may become a Warehouse attachment post-jump, if desired. Sadly, if they die, they do not respawn – such is the nature of cannon fodder.

(Editor's Note: Increased price from *400CP* to *700CP*.)

## (53) Rika [800CP] (Jujutsu Kaisen)

This here is a cursed spirit. Not just any cursed spirit but arguably the second strongest cursed spirit in existence. You see this here used to be a person. But when they died you cursed them intentionally or otherwise. In doing so you created an incredibly powerful spirit. They have a multitude of abilities from creating items that can be used for cursed techniques to copying those techniques without items by devouring a piece of the user. Throwing around

blasts of cursed energy. Instantly refilling your cursed energy reserves. Fighting with strength enough to destroy buildings. And also able to store various weapons and items in sacks like a storage unit. They also have the ability to when you truly accept them and become one gain a burst of strength able to overcome even an extremely powerful technique like a Maximum technique. They can be considered equal to 15 fingers of Sukuna. Design a cursed spirit and decide your relationship and stuff.

(Editor's Note: May require the *Cursed Energy* freebie.)

## (54) Theogeny [1000CP] (Dying Earth)

According to Kerlin, the curator of the Museum of Man, demons are all born of the minds of men, a sweaty condensation of the worst aspects and behaviors drained through humanity forming a vast tumor of force and power. It is this that forms their demon worlds where physical energies are meaningless. Likewise we are shown an ancient god of justice born from the mass prayers and invocations of a race of just people molded by their will and unified thought.
You now possess a skill and ability in this creation of beings from concerted psychic force. Creating demons is a simple enough affair, and should you allow it may happen independent of your active will as the worst behaviors of humanity causes these creatures to coalesce from them. This passive spawning will take time, and many vile acts committed by many people, and you will have no special control over these demons, though the most powerful of them can still surpass mages and sandestins should you find a way to deal with them or control them. You can orchestrate great acts of evil by many individuals at once to hasten this creation, which will also help you control the end result though humanity's dark, unconscious aspects are hard to control especially across large hordes who are actively releasing and acting upon them. Or you can turn off this passive creation completely.
The higher ideals of humanity are less universal, and less actively pushed forth. As such gods will not be spawning accidentally. But by gathering many people together with the same ideals, a devotion to these concepts, and a willful belief in them and the possibility of such a god, you can create gods based on these concepts. This creation is harder and will require more time and participants - who themselves must be more dedicated - than the creation of demons, but is much easier to control and predict the end result though it does still require making certain everyone is willing the same thing lest you create something that deviates in some way from your intent. Still as unwieldy as this is, these gods may possess power which would be described as beyond magic, and even Pandelume "...with knowledge of every spell yet devised, the sleight of runes, incantations, designs, exorcisms, talismans..." admits to being surpassed by the power of gods.

(Editor's Note: Also the price for *Theogeny* has been increased from *600CP* to *1000CP*.)

## (55) The Mettle of Man | King in Yellow [1400CP] (Fear and Hunger)

**The Mettle of Man [400CP] (Fear and Hunger)**

"*Many fall in the face of chaos; but not this one, not today.*"
The very notion that you are not capable of achieving something is comedic in the face of your nature. You now possess the capability to cultivate any characteristic you now desire, by donning the rituals and performing the liturgy of the roll you intend to assume. If you wish

to become brave, do brave things and things which invoke bravery and soon fear will lay at your feet, defeated. If you wish to become cowardly act as such, speak as such, and soon, you will find yourself as scared of the world as you seem...
If you wish to be divine, then that is how you will need to live. Become a wizard by doing wizardly things. Become intelligent by doing things that evoke intelligence. As long as it is a human characteristic, it is within your grasp, if you but reach for it. This is a conscious decision, and you must actively put effort with the intent to gain the desired quality.

**King in Yellow [1000CP] (Fear and Hunger)**

"*A man-made god.*"
Scorn the divine, Jumper, for you do not need it. By your hands will a new kind of deity be made. Better, purer, human. You have discovered the means by which to produce that spark of divinity. With your new understanding of the underlying mechanisms of reality your strength, speed, intellect and resilience grown immensely. Your very will seems to radiate around you as an invisible yellow glow that subtly bends reality to your convenience, as if the very knowledge of this procedure elevates you above your fellow man. Candles burn longer, time seems to accelerate or pass slower at your pleasure.
But the greatest ability born of this new wisdom by far is the ability to produce a God Seed. Taking the shape of an unassuming and un-hatching egg, this is one of the five ingredients necessary to produce your very own, man- made gods. The other being a Ritual, a Vessel, a Principle and a Sacrifice.
Once you decide on a principle, you will have a feeling to the scale of the requirements necessary to hatch one of your God Seeds. The specifics, however, are up to you, and will in fact result in a completely different god, depending on the choices you make. Debauchery can exist without any sexual intercourse, for example.
The only caveat is that the principle chosen needs to be man-made. You cannot create a god of hunting or fishing or a god of fire or sex, but you can create a god of farming, or literature, or war. The broader and more elementary the principle chosen, the stronger the resulting deity overall, and the greater the Sacrifice. It would take a truly staggering amount of preparation and death to bring about a god of Mankind, luckily, you already have a perfect Vessel.

(Editor's Note: For examples on the types of gods that can be created. Please check out the NOTES at the end of the Fear of Hunger Jump. Also the price for *King in Yellow* has been increased from *600CP* to *1000CP*.)

## (56) Tyrant Deployment Tubes | Verdugos of the Cloth | Molded Horde | Licker Horde | J'avo Squad [1500CP] (Resident Evil)

**Tyrant Deployment Tubes [300CP] (Resident Evil)**

This massive set of four 16ft tubes may not look like much on the outside, but inside each contains a custom Tyrant-model B.O.W., resembling massive grey-skinned humans ready to follow whatever orders you may have programmed into them. They won't understand much outside of those orders, but they're very knowledgeable when it comes to combat, they each come with a 'Power Limiter Coat', and they can be incredibly deadly combatants on their own... and that's before they mutate into Super Tyrants. Should the Tyrants perish, another will respawn within a single month. The respawn will not work unless the Tyrant for that tube has perished, and their 'Power Limiter Coat' only works for them.

**Verdugos of the Cloth [300CP] (Resident Evil)**

I would like to ask you, my friend... are you a person of faith? Do you believe in a higher power? Whether you do or don't, these bodyguards will leave their enemies praying for their god before they are slain. These 8ft B.O.W.s come with either a red cloak or a black cloak, depending on your style, and are essentially large insect/human hybrids. With powerful segmented tails that possess a blade at the end, durable exoskeletons, and incredible levels of intelligence, comprehension, and dexterity? Any who underestimate this sneaky, crafty quartet will be quite sorry, if not dead. Should the Verdugo perish, another will respawn within a single month. There may only be four Verdugo out at a time.

**Molded Horde [300CP] (Resident Evil)**

There comes a time where you just really don't care about the state of a person when they get killed. You just want them dead, to hell with how it happens. Enter this hyper-evolved fungal creature that can be reshaped or augmented thanks to the filaments that constitute its form. Significantly more durable and intelligent than zombies, they're capable of using the environment to their advantage while working in groups. What you have here are three dozen of the Molded, able to be reshaped into their different variants as you see fit. They will respawn once a month.

**Licker Horde [300CP] (Resident Evil)**

One of the more iconic B.O.W.s that came out of Umbrella's viral laboratories, the Licker is a strange creature that comes about from a human who has had prolonged exposure to the t-Virus. Increased musculature, exposed brain tissue, and loss of skin while running around on all fours makes it look scary, and the elongated tongue it has makes for a very deadly weapon. What you have here is either three dozen of the regular Lickers, or a dozen and a half of the Licker β variants which are further augmented into dangerous predators. They will respawn once a month.

**J'avo Squad [300CP] (Resident Evil)**

Coordination and frightening intelligence matched with absolute unpredictability of mutations. Such a combination is exceptionally terrifying, and it is with good reason that the BSAA would come to see the J'avo as an exceptional threat whenever they are fielded. Not only are they able to be trained in use of weapons and vehicles along with group tactics and advanced forms of combat, but taking damage will cause them to mutate into one of many possible forms that will augment their combat capability while forcing the enemy to change tactics themselves. Some of these mutations can even be stacked, with larger amounts of damage causing a Chrysalid state that cocoons them and creates unique monsters ready to fight. You gain a dozen and a half J'avo as your loyal minions, respawning once a month.

(Editor's Note: If you wish to make the monsters more of a precious resource, then you can remove the respawn property, or add a similar permanent death clause like the *Tyrant Deployment Tubes* perk.)

## (57) Deadlights | Dominate [1600CP] (The Dark Tower)

**Deadlights [800CP] (The Dark Tower)**

Writhing, radiant orange lights that are a mysterious but very deadly and terrifying eldritch form of energy which originates from the preternatural dimension known as the Macroverse (better known as the Todash Darkness). Just a mere glance into the bright lights instantly causes death or permanent and incurable insanity - as well as doing unspeakable things to the victim's soul. They can destroy minds and bodies, warp whole communities - or even worlds - and drag victims into Todash Darkness where they will wander blind and helpless until devoured by unspeakable horrors. These are among the greatest weapons wielded by the Crimson King which he has used to ascend the levels of the Tower, and while these will not allow you to do that, they are nonetheless yours to use in whatever fashion you should wish - you may call them at will, and dismiss them just as easily back to the outer darkness from which they came. However, be warned, there is no undoing what is wrought by them - by any power. These are your weapons to wield, but they are not tame - do not be careless with them.

(Editor's Note: This perk also acts as a *Capstone Booster* for the perk *Dominate*.)

**Dominate [800CP] (The Dark Tower)**

Mating with machinery is one of your talents, and you are able to take over (working) machines - no matter how advanced or seemingly tamper proof - by means of your inherent authority and the force of your will. Intelligent or aware machines may begin to break down if you are not gentle with the demands which you place upon them, as their programming is eroded, however resisting you is ultimately impossible (and most won't even try). Dealing with living creatures which are young and lacking in will isn't much different from dealing with machines - you instinctively understand how to look through their thoughts and locate the node that controls their will - and how to seize it and make it your own. You could force them to lower their necks and let you take their lives. However, like with machines, you risk damaging them irreparably if you use this talent without finesse. Beings (and machines too, for that matter) already dominated by some equally implacable supernatural force will usually resolve the conflict by dropping dead.

> **Capstone Boosted:** Your dominion is over all creatures great and small, whether they recognise it or not they are your playthings, and so simply by demanding it you may take control of people, forcing them to do as you command. Demanding it is sufficient to make them rip out their own eyes with their bare hands - or kill each other with the same, irrationally hate someone they have every reason to love without any cause, or even abruptly stop breathing and drop dead. This is a power that is not entirely irresistible, but mere force of will - no matter how potent - is not enough to contest you - only those with some manner of supernatural power over their own minds would even be able to attempt it (anyone else would simply have an aneurism and still have to do whatever you demand of them). This power takes effect at your command, not their comprehension - they don't have to be aware of your presence, or understand what you're saying, or even hear you - give them an order, and they'll do it. They simply have no choice in the matter. You are not limited to one person at a time - you could easily make an entire community commit mass suicide.

## (58) Master of the Arts | Reclamation | Paint to Life | Claimed for Posterity | Fabricated World [1600CP] (Ib Gauntlet)

**Master of the Arts [100CP] (Ib Gauntlet)**

You are the new Picasso and Da Vinci, able to make every kind of visual art possible, from sketches to sculptures to paintings. You are knowledgeable in a variety of styles, and have a way of giving your own creative flair to your masterpieces. Critics will fall over themselves over your art, and whatever you make will be treasured for years to come.

**Reclamation [200CP] (Ib Gauntlet)**

You can cause any artwork belonging to you to instantly return to your possession if it goes missing. Even if thieves take it away to a secure vault, it will reappear in your collection at your wish. Also allows you to essentially leash naughty paintings that try to run away from home. Does not restore art that has been destroyed. With enough work, you can expand your power to other items besides artwork. If your artworks are alive, you might gradually be able to assert further control over their thoughts, though you'll need to fight against their own willpower.

**Paint to Life [300CP] (Ib Gauntlet)**

It's said that spirits dwell in objects into which people put their feelings, and the same applies for artwork. You now have the ability to give life to paintings, statues, and other artworks. Even a crayon sketch of a sun would give off heat and light as if it were real. There are but a couple of catches. First, you can only animate works that you made by your own hands. Second, they cannot be of people who exist in the real world; in the case of inanimate things such as moons and stars, or things that have multiple copies such as a species of snake, they can still be created. Third, to give life to an artwork you must sacrifice a small but vital piece of your own life. It is possible to recover in time, but overdoing things may put you at the edge of death. Although you can create works that have magical powers, to fully use their magic in the real world they would require continual magic support from you. Also, the act of creation does not give you control over the animated works, and they retain independent wills, though they will generally respect their maker.

**Claimed for Posterity [400CP] (Ib Gauntlet)**

It's wonderful to make your own art, but the real world is full of lovely things as well. It's such a shame that they all fade away so quickly, never finding the eternity that paintings have. Fortunately, you can be their salvation. If you have access to someone who has just died, you can claim him or her as your own artwork. The subject will be reincarnated into a fitting art piece of your design, and be given an appropriate title if you do not choose one for it. Unless you choose otherwise, reality will shift so that other people, unless they were especially tied to that person, will forget about your artwork's original life, and believe that it is one of your own creations (which it is, in a fashion). In addition, since the artwork still embodies the soul of the person, you can give life to it even without the *Paint to Life* perk (and you won't need to use any of your own life force). If given life, the artwork will retain a degree of the memories and personality of its past self; as a result, don't expect it to necessarily follow your orders.

**Fabricated World [600CP] (Ib Gauntlet)**

Even if you give life to your artworks, they still do not have a place in the world of the real. By sacrificing part of your life, you can create a full-fledged gallery, an elaborate dungeon where all of your living masterpieces can live forever, along with anything trapped inside. Your artworks now exist on two planes: in the real world as inanimate objects, and in another world as living things. The paintings in the real world act as windows of sorts for their living

counterparts in the other world, but they cannot physically interact with the real world. The real and unreal are bridged through a special painting, the Fabricated World, which can appear and disappear anywhere in the real gallery at your command; whenever someone stares deep and long enough at the tapestry, you can pull him or her into your other world. Within your painted world, you can give life to your artwork (even without Paint to Life) and use their full magic potential without needing to drain your own reserves (as long as they stay inside the Fabricated World). If you purchased Claimed for Posterity, any person who dies inside the gallery will automatically turn into another of your artworks. These galleries are self-sustaining once you pour in the initial energy. The galleries you create will link together and follow you between jumps and are accessible from your Warehouse when not summoned; you can also continue to add new pieces to and remodel your old galleries as you see fit. You can allow yourself to dissolve and merge into the gallery as a whole to control it at will, place special messages on wall or paper, and exist in that fragmented yet all-seeing state indefinitely; however, you are able to regather yourself and return to normal when you wish. If you fuse your soul to the gallery, you may be able to find ways to apply other powers you have to the form of the dungeon – for example, if you had some sort of control over fire you could perhaps make your gallery's features resistant to fire or keep the gallery permanently on fire without any of your creations being harmed.

# Infernal Boons

## Mechanisms by which to Strengthen Servants
## [25,300CP] (67 Purchases) - Perk Total: 52

### (1) Spirit Tuner [100CP] (Elden Ring)

Spirit tuning goes beyond simply imbuing strength, but as an art lies somewhere between tuning an instrument and conducting a conversation-leaving both parties enriched. Even tormented souls can find respite from their damnation through spirit tuning, and more usefully on the battlefield summoned spirits of all kinds are made more powerful overall by it. You're one of the few with the innate talent for this art as well as a fair amount of experience. By buying this perk here, this also grants you a large field of graven glovewort-the flowers used in spirit tuning-which can optionally become a Warehouse attachment.

### (2) Create Quasi-Apostle [100CP*] (Berserk)

You are capable of granting other creatures the powers of Apostles, without forcing them to go through their own transformation. To do so, you have to physically touch them and impart your power. The powers they gain are thematically tied with their own personality, physical forms, and beliefs, but the specifics are not up to you. The powers gained are chosen from this list of Apostle powers. There is no limit on the amount of individuals you can grant powers to in a single week, but you can only grant a maximum amount of CP equal to the amount you purchased this power for, divided up among the different people you grant powers to. At the beginning of each week, this "power pool" replenishes.
Those you grant powers retain their own personalities, memories, and desires, but are fueled by the demonic instincts which gave you your own powers. The more they use the powers you granted, the more they will be perverted by desires of power, control, and subjugation.

(Editor's Note: The Apostle powers list can be found in the *Berserk* jump.)

### (3) Master of Slaves [200CP] (WHF: Tomb Kings)

To construct the immense tombs and monoliths you were ordered to create, you needed the assistance of countless labourers and workers. You could not construct it on your own but you could only motivate a force of thousands to work on your own, without a single rebellious action being taken against you by any less than a real heroic sort, you can also turn even uneducated slaves into an effective work force. They are unlikely to know what they are doing or how it should be done but under your watchful eye, they will not make mistakes and will work as if using your own two hands.

### (4) Mental Bond [200CP] (TES: Magic)

One thing that is often forgotten about the School of Conjuration, is that telepathy can be used on more than just summons. By performing a short and easy ritual, you can permanently mark anyone you desire and create a telepathic link with them. This link cannot

be broken in willfully, and you can even communicate with them from entirely separate dimensions.

## (5) Accelerated Growth [200CP] (Jurassic Park Books)

An impressive modification that Wu made was the accelerated growth of the animals. The most impressive part is that he was able to maintain this growth without increasing their dietary intake. This means that his animals grew between two and five times as fast without any additional resources. You have studied this concept and learned to apply it to your products and creations. When you apply this there will be no negative effects from the growth rate such as a lowered lifespan. You may apply this effect to yourself as well if you have any powers that grow stronger as you age.

## (6) Voice For The Voiceless [200CP] (Grime)

For those who exist without a voice either by their origin or an event that caused such a state...You can designate someone by sight and have the ability to give them a ‘voice’ that they can use to communicate with you.
It may be weird for them to vocalize either for the very first time or after so long, but it is made to where they can grow comfortable with it. Of course, this works better if the person is of the mind to talk and if they do wish to engage…

## (7) Conceptual Fertilization [200CP] (Fate/Legend: Garden of Avalon)

The secret art of Conceptual Fertilization is one that may seem a bit strange and even unnatural to those not as invested as you in the mystic arts but...well, they don’t complain so much when you show them the results. Conceptual Fertilization refers to a very rare magical ability that allows one to combine two things during the creation process of one of those things, transferring the qualities of the second thing onto the first. Combining the blood of a dragon with an infant in the womb to grant them the magical power of that dragon as they grow up, for instance. With time and further mastery, it may even be possible to combine more than one thing in this way, though one cannot begin to think of the sacrifices the failed attempts might cause. Additionally, you find that you are also able to perform this process on other things in their creation process, not just living beings, allowing you to infuse weapons or other objects in the process of being created with the traits of other things.

## (8) Summoner [200CP] (Terraria: Journey’s End)

A special branch of magic focuses on summoning minions and sentries to fight at your command, and you are a master of it. Summons that you call forth will be stronger and more clever, and you also have an understanding of how to take bits and pieces from monsters or enemies and figure out how to use them to create new ‘summoning weapons’ to call versions of them to fight for you.

## (9) Template Maker [300CP] (Generic Summoner)

An interesting technique, you have the capacity to develop and create Templates, a series of adaptations and minor mutations that can be applied to a creature as you summon it. These can range from simple environmental adaptations to allow a creature to, for example,

survive underwater should you find yourself deep below the surface, or they can be more generalized, such as a Template to enhance the natural armaments a creature has while bolstering their speed for a combat buff.
Creating a Template requires you to collect a resource, which this perk allows you to see and interact with, that pools in areas where the Template would allow a creature to thrive. A former battlefield, for example, would help develop a Template to improve combat abilities while a volcano would give a Template to adapt a creature towards living around flames and lava. This resource can then be used to construct the template over time, similar to the methods of the Imagination Summoner Archetype.
To start, you'll only be able to create minor Templates with limited effects, however, with practice you will be able to push your skills to allow you to develop more potent and complex Templates, opening up newer and better options in time. Do note, however, that applying a template adds an additional drain to the summoning.
At first, you will only be able to apply a single archetype at a time to a single creature at a time, but over time you will be able to apply them to more creatures and more of them to any individual creature.

(Editor's Note: Like other perks from the *Generic Summoner* jump, I suggest tweaking the description to better fit with the Darkest Tome and scale to your discretion. Though in the end, it's purely up to you.)

## (10) A Familiar Friend [300CP] (Generic Summoner)

A summon isn't always a tool for a summoner, sometimes, they are a friend. However, summons rarely grow beyond the bounds of their innate abilities and can be outstripped by other, newer summons. Well, you have changed that! You are able to designate a single summon as a Familiar, granting it the ability to grow as you do, getting stronger, unlocking new abilities, and developing as you grow in power and strength yourself.
Such a summon is also unbound by the normal limitations of summoning and can remain active indefinitely, go beyond the normal bounds a summon can reach, and similar such limitations, even if you do not have the perks to allow your summons to do so.
Additionally, as you grow in power, you will be able to apply this perk's effects to additional summons. By default, this is one per jump, applied retroactively.

(Editor's Note: Like other perks from the *Generic Summoner* jump, I suggest tweaking the description to better fit with the Darkest Tome and scale to your discretion. Though in the end, it's purely up to you.)

## (11) Investiture [300CP] (Generic Necromancer)

Raising the dead quickly to amass an army is an easy thing to do, any necromancer worth their salt could do so, and yet, the truly renowned necromancers often spend months creating a single undead, investing great amounts of time, effort, and resources into their creation to get a powerful ally. Now, you can do the same. By spending more time, effort, and resources on creating something, you can make it better in a wide variety of ways.
By default, this is a general, nearly equal boost in all categories, however, given time and practice, you can direct the areas this boost is applied to and potentially develop new expressions of abilities the creation would possess. This does not simply apply to the

creation of undead, but anything you can create. Even artifacts, spells, food, or fortifications can benefit from this perk. This is proportional to the time it would normally take to create whatever you are using the perk on. Something taking months normally would see a smaller boost if done over a year than something that'd only take minutes normally.

## (12) Grafting [300CP] (Generic Necromancer)

You know the process behind taking the dead flesh from a creature and implant or attach it to a living creature to impart some quality from the donor creature to the living one, as well as how to use necromancy to jumpstart the biological processes that allow the flesh to merge with the creature and avoid rejection. Grafting is a complicated but potent skill that allows one to gain incredible strength by simply taking from the creatures they slay and applying them to themselves or other creatures. You could, for example, take the scales of a dragon and graft them to a creature to impart the resilience and fire resistance of the dragon donor, or you could take the blood of a hydra and find a way to graft it to a creature to render their blood poisonous and impart the healing abilities of the hydra to them, in a lesser form. Given time, you may even be able to create new bodies entirely from grafted flesh, which you could then animate to create unique forms of undead.

## (13) Empowered Summons [300CP] (Generic Summoner)

When you summon a creature, you are able to integrate other powers into the summon to empower the summoned creature. For example, if you had access to a spell that would grant the target increased physical strength, you can incorporate that effect into your summon to grant them improved physical strength. If you then learned how to make a potion capable of inducing regeneration, you could incorporate that into the summon to grant them regeneration or the ability to produce a healing substance that induces a weaker form of the effect. You can incorporate multiple such effects at once, but each one adds up any resources that would normally be drawn from you to use them or some of your physical, mental, or magical stamina.

(Editor's Note: Like other perks from the *Generic Summoner* jump, I suggest tweaking the description to better fit with the Darkest Tome and scale to your discretion. Though in the end, it's purely up to you.)

## (14) Blue Nights [300CP] (Dorohedoro)

Normally a power reserved only to Chidaruma's use, you too are capable of forming 'contracts' inside of people. These contracts act as organs of the involved parties, and by using a special tool that you can summon, you can extract said contracts and exchange them between two individuals, making them 'partners'.
If both individuals are willing, they will gain a general awareness of the location of their partner and their wellbeing. If forcibly torn, they will just regenerate over time, faster the closer they are to their partner. But if one of the parties is unwilling, the forced party will instead be brainwashed into becoming loyal to the willing party.
As you are now, the effects of this ritual only last for four years, although you may find ways to improve it. Individuals with a powerful will may refuse the contract's effects to the point of killing themselves, although such cases are extremely rare. You can also revoke the effects of the contracts you have made at any time.

## (15) Patronage [300CP] (Generic Necromancer)

Powerful undead are known to be able to grant some measure of their strength to living servants, either to act as generals for their armies or to aid in something the living can do that the undead cannot do so easily. And some necromancers have learned to emulate this ability before they become undead themselves.
With this perk, you gain a single thread of power that you can invest into a creature to empower it until such a time as you choose to revoke the power from them. The abilities developed will begin largely random, a combination of your own influence on the power and the innate potential of the individual you have invested the power into creating a unique expression of the power in question. Such powers will always be weaker than you. Undead, animals, and other unintelligent creatures will usually gain a boost in intelligence from this investment which may persist even after the thread of power is reclaimed.

(Editor's Note: The full details of the perk can be found under the perk's name in the *Generic Necromancer* jump.)

## (16) Evolutionary Summons [300CP] (Generic Summoner)

Your summons are capable of growth beyond merely learning to apply their existing abilities or training, they can become something greater than they started as. As your summons are used, they develop and become stronger, eventually plateauing in their growth. Once they reach this plateau, you are able to induce an evolution in your summons, causing their form to change and their base abilities to become stronger, but resetting them back to their base level in the process. This is often signified by minor changes in physical form or an increase in size. This can be repeated multiple times.
It is possible to use this on creatures other than your summons, including yourself, however, doing so will effectively weaken you in the short term to offer you greater potential in your growth.

(Editor's Note: Like other perks from the *Generic Summoner* jump, I suggest tweaking the description to better fit with the Darkest Tome and scale to your discretion. Though in the end, it's purely up to you.)

## (17) Big Picture [400CP] (Lords of the Night: Liches)

Sometimes when telling a story, you don't focus on an individual element, but on elements that touch on everything in the scene, keeping the whole mosaic you're making in mind. You can dream such dreams with your Sorcerae. You excel at wielding luck, fate, blessings and curses, and other such immaterial elements that affect what will happen, rather than more material elements. You could bless (buff) a swordsman with skill, a field to grow healthy crops, and an army with skill in battle. You could also do the reverse, casting dooms (debuffs) on individuals, or kingdoms. For the purpose of this perk, effects that create disasters and wide-scale hazards count as 'curses,' and those that do the opposite kind of summoning are 'blessings.' Not only does it seem that you have a second store of Arcane energy equal to your normal one just for such works, one that refills with blinding speed, but all such works count as if they were a spell you knew, of a level you could cast, of a permitted school when determining the cost in Arcane energy to cast them via Sorcerae. The ripple of disturbance for such effects is greatly suppressed such that it's almost impossible to

detect your use of the Arcane in such ways. Lastly, if you could succeed at such a Sorcerae, you will with grace and panache. You might call it a ‘natural 20.’

## (18) Innate Talent: Enhanced Summoning | Specific Specialisation: Summoning [400CP] (Overlord (The Series))

**Innate Talent: Enhanced Summoning [200CP] (Overlord (The Series))**

You possess the good fortune to have an Innate Talent. Innate Talents are abilities that people are born with, and usually only one in two hundred people will actually have one. They can run the gamut of all sorts of things, though there is no certainty people will be born with an ability they will actually be able to make use of. For example someone born with an innate talent for learning magic doesn’t actually help them find a magic teacher, and thus some innate talents may go to waste. Thankfully for you you can choose what Innate Talent you have from the following list. You possess the unheard of ability to have more than one Innate Talent, assuming you purchase more than one.

*Enhanced Summoning* - All summoned creatures you call forth will be 50% more powerful, stick around for 50% longer if the summon is duration based, and will cost 50% less magic to actually summon. Only works on creatures you summon with magic, creatures you create with magic don’t count. Discounted with Summoning Specialty.

**Specific Specialisation: Summoning [200CP] (Overlord (The Series))**

You can purchase this perk more than once, each time you do so you can specialize in a specific branch or theme of magic. You will then be capable of spells of greater potency, scope, power, or so forth within that specific theme. The spells and magics you learn via these choices will always be superior than the ones you could learn without them, often being cheaper to cast, more powerful, larger in scope, or so forth. Taking a specialization doesn’t make you worse at things outside of your specialization, it just makes you better at the things you specialize in.

*Summoning* - You are really good at summoning magics. Creatures you call up are more powerful, longer lasting, and often tend to have special abilities they wouldn’t otherwise have. Maybe you called up frost wolves that have a chill aura rather than regular wolves, or maybe that fire elemental you called up can spawn more of itself that will then also fall under your control. This explicitly works with summoning magic you know even outside of this jump, granting your summoned creatures extra strength and abilities thematic with their nature. If you were to purchase this alongside the Augmented Summoning innate talent your magical summons would be fearsome indeed. Why bother dealing with something yourself when you could send a disposable minion to do it for you? The perfect ability for masterminds (or the lazy). Summons made via the Ranked Magic system are perfectly loyal to you unto death, and you’ll find that with this that loyalty applies even to summons via other magic systems. Creatures and beings of godlike power, however, may be able to resist the enforced loyalty clause. Summon Mab or Cthulhu at your own risk. Additionally most summons are temporary, and the enforced loyalty is only in effect while they are serving as your summon. Keep in mind when using summons from other jumps that some summoned creatures have long memories, and may seek you out on their own if they feel you abused your influence over them.

## (19) Summoner [400CP] (Rise of Legends)

This is perhaps the most famous talent that the Alin are known for; almost every major figure of the Alin has some summoning skills through their magic. You've embraced this oldest of traditions, and your skill at wielding this power is extraordinary indeed. Any abilities you use to summon magical beasts or elementals will be twice as effective, with the specific advantages chosen by you at the time of use. The most straight-forward advantage would be to summon twice as many creatures to your side, but you could just as easily choose to strengthen your creations instead, or perhaps grant them some limited magical powers of their own.

## (20) The Gift of Names [400CP] (Fate: The Island of Sin)

When Morgan began gifting her Tam Lin with names from Proper Human History, it served several purposes—ones that are now available to you, too. The first is that it allowed her to partially merge the Spirit Origin of a Heroic Spirit from Proper Human History into her knights. Now, you can create this fusion for other people, layering a part of the "concept" of the chosen Heroic Spirit from Proper Human History atop your target and turning them into a faerie knight, a Tam Lin (even if they aren't a faerie). This gifts them with a skill or ability possessed by that hero, although it is not of as high a rank as it was for the original.
Secondly, bearing the name of a hero from Proper Human History allowed her knights to distance themselves from their own true nature as nascent Calamities. Those you gift a Tam Lin name to will receive a superior version of this; any racial or inherent weaknesses they may possess will cease to have an effect for as long as they are known by their title as a Tam Lin, rather than their original name. They will likewise find that they have an easier time fighting against any urges of their base nature they may possess, such as the drive to destroy a nation.
Thirdly, it obscured the original name of the Tam Lin. Those you have gifted a Tam Lin name to will find that even people who already knew their original name are unable to remember, hear, or even read it. Know that this is a deceptive effect, so abilities such as Fae Eyes will see straight through it and remember it clearly. Furthermore, once someone manages to openly reveal a Tam Lin's true name, this method of hiding that their name ceases to have an effect on anyone for the rest of the jump, although they will not lose their abilities if their true name is discovered. This will also serve to hide your Tam Lin's true name from those who have some method to discover it, unless that individual also possesses the means to see "the truth" of things.
Unlike the original, those who bear the title of Tam Lin will be able to toggle these effects on and off, making themselves "normal" again if they would prefer to be, and reassuming these powers when they want them. You cannot gift yourself a Tam Lin name.

## (21) Ambitions of the Dead [400CP] (Loop Hero)

The novice necromancer dreams of an endless legion. You know that quality is what really counts. In your hands, an ordinary pile of bones can be reshaped into powerful, specialized undead creations. And when your creations slaughter, they draw on the necromantic tide to become more powerful still.

## (22) Ritual Master [400CP] (The Elder Scrolls Series)

Magic is a delicate force, one that cannot be properly expressed in spells that only take a second to cast. You can now perform rituals that increase a spell's power tenfold, and potentially even higher. All it takes is the right know-how, the right supplies, and enough magicka and skill to pull it off.

## (23) All Things Decay [400CP] (Lords of the Night: Zombie)

You are literally full of death. Overflowing with it, really. You regenerate twice as fast as a troll, with such regeneration hampered by positive energy and similarly constructive forces. Even if it gets through your regeneration, you quickly heal such wounds at half your rate of regeneration. If your unlife is full, your abundant death force pours into a lake of oblivion that you can instantly parcel out to heal yourself, or lay on hands to snuff out the living, ward away positive energy, and heal the undead. You may learn to wield this in more exotic ways over time, but most forms of wards and sanctification is washed away if they attempt to bar or hinder you. This lake is about the same size as your ‘natural’ level of kindled animating force. If that lake is full, the excess negative energy will form an invisible haze about you that bolsters friendly undead, kills harmful life, scours away at blessings and hostile magical forces, poisons the living, and generally invisibly works in your favor. If, for some reason, you wouldn’t want it to do one on this things, like you don’t want to poison the husband who dragged you back to the living world, it won’t.

## (24) Delegation [400CP] (Death’s Door)

The Reapers are mundane crows and have no innate ability to collect souls, or any number of the things they manage to do here. The source of these abilities is that the first Lord of Doors delegated the actual duty of collecting souls to them and granted them to the crows. Similarly, should the need arise you can specify a duty that you could perform and grant the abilities required to do so to your subordinates. The abilities that are granted are much weaker than your own, so be sure to train them properly.

## (25) Creator [400CP] (Lords of the Night: Liches)

People focus on the grand secrets, the sublime arts, the intricate techniques of the Arcane. And all of these things exist. But before them all, the truth of the Arcane is simple. It is the Fire of Creation, the Spark that flares into the infinite possibilities of existence. It is a force of Making, and you are utterly in tune with that aspect. When you use Sorcerae to Create something permanently, it only costs two times as much as it does for a transitory thing instead of the ten times it would take normally and such works always have a grace to them that makes them subtly better than they should be, and if you could succeed at such a Sorcerae, you will do so with grace and panache. You might call it a ‘natural 20.’

(Editor’s Note: Please check the note section of the *Lords of the Night: Liches* jump for more information on the perk’s properties.)

## (26) Diadem of the Savant [400CP] (TES: Magic)

This golden circlet is gifted to anyone who is able to complete Shalidor's Maze, and overcome the trials within. It decreases the amount of magicka your spells would otherwise cost, as well as allowing you to have five times more summons active at once than you could before. Additionally, anything summoned while wearing this will be stronger, faster, and more durable than they otherwise would have been.

## (27) BFF [400CP] (The Binding of Isaac)

Friendship is the strongest power of all, so stronger friends must make you strongest-er. BFF makes your familiars bigger and twice as powerful, making them a force to be reckoned with. Also applies to any other summons or things of a similar nature.

## (28) Queen's Covenant [400CP] (Fate: The Island of Sin)

Although the King Clan seems quite large at first glance, the truth is that other faeries are simply adopted into the clan. The head of the clan is able to imbue a fraction of her power into those she brings into the clan, making them much stronger, and only weakening her if she is far away from them; as long as they remain in relative proximity, she keeps full access to her abilities.
Now you too are able to infuse your minions with your power, making each one far stronger in exchange for a tiny sliver of yourself that you invest in them. As long as they don't get more than a city's-width away from you, you still possess your full strength, only losing access to it if they distance themselves from you.
You can also weaken your perks to provide lesser versions of them to your followers; in exchange for reducing your own perk by 1/100th of its regular power, you can instill a single individual with that same perk at 1/4th the power with which you would normally demonstrate it. However, whatever you invest is permanently given up, and as such will be lost forever if your subordinates die or forswear their loyalty to you. But having an army of warriors able to fight at a significant portion of your own abilities may be worth the cost.

## (29) All Hail The Nowhere King [400CP] (Centuarworld)

A powerful ability for a true tyrant. Those who you create can be controlled and commanded by you telepathically, allowing you to manage entire armies with just your thoughts, and also making defying you almost impossible. The main drawback with this control is that if you were to be knocked out while you are exerting this control, your soldiers would be frozen in place as well, unable to move without your commands.

## (30) Captain [400CP] (Fear and Hunger)

"*Yours is the burden of command, and the benefits.*"
It seems I was mistaken, Jumper. You are no mere guard. You are the guard-in-charge, and you better get used to it, because from now on, whenever you work within an organization or group, you will be the one responsible for commanding the rank and file. This alone does not make you the leader, only the underling in charge. If you were part of an army, you would have the rank of captain, at the least. If you have just joined, you will find yourself promoted abnormally fast, by force of circumstance or contrivance.

Furthermore, you now possess a symbiotic relation with those under your command. Their morale will be a reflection of yours, such that, if you are confident or cheery, so are they, but if you are frightened or disheartened, they will be as well. Contrarily, you will take the brunt of their suffering on yourself, sparing them. If they are wounded, you will divert a part of the pain onto yourself, if they are corrupted, most of that will end up on you, and if they are driven to madness and depravity... You better hope your will is strong enough. The death of one of your men will sever the connection with you, so if you find that your troops are beyond salvation, it might be better to finish them off yourself, if you have the *guts*.

## (31) Minion Mastery [400CP] (Wizard 101)

Conjurers often call up assistants both in battle and in life from the eldest halls of legend. You too may now conjure permanent assistants out of battle, and temporary but more powerful Minions in combat! Out of combat, you may maintain 5 permanent summons at a time to start, with the count increasing in power as you do, up to a maximum of 100. In combat, you may summon a small gang of up to 20 minions at the start, eventually letting you call upon small armies at the heights of power. With practice, you may also vary summon times, allowing for longer lasting but still temporary summons for more involved work. In addition, with a little imagination, just about any spell you have that summons a creature may be used to create a minion, either permanent or temporary.

## (32) Ascension [600CP] (Fate Grand Order)

Servants aren't static in power. Depending on their circumstances, they can be stronger or weaker. The most notable influence on this is the Servant vessel. The magical power of the Master can either limit them or allow them to show their full power as well. Outside of that, you might need potent artifacts like Holy Grails to significantly increase the power of a Servant without resummoning them in a better spiritual body. Thankfully, you've learned a few strengthening rituals utilized by Chaldea to enhance their Servants. By utilizing miscellaneous magical material or objects, such as perhaps the bones of magical beasts, Craft Essences, or Mystic Codes, you can slightly but noticeably increase the overall power of a Servant. This can only be done to a limited extent however, due to the natural limits of Saint Graphs.
As a final note, modifying these rituals to work on non-Servant spiritual beings is likely possible, if very difficult, but it would require a lot of magical expertise to make them work on living beings.

(Editor’s Note: The full details are in the *Fate Grand Order* jump. I only took the first paragraph and a snippet of the final paragraph.)

## (33) Fusion [600CP] (Death Vigil)

You have discovered the true secret of Necromancy. You can now fuse with your summons, taking an abominable hybrid appearance, looking like a human fused to/with an Eldritch Abomination from beyond reality. But you are immune to the Vigils’ sealing and able to fight all but the strongest of them 1 on 1.

## (34) Black Mass [600CP] (Lords of the Night: Vampire)

There are many tools of diplomacy available. It's important not to forget 'force of arms' is one of them. You can control a hundred times as much undead at a time. This doesn't change the ceiling of how powerful they can be. You can control a further thousand times as many bottom tier undead. Finally, your hoards are good at gathering and spinning off forces of uncontrolled undead. They aren't actually obeying you, but they're pulled along by a resonance with your own undead, and then cast loose in a direction to rampage. If they won't listen to your words, then the living shall envy the dead.

## (35) Pack [600CP] (Horror Midnight Movie Marathon)

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.

## (36) God Summoning [600CP] (Tokyo Ravens)

This perk grants you the ability to summon a god to possess your body. You can choose whether you remain in control of your body or let the summoned god take over. While possessed, you gain the god's abilities, and your spiritual energy grows so immense that your aura causes the sky to tremble. Your familiars will also become much stronger during this time. The power of this ability depends on the god you summon, but it is highly taxing on your body, so you can't use it repeatedly in quick succession. The duration of the possession depends on how long the god is willing to stay within you.

## (37) All The Hanged Men [600CP] (SCP Foundation)

*"With this, our blood, it is the Hanged King's."*
By claiming your control over a lord, you also lay claim to all their subjects. You cannot actively coerce an opponent into this role, they need to willingly hang the nooses around their own neck. Deception and treachery to earn such a sacrifice will not impair the results. Once they destroy themselves at your instruction, their body and mind become yours to command forevermore. And this control spreads like a plague to all those who accepted the position of power over them. While you don't have to target leaders, it will allow you to become absolute ruler of anything from gangs to corporations to whole kingdoms after one powerful victim. Those who accepted them as a superior are now subordinate only to your orders. Should you abdicate the position of leadership all subjects are freed from your control. The same will occur if the ensnared target on your rope is ever destroyed; they need not remain alive exactly, but at least aware of their ongoing defeat. This also comes with an ability to summon forth nooses into any situation. By focusing on individual ropes they can be used as an animated weapon.

## (38) Staff of Worms [600CP] (TES: Undead)

The ebony staff once owned by the King of Worms, Mannimarco. Not only does it greatly empower any spells channeled through it, but it makes any of the undead you have risen far more physically capable than they otherwise would have been, easily the equivalent of ten others. Additionally, it allows you to perfectly see and hear through your undead's eyes and ears, somehow.

## (39) Preparation For A Ceremony [600CP] (Loop Hero)

Why lurk in the dark of night? Rather than drawing on your own strength, you've found another source of energy that's just as useful. Through a careful ritual, the light of the morning sun can be channeled into your creations, granting them strength beyond a lesser mage's wildest conception.

## (40) Heretical Achievement [600CP] (Witch on the Holy Night)

Your expertise with magically modifying the body and soul is matched only by the elder Aozaki sister in this town-a heretical mage who aspired to recreate the original human body as her path to the Root. Even powerful spirits and legendary heroes could have their spiritual structure improved and their powers or artifacts enhanced by your tampering. More importantly, somehow you've used it to create a truly impressive form of immortality even by the standards of this world-one that almost approaches a True Magic. Even at Touko's precocious age, she has made puppets so realistic that even if her body was burnt to ash and her soul destroyed, the puppet's similarity to her would be so exact reality itself would retroactively register it as the true "her" and consider the previous Touko to have been the fake. As if her craft created a sort of quantum superposition for her existence. Last but not least, these skills of yours are potentially transferable to other supernatural powers, letting you develop other forms of simulacrum-based immortality-some of which may even be transferable to others. How do they work for means other than puppeteering? Isn't the joy of discovery half the fun?

## (41) Blessing of Blood [600CP] (Elden Ring)

Deep under the earth in the wretched Mire beloved of Mohg, you sought the Formless Mother's favour-and always generous, she bestowed it. Now all manner of blood-themed magic is greatly empowered in your hands, be it wringing more power out of sacrifices or enhancing the lethality of blood-borne curses. Spirits you summon also benefit from this reviled blessing, healing you slightly when they draw blood from others and gaining strength when inflicting bloodloss by any means on their foes. When you set out to shed blood on your own initiative she favours you further, granting you phantom Great Runes that can bless all beings capable of bloodshed not allied with your chosen victim similarly and enhancing your own capacity for bloodshed further. And last but not least, the Formless Mother craves wounds she hopes you will spread across the multiverse itself. With her Bloodboon incantation you may thrust into her formless body, spreading bloodflames around you that sear your foes with their cursed heat while wracking them with unnatural bloodloss. With such a direct link with the source of all blood magic, it goes without saying you are a master practitioner of blood incantations. Conjuring swarms of flies and bloodflame talons is old hat

for you, and you may easily bestow similar powers on those you favour or in time innovate new ways to channel the power of blood.

## (42) King of Worms [600CP] (TES: Undead)

Mannimarco is often credited as the first modern lich as we know them today, and is one of the most powerful mages to have existed. Much like him, you have reached the peak of necromancy. All undead you raise are much more powerful, durable, faster, and more intelligent than they otherwise would be. Additionally, there is no limit to how long your undead may be animated, nor how many you can control at any given time. With such power at your fingertips, it would be wise to fear you.

## (43) Ceremony of Investiture | Fusion Summoning [600CP] (Generic Summoner)

**Ceremony of Investiture [300CP] (Generic Summoner)**

Summons rarely grow in strength, not to the degree one might want them to, and so, summoners have found a way to empower their summons. You are able to perform an hour long ceremony that uses various materials and your own power as a means to improve upon a summon, investing the essence and power of the materials used into the summon to permanently grant them additional traits, improve upon basic statistics, or add new abilities entirely. These are shaped by the materials used in the creation of the summon and are often expensive, but the rewards are potentially immense for any summoner and their summons. The stronger the summon already is, the more materials and the more power needs to be invested to get a result.

**Fusion Summoning [300CP] (Generic Summoner)**

When summoning a creature, you can choose to summon two creatures at the same time, merging them into a single, composite summon with traits and abilities drawn from both of the component creatures. Some abilities will combine, strengths will compound, weaknesses may wax or wane, some will cancel out, others will mutate, all depending on the creatures used in the fusion. If the two creatures fused are intelligent creatures, their minds meld and work in tandem to control the fusion, however, conflicts can arise which may destabilize it and cause the fusion to end prematurely.

Alternatively, you can summon a creature into an already summoned creature, empowering it in much the same way as above, except that the creature infused is dominant in the fusion, providing more direction to the fusion then the infused summon. Such fusions are usually a bit weaker than a full composite but lack the potential for internal conflict that the true fusions possess.

Given time and practice, you will be able to fuse more creatures at a time, though each additional creature added to the fusion becomes more difficult than the last.

(Editor's Note: I did change the perk's name, *Fusion Summoning*, from its original, *Fusion*, so as for it to not get confused with another. There is a description underneath the *Ceremony of Investiture* perk in its jump about the synergy with the *Fusion Summoning* perk. And underneath the *Fusion Summoning** perk in its original jump, there is a description about synergy with the *Armsman* perk.)

## (44) The Dark March [800CP] (Generic Magical Magic)

Light, Dark, Grey... Practitioners of the art of twisting others to their cause, whatever their purpose may be, tend to find themselves leading armies in the end. It is unfortunate that works on such a scale always turn out to be somewhat... Detrimental. Do try and command an army over an entire country when delegation isn't an option, would you?
To be fair, it would actually turn out pretty well for you, for you have a power most in your position would happily kill for, little as that is saying for the Dark arts. Anything that holds traces of your Magic, anything at all, you can observe from any distance and send telepathic commands to. The view will be as if you were walking alongside that thing, giving you quite a lot of visual information but nothing else. Still, it can be quite useful for a budding Magical army leader. Summoned beasts? You can see and direct from anywhere. Blessed and corrupted people? They can never escape your sight. Crafted magical items? It's always interesting to know who is doing what with your trinkets. Suspecting a spy in your ranks? Just observe them for a few hours and see for yourself.
You have to focus to get that information, of course, but when you do you will get a pretty accurate idea of your target's location and a perfect viewpoint to observe their current actions from. With a chain of command so tight and instantaneous relaying of orders, war has never been easier.

## (45) Red Lyrium | Better Red Than Dead [800CP] (Dragon Age - Inquisition)

**Red Lyrium [200CP] (Dragon Age - Inquisition)**

A wooden crate packed with twenty fist-sized chunks of red lyrium. Rocks will replenish within one week of use.

**Better Red Than Dead [600CP] (Dragon Age - Inquisition)**

There is no substitute for raw power. Technique is but a funnel, a means to channel that power. You now possess the knowledge of how to use red lyrium to drastically increase the power of any individual. Through your arts and with the right materials warriors will become behemoths on the battlefield. Mages will wield terrible might and near limitless mana. Oh, there may be some danger of drawing too deeply on the lyrium and pushing yourself or the person enhanced too far. And the side effects of over reach may be difficult to mitigate, but the power attained will be undeniable.

## (46) One Extra Line | Demi-Servant [800CP] (Fate Zero)

**One Extra Line [600CP] (Fate Zero)**

The cost and strain of summoning can harshly what[sic] and whom a Master might summon as a Servant and moving beyond the Master's limits can have disastrous effects on them over time. Now, you at least may worry less on this[sic] limitation. When you summon something, you pay only half of the initial cost in energy to do so but when it comes to maintaining and supplying energy to an active summon, your costs are only a tenth of what they would normally be. Your summoned being still receives the full benefit of whatever mana you would normally need to give to them but it ultimately only takes a tenth of that amount from you, no matter what they gain in the end.

**Capstone Boosted:** Rather than going through a lengthy ritual, possibly filled with horribly rare and expensive sacrifices, requirements and components...you can just choose

to not bother. What really matters, beyond will, intent and raw energy? So long as you know what you wish to summon, you may bypass any ritual, material components, chants, durations or waiting times and simply supply enough magical energy to make up for all of them former[sic]. The harder, more complex, more expensive or more powerful, the more energy it will take, but if you can pay. And if you can gather that energy up, then you'll also bypass anything that would normally block you from summoning something specific, though this will not allow summoning things from across jumps that you would not normally be able to summon.

**Demi-Servant [200CP] (Fate Zero)**

Through some form of tangling of time and space, you've undergone a more perfected process to create a fusion between a modern human and a Servant, making you either a Demi Servant if you are human or a Pseudo Servant if you are a Servant originally. A Demi-Servant is a fusion between a Servant and a modified human that allows the human to make use of the powers, skills and Noble Phantasms of a Servant they are bonded with. You know and are skilled in the use of all of these abilities and items, though you might not quite know all the tricks as the original did just yet. You gain the Servant Origin in addition to your original one, though you do not gain the 100cp[sic] for free, as well as access to the Servant Supplement as described for those of the Servant Origin, with 1000SP and all associated discounts and freebies. A Pseudo Servant is much the same as a Demi Servant, a Servant is summoned into a human vessel but in this case the Servant is the one who gains control over the body with the human spirit already discarded. In effect, you gain a free origin, including discounts and freebies, and 1000CP with which to buy perks and items, though none of this extra CP can be converted into SP. You will still be summoned as a Servant by whatever Master you chose, they were the ones to prepare the vessel you now inhabit or to have someone else do it for them. An important note, is that Pseudo Servants effectively count as having living bodies, for the purposes of Magical Energy regeneration and any other effect that might care. Whichever option you have taken, the changed nature, be it Servant or Human, has magnified the powers of certain perks you could take. Any 600cp perk will gain an upgraded form for you if you take them and this perk at once, as described in the Notes section at the bottom of this jump. Taking either of the above options does not lock you out of getting a Servant or Master if you normally would, these are entirely separate from such a thing.

You may opt into only paying 200CP instead to receive only the effects of the Capstone Booster, giving up any Servant related or Master related boosts. No extra SP or CP, only the boosts to capstones.

## (47) Spells: Bolt | Spells: Beam | Spells: Barrage | Mark, Twist, Possess | Beacons of Conquest [800CP] (Gemcraft: Chasing Shadows)

**Mark, Twist, Possess [200CP] (Gemcraft: Chasing Shadows)**

If there is anything you can rely on it is that there will always be those who will do anything for power. You have gained the knowledge of imbuing magic effects into the very being of any willing creature through the carving of a rune and an investiture of mana. Those who you Mark gain a single attribute, those who you Twist gain two, and those who are given three abilities in this fashion are called Possessed. However, those granted abilities find themselves increasingly loyal to you, and with those Possessed being fanatic in their devotion. As always the greater your mana investment the greater the effects.
Known runes and their attributes include:

● Sanctity: A triangle within a diamond, those marked with Sanctity have increased maximum health.

● Resolution: Appearing as a kite shield slashed by two diagonal lines Resolution increases the natural armor rating of any creature.

● Risen: The rune of the Risen is a simple upward arrow and triangle that bestows a powerful regeneration effect to a creature's health.

● Swift: As you'd expect the rune Swift increases the speed of those who bear it. It appears as two right-pointing arrows.

● Martyr: This rune is a simple diamond of bold straight lines. On death a martyr releases an aoe pulse of healing energy centered on them that only affects allies.

● Disunite: One of the more complex runes. Disunite consists of three triangles over a line divided vertically by a downward arrow. Upon death the body of those who bear Disunite dissolve into swarmlings that continue to attack enemies.

● Awry: On death its bearer emits an aoe pulse that causes gems to resocket themselves. Looks like a stylized tower with a solid circle floating above the top, and is one of the few runes that could be passed off as a tattoo rather than random markings.

● Refutation: Your greatest discovery, the rune of Refutation was made by the Forgotten herself to combat the wizards of this world. Those that attempt to banish one bearing this rune must pay a vastly increased mana cost. After this jump this rune negates any instant death effect, hostile teleportation effect, or similar spatial warping/banishment of any energy level less than or equivalent to the mana used in this rune's creation. Though blocking such effects weaken the rune. Despite the refinement of its name it is simply three long and savage slashes carved into the bearer.

**Spells (Gemcraft: Chasing Shadows)**

Spells do not cost mana to cast and instead build up a charge over time up to a max of two held charges. Levels in wizard skills and bonuses from talisman fragments may increase charging speed, allow for extra levels of charge, or increase the effects of the spell. Spells are used differently by each origin. In order to reflect their deeper connection to magic apparitions also get any one spell for free.

(Editor's Note: Included in the Darkest Tome presuming that the ways these spells can be applied are not exclusive between origins, and merely additional ways of using them beyond the in-game gem buffs)

**Spells: Bolt [Free] (Gemcraft: Chasing Shadows)**

The bolt spell is the first any wizard learns. When used on gems they gain 50% increased range and their attacks completely ignore armour values for twelve shots, and when used on traps their attacks gain the permanent ability to bypass all armour. Forgotten Aspirants may use this on their monsters to give them a twelve use ranged attack or to empower a ranged attack they already have. Apparitions may cast this on themselves to form bolts from raw mana with same[sic] properties.

**Spells: Beam [100CP] (Gemcraft: Chasing Shadows)**

The beam spell allows a gem to fire a constant low powered beam for a short time. When used on traps it permanently increases the rate at which the re-arm themselves (attack speed) by roughly a third. Forgotten Aspirants may use this on monsters to temporarily increase their movement and attack speed and to modify their ranged attack into a beam if they have one. Apparitions can cast this on themselves to fire raw mana in a destructive beam for a short time.

**Spells: Barrage [100CP] (Gemcraft: Chasing Shadows)**

When cast on gems it gives them a number of barrage shell attacks equal to their gem rank times two. Barrage shells deal moderate damage in an aoe on impact and have nearly a third greater range. Traps enhanced with this spell gain an increase to the special abilities of any gem socketed within. Forgotten Aspirants may use this on a monster to permanently enchant them to cause it to detonate violently on death with the explosion scaling to their level. Apparitions may cast this to enhance a gem bomb to do much greater damage and have a greater blast radius based off its rank

**Beacons of Conquest [400CP] (Gemcraft: Chasing Shadows)**

You have detailed knowledge on the creation of Beacons. They are much like Shrines accept[sic] that they do not require any further input once they are created, and instead apply their effects at steady interval[sic] with a pulse of energy in a circular radius. The more mana used in their creation the greater their effects, the wider their aoe, and the more often they pulse. Their loud and steady tempo reminds all who hear it of your power.
Known Beacons Include:

- Healing: Each pulse heals for a percentage of max health.
- Shielding: Grants a single layer of shielding per pulse with each layer negating the damage of a single hostile attack of any strength. Max 10 layers
- Cleansing: Each pulse removes negative status effects from allies.
- Speed: Grants a significant but temporary increase in speed.
- Dissonance: Each pulse causes nearby gems to be resocketed.
- Static: Prevents manipulation of the immediate area through magic that does not originate from its creator or those they have attuned to it. This is a constant effect rather than a pulse. Can only block magic of power less than or equivalent to the mana used in this beacon's creation, and takes damage based on the level of energy blocked.
- Beacon Protector: Reduces the damage dealt to other nearby beacons and structures.

## (48) Summoning Sinatra | Summoning Singalong | Eyes of the World [900CP] (Bayonetta)

**Summoning Sinatra [200CP] (Bayonetta)**

All these demons, and angels, and other such entities... you know what's a pain? Keeping them bound. You ever see one go out of control? It's not pretty. Fortunately... by selecting this, you've got some help. Your summoning techniques are reinforced, with magic efficiency directly related to summoning improved significantly. You could potentially use this to summon multiple of the same summon... or go for something bigger for the same cost you'd give for the original. Be a summon master today!

**Summoning Singalong [200CP] (Bayonetta)**

Some see the role of summons as mere tools, fodder to be used and abused as needed for the sake of the task at hand. But you know that good help is so hard to find these days... after all, if you wanted fodder you'd just get other people. Your summoning abilities are tweaked somewhat, allowing any summon materialized by your hand to benefit from a significant intelligence boost so they can recognize patterns and better assist your needs. Organization can make all the difference.

**Eyes of the World [500CP] (Bayonetta)**

Your eyes... such beautiful eyes you have there, traveler. Pristine. Gorgeous. Along with your eyes looking how you wish for them to be, you gain a rather large boon. These aren't the actual Eyes of the World, but even as a pale imitation these eyes give an

incredible boost to your magical abilities, enhancing their potency and efficiency while allowing you to decide the appearance of your eyes to whatever you wish it to be. It is this gift that allows you to decide whether you want to create, or destroy... it is Aesir's gift to you: The gift of Choice.

Eyes of the World is a Capstone Booster, and provides the following benefits:

- 'Summoning Sinatra' is enhanced, not only increasing your summoning potency and reducing the time needed to summon, but you may now engage in a shared summoning ritual with another summoner in order to pool your magics together, ensuring whatever is brought to you will be a formidable foe indeed.
- ‘Summoning Singalong’ is further tweaked, making it so your summons learn more about you with each successful manifestation. In time they will understand your preferences and ideals, making them more competent helpers for your cause.

## (49) Minion Employment | Minion Master [1000CP] (Overlord: PJ Edition)

**Minion Employment [400CP] (Overlord: PJ Edition)**

Not something that affects you directly, but is undeniably a boon in running your conquered lands. When you dress a Minion in an outfit associated with a specific career or skill, they will become surprisingly competent in that field. A Brown wearing clothes commonly seen on Nobility will make them decent bureaucrats. Dress a Red in a sailor uniform, and they'll be a damn fine seaman. Greens in a chef's uniform will make three star meals regularly. You get the picture. The only exception is dressing them in children's clothing, as nothing really seems to change.

**Minion Master [600CP] (Overlord: PJ Edition)**

Minions are your greatest tools in your path of conquering everything in the name of Evil. And with this, the link you have with them becomes even better. Not only is the amount of Minions you can directly control through **[The Gauntlet]** increased fivefold, but you can see through their eyes and hear through their ears perfectly with no ill effects. Your multitasking capabilities have also increased to best make use of this new development.

(Editor’s Note: Will require *The Gauntlet* freebie perk to utilise the extent of this perk.)

## (50) Mastermind | Authority Equals Asskicking [1000CP] (Helluva Boss)

**Mastermind [400CP] (Helluva Boss)**

You have the ability to impose ‘Rules’ on your Subjects, these rules are granted power as long as the majority of people they apply to consider them at least mostly fair. Whenever you discover someone who the rules apply to has violated them (even if they’re confessing to a false accusation) you can magically impose a fitting punishment up to and including death- although as the Judge you are capable of granting leniency or giving a particularly harsh sentence depending on the facts of the case.

**Authority Equals Asskicking [600CP] (Helluva Boss)**

It’s no accident that the highest ranking Demons in Hell are also the most powerful- each of the Sins rules a full Ring of Hell, and Each of the Goetia commands vast legions of Demons. And these entities command immense personal power as well, vastly in excess of Mortal Souls even at their strongest. You have the ability to benefit from this effect as well. Now the more people who owe you their allegiance the greater the personal power boost you gain,

this enhancing all of your existing abilities proportional to the number of followers and their overall power level. You may also give this power boost to your own subordinates, giving them an increase proportional to the number of your other followers placed under their command.

## (51) Needle and Thread | Chirurgeon [1000CP] (Magnagothica: Maleghast)

**Needle and Thread [400CP] (Magnagothica: Maleghast)**

Having studied the secret surgical arts of the Igorri, you have gone beyond merely stitching up wounds or administering treatment. With the appropriate time, tools and resources, you are able to graft elements from one being onto another, so long as those elements are either part of that being's body, or its soul - though not necessarily without side effects. Stitch extra limbs onto an undead servant, use corpse-flesh to enhance the muscles of a warrior, create a werewolf with the vampiric ability to drain life, or cut out a martial artist's meridians to implant into another.

Who knows what horrors you will make...

**Chirurgeon [600CP] (Magnagothica: Maleghast)**

You are a necromancer of the Igorri, benefitting from the original six families' pact with the Multi-Colored Devil, the devil of change and mutation, and holding the skills and power to become a terror upon the world. Your body is a steady churn of beneficial mutation, and you can all upon your necromantic magic to adapt and mutate your minions further, to grow ancillary limbs, create corpses those minions can consume to grow stronger in turn, heal and repair your creatures, or unleash blasts of chaotic power.

## (52) Beacons | Omnibeacon | Chromafactor [1200CP] (Gemcraft: Frostborn Wrath)

**Beacons [600CP] (Gemcraft: Frostborn Wrath)**

A wizard hunter's answer to gems. They are structures of smooth black stone that are warm to the touch. There are two ways of summoning beacons, paying their mana cost directly to summon them in your line of sight, or by paying their mana cost during the summoning of a demon and binding them to the demon's pseudo-soul. When the demon dies, the beacon will form on the ground close to where they fell. Beacon effects can be customized based on strength, range, and the frequency of pulsing their effects, since most beacon effects are active. By spending more on a Beacon, you increase its durability and armor as well. You can make the following types of beacons.

- Heal: Restore a set percent of health to all friendlies within range of pulse.
- Haste: Makes time run a set percent faster for all friendlies within range of pulse.
- Shield: Adds a single layer of one-time-use invulnerable shield to all friendlies within range of pulse.
- Discharge: Disrupts enemy spells within range of pulse. Gems require several seconds to work again.
- Static: Disrupts all active enemy magic within range from forming, preventing building or moving via magic.

**Omnibeacon [with Chromafactor] (Gemcraft: Frostborn Wrath)**

Allows you to combine the effects of two beacons into one, and drastically increases the area of effect, though, of course, Omnibeacons are considerably more costly to create. Also, you can design custom beacon effects using any magic you understand to a sufficient degree.

**Chromafactor [600CP] (Gemcraft: Frostborn Wrath)**

Different wizards use different colors of gems to enact different effects. This perk allows you to create new gem colors based on any magic that you understand at a fundamental level. The gems can then be used as inflexible but incredibly potent foci for those effects. If a normal sleep spell could cause a strong foe to become drowsy, the applications of a gem that can send entire armies into eternal slumber are hopefully obvious. This also acts as a capstone booster, providing additional benefits from each origin's capstone perk.

# Protective Techniques

## Mechanisms by which to Protect Oneself
## [62,500CP] (213 Purchases) - Perk Total: 181

### (1) Curse Resistance [50CP] (Fate: The Island of Sin)

Curses are an endemic problem in Faerie Britain, especially in the form of the Mors. The touch of a Mors spreads the Mors Curse, turning regular faeries into more Mors. Fortunately, you have this perk to protect you; it isn't immunity to curses, but it gives you a resistance that allows you to ignore weak or casual curses, and you could withstand a dozen hits from Mors in a single battle before you risked succumbing to the Curse.

### (2) Dreams are Like Lies [100CP] (Silent Hill)

"I *had a dream. In my dream, I opened a door. But was that really me? I had a different name.*"
Never again will you experience the dysphoria of finding yourself in a foreign shape. All your forms are comfortable and will resonate with you to be you. Memories from origins will find themselves having a life that is either similar to your own original life, or a better version of what it would normally be. Additionally, you are now capable of telling whenever you are dreaming.

### (3) Death Rites [100CP] (Generic Necromancer)

You know an array of simple rites and rituals that can quell angry spirits, ease the passing of a spirit into the afterlife, prevent the restless dead from raising, perform exorcisms, and/or consecrate holy ground. You may be able to develop or learn similar rites for other purposes, such as purging spirits of corruption, but this will take time and effort on your part to perfect them enough to be effective.

### (4) Sirens [100CP] (Silent Hill)

The transition between worlds can be jarring. The Fog World is safer, more akin to the real Silent Hill, but you cannot always stay there. With this perk, you'll be able to hear clearly the sign of the changes between worlds, and anticipate when it will happen. After you've escaped Silent Hill, you may choose to hear sirens whenever you're near portals, or other dimensional transitions.

### (5) Corpse Laughing in the Face of Jackals [100CP] (Exalted: Abyssals)

The Blasphemous are the Deathknights who spread the gospel of death and Oblivion, preaching the philosophy of the Abyss to the living and the dead, spreading its five Understandings far and wide. But, before that, it is of foremost importance that Those Who Speak Blasphemous Truths be sturdy in body and mind so as to carry out their unholy mission in full. They, and now you, are those amongst the Deathknights who are hardiest, those who survive again and again all those things that would kill a lesser man. Those possessed of unholy zeal, in themselves or their broken faith, such that no argument or

setback would dissuade them from their path. Those who can survive in any environment they should find themselves in, with nothing but their two hands. All the better for you to serve as a righteous martyr, enduring the burden of life to guide everyone else into death.

## (6) I Like Puzzles [100CP] (Fatal Frame)

Why did this secretive clan have a hidden door that used a wall tapestry for a key? Who knows. Rich people are weird. Happily, you now possess the sharp eyes, cunning mind and patient soul needed to notice, figure out and complete the many riddles, traps and puzzles to be found in mysterious places like these.

## (7) Mystical Sensitivity [100CP] (DC Occult)

Your experience with magic has left you acutely aware of traces of magical energy. You can tell what kind of spells were cast days after the fact by the residual energy they left behind, discern the potency and nature of enchantments, and track down anything that leaves behind a magical trail.

## (8) Group Rituals [100CP] (Song of Horrors)

When you encounter a group that performs certain rituals to protect themselves, you understand the purpose of the ritual and whether it is effective or not.

## (9) But Who Was Phone? [100CP] (Generic Creepypasta)

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

## (10) Propitiations to Greater Powers [100CP] (Sunless Skies)

Humanity trespasses in the precincts of Heaven, treading in places sacred and accursed, profaning temples and tombs by their presence, and generally getting into things they b____y well know they shouldn't. Many explorers end up, for lack of better words, cursed, or simply smited. More humble explorers know the value of apology... and sacrifice. When you realise you've angered a deity or reasonable facsimile thereof, you can scrape together your knowledge of the figure to come up with a ritual of contrition, and you have the dramatic sense necessary to conduct it with the appropriate gravitas. Whether or not you can stomach what you must do is up to you. Success depends on the degree of your knowledge and how much you manage to impress the entity in question.

## (11) Necromancy is a Holy Magic [100CP] (GrimGrimoire)

The art of Necromancy is seen as shrouded in darkness, yet offers a holy path to those daring enough to tread it. It is the power to control death and contact the divine. However, this power is not to be taken lightly, the sacred will only tolerate necromancers' intrusions so long as they wield their magic with care and respect. The summoning of the dead is acceptable, but abuse of their power will see the sacred turn its back on them. Likewise, the great alchemist Chartreuse Grande transgressed similarly. A spirit of angelic descent was captured and bound to flesh as a homunculus by his hands, and yet her incarnation was a

holy thing. For you, the sacred has given its blessing to trespass upon its domain. With the dark arts at your disposal, you are able to meddle in the sacred and divine without fear of retribution. The power to manipulate divine forces is now yours to wield, free from the taint of evil or corruption. You will not sully the holy simply by observing or manipulating it. Do not mistake this for being holy yourself, or think this forbearance will remain if your arts turn to the service of sin. So tread lightly, traveler, for the line between holy and unholy is a thin one indeed.

## (12) Ritual of Chüd [100CP] (The Dark Tower)

The Ritual of Chüd is a battle of wills, a Glamour known to many cultures under many different names. The Ritual in this form is from Himalayan belief, and involves burning tokens special to all those in the Ritual to force the target to appear, at which point a holy man and the taelus (though it can substitute other forms of supernatural horror) overlap tongues, bite into each other, and tell riddles until one laughs despite the pain. If the taelus laughs first, it gets sent away for a hundred years, while if the man laughs first the taelus gets to eat the man's soul. Doing this is always dangerous, but ultimately it's setting your optimism, imagination, unity, and belief over spite, malice, sadism or whatever else motivates the supernatural horror. You're putting it all on the line, though in a pinch you can get backed up by those you have a close bond with.

## (13) Mediumship [100CP] (Rise from Ashes)

Crows are the chosen protectors of society because they are born wielding authority over the dead. This is an inherent gift, one that cannot be learnt. It'd be pretty dire if you were one of their number without this ability, so here you go. Through various methods, you are capable of gaining mastery over the dead by taking their essence, binding them to your rules. In the olden times, crows performed harrowing rituals that risked their lives to gain control. With the advent of industry, crows no longer need to do this. Instead, you've been trained to use the crow's eye, the tool of catching spirits - a small, speaker-like invention that shoots red beams of spiritual energy, trapping ghosts in photographs.

## (14) I Will Overcome Britain's Curse! [100CP*] (Fate: The Island of Sin)

If Barghest had found this resolution earlier, perhaps the fate of this Lost World could have been different... it's fortunate for you, then, that you have this power of focus and willpower. Your mind is yours, and your thoughts cannot be affected by outside forces, interfacing with yourself from another timeline, or being subject to a transformation that would otherwise devolve your consciousness.
For another -100 CP, you gain a remarkable power to come back from any transformation you have been subjected to. Even if you were turned into a harmless caterpillar, by straining with all your might you could break the transformation... although as you might surmise from "all your might", you'll be quite exhausted once the deed is done.

## (15) Grace of Wratha [100CP] (Symbaroum)

Where others reject corruption, you have embraced it – and in that embrace, gained a strange kind of resilience to it. This does not protect you from gaining corruption, nor its final result, should you go that far – metamorphosis into a monstrous blight-born abomination.

However, the corruption of Wratha (and other forms of supernatural corruption) will have a much-reduced effect upon your mind and will, though it may still twist your body and contaminate your Shadow. If you walk the road into damnation, you will not be able to blame madness for the places it takes you.

## (16) The Dark Ages [100CP] (Yume Nikki)

When you've identified someone as an enemy, you recognize them on sight. As long as you could still recognize them with a good look, not even changing their form will fool you.

## (17) Mystic Tuning Gloves [100CP] (TES: Magic)

An enchanted set of gloves used by many mages for numerous reasons, mostly to easily handle unstable and volatile magical artefacts. You, however, have found another use for them, being able to more efficiently use your magic, reducing the cost of all magic if only slightly.

## (18) Stomach for Cruelty [100CP] (Cult of the Lamb)

This world is not a kind one, Visitor. Blood, gore, and filth are sights and smells far too common for many to handle. Now however, you have a stronger tolerance for all the filth and sin than most. If you wish, by steeling your will you can allow feelings of doubt and disgust to slide off your mind and soul like water, allowing you to do whatever you must to accomplish your goals.

## (19) Clothed By Faith [100CP] (Outlast)

You are able to inhabit even harsh environments with only the bare minimum of basic or improvised clothing, with no issues with freezing to death or overheating while you wear such simple or outdated garb. Even your hands and feet are protected from dangerous terrain such as sharp rocks or slippery mud, regardless of not whether you actually protect those limbs or not. This doesn't mean you're wearing armour and does nothing against deliberate harm from beasts or sentient beings, but natural features of the environment will not harm you unless you are truly careless.

## (20) Vinegar Solution [100CP] (Generic Analog Horror)

Don't you hate when you get infected pores and weeping sores that cry with tears of blood? Well, so do we! That's why we found this patented vinegar solution we'd previously been selling to our partners in the Grand Canyon. Simply rub it into any wounds which are beginning to look… call it unnatural, and instantly it will look as if nothing is wrong! Heck, it works on injuries of all kinds as well. Also helps to keep out the sun. Because it would be absolutely classic for you to live in fear of eldritch horrors only to die from a melanoma.

## (21) Haloperidol [100CP] (Twin Peaks)

A drug typically used to deal with symptoms of schizophrenia. Extensive usage of the substance is capable of suppressing some of the more unpleasant symptoms of being host of a Lodge entity, and other possessing spirits. May or may not risk causing active forgetfulness.

## (22) Durbentia [100CP] (BLOOD)

You have a remarkable resistance against passive mental intrusions and cognito-hazards; even being among Cabal cultists and eldritch beasts for extended periods of time, you show no risk of falling under dark influences. This ability extends to any phenomena that attempts to passively intrude into the human mind, whether via proximity or perception. There is no immunity to targeted and persistent mental intrusions, but there is some protection offered against such attacks.

## (23) Exorcist's Kit [100CP] (Generic Necromancer)

A collection of minor magical items useful in the exorcizing of spirits and demons ranging from holy water, holy symbols, aspergillums, censers, incense, and the like, with a replenishing stock of more potent items such as angel down and tears, sanctified earth, and devil's fuge, the rarer the material, the longer it will take to replenish, with a month being the longest it will take.
There are also tools for the purification of undead and other monstrous creatures such as wooden stakes, silver bullets, and the like. These similarly replenish based on rarity and take up to a month to fully replenish. The tools here are perfectly functional even against more mundane threats, they are just meant for fighting the undead and other monstrosities.

## (24) Dark and Troubled Times [100CP] (DC Occult)

Your life has led you into contact with some unsavory characters, and this has taught you how to blend into dangerous places. Whether it's a bar filled with dangerous people or a cult meeting, so long as you keep your head down and at least try to blend in, you're unlikely to be caught.

## (25) Calming Rituals [100CP] (Song of Horror)

Things that you find pleasant, be they another's presence, a scented candle, chewing a pencil, or anything else, have their calming effects boosted. In the face of true horror, these items, people, or actions will still provide you some meaningful level of comfort, even if only a slight amount of comfort.

## (26) Jon Arbuckle's Family Secret Technique [100CP] (Gorefield Horrorscopes)

RUNNING AWAY! It's the smart thing to do most in these types of situations. Fortunately for you, you make for quite the runner, giving even usain bolt a run for his more. What's more, adrenaline has a supernatural boost to your capacity to run, making you 50% faster than you would be otherwise when you are running for your life.

## (27) Shielded Mind [100CP] (Sarkic)

Your mind is protected from the many hazards of this world. You are immune to memetic, cognito- and infohazards. This does not, however, protect you from direct applications of powers that would alter your mind, like illusions or direct mind control. Be careful out there.

## (28) Counter-Magic [100CP] (Fear and Hunger)

"*You have no time for cheap tricks or petty magic, yours is a greater calling.*"
You gain a passive resistance to magic, increased greatly against magic you understand. You also gain the ability to break or mend magic seals and curses, as long as you could have made them yourself. Additionally, as long as you minimally understand the mechanism of a spell you are casting, you do not suffer from miscasts. At worst the spell will simply fail to manifest.

## (29) Crow's Eye [100CP] (Rise from Ashes)

Spirit photography, weaponized. This is the backbone of the Crow's arsenal. It's what they use to capture ghosts. It looks like a small box, but it is capable of shooting out powerful blasts of spectral energy that injure ghosts, though that isn't the main use. As I said, it's for capturing ghosts - a clear shot will suck nearby spirits, safely containing them in the box. However, once a ghost is captured, the crow's eye may not be used to capture more.

## (30) One of the Dead [100CP] (Generic Necromancer)

Mindless undead will not attack you unless commanded by an outside force or you were to attack them first, undead of animal level intelligence would not attack you unprovoked and may even be tamed as if they were a living creature, and you gain an enhanced charisma when dealing with intelligent undead such that they would see you as an equal even should they view the living as inferior they would see you as an exception.

## (31) Flexible Soul [100CP] (Bibliomania)

Souls are both flexible and rigid and now your soul is fairly more flexible and as a result can endure and evade soul targeting effects much easier, it's not immunity though. This makes it so that soul damage will heal shockingly fast meaning that even if you were reduced to a shred of a soul barely clinging to life it would only take a year of rest to recover fully even without treatment which would be magnified for healing your soul now. Your soul can endure 3 times the damage and pressure as before and as a result soul effects are weaker on you, unless beneficial in which case benefits will be 3 times as potent while negatives 1/3rd as effective. And due to how your soul is now evasive, soul harming effects are 1/10th as effective as they should be to the point that even Avada Kedavra from the Harry Potter universe would only push you back and cause a lot of pain unless hit with multiple of them. Hell because of your soul you're also 10% resistant to magic and other supernatural effects in general.

## (32) 9 A.M [100CP] (Yume Nikki)

You always have the state of mind to realise when you're in a dream, and be able to wake yourself by pinching your cheek. Does not apply when trapped in the dream by outside forces.

## (33) Mindbender [100CP] (SK's: TDTS)

When is a rose not a rose? When it's a Tower. When it's a Tyger. When it's the incarnation of the local multiverse. When it's a drawing. When it's an author's metaphor. Confused? Not

anymore! The twists and turns of cosmic awakenings can no longer lose you along the way. Any eldritch or macroverse-level discoveries you uncover may be safely processed & comprehended without posing a risk to your mental stability. Mild additional protection granted against information hazards such as memetic viruses, knowledge traps, and personal crises.

## (34) Chewing Nails [100CP] (Junji Ito Kaidanroku)

It's a full box of nails that replenishes over time, and while you could certainly use it for construction purposes, that's not actually their intended purpose. These nails were specifically designed so they could be safely ingested, and while you might think that it makes for a nice party trick, in reality these nails not only satisfy a person's appetite, they can also provide the person who has ingested them with a resistance towards curses and hexes. As far as we can tell, this side effect has to do with the box's previous owner, who was an avid fan of curses and other oddities.

## (35) Mental Gymnastics [100CP] (SCP Foundation)

*Justifying the unjustifiable.*
Memetic compulsions are vulnerabilities that exist because of your humanity and cultural osmosis. The only immunity one can have is by limiting one's experience. But you probably don't have the luxury of ignoring cultural influences around you. With that in mind, being able to twist how you perceive information will be key to survival against some of the more virulent memes. The more absurd the change you can imagine to your frame of reference the better. You've got an incredibly flexible mind and the willpower to twist information into forms that don't hurt you. Forcing yourself to create contradictory information can take a considerable mental toll, but handle such strain much better than others. Your Cognitive Resistance Values are quite high providing resistance to many mind-affecting anomalies. This would prove invaluable in their study in a lab or even save your life when encountering them during field work. Just don't make the mistake of treating high resistance as immunity. In a world of absurd and surreal horror that preys on the mind – this willful cognitive dissonance is much better than nothing.

## (36) Appeasing the Old Gods [100CP] (Princess Mononoke)

As part of the old traditions however, the Emishi regularly hold rituals towards the various Mononoke within the land. Regardless of whether the Mononoke is familiar or foreign, the Emishi know one thing – an angry spirit can very likely destroy everything that the Emishi have worked for, from their livelihoods to their lifestyle. It isn't too much of a surprise then, that as a member of the tribe, you're well aware of the intricacies as far as handling spirits with tact and care goes. For certain spirits a simple gesture may suffice, for others, a sacrifice may be necessary, but with a little bit of observation you'll be able to determine what is necessary to pacify the spirit in question. If you are truly sincere, the spirit may even hold you in good favour – with spirits, honesty can sometimes be the best policy.
That being said however, not every spirit will wait for you to appease them.
Most Mononoke, while scornful of humans, are still coherent and willing to listen to reason. Should you ever have the misfortune of running into a cursed spirit, one that can no longer retain any of their former senses, your knowledge of spirits attained from your heritage may still be of some use. With the same rituals used to appease a spirit, you may be able to calm

a raging spirit down – though how effective this is will likely be dependent on how long the madness has been allowed to take hold. Naturally, Mononoke being spiritual creatures as they are, there's no reason that this won't work on spiritual beings from other lands.

## (37) Don't Show Weakness [100CP] (Justice League Dark)

You have a hell of a poker face, which is a valuable thing for someone in your line of work. You're adept at hiding all emotions behind a cool façade. Anger, sadness, jealousy, and – most importantly – fear. Doesn't mean you don't feel these things, just that you're good at not letting it show.

## (38) Progenitor [100CP] (Sarkic)

You aren't necessarily a sarkic, but you are the closest thing to their predecessor. Your flesh is resistant to any kind of biokinesis, unless you specifically allow it.

## (39) Steel Mind [100CP] (Resident Evil)

It is said that the t-Virus relies heavily on the mindset and will of those it infects, with those of a weaker mind becoming much more likely to succumb to the effects of the virus. However, the virus and viruses derived from it seem to be held back by those with a strong mind and a powerful will, holding off the infection until they either get help or manage to retain their sense of self just long enough to help their friends. You are among those with this strong willpower, able to use it to resist corruptive effects from biological sources for a considerable amount of time. This could give you just enough time to do what you need to do, whether it would be to subvert the infection for your own means somehow or to help those you love before it takes its toll.

## (40) Sprinter [100CP] (SIGNALIS Gauntlet)

The best way to avoid the infection is presumably to not even approach the infected, after all. A swift foot might simply save you from needing to fight the more terrifying Replikas that have been infected. You're fast enough to outrun security models, outpacing any standard models to such a degree that you can simply pace around one that attempts to stab you. Even Myrnah model's lasers can be dodged, if only because your speed confuses their aim to enough of a degree.

## (41) Sigul of Light [100CP] (SK's: TDTS)

A simple enough trick, ye ken, but not a trick at all. This Sigul is powered by faith, though not necessarily in anything but the power of the symbol itself. Most often it takes the form of a cross. Apply the Sigul to any surface, even skin, with a bit of paint and no vampire can face it. Should the symbol be washed away, the protection will vanish with it.

## (42) Dealing With the Devil [100CP] (Generic Summoner)

You have the know-how to make effective deals that lean in your favor and can spot loopholes that could be harmful to you in any deal you make, as well as how to close them. This can easily be turned around to hide loopholes that benefit you. You can also loosen the

codes, oaths, and deals you make to allow you a bit more freedom in how they apply to yourself, even when they are backed by an outside power.

## (43) That Familiar Feeling | Before the Bell Tolls [100CP] (GrimGrimoire)

**That Familiar Feeling [50CP] (GrimGrimoire)**

As you traverse the twisted corridors of the Silver Star, a strange sense of familiarity creeps upon you. You're sure you have never been to these places before, yet they feel eerily familiar, as if you've walked upon these halls a thousand times before. What guides you your steps is not some spirit or demon. The voice whispering secrets and dangers might not be true memory, but rather its habits. This will not warn of uncommon dangers; of surprise ambushes and plots. But it might tell you where an ambush might happen, or any persistent threat in the area. Such impossible recollections will dog your steps no matter how far you run.

**Before the Bell Tolls [50CP] (GrimGrimoire)**

As you embark upon these five days, punctuality shall be of utmost importance. To fall behind in your duties could have dire consequences, far beyond a mere dent in your academic records. Therefore, it is imperative that you make the most of each passing moment. Fortunately, it appears that you have been granted a small reprieve. Should you find yourself in a precarious situation, outnumbered and in need of escape, these extra minutes could make all the difference. The same can be said for the completion of your studies - a few extra moments could mean the difference between success and failure. Though in the grand scheme of things, these minutes may seem insignificant, we must remember that it is often the smallest actions that carry the greatest impact. All told, it will struggle to grant half of an hour within the scope of a day, but if moments count, then it shall be all you need. Likewise, remember that this time is not for you alone; it is no gift of haste, but of time, to be used by anyone in your vicinity. Make the most of this time, and ensure that you are fully prepared before the bell tolls its final call.

## (44) Hypo Gun | Vaccine [150CP] (Resident Evil)

**Hypo Gun [50CP] (Resident Evil)**

Not necessarily a weapon, this device makes it easier to inoculate yourself or someone else with a serum via syringe. Very useful for medicine or experimentation, whatever floats your boat. Just... don't go too crazy trying to shoot people up, please?

**Vaccine [100CP] (Resident Evil)**

Forewarned is forearmed, right? Well, in this case it is, and it just might save your life. You get five doses of T-Virus Vaccine, which protects the user from the T-Virus any time they are bitten, but it is only a preventive measure. Another dose must be used every time after an attempted infection, with time you may be able to make more. Should you wish, a purchase of this can instead be a Vaccine of a different infection from this setting.

(Editor’s Note: The *Vaccine* perk may only be applicable to either Resident Evil infections, or more mundane ones they would most likely exist in the jump’s setting.)

## (45) So Noble [200CP] (Constantine)

You have an innate goodness, a nobility that stands you good in all things. Your moral fortitude and willpower are all massively boosted, so much so that it's virtually impossible for even the strongest demons or influence peddlers to corrupt or break you.

This also protects you from being driven insane or otherwise being mentally hurt, from all but the very strongest attacks, which are in turn heavily reduced and weakened against you.

## (46) Cinnabar Amulet [200CP] (Cultist Simulator)

A scarlet amulet that glows dimly with phosphorescent light. When worn, the body is never hot or cold, and always retains its temperature perfectly.

## (47) Grounded | Common Sense [200CP] (Generic Summoner)

**Grounded [100CP] (Generic Summoner)**

You always seem to remain a very down to earth and well adjusted individual. No matter how much power you obtain, no matter how inhuman you become, you will be able to retain your sense of self and sense. You will never go mad with power or lose sight of your roots.

**Common Sense [100CP] (Generic Summoner)**

You have common sense. You don't get caught up in your head and can come up with simpler solutions to things rather than something more complex and convoluted. You are also able to recognize bad ideas or when you're getting caught up in something that would lead to a bad idea. If you could think about it and come up with a better idea when calm, you will think of it even when stressed.

## (48) Partial Manifestation [200CP] (Generic Summoner)

Instead of summoning a creature, you can summon and control part of it for a brief period of time. Summon the jaws of a giant snake under a foe to bite them, summon the tentacles of a kraken to control the battlefield, or call on the horn of a unicorn to provide some measure of healing or to calm emotions. Any costs for summoning are reduced when used in this way.

## (49) Unseen Care [200CP] (Loop Hero)

With necromancy's natural limitations, it's important not to be wasteful. Whenever you raise that which once lived, a little lingering energy can be siphoned away, drawing up a shield of spiritual force for your protection. And whenever they perish once more, what motive force remains can be harvested as well, replenishing the health and vitality you've lost.

## (50) Planning for the Long Term [200CP] (WHF: Tomb Kings)

The Liche Priests, for all their cunning and trickery, failed to fully research the spells of immortality that they subjected themselves to. They believed that by binding their souls to their own body, they would live forever. They were right. What they assumed wrongly was that they would live forever with eternal youth accompanying that longevity. They were wrong. They continued to age, rotting away till they were animated skeletons with dusty, leathery sacks of skin hanging from their bones in strips. If only you could have known the

long term consequences of that act, you might have chosen to pass it over yourself. At least now you will not make the same mistake, as you are aware of the long term consequences of any magic, ritual or other process done to yourself. If a spell would cause your death after sixty years of empowering you, you would know that. If a serum would result in gaining a cancerous tumour within you, you would know that upon examining the serum, even if you could not have found it out before.

## (51) Out-Of-Date Merchandise [200CP] (Generic Analog Horror)

Let's not kid ourselves. We all secretly want a big box of plushies. Which is exactly what you're getting here! Copepods, woodcrawlers, canal-dwelling crabs: all of these and more are represented in adorable chibi form. Quite apart from the box refilling with local merchandise at the start of each jump and all of them being adorable, sleeping with one or more next to you will also provide a minor protection from things that go bump in the night. Nothing on the level of apocalyptic nasties, but anything like burglars or pedestrian boogiemen will be scared off by the sheer purity of your possessions. And this is no guarantee, but we're pretty sure you'll have a better night's sleep as well, because just look at them!

## (52) Anatomist | Six Million Shards of Sin [200CP] (Graveyard Keeper)

**Anatomist [100CP] (Graveyard Keeper)**

When performing autopsies, dissections or embalming, you are able to identify more esoteric things about the bodies organs you are working with. Allowing you to remove damaged or decaying flesh more easily without ruining the body. You are also able to use surgical techniques to make a body more presentable, though there is little call for that here in a world without the concept of the open casket funeral. This perk boosts the effectiveness of any surgical procedure you are a part of, whether on the living or the dead.

**Six Million Shards of Sin [100CP] (Graveyard Keeper)**

You must have taken Anatomist and the Saving Soul Scenario to purchase this perk. You aren't just good at surgery, you can extract organs, fluids, fat, even skin and treat them with the refined impurities of the soul. This process can be used to create even more horrific visages, or greatly improve the appearance and effectiveness of the body. You have the Technology, you can rebuild them. Zombies, and even surgical subjects that survive your horrific process will see a twenty percent improvement from their baseline. As you refine this process it might improve further.

(Editor's Note: You do not need to worry about the *Saving Soul* Scenario as a prerequisite.)

## (53) Geometric Prison [200CP] (Silent Hill)

Sealing memories away from oneself has always been one of the many ways the brain deals with trauma. Most of the time this process is automatic or subconscious. Now though? It's all conscious. You can lock away memories from yourself, with the power to add triggers to remember them. While no one person can release them aside from yourself, the land of Silent Hill can still draw on these to create monsters. Post Jump, this weakness will be removed (and you can toggle the automatic processing again), but during it, how will you confront the prisoner of your own mind?

(Editor’s Note: For the potential of trapping beings that somehow get their way into your mind.)

## (54) Deny the Devil [200CP] (Generic Summoner)

Sometimes, a summon is able to gain a measure of influence over their summoner, some metaphysical trait that allows them to corrupt and taint the summoner towards the summon's ends rather than the summoner's. However, sometimes, this taint from such summons can carry beneficial effects, even in small ways, despite the dangers involved. You have the ability to allow any corruption or taint to bypass immunities you may possess and allow it to take hold, however, its ability to influence you is greatly limited, allowing you to gain any benefits from that corruption with none of the downsides. You are also unable to become addicted to anything.

## (55) Self Geis Scroll [200CP] (Fate Zero)

This scroll is a fairly complicated magical artefact known as a Self Geis. Used in contracts between magi, they are able to ensure both sides will stay true to their words or pay a dire price. When an agreement or deal is put in writing on this scroll and both parties agree to it, the contract is sealed and the price for breaking that contract is the permanent loss of all supernatural abilities. Both parties must be aware of this clause and indeed will be, as it is enforced by their own powers rather than the magic of the scroll itself. This contract respawns a month after it is used.

(Editor’s Note: Included on the presumption that the effects of the contract are not limited only to magi making deals, but that it can be used to contract with nastier summons too)

## (56) Black Rope [200CP] (Jujutsu Kaisen)

The Black Rope is a mysterious cursed tool imbued with a curse with the ability to disrupt and cancel out the effects of other cursed techniques. It was apparently woven by Miguel's clan of sorcerers in Africa over the course of several decades. As a cursed tool infused with a cursed technique, the Black Rope's strength is comparable to special grade cursed tools. But unlike the normal rope this one will not burn out. It is not as strong as the Inverted Spear of Heaven but is still incredibly powerful.

(Editor’s Note: This will work on other curse/cursed powers)

## (57) Foolish Faust [200CP] (Shin Megami Tensei II)

Hahaha, the suckers! Many humans endeavor to gain the favor of Demons to use their power, but this must be done through either intimidation or negotiation. And you are fantastic at exploiting the latter. Lead someone in circles with questions that go nowhere, make them surrender their life savings to gain your favor, maybe even coax them into giving you powerful items they possess...all with the vague promise of becoming their ally or just giving them a boon.
The best part? You don’t even need to deliver! You can run off with your ill-gotten gains and stand a good chance of escaping, never to be seen again. Powerful summoners compared

to you might see through your ruse or give a vengeful chase, though. For anyone else, well, it's their fault for taking a demon at their word.

## (58) In Your Own World [200CP] (Song of Horror)

While you are listening to music, things that would attack, or otherwise harm you are less interested in you based on how uninterested you are in them. This may not cause someone to stop following you after they have started, but will definitely reduce the amount of time they would pursue you.

## (59) Blood Ward [200CP] (DC Occult)

Your supernatural parent probably isn't the kind you want rocking up to parent teacher interviews, but they may still want to take an interest in your life - no matter how much you wish they wouldn't. This charm, perhaps a necklace, ring, watch, or similar thing provides a measure of protection from your own progenitors. While limited in scope, should any ancestors or other relatives seek to use their familial bond against you using supernatural means they will find it much harder to do so, needing to exert far greater effort to overcome your defences, and almost certainly giving you enough warning time to do something about it.

## (60) Quality of Life [200CP] (Generic Analog Horror)

Your symptoms have gotten a little worse, we'll freely admit. And we'll also freely admit that Jumpchain Technologies isn't quite equipped to fix it yet. But hey! If Mohammed won't go to the mountain, then the mountain will come to Mohammed. And if your quality of life at the moment isn't satisfactory, then we'd recommend being more satisfied. From now on, you experience no negative mental effects from damage done to your body: pain, phantom limbs, most types of psychic backlash. Plus, although this is somewhat minor, you also gain complete confidence in your appearance and happiness with your form. Body positivity isn't just for people with the "right" amount of organs!

(Editor's Note: Purchasing of the *Mire In Misery* perk and choosing to implement the *Anomaly* Drawback will cause this perk to be capstone boosted. Be warned that the *Anomalous Alteration* to perks originating *Generic Analog Horror* Jump can be overwhelming.)

## (61) Lucidity [200CP] (Cultist Simulator)

There's plenty of dangers in the Mansus. It wouldn't do you any good trying to tackle them at anything less than your full capabilities. With this perk, you now possess the uncanny ability to lucid dream, allowing you to remain in control of your actions whether you are asleep or forced in a dreamlike state. More importantly, in this lucid state it becomes easier for you to manifest your own perks and powers inside dreams or illusions, granting you the same tools you'd have available as if you were physically there.

## (62) Dracochrysalis [200CP] (The Elder Scrolls Series)

Not much is known of the process known as dracochrysalis, other than the Altmer once trying to use it in an attempt of ascension. This may be a hint as to its true nature, as you are now highly resistant, if not outright immune, to hostile or unwanted artificial temporal effects of all kinds, regardless of the source.

## (63) Curse-Sealing Ring [200CP] (Kyoukai no Kanata)

A ring that suppresses side-effects and unwanted effects from any powers you have. May or may not be made of your dead mom.

## (64) Benefaction [200CP] (Loop Hero)

Arcane strength follows your guidance, shaping itself into a shield of pure force around yourself or another to deflect blows. A simple trick, but a versatile one, used by hedge mage and enigmatic Watcher alike. The effect can also be used to reinforce mystic shields of another stripe, such as those of the fledgling necromancer's spirit-forged protections.

## (65) Command and Conquer | Blood to Bleed [200CP] (Gemcraft: Chasing Shadows)

**Command and Conquer [100CP] (Gemcraft: Chasing Shadows)**

There is little point in having an army if one does not have the skill to command it. You may now split you[sic] mental processes effortlessly to better manage your minions. You also receive a small boost to your mental processing as well thus allowing you to command more monsters than before. Go forth and let the world know your name.

**Blood to Bleed [100CP] (Gemcraft: Chasing Shadows)**

Watering the earth was not metaphorical, and while bleeding yourself to make use of your powers has been draining it has increased your body's healing factor appreciably. Having to constantly replace blood has also strengthened your immune system, and it is near impossible for you to ever suffer from mundane illness so long as you don't intentionally wallow in filth.

## (66) Be Not Afraid [200CP] (Faith The Unholy Trinity)

All mortal men are afraid, but you are perhaps less so, your mind is more fortified than most allowing you to withstand the influence of earthbending abominations. You are no longer affected by fear and your body, mind, and soul is nigh-immutable towards the corrupting influence of the supernatural.

## (67) Mundane Ring [200CP] (The Elder Scrolls Series)

One of the most dangerous forces you'll run into is magic, be it traps or enemy wizards. Thankfully, you are prepared to face all manner of magical threats while wearing this silver band. The wearer will find that all hostile magic will be reduced to half its original potency, while making them immune to novice level spells.

## (68) Oath-Keeper [200CP] (Lords of the Night: Zombies)

Whether Bound or Unbound, the Revenant is defined by oaths. They may be the oaths he took while still alive, ones that caused deathly spirits to look upon him with respect, and lend their aid towards him fulfilling them. Or they may have been made post-death. The pacts of service he made to be able to come back. Regardless, you are familiar with oaths. You can tell when someone's behavior is being driven by a magical oath or something similar, like a geas. If given a chance to learn about an oath, you'll understand its boundaries on an intuitive level. If you're dealing with something like the Fae, who are bound by both explicit and implicit rules, you'll quickly understand those rules, maybe even better than they do, understand the grey areas, and understand when their limitations would come into play when it wouldn't be expected. You can call upon fate and death to bind agreements as a supernatural power. You can bind any agreement made with you as a participant as if with a Quest spell. You yourself will be so bound to your part. The supernatural effect will have the strength as if cast by an Overdeity of Magic. You can't trick someone into this - they will feel the power before a word leaves their lips. If someone is completely at your mercy, you can demand they accept such a Quest, but you cannot use magical compulsion to force the issue.

## (69) Kind Deeds in Turn [200CP] (Song of Horror)

Occasionally, there are creatures that prey on those that try to act with kindness towards them. Like a weeping woman that chases you down to remove your face if you ask them what's wrong, or a lost child that will tear out your jugular when you get too close. What this perk gives you is the ability to know whether whatever it is that appears to be in need or offering you with an item is actually going to try and kill you or not.

## (70) Undimmed Heart [200CP] (Dying Earth)

Even in this world where hope for the future lays dead and often it seems the best parts of mankind have died with it, there are those who can still feel it. Like T'sain and Guyal you seem to be immune to existential dread and nihilism, able to still feel hope, love, and the noblest portions of the human condition even in a world where the future lays dead and only the final cold darkness of the sun's extinction lays ahead. No trauma, no horror, no futility can remove your ability to feel joy, appreciate beauty, care and love for others, or strive for the future. You can share this to some extent with those you care for deeply, and for whom you feel a great, unselfish and non-demanding love, as your actions and presence may reignite the ability to feel empathy, love, and hope in them.

## (71) Paradoxical Curio [200CP] (Cultist Simulator)

A reality bending trinket that represents the many Secret Histories. This curio only bends in bizarre ways when in the presence of supernatural danger.

## (72) Hiding Potential [200CP] (Sarkic)

Sometimes you just gotta stay low-key. You can suppress your powers and abilities, perfectly. No amount of poking and prodding will make you slip up or reveal that which you

don't want to reveal. No supernatural abilities will see past your lies about this subject. Wouldn't want the inquisition on your tail, would you?

## (73) Scroll of the Cursing Word [200CP] (WHF: Tomb Kings)

Created as a way to deal with enemy spell casters without wasting the energy of the wizard himself, these scrolls were created to kill those who try to cast a spell in the users' presence. When the incantation upon the scroll is read out, it will activate and attack any who are actively using magic within the surrounding area. Those who cast in this time will find their lungs filled with burning sand and their mouths filled with biting dung beetles. The scroll is used up by this and will replenish its use a day later.

## (74) Familiar Master [200CP] (Kara No Kyokai)

Most Magi are not fighters or soldiers. While they're certainly threatening in general, many lack experience in war and most see risking their lives like that as barbaric. So they rely on others. Most commonly, they rely on familiars, a category of being that you are oddly gifted with. Outside of just a specialisation in magic, you appear to get significantly greater results than normal in anything regarding familiars. Your efforts to create them result in more powerful creatures made for less costs, while attempting to attract existing creatures to become your servants most often ends in a quite powerful new ally who is rather lenient in their required contract. You'll quickly become well versed in using multiple familiars in your goals, particularly making use of them in combat instead of fighting yourself, and even find that maintaining familiars is relatively cheaper for you.

A weak magus might not be much of a threat but if he had ten loyal spirits aiding him, they could most certainly take down even much larger game. In particular, any magecraft you know will soon reveal to you ways that it can be entwined with any familiars you have, sometimes stretching the boundaries of what's normally possible in those disciplines when used for your focus here. Often methods to enhance your familiars during creation or battle, it may also show ways to create entirely new kinds of familiars. Perhaps a Doll Making specialist would learn to make familiars out of their own selves with this, an army of one!

## (75) Stoic [200CP] (Lovecraft)

You have an ironclad hold on your emotions, and practice perfect self-control. Additionally, many sights that would drive normal men mad with fear will hardly faze you (not guaranteed to work against greater cosmic entities). Also note that this ability won't prevent supernatural emotion manipulation.

## (76) Coffin of Chains [200CP] (Rise from Ashes)

Another artifact created by the first crow. This is a centuries-old imposing cadaver covered in spikes. In olden times, it was used to hunt down enemies of the crows, both living and dead. They eventually stopped using it after several accidental deaths. Upon opening the casket, spectral chains spring out and bind its prey with harrowing speed, before dragging them into the coffin, which is completely soundproof. What you do with your new captives is up to you.

## (77) Resist the Change [200CP] (Horror Midnight Movie Marathon)

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.

## (78) Tails Never Fails [200CP] (Fear and Hunger)

With this, once per day, whenever you are about to die time will stand still, and a coin will be flipped in front of you. If it lands on tails, whatever was about to kill you will be prevented. The attack will miss, the bomb will fail, the gun will jam. If it lands on heads, this Perk does nothing, and you die. This effect will only occur when you are guaranteed to be about to die, and if it fails, you will not be able to use the frozen time to somehow avoid your impending doom. This coin toss is completely unaffected by any luck or probability manipulations you may have, nice try.

## (79) Deadlight [200CP] (OFF)

Shining a blinding light for a fraction of a second, you can reveal hidden adversaries and draw them to your location, temporarily stunning them; this ability works particularly well in underground or enclosed spaces, pre-empting any attempted ambush and allowing you to make quick work of crowds of opponents. This ability does use a decent chunk of your Competence Pool, but does not need to scale, only using a fixed amount of energy.

(Editor's Note: Will require the *freebie* perk *Competence Pool* to function.)

## (80) Alignment Vision [200CP] (Overlord: PJ Edition)

It is a sad truth that you cannot entrust Minions to do everything, so you unfortunately need to rely on other people at times. This should be helpful, as with but a glance you can tell just how loyal someone is to you and/or your cause. Yes, there is a difference. You can of course turn this ability on or off, and can even choose if this expresses itself as a number scale ranging from -100 to 100.

## (81) Kandarian Dagger [200CP] (The Evil Dead)

A magical dagger that was found with the Necronomicon; it has the ability to disable undead and demonic creatures when stabbed into them, and can potentially kill Deadites even without dismembering them.

## (82) Marruvine Idol [200CP] (Cultist Simulator)

An infant doll made of wood. These dolls can placate the rage of the supernatural beasts temporarily, who will cradle the doll like their own baby.

## (83) Goddess Amber [200CP] (Seven Deadly Sins)

This is a fist sized goddess amber that has the ability to store dark power within it. You receive a single goddess amber every day and you may combine the ambers to make bigger and bigger ones.

## (84) Rot Adaptation [200CP] (Bibliomania)

Rot is the condition in this world where your body and soul starts to mutate and unravel the closer you get to the exit from your room and simply going from 100 to 099 will be enough to instantly kill a normal human. You on the other hand are now shockingly able to adapt to such conditions now allowing you to revert any changes and survive that which would kill you normally. Effectively you are 2 times more resistant to the Rot and other supernatural maladies and conditions but that's not all. You adapt to any exposure to anything and while this won't make you stronger it will steadily cure you while making your resistance to whatever affected you stronger. Once exposed to something like the Rot you'd only have to wait an hour for a mutated limb to fully return to normal as long as you're not further exposed to the same level of affect. Once treated you will be resistant to what affected you enough that a level of Rot that would mutate your full arm would instead only be enough to mutate your hand. You can eventually become fully immune but it would take 666 times the lethal dose for a normal member of your species.

## (85) Mushroom Healing | Appetite [200CP] (Darkwood)

**Mushroom Healing [100CP] (Darkwood)**

Typically, the red mushrooms you find scattered around would need to be refined for their essence before being of any use to you. But like some of the creatures here it seems like your physiology has shifted to make some use of them at any time. Eating mushrooms will, much like taking pills, promote a rapid regrowth of your body's cells, regenerating wounds. While this may seem to be of little benefit compared to injecting them, if you reach the point where your ability to find mushrooms has outstripped your ability to refine them then this may provide a valuable source of healing. Works on all mushrooms post-Jump, though ones that are unusual in some way will provide greater healing.

**Appetite [100CP] (Darkwood)**

Strange appetites abound in the Darkwoods. Savages can often be found gnawing on trees, but there is some method to their madness as you will discover that your jaw is capable of gnawing through entire logs to provide a similar benefit to the above, or planks for a minor, but respectable healing boost.

(Editor's Note: *Appetite* perk is an upgrade to the *Mushroom Healing* perk, and may require you to purchase it first to then but it's an upgrade.)

## (86) A Touch of Insanity | Chief Negotiator [300CP] (Chainsaw Man)

**A Touch of Insanity [100CP] (Chainsaw Man)**

In a world where having a reasonable response to devils only empowers them, being a bit off your rocker can be a good thing. You simply have a different response to trauma than others, able to see opportunities in dangerous situations and prioritize yourself over all others without losing any of your humanity for it. Even if you were going up against a Primal Devil

unarmed and naked, he wouldn't get a tinge of fear out of you. Additionally people will admire these eccentricities to an extent and see the value in aspects of your personality they would otherwise find detestable. Similarly insane people might even flock to you if you bring something else to the table.

**Chief Negotiator [200CP] (Chainsaw Man)**

The skills to deal with and mediate between both humans and devils are extremely important in this world, so it's a good thing you have them. You give off an impression that makes people want to hear what you have to say even if they could swat you away like a fly. You have all the skills to get a bargain for nearly anything with a cost and can haggle with the best of them. What you bring to the table is all the more desirable and you'll often catch people when they're in a giving mood.

## (87) Rules Lawyering | Anti-spirit Materials | Silver-lined box [300CP] (Bartimaeus Sequence)

**Rules Lawyering [100CP] (Bartimaeus Sequence)**

Spirits are treacherous things, cunning and deceitful. You need to be careful in how you give orders to them, as they will hear your orders, and then use their millennia of experience to find some loophole, some trick that will allow them to fuck up your plans while keeping within the letter of your commands. Well, now you're always two steps ahead of them. You learn how to think in the winding, convoluted ways of spirits, and how to give instructions that cover every little loophole and shore up every possibility. Although sometimes it's just neater to summon the less problematic ones. Taking fifteen minutes just to order a foliot to run a bath can get tiresome.

**Anti-spirit Materials [100CP] (Bartimaeus Sequence)**

A small sack filled with about a pound each of mid-to-high quality spirit-repelling materials, such as rosemary, St John's Wort, iron dust and other such materials. Refills itself after 24 hours of being empty.

**Silver-lined box [100CP] (Bartimaeus Sequence)**

A small(1.5ftx1ftx.5ft) box with a silver lining and warded with ancient sigils and spells to be even more magic and damage resistant than normal. Can contain up to a high-level Djinni with no problems, and trying to contain higher level spirits, while possible, is ill-advised and risky as there is no guarantee that it will be able to hold them. Can be an amphora from the Mediterranean, if you wish.

## (88) Welcoming Host [300CP] (Bloodborne)

"Vermin, wriggling root of man's impurity found within tainted blood. They are but one form of parasite running amok in this world, where serpents coil within the entrails of puppeted corpses, and more eldritch things writhe in the kosm. Perhaps, then, they may be used.

Parasites that make their way into your form, squirming and corrupting as they bury themselves deeper, are attacked indirectly. That is to say, those that attempt to possess you, twisting your body into a more suitable host, are instead subdued and taken over in turn, made symbiotic in nature.

While this aids with many parasites, the kind that simply eat their way out after implantation are harder to deal with. Survive for at least one week, and this talent even bend

those though. For any filthy creature that tried to use you for their own ends, a most ironic fate awaits.”

## (89) Elemental Affinity | Trigger Element [300CP] (OFF)

**Elemental Affinity [100CP] (OFF)**

Pick between Smoke, Metal, Plastic, and Meat; you now have an affinity for the element you have chosen, able to infuse your attacks with it and bearing a resistance to those attacks targeted at you. This applies even to attacks from outside of this jump, however, those tend to not map directly very often.

**Trigger Element [200CP] (OFF)**

This is an expensive attack, causing mediocre damage for a far higher energy cost than [Home Run]. However, the trick is that this attack bypasses all armor and defenses, applying damage directly to your opponent; this means that even though it has disappointing damage output, it is capable of harming enemies that would otherwise be unaffected by other, more powerful attacks. Same deal as usual; the damage output can be increased over time, but at the cost of higher energy usage.

## (90) Ghost Whisperer | Soul Whisperer [300CP] (Graveyard Keeper)

**Ghost Whisperer [200CP] (Graveyard Keeper)**

Being dead doesn't make things any easier. Just ask Yoric! Sometimes the dead need a hand moving on, or finding a place to settle down and something to occupy their time. In this world this is especially true as the bridge to the afterlife was destroyed. You have developed a knack for saying and doing just the right thing to calm an angry spirit, and can even recruit them to aid you on your quest. This affinity for afterlife therapy ensures you will always have the opportunity to persuade the restless dead to work with you, or at least not against you.

**Soul Whisperer [100CP] (Graveyard Keeper)**

May only be taken if you have also taken the Soul Saving Scenario and Ghost Whisperer. The act of healing souls and sending them to the afterlife has drawn the attention of other earthbound spirits. Your actions have earned you a bit of respect and a willingness to help. So much so that you can ask those earthly spirits to complete any task that would require a bit of time and effort on your part, and they will be able to complete it as if you did it yourself. This only works for tasks that are physical and constructive in nature.

(Editor’s Note: You do not need to worry about the Saving Soul Scenario as a prerequisite.)

## (91) Faust Schmaust [300CP] (Dragon Age - Inquisition)

Power and knowledge are costly, and you know how to get the best price. When dealing with otherworldly entities and spiritual beings of power, particularly those of malevolent intent, you always get what you came for. There will be a price, and a foolish deal will still be foolish, but the cost will be much less for you than it would be for someone else.

## (92) Observant | Insight | Perspective [300CP] (Generic Summoner)

**Observant [100CP] (Generic Summoner)**

You notice little details and patterns that others may overlook, some of which may prove useful to you. This gives you an impressive degree of pattern recognition and the senses on par with the best a human is capable of having. You can also pick out when people (or your summons) are hiding something from you.

**Insight [100CP] (Generic Summoner)**

You have the ability to sense and pinpoint the supernatural in a number of ways, key among them being able to see through illusions that would hide the supernatural from view. With time, you could potentially refine this to allow you to see into other layers of reality as well.

**Perspective [100CP] (Generic Summoner)**

With the number of creatures of unusual origins you encounter and interact with, you may find yourself dealing with rules and ideas that are fundamentally alien to your sensibilities. Fortunately, you adapt to such things quite quickly. You are virtually immune to culture shock except for the most extreme of cases and are easily able to shift your mentality to handle changing circumstances quickly and with minimal strain placed on your mind. This also gives you the ability to shift your thinking to match those of inhuman and alien creatures to gain insights into how best to interact with them.

## (93) Behind the Scenes [300CP] (Worm)

The truth is more dangerous then[sic] anybody could possibly know, and keeping people in the dark is all too often the only way to keep things from falling apart. Thankfully you always have an innate feeling of what you need to sweep under the rug, conveniently conceal, or do in order to make sure things stay in the dark. Stay on the ball and even if there are loose ends then anybody following them is going to find you waiting for them.

## (94) Remember [300CP] (SIGNALIS Gauntlet)

For those you care for, you can survive far more than you for any right should. Your body may be lacerated beyond what Replika or Gestalt would survive under any real circumstances, capable of holding on for hours longer before falling unconscious. This only grows more powerful with how much you care for the person you are pushing through for. A friendly acquaintance would grant a fair bit of endurance as described before, whilst one of your closest confidants would see you push onwards even when multiple limbs are pulled off for ages.

## (95) Blessed Sight [300CP] (Made In Abyss)

Either your eyes are changed, or you have gained a new sensory organ. You can see the waves of the Abyssal forcefield, letting you sense the consciousnesses of other creatures and predict their movements. There are rare ways to cloak one’s mind from the forcefield. In future jumps, you will emanate a harmless, invisible forcefield similar to that of the Abyss, allowing you similar consciousness-sensing abilities.

## (96) Inexplicable [300CP] (Horror Midnight Movie Marathon)

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.

## (97) Outer Reaches [300CP] (Generic Summoner)

You have touched on something far beyond the norm for reality and been subjected to its abnormal effects, changing you on a fundamental level. You naturally adapt to other planes of existence and resist any attempts by those realities to warp your existence, such as the shadowfell in Faerun, allowing you to survive unharmed by reality itself.
Additionally, you are completely immune to reality warping effects and are unbound by fate. The latter means you are immune to effects that would manipulate your luck or predict your actions.

## (98) Rites of Initiation [300CP] (Cultist Simulator)

It seems you have been graced by the Hour of the Velvet, jumper. Around you forms a fog that shields your presence from the powers that shape the world. Through this Favour, the Colonel will not force you into the service of an Hour, the Lionsmith will not use you like a tool against his eternal rival, the Mare-in-the-Tree will not try to steal you, and The Wolf Divided promises to kill you last. Even the laws of the Mansus as a whole will look past any children born of your unholy unions, preventing the Crime of the Sky.
For the duration of the jump, and despite not being invisible to them, the Names and Hours will remain indifferent to your presence, allowing you to inhabit their world without being dragged into their cutthroat politics. This pardon only persists for as long as you remain neutral in their conflict. Should you rise against them, know that the hammer will come crashing down from all interested sides. You’ll be equally blessed with indifference in future jumps, allowing you to enter the domains of gods and other otherworldly authorities without incurring their ire. At least this way, it won’t be your presence that condemns you, only your actions.

## (99) Forbidden Lore [400CP] (Lords of the Night: Vampire)

There are terrible things in the dark, sights that could break even a soulless vampire. From your dark perch, you see many of these things. But you’re too smug to be shaken by such things. Firstly, you are safe from knowledge. You will never be madden by dark lore. You won’t be possessed by some terrible god from the dreamlands because you know his name. Those terrible dark things that home in on any that know of them or see them... won’t detect your knowledge or sight. If there’s some other manifestation of the Dangers of Things Man was Not Meant to Know, you’re safe from those too. You’ll dredge up dark secrets apace with your dark gifts, gaining Tainted Feats (as per Heroes of Horror), Devil-Touched feats, or appropriate Vile Feats as you earn Dark Gifts. Rather then devilish pacts, these represent the dark secrets and lores you’ve learned to call upon. You aren’t further corrupted or tainted by calling upon these secrets.

## (100) A Seal for Diversity [400CP] (Hollow Knight)

One of the most potent magical constructs created within Hallownest are the Seals of the Weaver tribe. These magical locks are nigh impervious to damage, their breadth and power scaling upward with both intricacy of the Seal, it's size, and the amount of SOUL utilized in their construction. Their usage is twofold, whether to seal something inside, or to preserve something. A small seal affixed to a a weapon or armor is more than enough to make it practically unbreakable, while a large seal around a building can not only make a perfect prison, but also a way to preserve it, things and people left inside becoming unaging. In addition, this talent for Seals also allows you to create Masks capable of uplifting a creature to sentience, but at the cost of the creature's original memories and mind.

## (101) Personality Persistence [400CP] (Re-Animator)

Why did Doctor Hill take to the green stuff so well? Halsey hadn't been dead much if any longer than he was, and Hill was a decapitated head, and the detective in the sequel had been dead less time and had been killed in a way specifically meant to do the least damage to his system possible. Well whatever the reason, you share Hill's trait. When you are transformed or altered in some way your personality will continue to show through no matter how you are changed; your core personality traits cannot be removed. Any mental changes and influences will be reduced due to this; re-animated as a zombie that acts on base, aggressive desires you would continue to pursue your original goals and be recognizably you, just with less restraint and more aggressive behavior.

## (102) Protection Charm [400CP] (Little Nightmares)

In a village away from the Pale City and the Maw, their inhabitants have the tradition of giving special anchor-shaped charms to children after their birth with the objective of protecting them from the third Entity, the North Wind. You receive one of these Protection Charms. Your amulet protects you from the power of the Entities and other hostile abilities that directly and negatively affect you in esoteric forms, like mind control, soul manipulation, biomancy, low tier corruption, curses and other hax abilities, but it won't protect you from direct damage and attacks, just against these abilities with more esoteric effects, as long they aren't significantly stronger than an Entity (or stronger than you, if you're already than an Entity).

## (103) Soul Sacrifice [400CP] (Magnagothica: Maleghast)

Your soul has been promised to the Dead God Gormengorr upon your final dissolution; then, it will be devoured by the god and consigned to eternal oblivion. That would probably be a real issue - if you planned on suffering such a final death, of course. In the meantime, this bargain comes with some real benefits, as Gormengorr (or what's left of him) seeks to protect his investment. In short, your soul and consciousness are immune to corruption, curses, being stolen or basically anything else but direct damage, from anything less than a divine source - and even then you're strongly resistant. Your body can still be touched, but you are significantly more resistant to corruption, curses and other such mystical afflictions.

## (104) You Should Never Take a Devil at His Word | How About We Make a Contract [400CP] (GrimGrimoire)

**You Should Never Take a Devil at His Word [200CP] (GrimGrimoire)**

...but he deserves the benefit of the doubt. You have a good sense for how far you can trust someone. You might understand how Mephistopheles could have a perverse honor and humor that makes him a reliable teacher, while Grimlet languishes in his prison bound. This sense is reliable upon the powerful and those who work for causes they believe in. A powerful devil, a proud necromancer... you would easily understand not only their trustworthiness, but the context of it. A devil might teach sorcery both honestly and without pitfall or snare, but he'll deal in souls if someone is foolish enough to offer it on their own. Two weaknesses plague this insight. Firstly, the weak are below the horizon of your contempt, and so this gift will dismiss much of their possible duplicity. Secondly, it sees into the heart of others, and so a heart that is occluded darkens your vision; if one is compelled then your insight will suffer. The meeting of these two circumstances can escape this vision entirely.

**How About We Make a Contract [200CP] (GrimGrimoire)**

The fiendish labor under myriad curses, for while abiding by a contract gives them power, breaking it binds them as slaves.. Their insatiable lust for souls is no secret, nor the exorbitant price they demand. Yet their traffic in souls is reliable. This is no gift in the art of contracts, but in the subtle art of persuasion. Your ability to coax others into forsaking their principles and giving in to their desires is unparalleled. You possess a talent for slipping past their defenses and penetrating their hearts, even after they have been warned of your nefarious ways. Even those who fear and hate you can be swayed by your serpentine tongue. It is child's play for you to strike a rapport with even the most natural of enemies. Dealing with those who loathe you, who know of your ulterior motives, is but child's play. Easier even, for in this world dangerous children abound.

## (105) Secure & Contain [400CP] (SCP Foundation)

*The Jailors.*

The Foundation focuses on Containment, not destruction. And like them it's something you truly excel at. It's not even about the anomalies in the end but how to keep them from causing harm. Identifying them, securing them, containing them. Even if facing an entity where all you can safely know is [DATA EXPUNGED], you have a fair shot at finding a way to lock them down. The more time available for you to focus on a problem, the better solutions you have to ensure a safe capture. Even surreal and esoteric anomalies are things you can analyze and create countermeasures for. From antimemes to reality-warpers, if there's a way to safely secure something you'll be able to discover that method and put it into action. Through scientific analysis of captured SCPs you may even be able to reverse-engineer some of them. Figuring out their needs and how they work is easy, especially with sentient ones. The longer you've kept an object in captivity, the more you learn about it. This is most effective through active research, but even the most passive containment is bound to reveal each secrets of your captives with time.

## (106) The Land Provides [400CP] (Princess Mononoke)

Communing with the land isn't all about appeasing spirits however. Even when the Emishi went into seclusion long ago, it was already well understood that to live separate from other tribes, the Emishi would need to depend on the natural world around them. If they could not enter some sort of coexistence with nature, with the Mononoke, they would be forced to fight for a place of their own – and this would not be a fight that they could win. You could say that the Emishi live on borrowed land and borrowed resources, granted to them by the Mononoke in exchange for a measure of respect.

This relationship isn't something to take lightly, especially not for a member of the Emishi tribe like you. So long as you haven't offended the spirits of nature, you'll find that they'll be willing to lend you their aid depending on your needs. Should you need safe passage a forest may offer you guardians, should you need nourishment the forest may guide you to something that can temporarily sustain you. What you receive as aid however, will always come from the local area and fit it accordingly, so it would be best if you know what kinds of creatures and spirits dwell in the area before asking for aid.

Just remember that regardless of what you do, preserving the relationship should be your priority. Without a proper show of respect, there is little reason for anything to give you any aid. A simple gesture will suffice at first, but until the relationship is clearly established, you shouldn't fall into any sense of complacency. Not unlike a relationship between two individuals, the tighter the bond you have with the spirits around you, the more substantial their aid will be.

## (107) A Leech on Two Legs [400CP] (WHF: Tomb Kings)

It would seem that so many years of your spirit desperately clinging to your physical form have paid off, in a way. Your soul is a tenacious thing, like a leech that refuses to be pulled away from a diseased tumour. Attempts to remove your soul from your body simply fail, unable to separate the two. They can hack away at your spirit and damage it just fine but even when only a few shreds are left, your spirit won't leave that rotting shell of meat and bones you call a body until you allow it too. That tenacity has allowed your body to survive quite grievous wounds too, even for an undead abomination like yourself. They need not kill your soul to kill you bodily, but it would take more than anyone else to destroy your body fully. They'd need to burn your bones totally to ensure your death, whereas other undead may only need to be sufficiently shattered.

## (108) Puppet Master [400CP] (TES: Magic)

The path of the summoner is all about control, of enforcing your will onto another entity, and there are fewer who are as skilled as you. You have total control over each and every action your summons take, from how they move and fight to when they breathe and speak. In addition to your peerless control, you are able to experience the world through their senses, with no chance of sensory overload.

## (109) Fight it John! [400CP] (Faith The Unholy Trinity)

You have become a temple, a fortress against the evils that may besiege it. You are now able to self exorcize yourself even if your mind and body has been completely dominated,

your soul remains untouched. This in effect renders you nigh-immune to possession from lesser beings, only Greater Demons perhaps have a chance of dominating you for good.

## (110) Single-Edged Power [400CP] (Glitchtale)

Many wizards, like Agate Lightvale, inverted their Soul Traits. Some of them died during the process, while the survivors sacrificed their sanity to gain power. Unlike these wizards, you don't need to worry about these side effects and downsides. This perk protects you from the side effects and downsides from any object/ability that you use. A cursed sword that consumes the life force of the user while being used? You can use the sword without being drained. A physical enhancement ability that damages the user? The ability will still tire you, but your body will continue intact. The protection has a flaw: this doesn't remove the side effects and downsides of sentient abilities or objects, but, instead, gives a good resistance against them. A sentient cursed sword can still damage you.

## (111) Audience [400CP] (Horror Midnight Movie Marathon)

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.

## (112) Tarot Cards [400CP] (Song of Horror)

You gain a set of Tarot cards, though not really useful as it is neither a full or normal set of cards, it has the strange ability to always have a set of five cards that represent the major threats you are facing in your immediate circumstance. When you take one of the cards and place it in opposition to the other four, whatever card is singled out is unable to actualize as a threat. These cards aren't omnipotent though, each card only prevents a single threat; For example, a single card could prevent the Elsewhere from creating it's mimicked rooms, but not prevent the Elsewhere from moving the other Threats, or it could prevent the Presence from hiding behind doors, but not all manifestations of the danger it poses.

## (113) That Thing What Kills You [400CP] (SCP Foundation)

*Anomalies don't kill people, people kill people.*
You adapt to your tools, and they accommodate you too. SCPs are no joke, even (or especially) when they might seem like someone's idea of a joke. Lots of these objects can kill indiscriminately and without warning. You know exactly what line not to cross to use them before it compromises your safely. Anomalous equipment spares you the worst of their effects, if there are certain types of users they won't harm you're probably in the clear – or at least suffer less than a typical user. Mastering the positives of anomalies and overcoming their dangers is your specialty. From sci-fi technology to magical artifacts, you're great at

making use of anything with only minimal exposure to it and quickly understanding the best way to use it. For the most lethal and cursed of these objects it will only buy you greater survival time than others. But with your adaptability and understanding of the anomalous, it might be that a little time is all you need to save yourself with a clever solution? Of course, none of this will help if you're the specifically intended target. It might just be that every SCP object you use is just a little stronger for you being the one to use it.

## (114) Full of Energy [400CP] (Lords of the Night: Zombie)

You are literally full of life. Overflowing with it, really. You regenerate twice as fast as a troll, with such regeneration hampered by negative energy and similarly ruinous forces. Even if it gets through your regeneration, you quickly heal such wounds at half your rate of regeneration. If your health is full, your abundant life force pours into a lake of vitality that you can instantly parcel out to heal yourself, or lay on hands to bolster the living, ward away negative energy, and burn the undead. You may learn to wield this in more exotic ways over time, but it's safe to say that you will be untouched by disease, and most curses are washed away if they attempt to infest you. This lake is about the same size as your 'natural' level of life-force. If that lake is full, the excess life energy will form an invisible haze about you that bolsters friendly life, kills harmful disease by overwhelming it much as the Positive Energy Plane does to all life, scours away at curses and hostile magical forces, poisons the undead, and generally invisibly works in your favor. If, for some reason, you wouldn't want it to do one on this things, like you don't want to poison your daughter or husband or wife who has come back as a zombie, it won't.

## (115) Prison Realm [400CP] (Jujutsu Kaisen)

Prison Realm is the final remains of the Buddhist Monk Genshin. Referred to as a "taboo object", it is a living barrier so powerful that there is nothing it cannot seal. In its unused form, the cursed object appears as a cube small enough to fit in a person's hand and is wrapped in talisman constraints. The curse is activated with the incantation "gate open". On command, the cube opens into a mass of flesh stretched out by four corners with the remains of the cube at the edges. It has a giant bleeding eye in the middle with stitches keeping it open to stare at its target. Conditions must be met for Prison Realm to activate. In order for the target to be sealed, they must be kept within a four-meter radius for long enough for the cursed object to take hold. In Satoru Gojo's specific case, he had the potential to escape Prison Realm's range in time, so he had to be kept within the required radius for a minute's worth of time within his brain. The next stage of sealing involves the mass of flesh transferring to the target's body in a flash, ensnaring them. This renders them immobile and unable to access any of their cursed energy. The sealing process can be completed with the command "gate close", reverting Prison Realm into its small form, trapping the target inside indefinitely. Only one occupant can be contained at a time. Unless the person inside takes their own life, Prison Realm cannot be used again. While "processing" a strong sorcerer such as Satoru Gojo, Prison Realm becomes extremely heavy and cannot be moved. Several eyes open around the surface of the cube as well. Inside the pocket dimension of the Prison Realm, time doesn't pass and the sealed person is surrounded by dark skeletons and an ominous atmosphere.

## (116) Instinctual Reaction [400CP] (Shin Megami Tensei V)

The Demon Summoning Program is perhaps the greatest weapon humanity has been gifted against the Demons, first invented by a Genius in a Wheelchair. However it takes a tool on the human soul. The more one interacts with demons the closer one grows to being like the demons themselves, becoming more concerned with the ethereal than the Worldly. It is better that these kinds of things do not affect you. You get an instinctual feeling for anything, be it an item or a circumstance, that may try to change you and can choose to resist that change with your innate Power of Will.

## (117) Bastion of Sanity [400CP] (Silent Hill)

"*Finally. Someone else who's okay.*"
Your very presence attracts the mentally stable and sane. You will find yourself around people that are willing to listen to reason, and you yourself will hold onto your sanity for as long as possible. It would take an Elder God personally attacking your mind to make it crack. While this may seem lacking, sanity is a rarity in this town. Interestingly enough, you will also find that certain creatures born of dream and mind will have their attacks lessened against you while you grow all the stronger against them. Your sanity stabilizes the product of an insane world.

## (118) Alakapurine Shears [400CP] (Cultist Simulator)

The scissors that an Hour used to butcher another. These scissors sever all strings, cut all attachments, and end all contracts withoutrepercussions, allowing one to get rid of needless things.

## (119) Sealing Magic [400CP] (Bibliomania)

One of the only things that sealed a great and terrible evil in this world and now you have all of this knowledge and skill with sealing magic not to mention prodigious talent for any form of sealing or writing based magic in general. With this knowledge alone you could disrupt other forms of magic, weaken or strengthen people or objects, store things many times the size into smaller storage containers and much more. Hell this allows you to bind and seal beings capable of destroying cities with easy provided you have the right resources. For example you would be able to do something seen as impossible in the Naruto world and seal even the Juubi into an appropriately sized and prepared container, though it would be difficult even with help. Interestingly this compounds with any other sealing knowledge or skills you have allowing you to combined and enhance the different magics with each other meaning you could quite literally be in the Naruto world with this and Fuuinjutsu mastery and casually seal away powerful beings like the Biju on your own with just some preperation.

## (120) Faustian Flip [400CP] (DC Occult)

You know how making a deal with the devil never seems to play out in your favor? Well, now it's time for that to finally change. You may freely break any sort of binding deal or contract made with a magical being while retaining any and all benefits you received from said deal. Just, you know, be prepared for a pissed off benefactor if you decide to do so. Of course, this does have one limitation. Namely that it only works on one deal at a time. Using it to

retain the benefits of a new deal will result in the forfeiture of all those gained from the last such deal. Still, this is quite the talent you have here. Use it carefully.

## (121) The Stone [400CP] (Coraline)

A kind of protective amulet. It will protect against evil magic such as the Beldam. It will also allow you to find that which is lost or hidden. Just have a look through.

## (122) World Ending Derail [400CP] (Grime)

There is an entity known as Shidra, who will at some point meet the Vessel and is perfectly aware of their end goal causing the destruction of the world. And for whatever reasons Shidra had, they tried to offer a choice that would stop it from happening. And now, you have the special quality to attempt this as well.
In essence, if there is any individual or entity indirectly or directly seeking to destroy the world/setting at large, you will find your words will have more sway to convince them to stop and if needed, you can provide an alternative (via gifted powers, abilities, skills, items, or equipment) that is far less in cost to give personally.
These will not be perfect, but what you end up giving will be almost-perfectly suited for appeasing all of their desires in one go. If in the case this doesn't work (and if you gave them anything), you can revoke anything given back instantly and also find that all of your efforts in opposing them directly are massively boosted… As if you became their 'Final Boss' and you will see them fall again and again, if need be...

## (123) Magical Monocle [400CP] (Bayonetta)

You are a being of the sun. A sun which lays all sin bare. Let no evil escape your sight. Once every 24 hours, you can activate the enchantment on this item to bind a spiritual being of terrible power, thus assisting you in your battles... even if it can only hold one at a time. As a plus, wearing this item will repel a fair amount of evil beings and the corruption they may attempt to force upon your body or mind, which will let you walk about in peace.

## (124) Direct Control | Resist Corruption [400CP] (Gemcraft: Frostborn Wrath)

**Direct Control [200CP] (Gemcraft: Frostborn Wrath)**

This allows you to direct the actions of those that you have summoned. You can select the level of control, and it scales from a minor change of existing directions all the way up to full possession and sense sharing. Note that the more complex the control you exert, the more attention it takes, so issuing many minor changes is easy, full possession would be limited to a single summoned minion barring some extraordinary ability to multitask.

**Resist Corruption [200CP] (Gemcraft: Frostborn Wrath)**

Demons are inherently corrupting, so a wise demon summoner will perfect their own protections prior to performing any summonings. This perk allows you to resist all but the strongest of corrupting effects. This applies to corruption of the mind, body, and soul. Choosing this perk allows Wizard Hunters to retain their human form in this jump, although it will come at the cost of additional scrutiny from your masters.

## (125) Summoning Circle [400CP] (Marvel Studios What If… ?)

This glowing circle of somewhat ominous red runes is actually a good thing... for you. Firstly, it greatly aids in any sort of summoning magic or rituals, making it much faster and easier to do so. Secondly, should you summon any entity, or even different versions of yourself if you can do that, into this circle, they will be unable to escape or use their powers on anything outside of the circle. Even a Sorcerer Supreme wielding an Infinity Stone would be unable to do anything to anything or anyone outside the circle if you summoned them into it. You can breach the circle at any time or allow other things out of it freely if you really want to.

## (126) Oh, My King [400CP] (Solo Levelling)

Much like the soldiers of the Shadow Legion, the personal army of the Shadow Monarch, you command an absolute loyalty and control over any beings created by your powers. This does not simply extend to those you personally created from scratch, but also covers those such as summons or those revived by your necromancy. Any such being will not only gladly follow any of your commands, but will also be completely incapable of harming you. Some of your smartest followers may be able to be convinced to 'attack' you if they are utterly convinced that the chances of them actually are hurting[sic] you are zero.

As another bonus, you also form a telepathic link with those under your control, capable of sending orders through telepathy instantly, regardless of the distance between you and your soldiers, even if you were to be in another different dimension. With training, you may even use this link to share the feelings and senses of your troops, allowing you to see through their eyes and hear through their ears regardless of where you are.

## (127) One Last Way Out [400CP] (Song of Horror)

Sometimes having an exit plan isn't viable as the time to make one has passed, worry not! Now when all of your other exit plans have failed and you have been trapped, circumstances will align to give you one last chance to get out, though that chance could be fleeting or narrow, so be ready to take it the moment it appears.

## (128) Scapegoat [400CP] (Cultist Simulator)

What's the point of having followers if you alone have to bear a burden? Anytime you are forced to inflict harm on yourself or others in the name of a cause, a ritual, or a power, you may opt to inflict this harm unto someone or something else instead, effectively allowing you to substitute the target of your sacrifice with something of an equivalent value. This can be used to spare your assistant in favor of destroying a tool, maybe you wish to spare the tool in favor of a temporary influence, regardless, this perk will ensure that the proceedings complete without a hitch.

## (129) Soul Mirror [400CP] (Anima: Beyond Fantasy)

Although at first glance, it appears to be a simple ring, Soul Mirror is much more, possessing three major abilities to protect its bearer from the ravages of magic. First, it increases their chances of resisting magical effects. Second, if they manage to do so, it returns the same

effect back on the one who cast it. Finally, it grants control over that effect to its bearer, who treats it as a spell they cast.

## (130) My Life is One of Many [400CP] (Clive Barker's Jericho)

Devotion must be shown, and some beings take the most lavish of gifts to be pleased. Oh yes, even your own little life. But how can you give your one life for a cause with nothing in recompense? Now you will see that when you give up your own life, you need not remain dead for long. For a ritual that requires your death, a gift to a mighty lord of horrors or even, in the deepest wilds of your mind, to protect someone even you can't let go, you will be able to give up your life and then return without losing the benefits of what you went for. Beings are as pleased by your sacrifice as if you stayed dead and the rituals work without flaw. Of course, this is meant to be a special moment and even you can't do it more than once a year. You have to do it willingly and with great purpose as well, so don't go trying to cheat those interested in your soul by using this to survive dying in battle.

## (131) Elder Sign Talisman [400CP] (Lovecraft Midnight Movie Marathon)

This is a small talisman worn around the neck and bearing the Elder Sign. Reinforced by powerful warding magic, this talisman has strong protective qualities. Hostile magic cannot affect you as long as you wear it, creatures from other realities are repulsed by it, unable to touch you or it, and corruptive forces cannot affect you when you wear it. However it does have only so much power, the more powerful the being or magic it holds back the faster this power will drain, and eventually it will shut down temporarily until it manages to recharge itself.

## (132) Seeing Through Tricks [400CP] (Song of Horror)

Sometimes there are traps that, while invisible to the naked eye, have a strange way that makes them able to be seen. Like smoke revealing a laser grid, or walls only visible on cameras. Once you partially reveal something unseen in this way, you become able to see it as if it were normally visible.

## (133) Forty Ticket | Half-Rotten Jawbone [400CP] (SK's: TDTS)

**Forty Ticket [200CP] (SK's: TDTS)**

A 'forty' is slang for a bus that will take you as far away as possible and that's just what this ticket will do for you. While you carry this with you, you can go to any port of travel and make a vague request like - "The next plane outta town" or "The midnight train, going anywhere" - and get a reasonable destination with minimal hassle. While this won't guarantee any first class seating, it expedites your ability to bug out of town on short notice, making it difficult for ne'er-do-wells to predict where you've gone.

**Half-Rotten Jawbone [200CP] (SK's: TDTS)**

Eugh, what creature's corpse left this behind? Just the right size to slip into a pocket, this eternally rotting bone is actually a potent relic to ward away demons and bad spirits. When malevolent miasmas or ambushing succubi attempt to overcome your will, hold the jawbone up before your eyes and use the first and last fingers on your hand to make the forked sign of the ward against the evil eye. Against all but extremely powerful demons, this will force

them to temporarily recoil and cease their influence against you. Use this 2 minute window of clarity to your advantage, as pernicious spirits will begin finding other means of interfering with you if you continuously stymie their preferred approach. If you like, you may specify which kind of creature the jawbone came from.

## (134) Gloves of Aryon [400CP] (TES: Magic)

Twin sets of gloves crafted by a Telvanni wizard, they are as finely crafted as they are useful. The left glove will improve the power of all commanding spells, forcing beasts, mortals, and daedra alike to obey your whims, while the right glove will summon three atronachs at once to fight by your side, one for each of the standard destruction elements.

## (135) Perfect Host [400CP] (Little Nightmares)

The Entities are the true leaders and bosses in this world, controlling humankind from the shadows. And you, as one of the leaders of the humans, probably will attract the attention of at least one of the Entities and would be intelligent to be prepared if this happens. Regardless if they're Entities, the Phoenix Force, a spirit, a klyntar, a random god or goddess, an angel, a demon or whatever kind of being, regardless of their power and nature, you're the perfect vessel/host to them, being fully compatible and capable of holding their powers. You're also able to be much less influenced by them and, in some cases, being able to fully retain your control over yourself and over them, essentially making their powers yours. Obviously, this is a hard task and that becomes harder the more powerful the creature is.

## (136) Who You Gonna Call? [400CP] (Rise from Ashes)

I'm afraid the answer to that question isn't something anyone from around here would get. Either way, you seem to have come across a strange contraption. It looks like some sort of mechanical backpack, with a hose attached. Firing it projects a stream of energy, ensnaring whatever ghost it hits. This also comes with a set of ten "traps," which capture any ghosts above it when activated by a foot pedal. There's one thing to keep in mind - if you ever come across another one of these things, make sure not to cross the streams.

## (137) The Man Who Sealed The Demon Away [400CP] (Bendy and The Dark Revival)

You have the ability to extract the inner darkness of a subject, this will take away not only all of their will to do harm but a massive portion of their power you may choose whether to simply store the captured dark sides or turn them to some other purpose Please note that this is a long and involved process and any interruptions could have unforeseen consequences.

## (138) Wolfsbane Potion [400CP] (Horror Midnight Movie Marathon)

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.

## (139) What ’s In It For Me? [400CP] (Drakan)

You have some special talents and certain people want to make use of them. At least now they’ll do so nicely. Whenever you are approached by anyone for a job, they will offer fair payment in exchange for your services. If you refuse them completely however, they may still attempt to force you into compliance.

## (140) Fleeting Gods [400CP] (Salt & Sanctuary)

A zealot would see the great many achievements that the Dorians have created with only their blood and sweat and ask “What is a man to a god?” and the proud people of the north would respond “What is a god to a non-believer?”.

Gods have little power over you, be it prayer or divine magic is greatly diminished when faced with your iron will, though this doesn’t mean you must be petulant as truly benevolent boons may be accepted… if you so allow.

## (141) Valtiel [400CP] (Silent Hill)

How most Holy you must be to gain this most sacred of servants. The Attendant of God, Valtiel, is under the direct order of God who apparently has appointed him to you. He is the caretaker of the Otherworld and is innately tied to it. Valtiel, as an attendant, takes a relatively passive role in most things. Observing from afar, and keeping the flow of the Otherworld and Fog World in balance. While not very conversative, they truly only have one purpose for you. They will revive you once per year. Upon your death, they will drag away what remains of your corpse, and restore you to health in a safe place. Any attempt at stopping them will fail. The ritual to revive you takes a day, and during which your mind and spirit manifest in the Otherworld, even if such a place doesn’t exist in future worlds. This Otherworld is near the heart of it, known as Nowhere, made up of distorted and even more dreamlike environments. You are completely safe while here, and are left to wander Nowhere until the ritual is complete.

## (142) Cursing And Curse-Breaking [400CP] (Generic Magical Magic)

As a Cursemancer, you are capable of taking hold of the well of magic within yourself to lay down an effect on something. Unfortunately, this Magic is slippery and only really seems to attach itself to the physical world, be it people or structures, but can never exist freely by itself. Nothing is stopping you from cursing someone with bad luck or laying down in a field that makes people want to go far away from some place, but you won’t be throwing fireballs around with this power.

This comes with the ability to sense the presence of magic around you, get an idea of how dangerous it is and its general effect, and the ability to shatter similar wards and curses on physical entities by ‘poking’ at the right points of the magical structure. All magics and supernatural effects you witness in the future will have these ‘shatter points’, but only you

and those to whom you teach the art seem to be able to discover and take advantage of them.
This magical style is most powerful against purely supernatural beings with no truly physical form, for the power they are made out of is extremely susceptible to being shattered or bound.

## (143) Pooky | Holy Water Spray | Nermal [500CP] (Gorefield Horrorscopes)

**Pooky [100CP] (Gorefield Horrorscopes)**
This is pooky, your universe's pooky anyway. Pookys are usually Garfield's favorite stuffed bear, and you lucked out in finding the equivalent to your universe. This item will by all accounts just be a toy, slightly broken and off putting, the exact form it takes depends on your Gorefield's aesthetics and origin, but even your Gorefield will care about their Pooky. You can even use this as a bargaining chip, they still prioritize killing you over the teddy bear but ideally they want both, and are willing to make deals and bargain to make sure they get it. Post-Gauntlet, you get a fixed version of Pooky for collection sake, and per Jump you can ask for one stuffed toy that has a similar effect on another specific monster of your choice.

**Holy Water Spray [200CP] (Gorefield Horrorscopes)**
A normal looking water spray on the surface, but the water inside of it is blessed against everything that is malicious. It can even cause mild harm to the weaker half of the Gorefields you encounter and it can even stun the stronger half, it is repelling against them because they are both cats and evil creatures. For the Gauntlet your supply will be limited, but post-Gauntlet it will refill itself automatically and you can tinker with the formula to boost it.

**Nermal [200CP] (Gorefield Horrorscopes)**
Oh, that's convenient. This is Nermal, a cat that just so happens to be one thing your Gorefield wants to kill that takes priority over you. This is sort of like the opposite of Pooky, as Gorefield will go to great lengths to make sure this cat dies. Nermal here will be just a regular, if a tad cuter than average, kitty. Unlike Pooky, Nermal seems to be a higher priority target than even yourself, meaning if you somehow force a binary choice of either killing you or Nermal, your Gorefield will rather have Nermal killed. You can choose if you own Nermal or if he is a street cat or belongs to somebody else. You wouldn't be that heartless to use Nermal as a sacrifice, right Jumper?
Post-Gauntlet you can decide if you want Nermal as a pet, and if he still attracts hatred when it comes to supernatural creatures.

## (144) Keep Out [500CP] (Pact)

Humans are so overly curious. Every topic must be researched, and every location searched. Your locations seem to be the exception to this. Any place where you work with the unnatural, odd, or magical, humans will happily ignore and keep out of. Now no one will stumble into your mystic, cave warehouse.

## (145) Cerebral Voiding | Ethereum Protected Room [500CP] (The Miskatonic)

**Cerebral Voiding [100CP] (The Miskatonic)**

That's funny. Not in the haha kind of way, mind you. Well, unless you're some kind of abomination, I guess. Or just not human, really. I mean, if you think about it, humans are the weird ones in this situation. They're the only creatures in all of the universe that block out anything too freaky. Like the dunwhichers, for example. You and I, and every other human, only see a living shadow rather than their true forms, which are so horrific that if we could see them we'd go permanently catatonic. Fun! So, just to be clear, during your visit to this dimension you'll automatically ignore the worst of the worst, the stuff that'd instantly render you a useless meatsack. And all for free! Now, the rest of the stuff, the stuff that causes you to slowly go mad over the course of weeks, days, and hours, won't be affected by this. Unless you pay 100CP, of course. Do that and I can give you a decent resistance, bordering on immunity as seen in one Charlotte LeStrange, to all of the madness inducing aspects of this reality. How much madness inducing stuff is there? Lots. Lots and lots.

**Ethereum Protected Room [400CP] (The Miskatonic)**

Damnit, Charlotte. The fucking Ethereum won't stop yelling anymore. Fuckin' giant as mass of blackness and mouths yellin' shit. It's just supposed sit there and keep shit in its giant ass room from destroying half the country. QUIETLY! You know what, you take it. No no, it's fine. Just gotta talk to the motherfucker occasionally, and everything done inside that room won't wreak havoc on the world outside. Explosions, plagues, whatever you throw at'em. Don't worry, he's a tough S.O.B. Could probably keep everything short of a black hole inside. Maybe even worse stuff, who knows, no one's tried yet.

## (146) All Take and No Give [600CP] (Chainsaw Man)

Between those who give and those who take, isn't the winner clear? With this perk you won't give an inch to the fools who would dare try and take from you. Whether they're stealing your property or moving on your girl, it just won't work out if they're any weaker or less established than you. Vampires can't suck your blood, ghosts can't possess your body, reapers can't take your soul and so on. Even lifesteal effects don't work on you. The same applies to your companions and followers' property too. Those greater than you will be able to bypass this but not without increased difficulty and massively lowered returns to the point it's not worth it unless they just really want to spite you. The effect is reduced if you owe them the item in the first place or they have a stronger claim to it than you, as that's more earning than taking. You can freely give/loan your things or allow others to take them. This perk is especially effective when you're using it to set a trap.

## (147) It Must Be Sealed [600CP] (Fatal Frame)

So be it. There is no other way. You have the power to seal away doorways to the underworld, evil spirits, cursed objects and more. Their own strength does not matter against this. It will succeed. There are two catches. Firstly, these seals do not last forever. Lets say, ten years? Then they will break and the nightmare begins again. The second, far more permanent hazard is this – creating this seal will kill you. Assuming you have at least *Weak Spiritual Power*, this will not be the end of your Jumpchain. So long as you can avoid being

corrupted by Malice long enough to reach the end of your current Jump, you will continue on as normal. With *No Spiritual Power*, well, let's hope you have some kind of resurrection option in your back pocket. With *Strong Spiritual Power*, this is boosted to allow you to seal away your target permanently. Only you can break the seal.

## (148) Collar [600CP] (The Owl House)

What's this now? Just a simple dog collar? Far from it, friend. This small item is laced with a powerful binding enchantment. Placing it on a creature would sequester all of their powers away, leaving them as harmless as a housepet. Once placed on their person, its size will adjust to fit their new, much less dangerous form. Only you can will the collar to unlock, giving you leverage over whatever creature you manage to capture. You'll still need to get the collar on in the first place, but once you do your quarry will be powerless. Alternatively, you can wear the collar yourself. When used in this fashion, the collar won't suppress your powers so much as grant you more fine control over them. Impossible acts of precision and willpower will be much more manageable with this collar as a mediator. In addition, this collar is etched with a rune more ancient than anything else in the Boiling Isles. This glyph, left behind by the Titan, renders the wearer immune to all forms of unwanted detection. Spells created to trace and identify would fail outright, and the wearer would even be rendered invisible to beings of supreme power. You may waive this protection should you wish to become visible, however reestablishing the veil takes a few seconds, and for powerful beings that may be all the time they need.

## (149) Virgin [600CP] (Cabin in the Woods)

What a loser! Well, maybe not, but we have to use what we got, and what we got is you. When it comes to rituals of all kinds, you can skimp out on some of the requirements and make sure they go off without a hitch. Whether it be using the blood of a goat instead of a lamb or using a drop of blood instead of a whole person, you can use either different ingredients or less of the required version without affecting the ritual at all, however the more requirements a ritual has the less you'll be able to use alternatives, with some rituals being essentially the same as before with only a minor alteration.

## (150) Seishi Rinne「生死輪廻」[600CP] (Princess Mononoke)

Though there are certainly other humans who understand the cycle of nature and the relationship that nature has with mankind, the age where mankind coexisted with nature and respected that relationship has passed. Many of the folks who consider themselves "civilized" see this land as something to be exploited and consumed in order for society to progress, so they go about spreading death into the old lands, tearing apart mountains and mowing down forests to consummate their grand ideals.
But humans aren't only capable of spreading death and disease far and wide; the Emishi stand as proof that humans are capable of nurturing the natural environments around them and capable of establishing a balance between nature's presence and mankind's influence. The ancient rituals tell of methods to drive out corruption from an individual, but should an adequately large vessel be present, there's no reason why a geographical area couldn't be purged of corruption and ruin as well. A method such as this isn't without its risks however, and should you choose to undertake such a venture, there are details that you should heed. To take corruption from another and absorb it into your own body is no difficult task for you,

regardless of whether your target is a location or another individual. However, there is only so much that your body can take in at once, and it will strain your body to retain large amounts of foreign matter without allowing that foreign matter to affect you directly. Take in too much and you'll risk spilling all of it back out into the environment. Perhaps though, this could be useful in a pinch, especially since any corruption that you've absorbed will most likely be harmful to others. The longer you retain such malevolent elements, the stronger your own resistance will be towards it, so as risky as it is – it isn't entirely detrimental.
With time, you should be able to convert that which you've absorbed into something less malevolent and something more beneficial – but how long this will take will depend on the quantity you've absorbed, its concentration, and how much of your own life force that you are willing to dedicate to the process.
Of course, just because you're a vessel doesn't mean you can only retain a single element within your body. With time, you'll be able to use your body as a vessel to equalize the energies between two different targets, by transferring life force from one source to another through yourself as a vessel. Whether you see this as equalizing the life force between two things or using one to bolster another, the result will still be the same as you pull the two targets closer to a state of equilibrium. In this fashion, it should be possible to breathe life back into a place which has been rendered desolate...but the amount of energy that will be required to do so will undoubtedly be significant.

## (151) Book of Amun-Ra [600CP] (The Mummy Trilogy)

Also called "The Book of the Living", this golden tome has power over the living and the undead, containing spells that can take control over non-sapient undead creatures, and even removing the immortality or invincibility of them if they posses it- allowing them to be killed like any other mortal. Spells that end or drain life are also most likely found within its pages.

## (152) I Am [600CP] (Generic Creepypasta)

In your time, you have seen things beyond imagining, stared into the heart of the abyss and watched it blink first. Your willpower is enormous, your mind impregnable, and your sense of self inviolable. Nothing that walks upon this world or any other can truly break your mind or shatter your will. Attempts to possess you simply fail – and often backfire, for the things that attempt it can even be trapped within your own mind.

## (153) Beneath My Notice [600CP] (Drakan)

Other people's problems are just that – other people's problems. Whenever things get to be too much for you, you can utterly erase all emotion until such time as the circumstances that caused you to activate the Perk cease to be. In addition to utterly safeguarding you from forced insanity and mental trauma of all kinds, this will also convince whoever or whatever is attempting to bother you so much that it just isn't worth the effort and they should stop (should they/it be capable of doing so). So, tell that begging parent who wants you to save/spare their child to piss off – you literally cannot care.

## (154) Antibodies [600CP] (Resident Evil)

In a world of mutagenic pathogens and viral agents, a little defense never hurt anyone... or in your case, a lot. It's much more difficult to be infected by such things as the T-Virus, and parasitic creatures need quite a bit of work to get you. This doesn't mean you can swim in a pool of T-Virus solution, but anything less is going to be ineffective. This will mean your average zombie and mutation battles will have much less risk than they normally would. As a bonus, this makes you immune to any normal sickness and very resistant to other virulent conditions... and you can forget about parasites taking you over without a hell of a fight, either.

## (155) Joker [600CP] (OFF)

Appearing as an object of uncertain physical form, this object is able to be destroyed to bring any individual back from death, partially healing their wounds. However, this item only replenishes itself the Jump after it has been used, meaning it can only be used once per Jump.

## (156) Still You at the End [600CP] (Lovecraft Midnight Movie Marathon)

Does it really matter if you can manage to win if you lose yourself in the process? And with many of these threats you could very well go mad, or become one of the monsters yourself. Except well not you. Your sanity seems to be unshakeable, whether PTSD, horrible revelations about reality, direct mental contact with Outer Gods, or the corruptive powers of a Great Old One you cannot be rendered insane. You are similarly protected against corruption and mutation, keeping them from physically twisting you. While this won't prevent someone puppeteering your body, magical effects which temporarily change your body, or perfectly natural physical harm, it would take the personal and sustained attention of an outer god to change who you are.

## (157) The Moving Finger Writes [600CP] (DC Occult)

Magic always has a price and you are certainly no exception to this rule. However, you are very skilled at… negotiation. You may, in exchange for the normal consequences of a spell, expend enough magical energy to pay your dues. This scales with the value of what would have been taken in the place of the raw energy. Shrugging off addictive magic would be a small fee, but who can put a true value on something so priceless as a human soul? ...What's that? You can quantify the value of a human soul? Well that doesn't seem entirely moral, but if you're willing to pay the exorbitant fee it would surely entail, who am I to stop you?

## (158) Master Your Madness [600CP] (Soul Eater)

Acceptance can be difficult, moreso when the pill you have to swallow is an eldritch nature you've only just started to understand. Let us help you accept and understand who you are. You have accepted your own innate madness wavelength, and as a fledgling Great One yourself, this allows you to count as already mad, granting a form of immunity to the madness wavelengths of others. Your own soul and madness wavelength will be able to

grow more powerful of course, but acceptance and growing into it means it has no sway over your own being, and grants far greater control over it.

## (159) Grandmother's Amulet [600CP] (Horror Midnight Movie Marathon)

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.

## (160) Amulet of Kings [600CP] (The Elder Scrolls Series)

Also known as the Chim-el-Adabal, this is commonly worn by Cyrodillic emperor's who possess the dragonblood, anyone else will find it slipping off the neck. Yours won't have that problem, as it can only be worn by you and those you allow. Not only can it be used as proof of claim to practically any throne or position, but it can reinforce boundaries of the world when worn, making it even more difficult for Daedra and the like to enter the world en masse. As a final bonus, it will render you immune to poison, disease, and curses, even those divine in origin.

## (161) Outside The Screen [600CP] (Inscryption)

In most games, there's a divide between the 'player', who plays the game, and their 'character', who they control. There are differences. For one thing, the character isn't real. For another, if the character gets hurt, the player doesn't feel it. This divide now applies universally. When playing a game of any kind, any negative physical consequences of the game apply to your 'character' instead of you. Hurt? Killed? Banished to the Shadow Realm? Maybe your character was, but once the game is over, your real self will be fine. That said, your character's also the one who's got your deck or other resources specific to the game in question, so if you lose them, you may have to start fresh. You're also as vulnerable as ever if you're targeted outside of a game–but who would go after a minor Youtube celebrity?

## (162) Seeker of Names [600CP] (Anima: Beyond Fantasy)

You're capable of seeing the true names of any supernatural creature you encounter, and know the names of many that you haven't, making it easier to summon, control, bind, or banish these beasts. You know a summon for almost any situation, and controlling a being not of the natural world becomes easier. Finally your mastery is such that when you invoke your pacts with greater beings such as Aeons or Great Beasts, you will have no need to follow the terms; their power shall be yours to use without restriction.

## (163) Innsmouth Scent [600CP] (Underwater)

The deep ones are strangely friendly with you. They are much less likely to attack you, and unless you actively disturb them (or attack them) might even let you pass unmolested. This won't help you with Cthulhu, and if he orders will obey, but otherwise it's almost like they recognize you as somehow akin to them. This recognition unfortunately does not extend to your fellow survivors. In future jumps this makes intelligent underwater monsters more inclined to be friendly towards you, or at least to not be actively hostile, it won't affect all of them, but they seem to feel some kinship for you.

## (164) Banishment [600CP] (Fatal Frame)

Your every waking moment is spent in fear of what lurks behind the seal. Should the sacrifice fail, you know what will emerge. To help combat this, take the following. Firstly, you can now break the hold the possessor has on the possessed. Secondly, you can forcefully send any lingering spirits to the local afterlife. Thirdly, those you send on to their rest cannot be called back by any means. The first and second abilities are dependent on how spiritually strong you are in relation to your opponent. The third, however, is final. Anyone you send on to the next world will not return. *Strong Spiritual Power* ensures that you are always aware if someone is possessed, mind controlled, charmed, puppeted or otherwise being forcefully compelled. Regular forms of coercion such as blackmail will not set this off.

## (165) Rot Acceptance [600CP] (Bibliomania)

You're an odd one aren't you. You have by chance or planning managed to not only figure out a way to fully accept any negatively affecting maladies, cures, poison or other negative conditions you may encounter, you have managed to make it a part of you and weaponise it. What this does is that when you encounter something trying to negatively affect you you will be fully aware of it and its effects and buy choice you can accept it which will take a bit of time, normally hours(which is shortened to within seconds if you have Rot Acceptance and Rot Resistance) in which you will endure whatever is affecting you and integrate it into yourself giving you total resistance to the integrated effect. Once it's fully integrated it's added to a mental archive of effects you have accepted and from then on you can now freely express any and all effects of them and even weaponise them to add their effects to any attract or actions you may perform at no extra cost and without harming yourself. Initially you will have just this world's Rot already fully accepted and as such can freely affect yourself and others with it. It should be noted that the potency of an effect is dependent on the effects natural potency, your personal strength and how you apply it.

## (166) Second Solomon [600CP] (The Order)

One day your name will be synonymous with demon magic. Not only do your summoning spells transcend jumps, you're pretty much perfect at them and their periphery incantations, never making the slightest error, whatever magic system they come from. You will never fumble one of their incantations, forget a protocol, be tricked, or otherwise make any of the other fatal mistakes a summoner needs to fear no matter what sort of being you're summoning, invoking, or channeling or how complex the requirements, though this is no guarantee that they won't be willful, hostile, and doing everything in their power to take advantage of any moments of weakness, nor that you'll be powerful or skilled enough to cast

the spells in the first place, merely that you won't make any mistakes when you do so. You may also set aside this protection at will, and when you do so the dangers and difficulties involved - including the being's cunning and competence if your own are enhanced - scale to your own power and whatever superhuman traits and transhuman gifts you've acquired, but so do the potential benefits and rewards.

## (167) Circlet [600CP] (Adventure Time CYOA)

A magic circlet that completely blocks any attempts of mind control while worn. Comes in a design of your choice.

## (168) Here, I Am God [600CP] (DC Fourth World)

Whoever said it was better to be loved than feared was truly a great fool...a true tyrant creates both in equal measures, intertwined with one another like a slave to their shackles. When you physically and mentally abuse your underlings, when you terrify your subordinates, and when you corrupt a freshly-broken mind into your service, you will find they love you all the more for it. Those under your banner become increasingly fanatical the more you beat and break them down, fearing you and obeying you yet adoring you to their last breath, never even conceiving the idea of rebelling against you no matter what incentive or paragon of 'goodness' tries to motivate them. Even if they should foolishly consider for a moment you are worth opposing...they will take more comfort in the idea of a devil they know instead of whatever their would-be leader promises them. When they become yours, they remain yours. Forever.

## (169) Blank Rose | Rose ~ Embodiment of Spirit* [800CP] (Ib Gauntlet)

**Blank Rose [200CP] (Ib Gauntlet)**

A white-colored rose. Whenever you give it to a person, the holder can bond with it in a manner similar to Rose ~ Embodiment of Spirit. The rose will accordingly shift to a color that reflects the user's soul, and allow him or her to exist normally in realities that would normally alter or reject their existence. When the holder lets go of the rose for more than one day or chooses to relinquish control, though, the rose returns to its blank state and the former user loses the protection granted by the rose. However, until the time limit runs out, the person who was given the rose can automatically summon the rose back to himself or herself at will, as long as they have not relinquished their use of the rose back to you.

**Rose ~ Embodiment of Spirit* [600CP] (Ib Gauntlet)**

Since the Fabricated World is meant for artwork and not real humans, you would normally be unable to exist in that other world, except as an imaginary thing yourself. Fortunately, you don't need to worry about that. Your life force has been transferred to a special rose of a color that resonates with you. As long as your soul is tied to the rose, you can exist in world that would otherwise forcibly change the very nature of your body and soul without facing negative consequences; any changes to your mind or body to suit the requirements of that world are neutralized with the flower's presence. The rose does not need to be kept nearby you, and as long as it is kept fresh you will be protected from the distorted reality's changes even if you are far away from it. The rose's petals vary depending on your age and health, but do not pluck them, as they literally symbolize your life. Whenever a petal is plucked, you gain cuts and sharp internal pains. In turn, whenever your body is hurt, your rose loses a petal; on the bright side, as long as the attack would not have been instantly fatal, you only

lose a single petal each time. When they all disappear, not only do you face imminent death, but you lose your protection from the gallery's imposed fantasy, and must face the consequences; normally, that would mean you become part of the gallery, but in the context of the jump it constitutes a game over. However, there are some benefits. The rose is eternally fresh, and whenever it is immersed in water (there must be at least a vaseful for there to be any effect, it rejuvenates, and its petals (along with your health) are restored; the water is absorbed into the rose in the process. Please note that the rose only affects the health of your physical body for better or worse; it has no effect on magic and other energies you might use. Also, if you have any special powers with flowers and plants, you might want to experiment and see what happens. Once you leave the gallery, the rose vanishes, as you do not need it in the real world, but you can summon it again if you feel the need. On the flipside, if you could not normally exist in the real world, the rose might be able to have the reverse effect and allow you to go there without needing to make additional sacrifices. If you choose the Local Human background, you're stuck with the rose during the jump even if you don't buy the perk, but you will not get the extra benefits outside the jump unless you take the perk. In the case that you purchase the perk but did not choose the Local Human background, you can freely summon and dismiss it as you please. Please keep in mind that since the rose's purpose is to keep you in existence in the world you are in, the rose must stay in the same overall reality/dimension you are in; if you move between dimensions without it, the rose will either appear before you or be dismissed until you activate the perk again.

## (170) Cogito Ergo Sum [800CP] (Shin Megami Tensei II)

Few know the truth of this world: Once upon a time, the demons of now were the gods of old, and Angels of today were the demons of yesterday. Holy and unholy aren't concepts built into reality, merely manipulated and staged by the triumphant forces of Law and their opposition. Having realized this yourself, you have wisely decided no such rules will apply to you. If an Angel demands you be pure of heart in order to earn their services, they will judge you as worthy even if you're the type who lies and steals. If a demon-possessed weapon would encroach upon your body to corrupt you into a monster, you will find it unable to do any such thing and will work just fine otherwise in your hands without the extra 'gift'. In other words, powers and forces that demand you be aligned to a particular ideology or level of goodness or evil find you an acceptable vessel, letting you wield the sacred in one hand and the profane in the other without needing to be one or the other. Likewise, corrupting influences that would make you involuntarily drift to one side or the other have no sway over you.

(Editor's Note: The price has been increased from 600CP to 800CP.)

## (171) Apostle [800CP] (Faith The Unholy Trinity)

Your soul and body is sufficiently strong enough to withstand the power of gods entering your body. No amount of divine power will ever cause harm to you. Additionally any divine/faith based powers are doubled in potency due to your faith now being unshakable. You could exorcize Greater Demons with just a crucifix alone.

## (172) The Sealing Arts [800CP] (Generic Magical Magic)

A Cursemancer begins their work learning how to destroy barriers and create them, and eventually work their way up to removing curses from places and creating their own.
The truly powerful ones, however, are the Cursemancers known for taking down ancient evils they were simply not capable of destroying. How? By sealing them away. A simple well-placed dimensional barrier with strong magical locks, curses to weaken and drain whatever is inside, and eventually the target simply fades away, trapped in hungry nothingness until they give up on existing.
You have learned this art yourself. Creating barriers to trap targets, compressing the barrier and attaching it to an object or a location, then cursing the inside of that barrier to hell and back to ensure whatever is within will never come out again, you can do it all. Of course, whatever curses you can apply to your seals will be entirely dependent on what you've learned so far, but even without any your seals will work wonderfully as temporary and very annoying impediments. Or as ingenious travel pouches that are bigger on the inside, they can also do that.

## (173) Omicron's Technique | Omicron's Rending [800CP] (Loop Hero)

**Omicron's Technique [400CP] (Loop Hero)**

A complex weave of spells encircles your body, designed to protect from anything and everything. When incapacitated, your body will act of its own volition, making the same choices you might in its place. What's more, should you perish, you will find yourself reborn in that same spell weave, a halo of magic piloting your former shell. You can also skip the living part, if you want, and be a starstuff skeleton at all times. Either way, this will only resurrect you once per jump--the infinite defense mechanism does not come so easily.

**Omicron's Rending [400CP] (Loop Hero)**

A sliver of his greatest incantation dances at your fingertips, ready to tear reality asunder. While wiping planets away may be beyond you for now, consigning lesser creations is well within your grasp. Be it an irksome foe or an inconvenient chunk of reality, both form and memory can be relegated to the void in a single blow. For the rest of the world, it will be as though they never were. Although, of course, the void may not always be so permanent an end as the Lich once expected.

## (174) Ofuda | Sacred Water [1000CP] (Fatal Frame)

**Ofuda [400CP] (Fatal Frame)**

A set of paper talismans. Thirty in total, you get ten each to form a supernatural repelling barrier, forcible exorcise a weak ghost or demon, and remove a weak curse. These restock daily.

**Sacred Water [600CP] (Fatal Frame)**

This bottle refills weekly. Carrying only eight ounces of water, this elegant glass vessel is unbreakable. Drinking the whole thing will heal any physical or spiritual damage you have suffered. Quite literally a lifesaver.

## (175) Deal Breaker [1000CP] (Generic Summoner)

This simple seeming token is actually an incredibly potent protective charm. If you are under the effects of a supernaturally enforced deal, such as those made with a fae or devil, the restrictions are loosened by simply having this charm in your possession, allowing you to use your own interpretations of the rules given rather than those of the contract holder. This effect applies even if you were the one to make the deal and are the contract holder yourself, as well as taking over acting as a power source for such a deal rather than needing to use your own power.
This on its own would be useful, however, this item has an additional boon it can give. The charm is able to end any deals a person is under the effects of, immediately ending the deal's hold on them. They do not lose anything they gained from the deal in the first place by doing so, however, this may require them to find something else to fuel gifted powers before they will continue to function, though this item acts as a power source for the one holding it. This will also prevent any dealmaker from being able to tell others of this ability, or at least make it so they are unlikely to be believed when they do try.

(Editor's Note: I've changed the *CP* price from *500CP* to *1000CP*.)

## (176) Me? No... | Now it's Time to End This [1000CP] (Silent Hill)

> **Me? No... [400CP] (Silent Hill)**
> "*I'd never kill myself.*"

You're able to reassure yourself of things with ease. Maybe it's that you're not upset, or that you didn't just kill someone. Your mind will shape around the event and edit your memory to allow you peace of mind. This is not mere self-delusion, but a true changing of your mind to better fit with your ideals. Even a God of Truth, willingly allowed into your mind, would believe your memory of the events over other, lesser evidence. Just know that the more you convince yourself of something, the more harsh it will be when reality comes crashing down. Post Jump, this Perk's effects can be toggled (individually or fully), and its alterations will always be known to you when you seek them, allowing you to know events as they truly were without harming your psyche... if that is your wish, of course.

> **Now it's Time to End This [600CP] (Silent Hill)**
> "*I needed someone to punish me for my sins... But that's all over now. I know the truth.*"

When reality comes knocking. When the world faces you with the undeniable truth of things. When it comes to light. You'll have a choice. Continue in delusion, or embrace it and become better. If you do the latter, you'll find that you achieve clarity and power. Beings made from your repressed darkness will fade, and lands like Silent Hill will have no power over you. The more you do the former, the more you repress, the stronger you'll become when you embrace the light.

> **Capstone Boosted:** The Bogeyman. Now, when you accept something you'll be able to assume the form of the monsters created by those repressed truths. Your physical, mental, and magical strength increases tenfold, and your appearance will become distorted. Staying in this form for too long will have negative effects on your

psyche however. Remember that your rage and hate at yourself will only grow if you lash out at others.

## (177) Purple Tattoo Ink and Needles | White, Bloodstained Kimono | Bloodstained Ropes [1200CP] (Fatal Frame)

**Purple Tattoo Ink and Needles [200CP] (Fatal Frame)**

This tattoo set possesses the power to remove the sorrow from someone who is grieving and take it into yourself. Merely have the target think on what is causing them grief, etch a tattoo of holly into your skin with these implements and they will be able to move on from whatever tragedy caused those feelings. Using these needles and ink gives you the ability of a master tattooist.

**White, Bloodstained Kimono [400CP] (Fatal Frame)**

This previously fine piece of clothing is now splattered with blood that somehow always stays fresh. While wearing it, you are consumed by a feeling of ecstatic euphoria. Anything that artificially induces negative emotions in you will fail harmlessly against the power of this kimono, making it useful in warding off possession from malevolent ghosts. You also have a habit of giggling uncontrollably, but that's surely nothing to worry about.

**Bloodstained Ropes [600CP] (Fatal Frame)**

Evidence of someone else's sacrifice. These can be used as an alternative to the It Must Be Sealed Perk, ensuring that whatever you tie them around is stifled for one decade without ensuring your own death. Alternatively, they can be used as fuel for any ritual of your choosing. Whatever the needed criteria, this small pile of ropes will fulfil it.

## (178) Blood Barrier | Spiritual Storage | This Is Who I Am Now | To Bind and Call [1300CP] (Pact)

**Blood Barrier [200CP] (Pact)**

All magic has a cost, much of which being a cost of self. Every person has some magical potential in them, in the worth their name carries to the spirits. In many contexts, it is said that makes a person who they are. In genetics, in family, in every step you take, until a stray arrow on the battlefield relieves you of it. All that carry it consider blood to be a constituent of self. This can all be seen in a blood barrier. This is a circle drawn in blood, with the original owner of the blood not being of any particular importance. Once this circle is drawn, anything that wishes to harm you will have serious trouble crossing it, especially if they are monstrous in nature. It does well to ward away creatures, but bear in mind that there is nothing stopping them from simply throwing an object, or shooting through.

**Spiritual Storage [300CP] (Pact)**

Some Others are more easily bound to an item. This object will allow for that, taking on the form of whatever object is needed to store an Other, being almost impossible for them to escape from once inside. It acts as a conduit, making it easy to draw the Other back out, or channel their energies for other uses.

**This Is Who I Am Now [400CP] (Pact)**

As a vestige, you are but a commodity to some. Easy to twist and alter, at the hands of malicious Others, an almost blank template to become the creature that others want from you. If this situation were forced on you, transforming you into a terrible beast, you could

easily come out on top. Regardless of the changes to your body, you can fight to maintain the right to autonomy. Your new limbs will move for you as your previous did, and the feral thoughts they have filled your brain with can be forced back down with the reassertion of your own. Even the new powers are your own to command. Regardless of changes, your body is your own.

**To Bind and Call [400CP] (Pact)**

Your skill at summoning and binding Others, is far beyond what most would expect. You own dozens of books stating the bindings that would work best for different Others, as well as names and information about those that can be called. On top of this, you are exceptionally skilled at deal making, when it comes to Others. You can find exactly what they want, and know how to have them work for you with minimal personal sacrifice. It would be no issue for you to have tens of bogeymen on rotation, summoning them in waves, as your enemies mow them down. Great beasts can be tamed by your abilities and assurances, letting you gather a small army in very little time.

## (179) Parautilitarian | Anti-Hiss | Black Rock | Object of Power: Ashtray and Cigarette | HRA Maker [1500CP] (Control (Remedy Entertainment))

**Parautilitarian [Free] (Control (Remedy Entertainment))**

You are now a ‘parautilitarian’, a person with sufficient mental power to be able to link to Objects of Power and utilize their abilities. Even without linking, you will gain a vague empathic sense for the emotions of those around you, and strong but unfocused telekinetics, which can mainly be used to execute a force telekinetic shove or push. Your main ability will be the ability to link to Objects of Power, forming a connection that can allow you to borrow their abilities, which can range from levitation to mind control and more. In future Jumps, objects with strong supernatural powers or links to the combined human subconscious can be treated as Objects of Power and bound for abilities as well. Upon binding an object, you can be transported to a temporary mental space, where you can go through a brief ‘tutorial’ on how to use the object’s power.

**Anti-Hiss [300CP] (Control (Remedy Entertainment))**

Jesse Faden was made immune to the Hiss via her relationship with Polaris, and now, you have the same immunity, with the source being this perk instead. You are able to travel through Hiss-infected areas without becoming infected yourself, and if you selected the Infected Origin, this Perk is what allows you to retain your mind while still gaining some powers from the Hiss or whatever other phenomenon has infected you. If you spend 300CP, this immunity will continue with you into future Jumps, and expands to all forms of possession, corruption, and mind control, rendering your will inviolate by any external force, and even if you do allow someone within your mind and soul, you can still perfectly isolate and ignore any influence they might try to exercise over your will, and expel them at any time.

**Black Rock [600CP] (Control (Remedy Entertainment))**

Comes with a free Ashtray and Cigarette Object of Power. Black Rock. A frankly miraculous material that can suppress almost any paranatural ability, acting like lead for paranatural ‘radiation’. It is the key to many of the FBC’s security procedures, and now, you embody its effects. To start with, you are simply far tougher than you actually should be, more resistant to damage or impacts. But more importantly, your mere presence severely dampens the effect of paranatural effects around you. This can include supernatural effects from other sources than the “resonances” that you encounter here, but the moment that they

come close to you, they will be severely weakened. And that is not all. You can choose to ‘close the Firebreak’ and render yourself entirely immune to such effects, allowing you to simply no-sell supernatural effects the instant they make contact with you. The cost of doing this, however, is that you will have to severely weaken any supernatural abilities that you yourself possess (excluding the Perks associated with this Origin).

**Object of Power: Ashtray and Cigarette [free with Black Rock] (Control (Remedy Entertainment))**

A steel ashtray and a constantly smoking cigarette. When this Object of Power is activated, an impenetrable maze will form around the ashtray and the space it occupies, up to the size of a moderately large building. The maze itself will appear to externally take up the same space as the inner sanctum it guards, but within will create an infinite array of shifting corridors to prevent passage, and it can even redirect teleportation or dimensional travel effects that would try to bypass it. Only the binder can allow passage through the maze, typically by summoning the cigarette and giving it to someone to hold as they move through the maze.

**HRA Maker [600CP] (Control (Remedy Entertainment))**

The HRA is a marvel, allowing for the influence of a specific paranatural resonance to be mimicked and spread, to provide an extremely thorough protection against hostile forces and possession. You now have a stockpile of resources and technological know-how that would allow you to create your own HRAs. These devices don’t rely on the specific resonance of Hedron to function, instead being able to replicate both potential functions of the original devices separately. Your version of the HRA can either mimic the effects of some sort of paranatural or extradimensional energy and provide those effects (or a useful subset thereof) to the wearer, or they can provide a comprehensive protection against possession, alteration, or manipulation by some other paranatural or extradimensional energy. It is entirely possible for the device to do both functions at the same time.

## (180) God’s Blind Spot [1500CP] (SCP Foundation)

*ויהי בדרך במלון ויפגשהו יהוה ויבקש המיתו*

While you may become the enemy of a religion, you can never become the victim of a deity. Those who think of themselves as gods might hurt you, but a true divine cannot. Be rational. Divine forces cannot do you harm. Divine beings are only able to detect or interact with you if you choose to believe in them. Without your consent they cannot sense you or predict the results of any of your actions, even if their divine gifts included omniscience. You project a field that utterly negates Akiva radiation. Not only are you impervious to divine energy, but any holy objects brought into this area also ceases function. Of course, if you’ve accepted that the god responsible for those things exists, they are excluded from this limit. Any actions by the forbidden deities cannot penetrate this exclusion zone. This defense spreads to any of your long-time possessions or property, even guarding people you strongly affiliate with (to a lesser extent, only from direct divine intervention not from notice). But the closer something is to you the better shielded it becomes against divine intervention and detection. Just be warned: once you accept something holy as real you can’t simply block it away again.

## (181) Relic of Christ [1600CP] (Faith The Unholy Trinity)

A holy relic gathered from the messiah himself (or equivalent of your religion). This relic endlessly radiates divine power and its mere presence is enough to banish greater demons.

Or even damage demonic deities themselves. In effect it doubles the effectiveness of all faith and divine base powers you have when you utilize this artifact for prayer or channeling.

(Editor's Note: A reward for completing the *Faith The Unholy Trinity* jump/gauntlet. But I've decided to make it purchasable.)

# Dark Secrets

## Mechanisms by which to Better Oneself
## [106,900CP] (318 Purchases) - Perk Total: 256

### (1) Inventory [100CP] (Silent Hill)

Silent Hill has many pieces to its puzzles. You will need a place to carry them. By default, this acts as an inventory you can pull up in front of you with a thought and select from it. Other beings cannot see or interact with it.

(Editor's Note: This was the 0CP description, while the 100CP including pausing everything around the perk wielder and allowed them to view their vitals. But removed it for the rather abusable function of a 100CP purchase. Though if you'd want, you can include a vitals view.)

### (2) A Sacrifice [100CP] (Outlast)

Faith often requires sacrifice, and now you can be certain that your own will pay off. You can sacrifice something for the entirety of the Jump to help get you something you desperately need. Slitting open your eyeball would grant you a vision of where you need or want to go to fulfil your goals. You could sacrifice a limb for the strength to accomplish something, or your own home to ensure your followers reach a safe place. The more you sacrifice, and the more significant it is, the greater the return for it will be. It has to be something of yours, such as your own body or possessions you worked for or made yourself, and you cannot get it back for the rest of the Jump.

### (3) Anthropophagia [100CP] (Marvel Comics: Symbiotes)

Symbiotes don't really get the whole "cannibalism" taboo and when they need to eat they just sort of eat whatever's on hand, whether that's 80 dollars worth of chocolate or that guy standing right there. The good ones will at least try to respect the wishes of their hosts or only eat bad people. With this, you can toggle your own cannibalism taboo on or off. This won't make you crave human flesh or be any more likely to murder someone, you just won't feel bad about eating a person if it ends up happening. As a bonus, regardless of where the toggle is set, you will automatically know if something you're about to eat came from a sapient, as well as the species if you've encountered it and even who it is if it's someone you've met.

### (4) Ambidextrous [100CP] (Seven Deadly Sins)

You are now ambidextrous. I mean who wouldn't want to be? It's really cool. Fight with your right or left or use both at the same time. You are now the coolest guy in the gang.

### (5) Sixth Sense [100CP] (Clive Barker's Jericho)

The most common form of supernatural sensitivity is the possession of a Sixth Sense. As such a person, you have the ability to hear the spirits and ghosts of the world and whatever might be the afterlife, listening in on the ambient spirits in your location or searching for

specific ones, such as the ghosts of someone who has died near where you are or who has an important connection to that place. You can communicate clearly with spirits, though they do not often communicate clearly back, and you even have a natural sense for the presence of other paranormal beings or events, like how a human might feel the heat from a fire.

## (6) Book of Death [100CP*] (Master of Magic)

Artifact level books of death magic that are bound to you irrevocably, allowing you to know and learn spells of death. Each book will increase the breadth and depth of the types of spells you are eventually able to cast, through training and research over the years. With ten, you will eventually be able to master all death magics.

(Editor's Note: This perk can be bought multiple times up to eleven. Check the appendix at the bottom of the *Master of Magic* jump to find out what spells become available to you after each subsequent book of death is purchased.)

## (7) Megadeath [100CP] (Magnagothica: Maleghast)

Even in the City of One Billion Corpses, and amongst six dread houses of necromantic might, the Deadsouls stand out as being particularly feared. You share their ability to radiate a sense of effortless, supernatural menace, such that even beings normally beyond fear; gods, devils, the undead, even mindless automata - all will fear you, in their own way. This might not be a fear of your violence (a god isn't worried about a mortal's potential to hurt them, but they might feel a twinge of fear at your determination or potential, and a robot might glitch as supernatural terror invades its circuits), but you will always be able to inspire fear. You can toggle this effect at will, and affect different targets to different degrees.

## (8) Puzzling Guesses [100CP] (SIGNALIS Gauntlet)

A fair amount of things in the facility are quite puzzling, be it the technology or simply the placement of individual keys. With the amount of different components one might need to keep track of, it's easy to be stuck for an unreasonable amount of time on rather simple things, if only due to mixing up the locations of several keys.
Well, you suffer from such things no more! Keeping track of the uses of esoteric components is of no difficulty to you, even getting a hunch about the location of some of these things if there's a logical deduction to be made. It'd be sensible to expect a Fire Key in an incineration room, after all.

## (9) Wide Angle [100CP] (OFF)

You now have the ability to quickly examine an adversary's characteristics, determining its nature and identifying any elemental weaknesses that it may possess. This ability does not use your Competence Pool, and can be applied to multiple targets at once.

## (10) Gentle Repose [100CP] (Generic Necromancer)

You have the ability to preserve a corpse or organic material with little more than a touch, rendering them immune to the ravages of decay for the next twenty four hours. Another touch will refresh the effect, which can be held indefinitely so long as you refresh the effect

regularly. Organic materials preserved with this ability do not lose any of their potency or magical properties while this ability is in effect, keeping them perfectly preserved in the state they were when you first used the ability. This doesn't prevent physical damage from concerted efforts, however.

## (11) The Gift [100CP] (Anima: Beyond Fantasy)

Souls are not something that simply disappear. When a man dies, he joins the flow of souls, flowing through the world as a mindless spirit... as potential power. A power you know how to wield. You have within you the ability to use Magic, to guide the Flow of Souls into creating amazing and powerful effects, powered by the Zeon within you. But mere power is not enough: You've also knowledge in a single path, having mastered a quarter of the spells it has the offer. If you desire, you may have learned a different theorem of magic, such as Onmyodo, Vodoun, Shamanism, or Natural Magic.

## (12) Dirty Disguise [100CP] (Outlast)

You can create masks and other coverings out of dirt, viscera and plants that will obscure any features that could be used to specifically identify you. With enough work, you could appear to have an entirely different build from your own or appear to be a different gender.

## (13) On Your Own [100CP] (World of Horror)

It's usually a scary thing to be totally alone in the figurative darkness, but if anything the knowledge that you're only responsible for yourself is a comforting one. When you're operating on your lonesome, you seem to be less stressed overall and can keep your mind easily focused on the task at hand regardless of the circumstances. Up to you whether you're a misanthrope or just comfortable with the silence.

## (14) Automap [100CP] (BLOOD)

You have perfect recall for places you have been, and can easily spot useful things; structural weakness, weapons and ammo, and enemies are all easily noticed in your vision. This doesn't replace an actual sense of tactics, however.

## (15) Hands of a Craftsman [100CP] (Lies of P)

To be able to craft puppets, to work with clockwork or other such delicate materials one must have incredibly steady hands, and these are the hands you now possess. You no longer have any tremors or shakes, being capable of moving your fingers with incredible precision and dexterity. You could also find a good job as a surgeon, or a criminal provided you have the other necessary knowhow.

## (16) Beast Master [100CP] (Generic Stephen King)

You can control and see through the eyes of rats, ravens, wolves and other supposed vermin, carrion eaters, bad omens, or otherwise superstitiously important animals in range. You can only do this to two animals at a time, omens, or otherwise superstitiously important animals in range. You can only do this to two animals at a time for each time this perk is

taken. You may halve your range to control an additional animal for each time it is halved. Default range is up to 500 miles per time taking this perk. May take multiple times.

(Editor's Note: You may choose to pay additional times for an increase as detailed.)

## (17) By The Boldly Blinding Bolts of Balthakk [100CP] (Marvel Magic)

One quirk about of the magic of this world is that a lot of its spells are long strings of alliterative words -- and anyone who's ever tried to say Peter Piper Picked a Peck of Pickled Peppers five times fast can tell you that alliteration is more trouble than it tends to be worth. Well now you'll never have to worry about that becoming a problem again. Your tongue is now limber enough that tripping over words is a thing of the past for you and hey, maybe you could even tie a cherry stem in a knot with your tongue.

## (18) Witchsight [100CP] (Symbaroum)

All living beings in this world have a 'shadow'; a kind of aura displaying the interplay of the powers of nature, civilization and corruption within their souls. Those with the talent for witchsight, or using appropriate magic, can perceive such shadows – though there also exist spells which can disguise their appearances. You have this talent, the ability to look a little past the ordinary world, and judge the nature of living things. In future jumps, this same ability will allow you to judge the presence of other powers in a soul, as well as the general inclination towards civilization, nature or destruction.

## (19) None For The Wicked [100CP] (House Of Horrors)

Sleep is both a weakness of humanity and its strength. With sleep one can rest and relax allowing them to take in everything and give them a chance to just breathe. However, during sleep they are at their most vulnerable not just physically but mentally; their minds are laid bare and unprotected allowing those with the skill and strength to infiltrate those minds and memories. However, those who have transcended their mortality have laid aside their need for rest and no longer require or choose to sleep at all. While this ability is free for Specters and the like mortals are still bound by the need to rest unless you choose to take this ability; What it does is simple: it removes the need for rest. You can remain awake for the rest of your life without needing sleep and without a single drawback or neurological side-effect.

## (20) A Glimmer of Eternity [100CP] (Junji Ito Kaidanroku)

Concepts like eternity are normally just that – they work fine in contemplation and plans, but don't fare very well in reality. But if you stare at a spiral in motion for long enough, sometimes it feels like eternity is within reach. As the spiral continues to spin, even elements such as time appear to bend under the spiral's influence, breaking away from its normal flow as you get closer and closer to the center. Stay in the spiral for long enough and you'll find that your own sense of time becomes equally distorted and whimsical. The longer you remain in this state, the more substantial the warping of time will become, to the point that as long as you're in the proper mindset, you can distort the flow of time around you, slowing it down in places, speeding it up in others. Those nearby will be drawn into the flow as the spiral sucks them in indiscriminately. The first several times that the spiral sucks you in may be disorienting, but it affects everyone else equally – at least you have the chance to get

used to it. Once the spiral stops spinning, it won't take long for the world to shift back into normal gear. So if you come to rely on the spiral's influence on others, you should remember to never let your concentration break – as that will be enough to break the spiral's hold on those nearby.

(Editor's Note: Check the notes section of the *Junji Ito Kaidanroku* jump for a summed up explanation of the perk.)

## (21) Web of Fate [100CP] (Shrike Twilight Legacy)

As a wanderer from another world, you were never supposed to intervene in these events. You don't appear in visions of the future, and you aren't taken into account by fate or prophecies. You're able to interfere with fate and destiny as you see fit. This doesn't apply to your Legacy.

## (22) Trickster Muse [100CP] (SK's: TDTS)

Some believe that when art is created, true artists will touch something numinous in the process. Now you can intercept that psychic signal and blanket it with your own aura, sweetly inspiring & infecting their work to be about you instead. Paintings of lovers will take on your unique smile, eyes glittering like yours in the light. Poems transform into odes to your deeds & glory. When their fingers pluck guitar strings and they lean in to croon to the mic, your name will slip from their lips, the newly minted muse of all they craft. It does not matter how hard they try to keep their thoughts from you, their souls sing with boundless ideas for how they might next capture your essence.
Of course, love is not the only emotion you could inspire. Instead, these creators could spread tales of your endless horrors, spawning legends of what you do in the dark. Or perhaps you'd prefer trembling awe…? With enough refinement, you could influence entire epics without ever being spotted.

## (23) See No Evil [100CP] (Generic Magical Magic)

A witch's magic is not one that is easily used in their defense, not without a lot of preparations. That is why a witch's best bet when it comes to their own protection... Is to hide. To live far from developed civilizations, away from centers of population, and using subtle magics when necessary.
You will have to learn the art of hiding on your own, but you have a true talent at being ignored. Yes, so long as you keep to yourself and do not appear obviously strange or different, most strangers will never even suspect you might be dangerous or magical in any way. In fact, they will get the urge to forget about you and leave you alone instead.
However, it works far less against strangers in search of strange people near a location that was repeatedly struck by lightning, experienced plague after plague, or suffered weeks of terrible luck. These folks tend to pay more attention, to no one's surprise.

## (24) Spiritual Attack [100CP] (Fatal Frame)

A weak ghost cannot affect the living. Not so you. Even without flesh, you are capable of attacking through nothing more than your intent to kill. The strength of the attack is directly related to how much willpower and spiritual strength you put into the strike. Remember

though, that willpower and spiritual strength are what let you exist as a ghost. Strike too hard and you may fade to nothing. On the off chance you buy this as a living soul, striking with all of your might will not kill you and would almost certainly deter a malevolent spirit. It will, however, leave you with precious little left to fend off any ghostly counterattacks.

## (25) See Supernatural [100CP] (Anima: Beyond Fantasy)

There are things that go bump in the dark, powers out there that few dare to imagine. Others laugh at the idea of wizards, of warriors who can call flame to their blades, of men who can move things with their minds. Not you. You can see magic as it occurs, see the glow of psychic power, the flow of Ki. Even if you can't manipulate those forces, you can see them.

## (26) Cast Iron Stomach [100CP] (Generic Necromancer)

You have the ability to dull your sense of disgust to make it easier to deal with sensations or situations that you are not yet used to dealing with and would normally trigger your disgust. This also allows you to get used to the dirtier aspects of things far more quickly and easily.

## (27) Power Shriek [100CP] (Adventure Time CYOA)

The most shameful sort of magic. You can shriek at people close by with such power that they become unconscious.

## (28) Stranger [100CP] (Justice League Dark)

Some strange magic enshrouds your form. If you so wish it, your features shall become... distorted. Nothing truly changes, but onlookers will only be able to recall you as an extremely generic version of your race or species. They would be able to recognize you on sight, but attempting to describe you to someone else would only result in their frustration.

## (29) Prestige! [100CP] (Generic D&D 5e)

If you buy this, then you can choose a prestige class, and level up within it. This effectively means that your level cap goes up, but it also means that the world is a little bit more dangerous as a result. If the prestige class you want does not exist in 5e, you can have it, but fanwank responsibly.

(Editor's Note: I recommend using sites like *dandwiki* to find a prestige class. But that doesn't mean you can choose anything. Only which is relevant to the Darkest Tome should or can be chosen.)

## (30) Toy Statue [100CP] (Poppy Playtime)

You are very good at staying still, to the point it is unnatural, you can either control or slow your breathing to the point it seems like you do not breathe. No one can sense any vital signals that you are alive, the only exception is if someone is capable of sensing your soul or life force.
You also don't seem to have any issues with standing still like a statue in a particular pose or otherwise doing nothing for years on end.
Your beating heart? No one can pick it up via hearing, machines, or pulse check.

You do not twitch, all reactionary movements can be turned off. This however does not mean you don't need them.
If someone cut off the oxygen supply to you, you will be suffocating…eventually, if someone stabs your heart you will be dying, and if you turn off your instinctual/reactionary twitching or muscle movement, you may find that said instincts and reaction time to be massively dulled. You are unaging, which you have been as a toy, but this is moreso, now your body does not tire or get worn down overtime you also do not need to sleep.

## (31) Creepy Intensity [100CP] (Re-Animator)

There's just something about you that makes you leave a distinct, creepy impression. It's not just your appearance, dress style, or your delivery of lines, but something that includes them all and a certain disturbing je ne sais quoi. Whatever the exact reason, you find it easy to unease people, and to add a certain creepiness to your every expression and statement. You can toggle this off if you don't want to be acting in a way to give people the willies, but do you really need to cater your behavior to those simpletons who cannot even understand your great work?

## (32) Analytical Mind [100CP] (Hollow Knight)

Your mind is like a steel trap, well crafted, and holds whatever it catches. You now have a near eidetic memory, capable of remembering things for hundreds, if not thousands of years without forgetting a minute detail. No thread shall hang loose, no step misstepped.

## (33) Mapper [100CP] (SIGNALIS Gauntlet)

Be it a built-in module or a keen sense of direction, you have the fortune of an excellent sense of navigation for the winding tunnels found within this facility. There'll be little difficulty in remembering the correct routes to take, and you'll never be found running in circles over a misremembered spot.

## (34) True Grit [100CP] (The Dark Tower)

You've learned to keep a close eye on your surroundings, and a close hand on your gun. Living in a constant state of heightened awareness of danger either breaks a person or gives them a special kind of insight into their environment, and you're not broken. Not only does hypervigilance - and hyperawareness - come naturally to you to the point it causes you no particular stress to maintain it indefinitely, but you're intensely aware of your environment at all times and all your senses are particularly tuned to watch for any potential danger - even when you're asleep, you can snap awake and on guard in an instant. This grants you both a general heightening of your situational awareness and a sense of your surroundings. It also grants you eyesight just short of unnatural - you can pick up details in the distance that a falcon might envy. Furthermore, you're effectively ambidextrous - and can wield a weapon with both hands without an issue.

## (35) HUD [100CP] (The Elder Scrolls Series)

There are so many things to keep track of in a fight. This should ease the burden, as you now have three bars in your vision accurately telling you how much health, magicka, and stamina you have and how much you've used. This can be toggled on and off.

## (36) Animal Control [100CP*] (Horror Midnight Movie Marathon)

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.

## (37) Sorcerous Sight [100CP] (Marvel Magic)

There's so much more to the world than most people know. Magic and life can be found pretty much anywhere, if only one knows how to look for them. You may open and close a third eye on your forehead with an effort of will. This eye is not physical and is only visible to someone or something else similarly spiritually aware. While this eye is open you are able to peer into all the magical and spiritual layers of the world, revealing things hidden from mundane sight. Simply looking around a busy street you're likely to see as many strange and colorful magical beings as there are people. Most of these are harmless, simply magical algae feeding on ambient magic or the emotions in the wind, but some of them are parasitic or malevolent in nature. If you wish to do something about these harmful spirits, well you can at least try, because opening your third eye allows you to physically interact with such intangible beings.

## (38) Trick of the Light [100CP] (Fear and Hunger)

"*And now, the darkness holds dominion. Black as Death!*"
You have soaked in the darkness, and your eyes are now vestigial. You can see in the complete absence of light, or indeed, the complete absence of eyes. The darkness holds no more terrors than the light, to you. And more, the madness of this place has produced in you a most peculiar ability. You now know where you are, and the closest path to where you wish to be. As if a map of the world had grown inside your skill from your very brain matter, you can now traverse even the most twisted labyrinths or confounding mazes. You know where you are, you know where you were and you know where you are going, you will never be lost again. Beware, just because you can traverse King Minos's Labyrinth, does not mean you are safe from the Minotaur.

## (39) Scream [100CP] (Darkwood)

Mute? Far from it; your voice is capable of being much louder than it probably should be for a person your size. While this is of dubious usefulness here, if you want to attract enemies to

the sound of your voice than this will certainly be of use. But you also have a far more useful ability; once a day, you can scream loud enough to frighten even the meanest creatures found here due to the noise or pain- at least for a while. Though people might not be so easily cowed.

## (40) Bloody Mary [100CP*] (Horror Midnight Movie Marathon)

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.

> **Bloody Mary: Mirrorless:** 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.

## (41) Second Sight [200CP] (World of Horror)

Thanks to an incident with a ghost, you've gained the ability to comprehend to some degree what and how a spirit is connected to our world, whether it be a complex web of tragedies or a simple desire to kill and then use that knowledge to more easily sever its connection. Whether you do this by directly dealing with the issues keeping it here or by doing your spiritual actions and removing it directly, this will make you more effective.

## (42) Sybil [200CP] (Lord El-Melloi II Case Files)

You have a high affinity for astral bodies, and an instinctive connection to spirits, death, and the dead. Naturally, you have intuitive insights in such phenomena, and can learn to invoke Heroic and Divine Spirits, and borrow their powers. In future worlds you may use this magecraft to invoke local heroes and gods in addition to those from the Nasuverse.

## (43) Red Light Green Light [200CP] (Five Nights at Freddy's)

For an eight foot tall killer robot, you sure know how to be stealthy. You are not only extremely quiet when you move around but you have a supernatural sense of when someone or something is watching you, ensuring you can move right when they look away to give them a nasty shock when they look again to see you've vanished.

## (44) Eagle Eye | Third Eye [200CP] (Darkwood)

**Eagle Eye [100CP] (Darkwood)**

Your eyes are sharper than most people's. Small details, tracks on the ground, a page torn from a journal, a trail of blood- are something that you're well-equipped to find, and you can see much further as well. In the dark you'll still need a torch or flashlight, but you'll be able to see much better there too.

**Third Eye [100CP] (Darkwood)**

> Almost as if you have a third eye, you have a sort of “awareness” around your body. It’s limited in scope- covering just a few feet around you- but with careful use you’ll find that it can be quite handy when it comes to avoiding danger. Furthermore, once a day for about an hour you can expand your awareness greatly, giving yourself the equivalent of 360 degree vision.

(Editor’s Note: *Third Eye* perk is an upgrade to the *Eagle Eye* perk, and may require you to purchase it first to then but it's an upgrade.)

## (45) Curses [200CP] (Fear and Hunger)

“*All things have a cost.*”
With the use of souls as ingredients and a properly carved ritual circle, you may curse weapons and armor, imbuing them with greater capacity to cause or resist harm, becoming harder and harsher, as well as allowing them to strike ghosts, spirits or other such ethereal begins. This curse does not interfere with magic enchantments, occupying a “different slot” so to speak. Though always a significant increase, greater or more unique souls will result in a stronger curse and possibly unique effects related to the original bearer of the soul used. While an item may only be cursed once, if you perchance have the ability to dispel the curse, you may curse it again with a different soul.

## (46) Alternate Channelling [200CP] (Magick)

You discovered a rather odd ability to channel magick through things that aren’t really meant to. It’s inefficient, but hey! Now you can cast spells even if you’re chained up!

## (47) Rune Master [200CP] (The Elder Scrolls Series)

Spell runes are for those who want to take a more defensive stance when it comes to combat. Not only can you leave numerous runes as traps, but you can throw them five times farther than you could before.

## (48) The New Flesh [200CP] (Magnagothica: Maleghast)

Through a complex series of treatments and mystical regimens, your body has become supernaturally-mutable; you can mould your own flesh like clay, and it is extremely tolerant of all other forms of modification, such as cybernetics, genetic alteration or performance-enhancing drugs. If you try to go too far, too fast, your body will still start to break down, but your threshold is far, far higher than it would be for anyone else.

## (49) Corrupting Presence [200CP] (Mistover)

You carry with you a sense of wrongness. Dark vapor wafts off your body, and seems to seep into your surroundings. The same corrupting properties of the Mist are present with you. Light sources burn out and die faster; meat and food spoils within hours, if not minutes; magical properties of items become that much harder to discern for others; plants grow twisted and withered, and animals become skittish and diseased; wounds of others grow gangrenous and infected that much easier and faster. The effects take time to truly show themselves, but the corruption takes hold quickly. Can be turned on and off.

## (50) Subjective Form [200CP] (OFF)

How others perceive your appearance is subject to their mental image of how you should look, meaning that your behavior can cause a change in your subjective appearance to other individuals. If your active form is monstrous, this will allow you to conceal that with the right precautions; however, if you perform any grotesque or villainous actions, your true form will be quickly revealed to those observing.

## (51) 3-D Combat [200CP] (Drakan)

Being able to fly is great and all, but you should make sure you won't hit a mountain. Your body is now quite flexible and your agility in the air is the peak of what your body can perform. More importantly, you have an easy time keeping track of all three dimensions as you move. No amount of swirling, twirling or diving will disorient you and all of your attacks will be just as easy to use in the sky as they are on the ground.

## (52) Master of Puppets [200CP] (Fate/Legends: OoF)

Everyone is born with talent for something, your talent just happened to be making life. When it comes to magic involved in the creation of familiars, even the summoning of them, you're miles beyond any of your peers. While you are not the best in the world with just this, your raw skill and power with magic still lacking compared to the greats, you'll find anything in relation to the creation, alteration and maintenance of magical familiars, summons and living creations comes to you with the ease of breathing. You learn far faster, your products are of a vastly higher quality and come with far more efficiency than what your fellow magicians might create. It is even far more cost efficient for you to make them, as you take just a quarter of what others would expend to create the same things.
You have particular talent too in ensuring the loyalty of those you consider a familiar, whether this be designing the minds of creatures you create as easily as you design their bodies or creating lines of spell or rune magic to add to a summoning ritual to ensure much stronger bonds of servitude exist on what you summon. It also happens that you are quite good at creating and overlooking legal contracts, mostly from all the interaction with demons.

## (53) Abnormality Power [200CP] (Lobotomy Corporation)

You gain an ability, a quirk or some otherwise paranormal trait of your choosing. Your "power" starts at a ZAYIN threat level (ie not really dangerous) and will only grow in power and magnitude by continued effort on your part. You may purchase this perk additional times to immediately bump it up to the next threat level (see notes).

## (54) Command Beasts [200CP*] (Hammer Horror)

Dark creatures sometimes can command beasts to do their bidding and you, whether a dark creature or not, are now able to do the same. Select one type of mundane animal and you gain the ability to telepathically control them. The more individually dangerous the creature is the harder it is to control; choose bats and you might be able to control a swarm gathering them from miles around to do your bidding, choose big cats and you will have to be there in person and even then are unlikely to control more than one or two at a time.

(Editor's Note: If you happen to be a race that has cultural/intrinsic ties to a specific animal, such as Vampires to Bats or Werewolves to Wolves. Then you receive a discount.)

## (55) Magic Specialization [200CP*] (Generic Necromancer)

As necromancy itself is a form of magic, you naturally have access to magic, with necromancy as a specialization of course. However, that doesn't mean it is your only specialty, or that you haven't narrowed your focus and specialization even further. You may choose one of the specializations below and gain the benefits of that specialization. You will start at a level roughly equivalent to your starting specialization in baseline necromancy, but can develop your skills and affinity further given practice and time. If you choose a specialization that is within the domain of necromancy, the two will stack and you will gain greater skill within the specialization. Some specializations are stronger than others and will have an additional cost to them, as shown in the entries below. If an entry has a cost listed, it is in addition to the cost of this perk.

(Editor's Note: The full list of choices is in the *Generic Necromancer* jump. Though it's up for you to decide if you wish to make it so you can buy only one specialisation everytime the perk appears, but overall it is purchasable multiple times for additional specialisations.)

## (56) Mental Cartography [200CP] (Fatal Frame)

Such dark and confusing corridors are easy to get lost in. At least, they were. You now possess a constant mental map of your location. It updates with each new room you enter and gives your precise location within it, as well as the measurements of the area, any hidden objects or supplies you need, and the names of the various rooms. Can be toggled off if you like exploring blind.

## (57) Soul Forging [200CP] (Dark Souls Series)

There is power to be found in souls. Only a fool would say otherwise. However, there is a difference between finding power and using power. Merely having the souls with you does nothing. A soul first needs to be shaped into a vessel capable of unleashing power before it could be of any use in battle. It is fortunate then that you are no stranger to such a task. So long as you have the souls, you will be able to forge said souls into a worthy vessel, one that can truly make use of their power. These vessels will take the form of weapons and armor, allowing the bearers of such items to wield the powers of the souls that they once were. For example, slaying a Basilisk and using its soul to craft a weapon would see the weapon become one that exudes a gray mist that shall curse all that it touches, save for its wielder.

## (58) A Cloak of Shadow [200CP] (BLOOD)

You find refuge in the shadows, among the dark creatures that lurk in the night. When you hide in the darkness, you are rendered silent and nearly invisible; the darkness provides you comfort, steeling your soul and increasing your strength for the tasks ahead. And there is certainly no lack of dark places in this world, especially with the Cabal serving as servants of the darkness, spreading it wherever they go in the name of their God. Yes, this will do quite nicely.

## (59) Ritualistic Boost [200CP] (Generic Necromancer)

You have the ability to enhance supernatural abilities by adding some level of complexity and pomp to how they are performed, using patterned hand movements, rhythmic chanting, or specialized symbols to draw out, augment, and shape the effects of any supernatural energies, powers, or abilities. The more you add and the more time put into the rituals, the stronger the effect.

(Editor's Note: Originally was called 'Ritualist', but changed it due to having the same name as another perk.)

## (60) The Things We Fear [200CP] (Centuarworld)

Your presence is quite disturbing and intimidating. So much, that those with weaker wills are compelled to just join you whenever you make your threat known to the world, rather than directly trying to fight you.

## (61) Stalking The Stalker [200CP] (Gorefield Horrorscopes)

Research of your Gorefield and his actions will prove to be crucial, unfortunately you run into the issue of having to multitask finding info while the very thing you are trying to research is trying to maim you. This perk provides something to help with that issue; the more something hunts you down, the more you find it easier to note their tendencies, understand them, and even while desperately focused on your survival your mind will not fail to analyze any detail that will be important to note about your pursuer.

## (62) Cursed Hexes [200CP] (Darkest Dungeon)

"*Curiosity, interest, and obsession- mile markers on my road to damnation.*"
Among a variety of spells and incantations are those most suitable for combat; perfect for supporting nearly any other hero as their debilitating effects take hold of the enemy or offering mixed benefits to your allies. You have a trio of such hexes, curses, and dark blessings; perhaps you stitch your allies together with chaotic magic, which can do more harm than good, or maybe you weaken your enemies physically or leave them open to future attack somehow.

## (63) Grin into the Jaws of Madness [200CP] (Saya no Uta)

When most people are left tortured into gibbering wrecks at their first sighting of a monster, you can do nothing but exclaim in scientific euphoria at the new discovery. When most go mad, you only get happier. You're entirely proof against the sanity warping nature of some monsters and objects, such as those from other dimensions, and indeed the sight of such things actually bolsters your confidence. It could be a love for the discovery of strange new things and worlds or just the thrill of such a unique creature to hunt and kill.

## (64) Through Your Paintings [200CP] (Lovecraft Midnight Movie Marathon)

Taking after Pickman are you? You might not be a skilled painter, this won't give you that if you want to be good at painting take Artistic Temperament, but there is a special, horrible

quality to your paintings. You are able to paint the horrible vistas of otherworldly realms and the dread visages of the Old Ones and have them truly bring to bear their image in all its impossible glory. You can paint R'lyeh and have it look as much like R'lyeh as a landscape artist's painting of a mountain view might look like the view of the mountain. And of course being accurate to their nature these paintings will be corrosive to the sanity of the viewer, a seed of madness and corruption which gnaws away at their mind the more they gaze upon them or contemplate their horrors. You don't even need to go out and see R'lyeh or Azathoth to manage paintings with these effects, but if you were to encounter other indescribable things, things like the true nature of the empyreal realm of Heaven - if such a place existed - you might be able to create an echo of the effect of the actual experience with your art; it won't be equal to seeing it in person, but it will be something you can replicate and share with others. This quality will be reduced significantly in duplicates unless they are made by your hand directly, as the ability to represent such otherworldly qualities accurately requires something more than just the 2 dimensional image.

## (65) Shade Sorcery [200CP] (Hollow Knight)

While most entities of Void do not possess SOUL, being entities of that purest potential, those that do are said to have been some of the first proper users of it. Basic, but powerful. Great missiles nearly the size of one's body, devastating crashes into the ground, storms of wraiths that blot out the ceiling. The secrets behind these basic sorceries are yours now, ready to remove all who oppose you in a torrent of screaming spirits.

## (66) Sublime Form [200CP] (Elden Ring)

Why wave a wand around for each and every thing, when you can fill those things with the power of the cosmos? You're quite talented in imbuing magic into objects, whether to enchant a crossbow with the power of the full moon or to create a key that permits entry through a specific magical barrier. Autonomous construct sentinels of great strength and mobile vehicles with a will of their own are also possible for your hands to construct. However, your greatest talent lies in the area of crystalline prosthetics. Arms, legs-and perhaps even greater portions of the human body can all be replaced with crystalline duplicates that amplify and refine control over all magic associated with the stars above. Curiously your knowledge base also carries with it an exceptional background in making dolls. Not only are you able to expertly construct, maintain and modify doll bodies for disembodied souls in need of one to inhabit, but you also know how to brew potions that can slay the drinker-and enslave their soul to be bound into a puppet of your design. Thus bound, they can be summoned and commanded at will like any spirit save with far less volition of their own. Whatever you could intend with such an art?

## (67) Die Alone [200CP] (Magnagothica: Maleghast)

In the dark, when you are alone - then, the Deadsouls will come for you. With this perk, any curses or magical attacks you have will be more effective on those who are isolated from their allies; this might just be a slight increase in damage, or might have further effects, like letting you drain a little of their power, target them if they would normally be out of range, or weaken the target.

## (68) Praying [200CP] (Gorefield Horrorscopes)

The ability to pray, and because you are paying with Lasagna Points, somebody actually listens. This can cause a myriad of effects depending on what deity you are praying to and how much favor with you, but the chances of something actually happening, let alone something very useful happening, are rare. Though nothing's stopping you from spamming prayers. It says here that post-gauntlet you can choose any deity and have it scale upwards relative to you. But who are you praying to for this gauntlet exactly?

## (69) Psychopomp [200CP] (Generic Necromancer)

You have the ability to aid spirits, souls, and spiritual entities of all sorts, able to guide them to the afterlife and allow them to overcome their earthly bindings that keep them from passing on in the first place, either sending them to their deserved afterlife or one you are bound to yourself. Guiding the dead to the afterlife in this way leaves behind a small token that carries some of the power of the spirit and can act as an external source of power that naturally regenerates, albeit very slowly. One of these tokens can also be sacrificed in place of a life or soul in anything that would need such, including sacrificial rituals.

## (70) Accumulated Mastery [200CP] (Lords of the Night: Vampire)

Anyone can learn the 'basics' of a craft. Most people can become competent, if their fickle nature doesn't betray them. Mastery though requires commitment. At least, that's what you've been told. This doesn't help you learn a skill - instead, it lets you take a skill you've already gotten to a solid point, and lets you push it to the level of preternatural mastery. Instead of slowing down and growing more difficult, your learning becomes easier and speeds up when it hits the normal point of diminishing return. Eventually you'll hit a new plateau, but it's well on the far side of 'inhuman.' This will usually take about as much time and effort as it took you to become a journeyman in that skill in the first place. This is limited to skills, but isn't limited to things DnD thinks are skills.

## (71) Nightmarish Visions [200CP] (Lovecraft Midnight Movie Marathon)

Do you ever pause to reflect upon the occasionally titanic significance of dreams, and of the obscure world to which they belong? Perhaps it is time you do, because while many dreams are meaningless it would seem yours are not always. You now have a tendency towards premonitory dreams. These dreams will usually be nightmares of some sort, but include warnings of events to come that will threaten you or your way of life. These are not detailed guides, but you might dream of a sunken city rising to the surface, a horrid bas relief of a squid-faced bloated monstrous creature on the surface of a tomb, the entrance slowly opening... a few weeks before the stars come into the proper alignment for his cult. These dreams will become increasingly insistent as the danger nears, recurring and becoming more detailed. Hopefully you will figure out what is coming before it's too late.

## (72) Detective Eyes [200CP] (Library of Ruina)

There are countless monsters in The City, but few compare to the Distortions (At least in terms of sheer literal and physical monstrosity) Men consumed by their desires and emotions, stressed beyond their sanity or humanity into creatures which could fit in with the

beasts of the outskirts, or the abominations of L-Corp. But at least, with this, you might prevent them from surfacing entirely. You have the ability to see the latent Distortion in others, the tangled knots of light and consciousness which can bloom into Distortion or EGO. This can allow you to avoid them in advance, try to talk them down before they burst, or see those which hide in human flesh until its time to pounce well before they have the chance. In future jumps, this will apply to similar kinds of madness-based powers and mutation.

## (73) Hurting [200CP] (Fear and Hunger)

*We have such sights to show you…*
Your concentrated feelings of pain and suffering create a devastating vortex of twisted space. This cruelty made physical inflicts potent damage, drinking flesh and bone as a starving man drinks water, and while small may cause death and limb loss if properly aimed.

## (74) Soul Reading [200CP] (Glitchtale)

When you look at a human or a monster (or any being with something similar to a soul post-Jump), you can see their souls, showing to you what traits it has and how much magic it has. You can also discover their moral alignment after analysing their souls.

## (75) Omens of Revelation [200CP] (Horror Midnight Movie Marathon)

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.

## (76) Creeping Shadows [200CP] (Kingdom Hearts)

You're a really scary guy, you know that right? Your very presence can send shivers down people's spines, and your attention makes all but the bravest quiver in fear. You know how to emphasize the scary aspects of your appearance to your advantage, and can cause a few supernatural spooky things to happen at will, like making people in pictures change their expressions, or making their eyes follow people around. You can make the shadows seem to dance in your presence, and cause lights to flicker with but a thought, turning whatever area you're in into a full on haunted house! Within this area - one building up to the size of a city block - any fear felt will be amplified, and people will see and hear things moving around in the darkness. It'll be easy to corral most normal people by scaring them to go where you want them to, and even the bravest souls will feel ill at ease and jumpy.

## (77) Franchise Bait [200CP] (Horror Midnight Movie Marathon)

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.

## (78) Onomantic Sink [200CP] (SCP: Serpent's Hand)

Names are a special thing. Unfortunately, there are nasty folk who like to steal them out there. So, it is best to have some countermeasures ready. You have two. The first is a second name - a title, really. Nth Wandsman of Jumpchain. It is thaumaturgically hardened to prevent being stolen. Though, understandably, you may want to keep using your actual name. For this, there is the second method. You may add titles to your name - more and more titles, the more and the lengthier the better. Doing so will harden your name, make it unwieldy to those who would take it. Moreover, it turns your very name into a thaumaturgic sink - it reduces the negative effects of wielding magic and absorbs many harmful spells, such as curses and hexes, that are cast on you. You can keep adding more titles to increase the effect of this sink.

## (79) Bibliovore [200CP] (Cultist Simulator)

There's so much knowledge out there, and so little time. With this perk you have the innate ability to instantly memorize the contents from text and other visual media with just a touch. This ability can be used on any kind of visual medium, from engravings on different matter, but you'll figure it out with time. This ability can be toggled on and off at will, so that you are not burdened with unwanted knowledge.

## (80) Quest Marker [200CP] (The Elder Scrolls Series)

Sure, being told the directions and figuring out your way from there is a tried and true method, but don't you want an easier alternative? When given an objective, or even multiple, you have an accurate sense for which direction they are in, as well as how far away they are.

## (81) Face Stealer [200CP] (Horror Midnight Movie Marathon)

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.

(Editor's Note: If you also have the *I'll Swallow Your Soul* perk, you may take on the appearance of anyone whose soul you have consumed or possess.)

## (82) Revealing One's Hand [200CP] (Jujutsu Kaisen)

When you reveal the rules of your ability you gain a relatively big boost in the efficiency and power of said technique. When you do this it does not have to be with all of your abilities only one. But you only gain the increase in power in that one ability. In other worlds this can be a common known rule or a thing only you have.

## (83) Corpsecrafter [200CP] (Generic Necromancer)

The dead are a wonderful font of resources for a necromancer, more than just for the creation of undead, but also for the creation of artifacts. You have the ability to use materials taken from the dead as a substitute for the more common materials needed in enchanting and artifice, allowing you to target the artifacts with your necromantic abilities in the process and making the artifacts more responsive to those with necromantic abilities. You can also imbue some manner of quality from the dead used in the creation of an artifact.
Additionally, you can infuse ectoplasm or spiritual elements into an artifact rather than physical materials drawn from the dead. Such materials do not substitute, but instead enhance and alter. This will imbue qualities of the spirit into the artifact being made and will be much stronger. An aware spirit imbued into an object may even result in a sentient object being formed.
Finally, you may be able to learn more advanced forms of this form of artifice, such as turning a corpse directly into an artifact that has abilities related to the creature used in its creation, but such abilities will need significant refinement and practice to accomplish.

## (84) Sprinter [200CP] (Horror Midnight Movie Marathon)

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.

## (85) I Ran the Numbers, and I'm Awesome | Measured in Exponents [200CP] (Gemcraft: Chasing Shadows)

**I Ran the Numbers, and I'm Awesome [100CP] (Gemcraft: Chasing Shadows)**

Power is nebulous[sic] thing more often than not, but now you are able to numerically quantify yourself and your abilities. After all how are you supposed to properly measure yourself without numbers to guide you? Consider this an internal stat sheet for yourself, your spells, and your abilities that updates itself automatically.

**Measured in Exponents [100CP, requires I Ran the Numbers...] (Gemcraft: Chasing Shadows)**

As above and so below, except now you may quantify other beings, magics, items, etc. Though do remember that such things change over time, and your internal stat sheet for other beings, magics, etc is only as current as the last time you looked at them. This also only tells you their current stats and not what they can do with them. At least now you know how much health that giant has, or how much damage your gems do on hit. Be careful with trying to get a read on crazy shit or absolute concepts as you're going start seeing exponents and infinity signs if you're lucky, and start taking san damage if you're not.

## (86) Groundskeeper [200CP] (Fear and Hunger)

"*To nurture a garden is to feed not just the body, but the soul.*"
It seems you were the one responsible for maintaining the gardens of the prison, are you a worshipper of Vinushka perhaps?

You have an interesting ability to physically guide the growth of plants along a certain path of your choosing, making you capable of constructing things like living walls or treehouses. Of course, plants do not usually grow fast enough to be useful, but that is no obstacle to you. You can sacrifice living beings to a plant to enhance it, making it grow larger and tougher. If the sacrifice possessed any unique ability or quality the plant will absorb that and make use of it.In the unlikely event you meet a plant possessing a mind of its own, sacrificing lives to it will also make it smarter and more loyal, and your ability to guide its growth will work on its mind also.

## (87) Waywalker [200CP] (SCP: Serpent's Hand)

Given that Serpent's Hand operates out of Wanderer's Library, it would be very unfun if you couldn't get access to it yourself. Thus, you have this. You instinctively know where the nearest Way is - Ways being tears in the fabric of reality, through which one can enter the Library. As well, you know what Key each way requires, a Key being the method to open the Way and pass through it. It may be something as simple as "release a caged magpie" or as complex as "snort crushed up upper-right molars of seven virgin maidens every Sunday at 7:00 AM for three weeks". Additionally, this ensures that once you've opened a Way, you will be able to walk through it in the future without having to open it again. Whenever you step through a Way, you will experience no adverse effects - no dizziness, nosebleeds, or any of that nonsense. As well, all future worlds are guaranteed to have Ways as well.

## (88) Ideal Master [200CP] (TES: Undead)

The power offered by the Ideal Masters of the Soul Cairn is a tempting prize, leading the ambitious and foolhardy necromancers to their certain doom. But you? You knew what you were doing, knew just how to deal with those entities, and are one of the few that prospered. You are able to summon the powerful undead found within the Soul Cairn, from the common Bonemen to the powerful Keepers, all at a fraction of the magicka cost it would normally take.

## (89) 110-Montauk [200CP] (SCP Foundation)

Violation is the ultimate holy act. The more shocking and more transgressive the act – the more powerful it becomes. The truly revolting rituals you devise can become magically and replicable by other simply for the horror they brought into reality. Inflicting suffering to others (especially fueled by hate) lends enough power to your action that it becomes magical in itself. Feelings of malice and violation provide you with actual power, the more wrath you feel the better. It matters not if you hate the target, their actions, the method you're using, or even yourself. Should you be as repulsed with your own behaviour as you are with the enemy then you are sure to create lasting effects. A profanity hissed from you can do as much as a supernatural curse. Each action you perform with the intent to do harm, to sully or defile others, is improved. The more you lash out in this mindless, directionless hate, the better the results are. They are all disgusting.

## (90) Magic, Ink and Skin [200CP] (Fear and Hunger)

"*I am a canvas of my experiences, my story is etched in lines and shading, and you can read it on my arms, my legs, my shoulders, and my stomach.*"

You now possess the ability to create grimoires of power, that contain all the magic and esoteric knowledge of the one used as an ingredient in its creation. By removing the skin of a fresh corpse and dipping it in ink and magic, you will imbue that skin with the memories of magic and mystery of the deceased and cause the words to appear on the skin as if they were tattooed in life. The skin must come from a fresh corpse. Rotten skin or the skin of a living person will not work. Similarly, if the corpse used contains no relevant knowledge, the process will fail. Additionally, you now possess great talent as a writer and all the experience of a professional bookbinder of both the regular and the skin variety.

## (91) Caged Beast Struggles Within Chains [200CP] (Exalted: Abyssals)

When an Abyssal's aura blooms into the terrible, dark majesty of their full totemic manifestation, any mortal who sees it feels both the terror and the lure of the Void. Merely mortal minds can break when subjected to such horror. Many of them faint, run away, grovel in worship, while an unlucky few suffer much worse fates. But it is the Peacebringers who embody the terror of the Void more than any of their fellows, able to envelop themselves in an aura of dread such that their enemies fear even to look at them. Of course, you need neither anima nor aura, for intimidation is so intertwined with you that a mere glance could send a man running in panic and a threatening word is dreaded enough to rout an army. Your skill at scare tactics and spreading terror amongst your victims is supreme, demoralising and horrifying your opponents with casual ease.

## (92) Transfusion [200CP] (Loop Hero)

A favorite incantation of those among the vampire aristocrats who choose to dabble in the arcane. By channeling your power into a sphere of blood, a sympathetic reaction causes the blood of your foes to siphon away through their skin, accumulating in your fingers to replenish your own vital essence. Or to serve as a snack, depending on your diet.

## (93) Wrath of the Buried [200CP] (Elden Ring)

Once, there was a Great Caravan accused of heretical beliefs, that saw entire clans of merchants buried alive far underground. And just as their sorrow and despair summoned the Frenzied Flame you have learned to hone eldritch powers of all kinds through such twisted emotions. Malign spirits become easier to summon, fireballs of Frenzied Flame swell in intensity-supernatural powers of all kinds become more unpredictable yet powerful when you pour your resentment into them, though never in a way that harms you. As a final boon, not only are you capable of spreading madness through a hard look, a scream or a similar social gesture but it and similar abilities are more infectious than usual. Gather enough resentment, and even inhuman beings could be wracked with madness or whole crowds sent into foaming fits.

## (94) Material Extraction [200CP] (Generic Summoner)

A special technique that some summoners are able to utilize, you are capable of permanently conjuring materials drawn from a creature you can summon as if you had access to the body of the summon in question. If you can summon a dragon, for example, you could conjure scales, bones, blood, the heart, or could break down and use. Once you do so, however, the summon cannot provide more of what was summoned until some time

has passed proportional to the importance of the part conjured Using the above example, scales would recover quickly given dragons shed them naturally, pulling the dragon's heart would take them a full year to recover from. This does not actually impact the summon, just your ability to conjure further materials.

## (95) Smell of Magic [200CP] (Dying Earth)

You may smell magic as an erb smells meat. This will tell you most easily the overall power of magical energy you can sense, though it might be possible to make out hints of more detail this will require training your sense, and familiarity with the magic in question. This is not limited to the magic of wizards and spells, but more such supernatural forces in general. It would be possible to detect the scale of a being descended from the over-world from a visually identical fake, through this mystical olfaction, though this is olfaction not sight for a reason; just like mundane scents the scent of a magical power or object may linger after the object of power has been removed, and may spread through an area so while you could tell a powerless fake from the real thing, it'd take rather a good bit of careful examination to do so if the fake was placed in the setting of clothes that had held the real one for months and the real was itself in the area muddying the air with its aroma.

## (96) Loresmith [200CP] (Cultist Simulator)

It pays to give back to the community, and for someone that has been everywhere, you could have a wealth of knowledge for sale. With this ability you can now easily contribute to the collective knowledge of the world by instantly creating essays, books, manuals, papers, recipes and other written documentation of any subject you are familiar with. This information is compiled with as much care as if you had done it over a few years, and can be formatted, rewritten, and edited on the fly, allowing you to tailor the final results to your liking. Teaching perks will increase the rate at which your documents are studied and assimilated.

## (97) Possession [200CP] (Lovecraft)

You can remotely manipulate the bodies of other people. You need to "prep" the person you want to control by spending an hour gradually taking control of them, muscle by muscle. The stronger or more inhuman the person you're trying to control, the harder it is to control them. The victim must stay within fifty meters of you or they will break free.

## (98) Lord of Lumaflies [200CP] (Hollow Knight)

Lumaflies are a curious bug, one used extensively in the works of Hallownest, with their natural glow, and more notably, their ability to generate, store, and discharge electricity. Many constructs within Hallownest are powered by these little bugs, from the lampposts all around the kingdom, to even the great trams and lifts make use of them in some way or another. And you've learned how to utilize these yourself, utilizing SOUL-synthesized pheromones to be able to control whole swarms of these creatures with ease.

(Editor's Note: Alternatively you gain knowledge to make SOUL-synthesized pheromones for similar insects like fireflies or glow worms. Which will help empower them to the level of Lumaflies.)

## (99) Don’t Show the Monster [200CP] (Horror Midnight Movie Marathon)

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.

## (100) A Little Cracked [200CP] (Re-Animator)

You are driven. When you dedicate yourself to a task you can dedicate yourself to it completely. When so dedicated you can continue to work without needing any mental breaks, distractions, or social interaction, sublimating all such social and psychological needs into pure dedication to your task. This also makes you require less sleep and rest when you are dedicated to a task.

## (101) Fleet-footed [200CP] (Fear and Hunger)

You can walk as fast as most people run. It will be strange to see, but very useful. This skill is a strange combination of footwork and balance that allows you to move in a strangely fast gait, making little sound and with great balance. Thanks to this you never have to worry again about breaking stride or tripping over your own feet. Your strange technique of footwork also provides you with immense balance in all situations. Walk on tightropes and narrow ledges without a second thought or make handstands on a moving ship, your balance is second to none. In the unfortunate event of you losing one or both legs. This Perk will also affect prosthetics, canes and crutches.

## (102) Divine Domain [200CP] (Marvel Comics: Symbiotes)

Okay, you are the god of something. You could be something like a Valkyrie, a psychopomp with the power to cross between the realms of the living and the dead and guide others along the paths, or you could have dominion over one of the forces of nature like “fire” or “storms,” or a literally supernatural degree of skill and talent in a narrow range of disciplines like “war” or “forging.” Though regardless you’re a young god. If you are a god of Storms, it will be a long time before you’re the equal of Mighty Thor.

(Editor’s Note: This won’t make you a God, though to those who have a sense for this kind of thing may presume you to be one.)

## (103) Armsman [200CP] (Generic Summoner)

Not all summoners sit on the backlines while their summons do the fighting for them, some prefer to get into the fighting themselves, and to aid them, they learn how to merge their summons into their equipment to augment their combat abilities. You have acquired this ability and can infuse a summon into a piece of equipment to give it traits based on the summon itself, likely changing its appearance in the process, until the summon is dismissed or the piece of equipment is destroyed. With time and practice, it may be possible to conjure the summon as a piece of equipment rather than needing to infuse it directly into an existing object.

## (104) Beloved of Asaph [200CP] (WHF: Tomb Kings)

Asaph, the goddess of snakes, took a particular liking to you in your days of living. You were blessed by her, never to fear poison or toxins and to be favoured by the many snakes of the world. Useful to be sure, you had many favoured snake pets in your childhood, but it was only when you awoke from your centuries long slumber that Asaph granted you your full powers. As righteously angered as you yourself at the state of Nehekhara, she granted you the power to emit and exude almost any form of poison on the planet, certainly any form used by snakes, and to command any snake to serve you and fight at your side. All she desires in return is for you to bite and strangle to death the scum that hurt this kingdom.

## (105) Watch the Principle [200CP] (Lords of the Night: Vampire)

Vangaards are guardians and the first skill a protector must master is patience. This won't help with that. It will help with the second skill you need though. Watchfulness, awareness. You're always watchful, as if trying to stay aware of everything, even when you're focused on a task part of you is wholly focused on keeping aware of everything. It's like you have a second thread of awareness that only exists for watching out and keeping aware of things. This won't make it harder to sleep or disturb your concentration, but will wake you if you would have wanted to wake at that disturbance or draw your attention if it's something you would want to pay attention to. You'll also find that you generally know what happened around you while you slept and the like.

## (106) Angel of Death [200CP] (Generic Necromancer)

Not all necromancy is wielded by the cruel and uncaring, willing to raise hordes of undead to blanket the land, cast out plagues to kill indiscriminately, seekers of immortality that sacrifice hundreds to prolong their existence, or any number of other such acts. Sometimes, they're a kinder sort. You gain two main features by taking this perk;
Firstly, you gain an incredible bedside manner and are good at easing a person's worries, helping them to overcome regrets in their final moments. You are also a skilled parent to not just natural children, but also to any creature you may create, allowing you to shape them into functioning people despite whatever they may truly be. In particular, intelligent forms of undead you care for seem to develop their own morality, one that is molded by you over the course of your care for them, even if they'd normally be inherently evil and destructive. This can even grant a soul to the soulless, even if it is a weak one.
Secondly, your necromantic abilities are far more subtle in nature, becoming difficult to notice or detect in a variety of ways, at least if you choose to take it slow. This also makes any attempt at healing using your necromantic abilities more effective. This even extends into the undead you create as they are able to suppress their innate abilities, even ones that should always be on.

## (107) Memetic Time Bomb [200CP] (SK's: TDTS)

Curiosity killed the cat - satisfaction brought it back. Some secrets do not satisfy, if learned; some curiosities taunt, prickle, and harass until they cannot be ignored. Choose a target, a trigger word, and a soul-destroying secret. From there, this curse is simple: tell them that the trigger word will reveal the Truth they've always burned to know and then walk away. The

nature of this Truth is profoundly cosmically disturbing, but may be tailored to highlight personal implications for maximal impact.
Without serious magical intervention, the desire to activate the trigger to learn the secret will haunt them in life and in dreams. Over time, it will drive them mad with longing - or they will speak the word and have the Truth immediately, forcibly downloaded into their minds on the spot, which will also immediately cause their sanity to snap. Some who have been subjected to such a curse resort to ending their lives in a vain attempt to escape the horror.

## (108) Offering of Snake | Offering of Reed [300CP] (Silent Hill)

**Offering of Snake [100CP] (Silent Hill)**

"*A man offered a serpent to the sun and prayed for salvation.*"

You know the path to salvation. Flesh is impure, and humanity is sin. You have the divine skills of rending the flesh off of your targets, and much like the land of Silent Hill, are a great Torturer.

**Offering of Reed [200CP] (Silent Hill)**

"*A woman offered a reed to the sun and asked for joy.*"

Joy is born from suffering. You know this to be true. The more you suffer, the more rewarding the end will be. The world was once timeless, and experienced nothing but suffering. You are able to channel this ancient bygone suffering into yourself, damaging your physical form and soaking in damage. The more damage you take, the stronger you can harm others, and the greater result your actions will have.

## (109) Radio Activity [300CP] (SIGNALIS Gauntlet)

A hitherto unknown type of Bioresonance, perhaps? Any radio-based technology you have seems to be warped to your benefit; repeating, weird patterns appearing when near items you would consider important, static intensifying and thinning out depending on how close to the answer of a puzzle you get.
These patterns appear... random at best, at first, but it's not hard to learn what these mean. With time, you might even be able to modify them, or set new sequences depending on the goal in question. The more specific the goal, the more unique the signal will be - searching for a specific type of ammunition might give a specific short sequence akin to a melody, while something as general as noticing entities coming close might just increase the volume of the current channel beyond the normal amount.

## (110) Todash [300CP] (The Dark Tower)

Todash Space is the dimensionless nothingness that exists between alternate universes and timelines, entirely dark and filled with unspeakable monsters. 'Going todash' is passing between two worlds. Some pieces of the Wizard's Rainbow can force you to do it, whether you want to or not. Some groups - such as the Manni Sect - have discovered the means to induce it at will, taking mind-altering substances to broaden horizons, finding locations where the barriers between worlds happen to be particularly thin, and using plumb bobs and magnets to help channel energy to allow for this travel. The senders are the people most skilled at channelling this energy, and you can count yourself among their number - though of course being strong in 'the Shine' is also useful for travel (hardly necessary, however).
You may either astrally project (by dreaming or in a drug-fuelled state) - in which you will be drawn back to the world you came from by 'the chimes', or actually cross over, in which case

you will be physically transported to the world. Both methods of travel are extremely dangerous.
Unlike a Planeswalker Spark, this will not give you free access to the entire Multiverse, but it will let you reach a few worlds that overlap or touch upon your current location, separated by only a little - and somehow there will always be other worlds, layers of reality or dimensions, or new places to explore, even if the setting would be assumed to lack a pseudo-multiversal nature, and even if there wouldn't normally be. Furthermore, this will always allow you to visit the dimension known as 'The Territories'.

## (111) In Strange Aeons [300CP] (Generic Necromancer)

Even Death May Die. Most see necromancers as those that raise the dead, and little else, but they are also a force of death, and this is the pinnacle of that attribute. Death becomes a true end when you inflict it, no chance of coming back in any way, shape, or form, unless you allow it, and you can sense when someone tries to bring back those you have slain.
On top of this, methods of avoiding death are overcome when you are the one to perform the act; the phylactery of a lich would crumble the moment you slew the lich, an astrally projected demon possessing a man would be slain just as readily as the man they possess, even killing a dream duplicate controlled by the caster of that dream would be slain as if they were physically there if their dream self is slain, beings that can't be slain by a human could be slain by you as if you weren't human, etc. You need never worry about not being able to slay your foe and them being able to try their luck at you again, so long as you can land the killing blow in the first place.

## (112) Devil Consumption [300CP] (Chainsaw Man)

You have two unique abilities related to the consumption of flesh. Firstly, consuming the flesh of strong beings grants you a portion of their overall power. You cannot obtain special abilities through this, but your own abilities will grow in strength as you consume powerful beings. Secondly, beings weaker than you who consume your flesh are strengthened. They gain a boost to their power in a way that suits an ability in your possession or your overall powerset. While this will not dampen your power permanently, you will find yourself weakened and the process itself is quite taxing depending on how large the chunk you give out. Having your flesh consumed by someone without your consent will not provide them with any bonus. Those who consume your flesh will find their personalities changing over time to match your own tendencies depending on the size and potency. This effect is toggleable.

## (113) I'll Swallow Your Soul [300CP] (Horror Midnight Movie Marathon)

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.

## (114) Third Eye [300CP] (The Dark Tower)

Sometimes dubbed ‘True Sight’. You have the invisible, immaterial aperture hinted at by various religions and mystic beliefs; through which your mind perceives spiritual existences. Not only can you see things that others cannot: spirits and demons, for example, but you can also use this to remotely monitor people and events which have meaning to you without the aid of a crystal ball, magic mirror or other surface (though such props are invaluable if you want to show what you see to others). Furthermore, this eye has an instinct - automatically bringing your attention to things that you might find interesting, or useful - though be warned, this instinct can work against you, trading short term gratification at the expense of long term concerns. This isn’t omniscience, but with some work and careful effort, you can pass it off as something close to it fairly effectively. You catch glimpses of other worlds, and can determine if something is inherently supernatural or if it has been removed from its home dimension. Further, your gaze ignores supernatural disguises and you inherently perceive something’s true form. Very occasionally, a being or force may be beyond your power, in which case it will be forced into another form as close to the real one as possible - but such a thing is extremely rare, and still enough warning to assure that you’re not caught off-guard.

## (115) Unnatural Existence [300CP] (Glitchtale)

A Soul can’t absorb another Soul of the same type, this is a very known fact. No human can absorb a human soul and no monster can absorb a monster soul. But, to every rule, exceptions exist, and you’re one of these exceptions. Artificial and unnatural existences, like a certain soulless monster flower or a certain incarnated human soul, are able to absorb both types of Souls. For the sake of this jump, you count as one of these existences. Monsters must pay 100 CP to get this perk while Humans must pay 300 CP. Human Souls are much more powerful than Monster Souls. Post-Jump, you maintain the ability to absorb and fuse with souls.

## (116) Mad World [300CP] (Soul Eater)

Death’s Room, the Witch World, the Hidden Section, Great Old Ones and similarly powerful beings are capable of sectioning off their own private worlds, and so can you. You have the power to form pocket dimensions, starting at the size of a large room, with an interior architecture affected by your soul/madness wavelength. These dimensions may be designed with a single door, a key, a spell or possibly even your permission to gain entrance. At first you may only make a single, small, simple room. Given enough time and practice with this skill and an increase in power, however, and you will eventually be able to make dimensions as complex and large as a moderately sized town, or something appearing like the bottom of the ocean. Worlds may not be stacked.

## (117) Divine Rot [300CP] (Generic Necromancer)

Gods can die. A simple statement, but one few think about in terms of what that means for a necromancer, and the power they can gain from using this power themselves. You have the ability to use your necromantic abilities to invoke the power of dead gods as if they were still alive, though their powers may be changed due to the necromantic power used to invoke it.

You must, however, first find the dead god, and thus, you have the ability to reach out to find such beings. Once you establish a connection to a dead god, its power will follow you through your chain.
Additionally, any blessings or empowerments offered by a divinity or similarly powerful entity (such as an archfey or demon prince) given to you are integrated into this perk and become a part of your own power as a result.

(Editor's Note: If you wish you can ignore the last part of the perk to limit it.)

## (118) Foreboding Silence | Ominous Aura [300CP] (Gojira)

**Foreboding Silence [100CP] (Gojira)**
A terror hidden at the bottom of the ocean, unknown to man until it is far too late. You excel at hiding even at your tremendous size. Radar, sonar and any other sort of location device can still detect you, but you have an odd ability to avoid visual confirmation. More interestingly, when you've determined that it's time to show yourself, it is like the world holds its breath. All noise seems to stop as if nature is in awe of its own creation. (This is toggleable.)

**Ominous Aura [200CP] (Gojira)**
Silence reigns across the bay. A bustling city emptied to nothing but a ghost town with desperate gnats to defend it. Your presence is terrifying. Fish vacate the area you dwell. Even people who are unaware of your existence feel an unease around your dwelling, but the people who do know of you find this effect magnified to a sense of terror.

## (119) EGOtistical [300CP] (Library of Ruina)

Personal Ego, or Psychoment depending on who you ask, is a fascinating phenomenon. Those who find themselves near the point of breaking, at the end of their rope, but hold fast to their ideals (and have a hefty dose of Light), can manifest their own Psyche as a weapon, armor, or other, stranger implement. For now, yours is a relatively simple weapon or suit of armor, that can be wielded with no more requisite skill than breathing so long as you maintain the mental focus required to manifest it. It in turn boosts the power of your blows, and can allow you to strike at the mind or soul of a target with a bit of effort. Each EGO is unique however, and yours will have certain useful qualities. Maybe it rejects raw power, forcing a contest of pure skill briefly, or it causes unnaturally deep wounds. Whatever the case, it in some way reflects you and the stance you took to overcome the trials of the City. What's more, each of the capstones you take will inform the manifestation of your EGO and grant extra functions, from taking on the nature of an area, to becoming a part of your body. This excludes the peaks of the Wing origin, for they are rather removed from the struggles of the City in their Nests, up so high above the struggle, so isolated from the mad desire needed.

(Editor's Note: This acts as a capstone booster for other perks from the *Library of Ruina* jump. But do keep in mind that there is a chance of you undergoing distortion if you do not properly manifest your E.G.O initially, and become distorted.)

## (120) Ventriloquist [300CP] (Mistover)

You are a master of your own voice, scarily so. You can easily imitate any and all voices you hear, shift to any accent, pitch, timbre, tone, etc. Moreover, you can shift your voice so that it sounds like it's coming from elsewhere - just a little to the left, from all the way across the room, from somewhere far away in the mist. Your voice will never again get tired or sore, your throat will never dry out or seize up. As well, you are somehow capable of very accurately discerning the thoughts of those who cannot talk - beasts, mute people, inanimate automatons - and voicing their thoughts in their stead. It's almost like you're psychic.

## (121) Natural Born Killer [300CP] (Horror Midnight Movie Marathon)

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.

## (122) INFLUENCE ANIMALS [300CP] (Stranger Things)

Your psychic abilities can now be used to sway animals. The amount of control you have over them is directly tied to their size. As you start using this ability, the most you could do to a bear is scare it off, but you're capable of near complete control of a small animal, such as a rat or crow, all day long. With practice, you can greatly improve on this ability, becoming able to control a bear or two or a swarm of vermin. It is impossible to control beasts from the upside-down with this ability, but it is sometimes possible to influence their emotions to scare them off briefly.

## (123) Minor Boon [300CP] (Generic D&D 5e)

With this you can buy one Minor Boon per purchase. You can buy this however many times you like, of course. "Minor Boon" is defined in the notes, but if it grants immunity to damage, proficiency in all skills, or similar levels of power, it is not 'minor'.

(Editor's Note: You can find some boons in the Notes section of the *Generic D&D 5e* jump. Alternatively you can search for some fanmade ones or even make up yourself. But that doesn't mean you can choose/make anything. Only which is relevant to the Darkest Tome should or can be chosen, and adhere to the stipulation at the end of the perk.)

## (124) Better than Blue [300CP] (Jujutsu Kaisen)

In a battle of domains the strongest one wins. But if both domains are equal in strength then the domains will never actually win out and cancel each other. You don't have to worry about that anymore. With this perk any even battle of techniques will allow your technique to win out. Meaning that even battles of domains always fall in your favor.

## (125) Seals of Divine Hate [300CP] (Silent Hill)

"*To seal this town to the abyss, the mark of Metatron is used. When it's completed, all is lost. Even in daytime, darkness will cover the sun, the dead will walk and martyrs will burn in the fires of hell. Everyone will DIE!*"

While not being as disastrous as Dahlia makes it out to be, most rituals here are quite dangerous. As such you have a unique power to weaken and destroy supernatural rituals, seals, and other spells. This power draws on your lifeforce itself, and is difficult to control. That said, should you manage to destroy a supernatural spell in such a way, you'll find that the released energies will restore a fragment of your expended vitality.

## (126) Severed From Fate [300CP] (Generic Necromancer)

Fate has no hold on you unless you allow it to take hold. Fate and luck manipulation effects, and even time manipulation, simply will not work on you. You can extend this protection to your allies and companions to an extent, beginning with a limit of a handful of allies, however, you can train this ability to expand the number you can cover with this protection. Your own powers and abilities that use such things are unaffected by this immunity if you so choose.

(Editor's Note: I'd recommend simply only affecting you. Only if you wish to limit the effect of the perk.)

## (127) Souldrinker [400CP] (Shrike Twilight Legacy)

One of the darkest skills a necromancer can learn, souldrinking is the method of taking raw magical power from death itself. When you or someone you command kills a living thing, you're able to add their own strength to your own. It won't increase your permanent reserves, but will last until you expend it. Killing giant rats and low level humans will give you a negligible boost, but slaying a great hero or a dragon would grant you godlike power for a time. Due to the way you steal an enemy's power, if used with Army of the Dead you're able to resurrect living things as loyal undead as soon as you kill them, but twisting their own power and returning it to their freshly-killed body. For every enemy you kill, your own forces will only grow in number.

## (128) Broms Curse [400CP] (Hellgate London)

By focusing your magic on a target you can drain their life essence, doing so will heal you for an equal amount of life drained from your target, can also be used to heal others by siphoning a targets life into them or giving your life energy to another.

## (129) Emotion Control | Mind of Illustration [400CP] (Bibliomania)

**Emotion Control [200CP] (Bibliomania)**

You are now an emotional master, having full conscious control over your own emotional state and a well of emotions you can switch between at will. You never lose control even if you're experiencing so much anger that Asura from Asura's Wrath would enter his berserker form, you'd still be able to sit calmly with a smile and drink tea with the source of your anger. Your control of your emotions is so powerful that you could quite literally be both perfectly calm and experience any emotion. Hell your emotion control is so powerful you could cause actual physical effect on yourself relevant to the emotion. If you somehow got your hands on an emotion ring From DC you wouldn't need a lantern since you could flood yourself with an absurd amount of the needed emotion at will. Emotion based power obviously becomes very

powerful with this but without them you're just a perfectly rational person that's the worst nightmare for empaths.

**Mind of Illustration [200CP] (Bibliomania)**

You remind is special, being that your mind is a fantastical advanced mental book keeping a detailed archive of all you have experienced and learned with all that information being a single thought away, hell you remember with such clarity now you could vividly describe the complete experience of your birth and every word, sentence and intent you have ever heard. Your mind simply doesn't forget and more importantly you have full control over it. Nothing can read your mind without your permission as if your mind itself is in a different language, coded, and sealed away from view all at the same time, it would take very powerful psychics to even notice your mind with how subtle it is as well and even then you have a passive defense of your mind seeming normal. Due to the way your mind works now you have an absurd reading and comprehension level allowing you to read 20 times faster than before casually and learn and comprehend from written word as if you have studied and practiced whatever it is you are reading, though keep in mind that aside from Mental knowledge and skills your physical skills can develop from this but will seem un trained or rusty until put into practice at which point it would only take a few moment to fully practice the skills. You think clearly and can focus on 5 things at once from now on with the ease of focusing on 1.

## (130) Stir of Echoes [400CP] (Horror Midnight Movie Marathon)

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.

## (131) Extermination Writ Large [400CP] (Exalted: Abyssals)

When the First and Forsaken Lion first revealed his power, by conquering Stygia in the aftermath of the Contagion, his rival Deathlords moved against him, revealing their power to the Underworld at large. Yet, the other Deathlords found that the army occupying Stygia dwarfed all their forces combined. His army, the Legion Sanguinary, is the largest military force in the Underworld, if not in all existence. The Legion is several times larger than the army of the Mask of Winters, the only other Deathlord who could seriously challenge the Lion in direct military combat, and even Juggernaut might be no match for its sheer scale. So too will you find that bending your talents to projects of mind-boggling scale is something you do easily and naturally, quickly allowing your plans to scale upwards and letting you crush your opponents through sheer weight of numbers and scale. You might raise an army to dwarf all but the Legion Sanguinary in both Creation and the Underworld, construct an immense fortress to cover an entire mountain range in soulsteel ramparts and hollow-out caverns in but a scant few years of time, create gigantic war machines the likes of which the world has not seen since the heights of the First Age, or a manage the affairs of nation so massive that the living would disbelievingly call it a Direction in itself.

## (132) Emergency Research [400CP] (Horror Midnight Movie Marathon)

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.

## (133) Mouth of Madness [400CP] (Lovecraft Midnight Movie Marathon)

Or maybe you're more Sutter Cane? You might not be a skilled writer (if you want that, you need to take Artistic Temperament), but you are able to affect the minds of those who read your books; specifically those books of horror and madness. When you write stories of madness and cosmic horror they have a way of infecting the minds of readers. Twisting them and warping them, spreading a touch of madness within the reader, and making them truly believe that they live in a horrible, uncaring universe in which all that exists beyond mankind are ancient horrors waiting to return, and wearing away at their sanity. This won't affect everyone, in fact on its own it will only affect those who are truly particularly sensitive to such things and you'll need to be a good enough writer to get them to suspend disbelief for even that, but the more people who believe in your stories, or obsess over them, the stronger this effect will become; if you were the world's best selling author whose words were the Bible of horror to billions there might not be a mind on Earth who you couldn't affect. Unlike with Through Your Paintings, as long as the words are unchanged this effect can be duplicated by mass printing, though even a few changes of words will weaken it and significant editing could destroy this effect entirely; audiobooks are on the table but reader quality could be an issue.

(Editor's Note: There is an extension to this perk if you take the *Grand Master of the Esoteric* perk. For info on it, please check the *Lovecraft Midnight Movie Marathon* jump under this perk.)

## (134) Sewing Magic [400CP] (Coraline)

You use your sewing to make your magic take form. This boosts the quality as well as rate at which you sew making anything you sew as life-like or not as you should desire. Perfect for creating lures and spies.

## (135) Necrotech [400CP] (Magnagothica: Maleghast)

C.A.R.C.A.S.S. has made its contract with the Bone Carapace Devil, and used the abilities gained from that dark bargain to create all manner of useful tools. You now share in this ability to fuse dark magic and technology, allowing you to create guns from shaped bone, black magic to summon flashbangs, create ammo goblins to vomit up more bullets, or even create constructions comparable to the EGIS Weapon; a mech made of guns, bone and necromantic sorcery. This skill extends more broadly into fusing magic and tech as well - though you'll always be a bit better when working with dark magic, by whatever metric applies in the setting.

## (136) Mage Consul [400CP] (GrimGrimoire)

Do you perhaps already know this? You claim that you've never practiced this magic before, but it seems more as if you're dusting off old memories and skills once mastered, rather than like learning something new. Every time you wield a new supernatural art, you learn it impossibly rapidly, and in such a manner that it isn't much like learning, so much as it is showing you something you already knew, but didn't know you knew. And once this process of revelation starts, it will continue for five days, at the end of which it will be as if you immersed yourself in that art for a hundred years, using it every day and with great desperation and devotion. This will not create talent, nor lead you to new insights, as if you hadn't had time to expand on that knowledge. It will be the foundational uses of it, polished to perfection. This will only happen once for each topic you're exposed to, though for a branch as broad as one of the four arts of magic, there are many individual arts, individual topics, for you to touch on and thereby awaken your mastery thereof.

## (137) Opening The Gates [400CP] (Generic Magical Magic)

As a practitioner of the Dark, you are the Conduit of your Patron's power. Who that Patron is is unknown, but they do not seem to run out of power or to be limited in Authorities and Concepts. By letting the gates open and the power crash into you, you become able to emit an 'aura' of a sort. The aura is one that twists life around you to become more fitting to your shape, goals, and ideals. The process itself is irreversible, slowly twisting others to your liking, but its speed of action is tied directly to the amount of power you allow yourself access to. Too much, and you might just explode... Or twist yourself in your Patron's image.
If corrupting other beings is not to your liking, you may also choose to let the power shape itself outside of you, summoning creatures and beings aligned to your Paton's aesthetic and powers. Their strength and capabilities is, too, dependent on how much Magic you allowed through your body and soul, but they alway be useful for the purpose you called them for.

## (138) Lihakut'ak [400CP] (SCP Foundation)

The perfect fusion of genetics and mysticism. It is the right of every Sarkite to cultivate and guide organic matter. This power allows you to make war-machines of flesh, commit unscrupulous medical horror, and unlock the secrets of anomalous viral warfare. Selective breeding of fleshcraft creatures is an option but not the most time-efficient one. It's better for reproducing the biotech you've already made. Living creatures (with ideal results from sapient and consenting) can be reshaped into advanced biotechnology. Any mechanical lubricants or electrical supply issues become unnecessary; the new tool can often make do with its own juices and bioelectricity making them vastly more efficient in any resources needed to operate them. This supreme efficiency works for all biological transformations you cause and monsters you create. Your fleshwarping can produce all kinds of biological monstrosities - whether that means the classic Sarkic Behemoths and Snatchers or brand new cephalopodic many-mouthed abominations of your own design. You're not merely immune to diseases, you've a perfect host for carrying all kinds of biological weapons and improving them – even anomalous ones that help spread the monsters you've built. Tinkering with viruses and manipulating new qualities into them is often a core part of the process for mastering all flesh.

## (139) Glitch in the System [400CP] (Glitchtale)

The timeline of Glitchtale became corrupted due to the glitches caused by the random resets in the middle of the timeline, that shouldn't be possible. The glitches caused different paths to become available, turning some revival of Gaster or Asriel's return. Even your arrival here can be classified as one of these glitches. You're a glitch to the System that rules this timeline. You aren't limited by fate or prophecies. You can laugh in the face of fate. The legendary sword that can be used just by the chosen hero? You can also use it. Only the ones with Determination can defeat someone with an Inverted Soul? If you're strong enough, you can defeat them.

## (140) Partswap [400CP] (Adventure Time CYOA)

You have the strange ability to swap parts of your body out for those stolen from other people/creatures. Magical parts may act erratically.

## (141) OUT OF PHASE [400CP] (Stranger Things)

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

## (142) Perfect Recall [400CP] (Fatal Frame)

With such long and elaborate histories to all of these rituals, traditions, folk tales and such, it's a good thing you have a sharp memory. You now never forget anything, whether factual or emotional. Your mind has a perfect recall index for all of these memories and it apples retroactively back to the moment you began your Jumpchain. Good thing too, because how else would you remember all of those old kanji?

## (143) Sins of the Flesh [400CP] (Graveyard Keeper)

It may sound trite, but in this world sins, as defined by the "Ancient God" accrue in the organs of the body affecting the quality of the existence of the spirit in the afterlife. In some cases this results in so-called Dark Organs that truly cause problems should they be buried with the corpse. With this perk, you are able to see such sins and identify dark organs and can more easily remove such, before either interring or burning the remains. In other settings, this would allow you to do a deep autopsy to accurately determine cause of death (with the science to back your claims!) as well as determine things about the lifestyle of the corpse that would impress Dr. Watson himself. Your skill at organ transplants is also vastly increased.

## (144) Talking Is a Free Action [400CP] (DC Occult)

You know how sometimes people seem to be able to hold conversations or go on monologues during a short leap or cast spells to stop bullets after they leave the barrel of a gun? Well, now you can, too! If you so choose, whenever you begin to speak, time will be

compressed. This effect will not last indefinitely; maybe a paragraph or two can be exchanged in a single instant. Where this really shines is that you can cast any short, verbal spells effectively instantly, thereby eliminating a large weakness of many types of magic. This same effect will also be applied to anyone you are speaking to -- though they cannot use it to cast their spells, only to talk -- and attempting to somehow game this for uses other than talking or casting spells will end it. Oh and no one will find this strange or even notice it unless they happen to be... aware of the true nature of reality.

## (145) Night Creature [400CP] (Hammer of Horror)

You are now superbly talented in creeping and moving stealthily. You find it easy to hide and come up upon others unseen and unnoticed when you desire, your footsteps almost supernaturally hushed, the shadows and undergrowth seeming to position themselves just right to hide you. Not only are you skilled at physical stealth as well. You find yourself naturally skilled at deception, whether simply lying or hiding your inhuman and supernatural abilities.

## (146) Blood of the Lamb [400CP] (Cult of the Lamb)

Power requires sacrifice! A core tenet of all those guided by ambition. Perhaps however, you may take it more literally than most. From now forward, any powers or skills you possess can be augmented temporarily by sacrifice. The nature of this sacrifice is mutable, and anything you can think to give can be given so long as it is something important to you. Precious memories, blood from your veins, even people you hold dear. For that which exists in the physical world, you must be the willing hand that executes your will, taking the knife to the throats of your loved ones and destroying or forsaking your possessions. For more ethereal matters such as memories or powers, so long as you are resolute and certain in your intent, you will find them fading from you. Regardless, anything you choose to sacrifice can never be reclaimed. The more you care about what you lose, the more power it will bestow, and the longer it shall remain with you. Melting your coins to slag may grant you enough strength to see your next swing with a weapon shearing through armor, while slitting the throat of your beloved would see you capable of destroying a small army singlehandedly.

## (147) Lord of the Castle [400CP] (Tsukihime)

Entertainment is the bread and butter of a Dead Apostle’s existence, and there are few things more entertaining than making an army of Dead that do your bidding while you comfortably sip from a wine glass in some far-off castle...or an abandoned building, whatever works for you. Dead Apostles already possess the ability to create things like The Dead or control animal familiars using their blood, even possessing them directly as an extension of their will and receiving sustenance from all they consume. Now, that extends to all things you create by your own hands - any undead or artificial being you create is incapable of disobeying or turning against you, you possess full awareness of their thoughts and an ability to control their minds with a simple act of will, and all things they consume or absorb are sent directly to you, even if you were miles away during the act. In case you’d rather not starve them, you may decide how much you take from them at will, whether some or all or none of what they devour. Blood, meat, magical energy - whatever they devour, the spoils are given as tithe to the true Lord of the Castle.

## (148) Familiar Familiars [400CP] (Soul Eater)

As you can expect, spreading destruction and chaos due to the influence of the Sway of Magic can get you in trouble, especially with people who would hunt you down and kill you. This power is a last resort method of escaping and faking your own death. You have the power to shunt your soul and consciousness into the body of a small familiar matching your animal theme, taking control of it to sneak away while abandoning your original body to its death, leaving those who "killed" you none the wise. You're exceptionally weak and vulnerable in this form compared to your old body due to it lacking the training or biological abilities you once had. While in this form you have the power to shunt your soul into other beings and steal their body, but this is exceptionally difficult due to them having the home field advantage. The ideal targets are children or animals since they'd often lack the will to fight back against you, or an "empty" body lacking that you can simply slide into. You still might lack your old powers depending on how much they depended on your body, but it's better than dead.

## (149) The Shining Path [400CP] (Exalted: Abyssals)

The cult of the Bishop follows a doctrine of escape from the cycle, the idea of letting go to escape the suffering of existence. His cults lie to people, tricking them into leaping into Oblivion. They argue that life is pain and suffering before dying, only to reincarnate into new beings who lived lives equally full of pain and suffering. They say the comforting embrace of Oblivion will erase all pain, end all unhappiness, scourge all regret. Sins will no longer exist, for there will be none alive to commit them. The rich man and the poor man will be as brothers, for there will be no wealth to hoard or covet. All will be at perfect, infinite peace. All will be one with Oblivion. All will be good. And taking the core of his doctrine to heart, you may take a more proactive approach to enter all life into the Void, willingly or not. You may infuse your attacks with the all-consuming void, making it so that whatever you slay can never be brought back. Things wounded or broken by you can never be healed or mended. If you snapped a sword in half, not even a master artisan could put the sword back together from its pieces, for it is forever broken, it’s wholeness consigned to the Void. You may consign the souls of your victims to Oblivion, never to leave a ghost. Only things too mighty to ever truly die are exempt from this, as they instead form tomb-bodies like those of the Neverborn, doomed forever to the agony of the dreaming dead.

## (150) Death Blow [400CP] (Saya no Uta)

It’s not normally the smart ones that push on despite taking terrible wounds but you may just be the exception to that norm. You’re capable of surviving wounds, both physical and mental, that would kill anyone else like you normally. You’ll probably not be in fighting shape for a while and need time to recover but it takes a genuinely crazy amount of stuff to put you down. Even if someone did put in the needed damage to kill you, like splitting you open with an axe from shoulder to your waistline, you’d always have enough left in you to get off one last attack back at them before your body gave out entirely.

## (151) The Ties That Bind [400CP] (Generic Magical Magic)

Everything in this world is like a big ball of yarn. There are invisible strings going into every direction, tying things to each other and interlacing, weaving a tapestry of reality for anyone to study, admire, and touch.
You are one such person. As a Witch, you can feel out the different links between things, be they physical, emotional, or even conceptual in nature, and use them as part of different rituals to affect one thing through another. Voodoo is one possibility, potions are another, and so are charms with symbolism that controls luck.
Wherever you go, whatever happens, these sympathetic links between things will always exist.

## (152) Hyper Keen [400CP] (Inscryption)

It's no superpower or anything, but your sensory acuity has always been really sharp. 99th percentile, at least. In the past, it's been useful to tell at a touch whether a pack's been tampered with, even if it's subtle, but it also helps you see or hear even minor details, such as disturbed soil, or soft footsteps beneath the sound of your house shifting.

## (153) Night Creature [400CP] (Horror Midnight Movie Marathon)

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.

## (154) Chains of Torment [400CP] (Fear and Hunger)

"*What you think of as pain is only a shadow. Pain has a face. Allow me to show it to you.*"
Summon the chains of the Tormented one to ensnare and rend to pieces your enemies.
An absurdly strong magic created by the wretched Ronn Chambara that inflicts devastating damage to body and mind, and causes severe arterial bleeding. In concordance with the nature of its creator, who believed that greatness can only be achieved by an equally great amount of pain and suffering, this spell has a cost to both body and mind.
It saps severely at your mind and requires a grievous wound from which to summon the barbed chains of Chambara, causing you immense pain and inflicting the same upon any poor soul caught in the barbed embrace of your chains.
The number of chains, their length, speed and the dexterity with which you control them can be improved with training and with personal suffering. There is no known power residing in this world that could break these chains once ensnared. The chains will disappear once you stop supplying the spell with your magic.

## (155) Mind in the Machine [400CP*] (Generic Creepypasta)

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

> **Capstone Booster:** Rather than haunting just one machine, you can "spread" a spirit over a group of machines. This allows you to do things like creating haunted radio stations, TV stations, or even websites.

(Editor's Note: As the perk that acts as a Capstone Booster is not in the Tome. You may pay an additional 200CP, which is the price for the Capstone Booster, to obtain the effects of it.)

## (156) Crimson King's Sign [400CP] (SK's: TDTS)

Iconography is a powerful occult tool and a channel for your will. Adopt a sigul to represent you. Now, like the Crimson King himself, when your sigul is recorded anywhere in the entire multiverse, it becomes a one-way channel for you.

- Magically alter the aura of any given location, corrupting ambient magic and weakening mystical defences against your assaults.
- If you are skilled in divination magic, scry at will through any sigul of yours.
- With enough exposure, a certain percentage of people in any area will fall under your thrall.
    - If they never meet you, they will merely dream of you and try to behave vaguely in ways that seem akin to your will. If you have dream magic, exposure to your sigul creates a conduit in their sleep that you may exploit to fully bend them to your will. Such a bond could only be broken by destroying all of your siguls for a 1-block radius and keeping them away from your influence for at least a month.
    - If you make your physical presence known, all of those affected will immediately form a cult around you. The cult's size is proportional to the community, but scales with relevant perks you may have.
- The sigul can also be emblazoned across the sky in a chilling display of raw power. If you like, you can project this display ahead of you into the next jump and a freshly awed/horrified/hypnotised group of cultists will be waiting to greet you. (*This will draw attention from more than just devotees: be warned.*)

## (157) Inanimate Fusion [400CP] (Junji Ito Kaidanroku)

Once it is set in motion, the point where the spiral begins and ends becomes one and the same. With enough time, the spiral's influence will become strong enough to affect the foundations of the world, to the point that even inanimate constructs will submit to its will. While the warping of time fundamentally involves warping the subject's senses, this ability is a blatant violation of reality, as it forcefully joins inanimate objects together. Buildings, machines, anything that isn't alive can be forcefully melded together to form a congruous chain...just like a spiral. When the functions of the contributing components don't interfere with one another, generally the final product will retain the properties of the original. But

because the spiral can slowly blend entities of different natures together as one, when the contributing components don't mesh very well, the resulting object probably won't function as you'd expect it to. Making a long chain of row houses will work fine – but trying to create a massive centipede out of different human corpses and construction parts won't work all that well.

(Editor's Note: Check the notes section of the *Junji Ito Kaidanroku* jump for a summed up explanation of the perk.)

## (158) Madness Release [400CP] (Soul Eater)

With this you gain the ability to temporarily switch your Soul Wavelength completely into one of Madness. The use of this ability causes the user's clothing to become cloaked in black. They gain incredible physical strength and the ability to infuse physical strikes with the power of madness. Due to the conversion of your Wavelength, it also empowers your Madness Wavelength ability, causing even more terrifying hallucinations when applicable. Beware, for using this ability causes your own mind to descend into madness incredibly fast, and tends to wear on the body quite a bit as well. Best used in short intervals, normally a minute or two, with long resting periods in between, normally a few days to a week.

## (159) Dweller of Dreams [400CP] (Fear and Hunger)

"*Strange, I thought, how you can be living your dreams and your nightmares at the very same time.*"
You have a knack for dreaming, able to fall asleep on command. You can enter the dreams of anyone in your vicinity as well as anyone sleeping in a bed you have slept on before. Damaging someone inside their dreams will instead damage their mind. With a brutal enough murder resulting in complete catatonia. The opposite is also true, so be careful not to lose your mind Jumper.
This has another use beyond violence. Hidden inside the dreams of others is a manifestation of their fear, produced by the power of this Perk. If you can find and slay it, when they wake all their stress and trauma will be gone, and their mind will be rested and restored.
Through this method, you may cure any mental illness, up to and including outright insanity. The catch, however, is that the greater the damage to the mind of the dreamer, the more dangerous the manifestation of their fear will be. A mind completely consumed by grief and insanity might just produce an enemy more "fearsome" than you can face.

## (160) Mind Over Body [400CP] (Outlast)

In some environments, you just don't have the tools or materials you require even if your mind is capable of extraordinary things. Now you have a work- around. Through psychosomatic direction, you can get organic bodies to produce what you have insufficient technology to create. This works best in small quantities, so you find it relatively easy to engineer precise molecules, rather than force mass production of raw materials, but you could certainly manufacture things in smaller quantities like inducing growth of tumours of pure lead. This might not seem like much use, but you could achieve functional nanomachine creation with early 20th century technology and human test subjects. In other settings, you could produce local materials that are not found elsewhere using this

procedure on local organisms or bring along test-subjects to maintain a constant source even when you leave the setting.

## (161) Ravenous Fang and Gluttonous Talon [400CP] (Exalted: Abyssals)

While the Abyssal Exalted are still alive, they do not respire the living energy of Creation as most things do. Their Exaltations absorb the Essence that moves in the Underworld, flowing inward from the far fringes to swirl and disappear into the Mouth of the Void. In Creation, and other living realms, the Essence moves all wrong. The Chosen of Death can, however, work around this limitation. Instead of respiring the sickening Essence of Creation, they may feed on their victim's very life to recuperate lost motes. Most Abyssals do so by extending their teeth into sharp fangs with which to rend motes from the flesh and blood of sentient beings, but you have unlocked deeper secrets, allowing you to drain the lifeforce from the living with but a touch or an unarmed strike. Furthermore, while blades of Soulsteel are known to drain the essence from those they strike, you have gained the curious ability to extend this to any weapon you wield and may sup upon these drained motes as well.

## (162) Admonitions of Anguish [400CP] (Exalted: Abyssals)

The Dowager keeps but few Abyssal Exalted. Given the limited scope of her aims, few are required. When she does bring one forth, it is always a child and always takes the title Shoat of the Mire. She never taints the Essence of preexisting Exalted, preferring to slay all beings of such power on sight. This practice baffles the other Deathlords, who cannot imagine why the Dowager would waste Exaltation on a mere child. In return, she considers them fools for granting Exaltation with only the most cursory thought to what their servants would do with such a gift. To the Dowager, each Shoat of the Mire is an experiment and nothing more. Everything the Dowager does, both for and to her children, she has calculated to teach them the pointlessness of existence and hatred for the cruelty of life. Her experiments in child-rearing approach their end. Having applied all that she has learned, she intends to expand her stable of Abyssal Exalts to create a full circle, one whose members call her "Mother" and the Abhorrence of Life "Father". Like her, you will know exactly how to shape the impressional mind of a child to suit your needs. For now, this knowledge is composed primarily of the Dowager’s own experiments in how to create the perfect sociopathic child, afflicted with stockholm syndrome and manipulated into killing for their "Mother". But this experience and skill could just as easily be adapted to shape a child in any direction you would wish, even allowing far more charitable outcomes for a child. As a bonus, raising a child into a healthy state of mind is unlikely to require you make everything in their life (down to the wall mural, the furniture, the toys, and the cutlery) from the soulsteel forged of their tortured parents, grandparents, and generations of ancestors.

## (163) Arithmetic Magic [400CP] (Soul Eater)

Turns out that degree in mathematics is really coming in handy now. At base, you now have vastly improved skill with mental math, but that's only to prepare you for the incredibly complex practice of "Calculation Spells". Calculation Spells are often used to create "place makers" for placing the exact coordinates of where other spells manifest. Examples include setting up long distance, high precision portals, attacking from unexpected angles at a safe distance, or supporting complex yet powerful forms of magic such as "Spatial Magic".

Because of the vast understanding of math required and the excruciating complexity of casting the spell, it is often used with the support of others. In such cases, magic circles are drawn on the ground and the supporting magic casters simply donate magical power to prop up the primary caster's reserves as they concentrate.

## (164) Literacy Magic [400CP] (Bibliomania)

A powerful form of magic based entirely on books and words. Unlike Sealing magic which is focused on the written form and has an indirect and powerful application, this one is focused on a more direct approach of using books as a medium of magic or speech to cause effect. It takes a little preparation as the speaking method takes at least a sentence to invoke a spell while using a book would see you involve a passage to create an effect reflected in the book and as such typically works best with fiction, science and history books. Due to this magic this way is fairly draining but also capable of many great things. As an example this form of magic could when used with the right books even revive the dead. Using a book medium uses roughly 25% of the energy required for a speech-only version of this magic though the book method is more rigid and restricted to what's written. A normal human would only be able to endure 5 speech spells or 20 Book spells due to the energy consumption per day, though the strength of your body and souls enhance it.

## (165) Shepherd the Flesh [400CP] (SCP Universe)

You can make all sorts of chimeras, flawlessly combining genes of many beings into a single animalistic creature. Unless you will it so, they will unconditionally obey you.

> **Capstone Booster:** You can also create entirely new lifeforms, give them self-awareness and all the powers that A Greater Self offers. This is a biological capacity, not a perk.

## (166) Observer [400CP] (Glitchtale)

This is a very simple perk: If the timeline is altered, you'll remember it as it was before, knowing perfectly what was altered. Even if someone is literally erased from reality, you'll continue remembering who they are.

## (167) Blessing Without End [400CP*] (DC Occult)

The Endless are a group of powerful beings, each embodying a fundamental concept of some kind. The Endless are far older and more powerful than mere gods and rule absolutely over their domains. You have somehow caught the attention of one of these beings and have been granted a boon related to their sphere of power.

(Editor's Note: The Blessings can be found in the original Jump. Because each blessing is *400CP*, the perk can be bought multiple times if you have sufficient *CP*.)

## (168) WCJ [400CP] (NieR)

The world wasn't designed for magic. Not this one in any case. It's like a poison to it, the

supernatural. Your own abilities seem to share this same trait, acting like a particularly nasty form of magical poison to those they come in contact with. While you can control this, any who come into contact with your supernatural abilities can be afflicted with a poison that will turn them into a pillar of salt if it manages to infect them. Those with supernatural abilities of their own can resist or even shrug it off entirely, though if they attempt to take your powers into themselves, such as by stealing them, the effect would be strengthened many times over. This supernatural poison of yours will be stronger the stronger the ability it is being used through and, depending on your powers, can be spread over a very wide area indeed.

## (169) Ritual Maker [400CP] (Cultist Simulator)

Hard work pays off, and you, jumper, have spent quite some time studying the occult. With this power you can now create rituals through which others may temporarily access your perks or powers. These rituals can involve anything from chants, to performances, to tools, or even reagents, and if you've purchased the Rites of Initiation, you may even require one or more Principles from this world to be invoked using influences or affinity. All rituals must require at least 10 minutes to prepare and cast, but you can otherwise set the terms and conditions freely. Know that after imbuing any power into a ritual, that specific power will be much weaker for a few days, and unless the ritual has stringent conditions, anyone with the appropriate knowledge may use it.

## (170) Grudge Forged [400CP] (Fate/Legend: TLotRS)

Ibaraki-douji created her favoured bone sword by tearing out the bones of many Oni and settingthem into a forge of her own terrible flames for hundreds of days. A way of sword smithing only a demon could manage, a brutal and unrefined method that results in a brutal and unrefined sword. But that sword is powerful, near unbreakable and holds the furious grudges of the Oni sacrificed to make it, giving the weapon a deadly cursed aura. This sort of feat is much more applicable to your skills now, as you find it far easier to turn your own innate abilities to the work of crafting things. A dragon's fire improves the quality of things forged in it, rather than just destroying the entire workshop. Cooling a forged sword in your own Youkai poison will still cool it as if with water but also imbue powerful toxins into the metal itself. You are able to add your abilities in creative ways to your creations without compromising them. Better still, you're very good at focusing what you create to not harm yourself. Using the bones of hundreds of hate-filled demons to create a cursed sword would direct those curses at your enemies, not at the original wielder of the sword. Noneedto worry about life draining demon blades if you're at the source of them all.

## (171) Claiming the Vulgar Obloquy [400CP] (Exalted: Abyssals)

The Walker built his citadel on the ruins of the House of Bitter Reflections, formerly the home of Princess Magnificent with Lips of Coral and Robes of Black Feathers. His principal shadowland, now called Walker's Realm by all who dwell nearby, is reasonably close to Great Forks. Unfortunately for the Walker in Darkness, his domain bears a curse. When the Princess Magnificent fled this territory, she resolved that if she couldn't own this shadowland, no other Deathlord would either. Mortals approaching the domain turn to dust and blow away on the wind, leaving their cold ghosts in its wake. Those who must breathe choke and die in the lifeless miasma within the domain. And though the Exalted enjoy some immunity, that only means they die more slowly. Even the Abyssal Exalted are affected by this killing might

of the curse, which means that the Walker's servants cannot remain in his domain for any significant length of time. Taking a page out of the Princess' book, you may lay such terrible curses of death that even other Deathlords would be unable to remove them. But, perhaps more importantly, you also know how to lift these curses. Your own may be lifted by but a word, but those of others may take more doing, research, and depending on their strength, may take an awful lot of preparations and highly specific circumstances, but eventually you will find a way to break any curse you might encounter.

## (172) Universal Transplants [400CP] (Inscryption)

Losing body parts is not uncommon in this cabin. Getting them back is...also tenable. Given a suitable substitute, you may replace a missing organ, tooth, or other body part with a minimum of fuss. Just pop it in. What's more, if that body part had any unusual abilities, you'll find those abilities have passed themselves on to you.

## (173) Harbinger Of Greatness [400CP] (Generic Magical Magic)

The power of your Patron flows through you, Apostle. Unlike the Champion, you do not learn nor earn anything from them. Unlike the Dark practitioner, you do not let their power flow through you and into the world. No, you are an extension of your Patron in this world. More than an emissary, you are an arm, a hand for them to claw at reality and spread their influence. Whenever you wish, you may let your true purpose do its work as the Magic suffuses the land around you, blessing it, cursing it, twisting every natural laws and rules of reality into your Patron's likeness.
This is the power to change the world around you. Sanctified grounds where the hurt are healed, cursed lands spawning monsters of darkness ceaselessly… Anything and everything may happen when the Outsiders become part of this world. The longer you stay in one place, the further the influence spreads. But, if you wish, you have the ability to let it recede much faster than it came.

## (174) Object Handling [400CP] (Inscryption)

So the data on the disk might be a key of sorts, and it might be a little possessed, but that's not going to get in your way. When handling supernatural items, you can manipulate, reprogram, and generally alter them as though they were a normal version of that item instead. Your changes might affect its paranormal qualities, but those qualities won't prevent your changes.

## (175) A Scholar of Sin [400CP] (Dark Souls Series)

This world of souls may be a world in danger of stagnation, of falling into an endless abyss, but that does not mean that there is no chance for progress, no place for growth. And so, like a few other beings before you, you have a mind that allows you to progress evermore. From now on, you will never find yourself lacking when it comes to scholarly pursuits. When it comes to the creation of esoteric and vile artifacts and monstrosities, you excel, capable of matching the skills of Pontiff Sulyvahn and even Aldia. And much like those two, if you are willing to harden your heart and sacrifice the lives of others, the progress you make within any scholarly pursuits, no matter how vile or unique, shall be magnified almost thrice over.

## (176) Metacognitohazardous [400CP] (SCP Foundation)

*Periods of interaction with Jumper should be limited to 30 minutes.*
Cognitohazards are a messy set of skills. They can quickly spiral out of control, especially the spiral-class hermeneutic ones. Threats that immediately begin warping the mind and body just because they have been perceived are extremely hard to counter. Luckily for you – you aren't in the business of countering them but creating them. Why cast a spell when you can make it a smell? Any of your existing powers can be adjusted to operate through the same mechanisms as cognitohazards. Sight-based, sound-based, etc. You can alter how your abilities target by changing them into any form that can be perceived. When you make such a hazard, you can also create/specify the unique kind of sensory experience required to trigger it. These new tastes or textures can't be anything anomalously harmful on their own but take as much energy to make as the original ability would have drained. The main limit is this won't make powers take effect any faster than they would before. It just provides endless new methods of targeting by giving your abilities the ability to target based on new cues you make for them.

## (177) All Pupil [400CP] (Outlast)

While this might usually refer to someone who is catatonic, you are incredibly perceptive. While you still might not be able to see in the dark or possess enhanced senses, you can pick up every detail of what your senses can perceive. You would immediately realise if someone has drugged your drink due to the bitter taste as you start to drink it or notice if someone who was supposedly poor had expensive Swarovski figurines in their caravan. You might still need the knowledge to recognise such things, but at the very least you will be able to notice whenever anything seems off or out of place.

## (178) Receptive Mind [400CP] (Lovecraft Midnight Movie Marathon)

Being able to find information is useful, but you have to be able to learn from it for it to have value. And you will learn from it. Your mind seems to absorb information like a sponge. Your memory is improved significantly, able to recall minor details with ease, and taking in information on the first try and retaining it. Beyond improving your memory, you simply seem to learn better assimilating information and acquiring and improving skills faster than normal. You are also somewhat resistant to the hazards of information you absorb. You will not go mad from the revelation, even if you learn humanity is meaningless in the cosmic scheme.

## (179) Chaos is my Reality [400CP] (Glitchtale)

*CHAOS! CHAOS! CHAOS!* The magic inside you is a bit "chaotic", even for the pattern of this multiverse. Like a certain jester (Don't worry, he's not here ...I think...), you can use your chaotic magic to distort reality to achieve some cool feats. Firstly, you can freely teleport to anywhere within a radius of 10 meters from you, as long as you still have energy. You can transform yourself on any weapon that you're currently holding and transform your weapon into a clone of you. Along with this transformation trick, you can temporarily multiply your weapons up to four versions of it and every one of them can be used to create a clone. As a final trick, whenever you suffer a fatal wound and still have enough energy, you'll automatically transform into a weapon form to recover from it, during an entire month.

## (180) Shinzou「神像」[400CP] (Princess Mononoke)

Spirits grow just as humans do and in the past, Mononoke could grow to colossal sizes, enough to inspire fear into the hearts of men. Though the times are changing, and Mononoke of that variety are no longer as common, the potential to become akin to the Mononoke of old still remains within you. A Mononoke's physical body reflects both the years that they have seen, as well as their spiritual strength.
Time isn't necessarily a factor you can control as a Mononoke except by continuing to survive, but you can affect your spiritual strength through direct means. As the pool of spiritual energy that you possess grows, the limitations of your physical form will lift, allowing you to grow even larger in size. As you'll come to understand from other Mononoke however, it is possible to influence the size of those around you as well. A strong Mononoke willing to spread a bit of their strength around can enhance the rest of their tribe. Nowadays though, faced with the humans threatening extermination on their doorstep, there are few Mononoke who can spare the time or energy to such pursuits.
Beyond simple growth, few Mononoke are capable of directly manipulating their size – but that is not to say that it isn't possible. With a high level of control over your spiritual powers, it is possible for you to shift your size between that of your maximum and your original base before any growth took place. Perhaps if you could find the Forest Lord, he could enlighten you further as to how shifting your form works – but few have ever earned an audience with that legendary beast.

## (181) Manifestation of Will [400CP] (Hollow Knight)

Spirits exist in this world, bound to it because of past desires, or even a lack of realization of their own demise. While they may be spirits, they can interact with the world almost as much as a normal person can, capable of manifesting objects and weaponry out of Dream Essence to aid them in combat against those who might defile their graves. You've learned to do similar, with practice. By honing the image in your mind and manifesting SOUL, you can create phantasmal weaponry and armor, just as durable as the real thing. One can utilize these blades via a telekinesis-like effect, hurtling them towards enemies like spears. Each takes SOUL to use, and armor requires a channel of SOUL to continue existence.

## (182) Anatomical Dyscrasia [400CP] (Junji Ito Kaidanroku)

Having a bit of medical expertise can't hurt, even if you only know enough to keep your own body patched up. Granted, the unorthodox procedures involved won't help you pass any medical licensing examinations, but it'll definitely help you survive even if you don't have the necessary tools or supplies out on the field. All you really need is an organ to replace any that you've lost, and even without the necessary tools you'll be able to graft it into your body without any of the potential risks.You could technically use this to add organs into your body though exactly what this does for you will end up depending on the specific organ, and generally, any organ that isn't native to your body won't be as efficient as those that are. There is also the natural limitation of your body size that needs to be considered, if you can't fit all of the organs into your body then they're not likely to do you any good.

(Editor's Note: Check the notes section of the *Junji Ito Kaidanroku* jump for a summed up explanation of the perk.)

## (183) Bioresonance [400CP] (SIGNALIS Gauntlet)

The mysterious power that both permeates the societies of this world and is yet so badly understood, Bioresonance is an ability observed and carefully preserved for certain brain patterns. Most commonly known is the ability for bioresonance to, unsurprisingly, resonate with the minds of others - making instant communication over distances, psychological repair and memory extraction possible. Yet, few are known to actually be capable of such feats, with the few who do either lauded, feared, or existing as Replikas. You are counted amongst these, considerably bioresonant as a Kolibri Unit would typically be - meant to stabilise other models and grasp at secrets within the minds of others.
The nature of this realm allows for more intense exploitation of these abilities, if you put in the effort. Abilities such as manifestation of replicas of yourself, or the reclamation of infected Replikas, are possible. However, in future worlds these options would only be possible within realms such as dreamworlds or the like.

## (184) Community [400CP] (Magick)

With some preparation and materials (mostly blood) you are capable of performing a ritual to convert someone into a cultist. You get to specify what they worship. They're capable of being subtle and innocent until it's time to strike! However those of strong will are able to resist. The effect slowly wears off over the course of a year so use them while they're still new!

## (185) Mental Hard Drive [400CP] (Monster)

You gain an infinite capacity for storing memories, with these memories being as detailed as if you were experiencing the moment firsthand again. Additionally, you gain complete control over your memory, being able to lock away, alter, or instantly recall them at your leisure. This perk optionally comes with a unique tic, such as typing on a nonexistent computer keyboard or tapping in morse code, if you want.

## (186) Eye of the King [500CP] (The Dark Tower)

Some places are so corrupted by evil, that they begin to exert a kind of weight of their own, a power that twists all those who come into their borders. You have the ability to create such places yourself - usually by committing unspeakable crimes, that forever taint the place - haunting it with memories of the terrible actions that took place.

## (187) Major Boon [500CP] (Generic D&D 5e)

You can have one Major Boon for this. This could be proficiency in everything, immunity to all forms of a type of damage, or similar. "Boon of the Stormlord" is an example of a Major Boon. Full list in the notes. Yes, you can buy as many of these as you damn well please. How far into debt will you go, though?

(Editor's Note: Alternatively you can go and search up a homebrewed Major Boon. However you can't choose anything, it must be related thematically to the Darkest Tome, and be similar in power to the Major Boons in the notes section of the *Generic D&D 5e* jump.)

## (188) Lichcraft [500CP] (Generic Necromancer)

You have the ability to feed on the soul of a creature to empower yourself. This may be a literal feeding where you ingest the soul or it can be you draining the power of the soul into yourself, either way, the end result is the same. You have ten slots within yourself that can be used to store a consumed soul, giving you unlimited access to the memories, skills, and abilities of the consumed soul. You can also draw on any magical power held within a soul, using it as a battery for your own abilities.
To help facilitate the acquisition of a soul, you gain the ability to bargain in souls in much the same way a demon is known to be capable of, allowing someone to give you their soul in trade for a service or object. Such a soulless creature is much the same as they were, but their emotions and empathic abilities are blunted and they are more easily influenced by the individual holding their soul, ie: You. You can choose to forgo this blunting if you so desire and can instead take a fragment of the soul, gaining a proportionally lesser portion of the creature's skill when slotted, if you have moral issues to taking the soul in full. A full soul could be constructed from these fragments of souls you have collected, if you can figure out the methodology.
At any time, you can release one of these souls and allow them to pass on, making room for a new soul to be added. Until a soul is released, however, they cannot be restored in any fashion. Alternatively, you can choose to burn away a soul in a slot to revive yourself from death or to prevent your death from taking hold, fully healing yourself to peak condition in the process. This is a complete destruction of the soul and a creature whose whole soul is burned cannot be revived in any way.

## (189) Blessed Be [500CP] (Seven Deadly Sins)

You have gained three great boons from the gods. From the Supreme Deity you were given protection from the Commandments as well as all Dark Curses and from the Demon King you were given knowledge of the magic of the demon realm as well as immunity to brainwashing and possession of others. These things are quite incredibly powerful not to mention useful. I mean who knows what you could do with all that knowledge and power. Not to mention the fact that how you obtained this is up to you. Did you trick the two gods into giving you these blessings or did they give them to you for nothing else but their love of you. Every jump you may gain three other boons from gods in other worlds. Up to one from three different gods. This could be knowledge or immunity to a certain thing. Maybe you gain knowledge of swordsmanship or magic or perhaps you wish to learn of the secret knowledge the gods hold.

(Editor's Note: You will instead be granted a boon from three separate gods each originating from any of the Jumps in the Index. And the gods can't be from the same jump, I suggest getting a randomiser for this. And nulling the 'gain three boons every jump'. Also I have increased the price from *400CP* to *500CP*.)

## (190) Indestructible | Percolate [600CP] (Magnagothica: Maleghast)

**Indestructible [200CP] (Magnagothica: Maleghast)**

Well, not quite - but the fascinating cocktail of toxins, diseases and drugs swirling throughout your body seems to have rendered you immune to all forms of poison and disease. You can still experience any positive effects from drugs or other substances, and can still catch any

disease, but you won't suffer any negative symptoms. You can also restrict any such hazardous materials within your own body from spreading to others; e.g. if you want to take a blood sample, you can keep them out of the sample.

**Percolate [400CP] (Magnagothica: Maleghast)**

Your body is your temple, and your worshippers are the countless plagues that swirl in your bloodstream. Your body 'stores' samples of any poison, drug or disease, and with the power of the Filth Devil you can force those to replicate, re-producing, combining or excreting them as you wish. This still takes matter from your body to produce, so you can't just pour out tidal waves of alcohol or toxic sludge, but you'll never be without a source of poison.

## (191) Bloodlines [600CP] (Hazbin Hotel)

Tell me, have you ever wondered why Angel Dust looks like a spider? There's a funny thing about that: His entire family does. Apparently, it's symbolic of their web of crime and influence, given that they are a Mafia family. That gives Angel Dust quite a few abilities, such as the capability to have up to six arms out, poison fangs, you get the idea. Or to put it differently: Your power can be shaped by the blood running through your veins, or similar connections at any rate. And you can use that to your advantage now. You may choose one character, though it can't be an Overlord unless you have the Prince[ss] of Hell origin, to be somehow related to, be it literally by blood, being gifted a fragment of their power, or other means of your choosing, and gain a weaker copy of their abilities you can train up. Doing so though may take a while. ...

(Editor's Note: Check out the Hazbin Hotel wiki and select a sinner character. But with the introduction of new and more powerful hierarchies of characters after the pilots of both Hazbin Hotel and Helluva Boss. As well as their showing of power. I'd say choosing an Overlord would be fine, both old or new makes things more interesting. But that's that, so no Seven Deadly Sins or Goetia Demons.)

## (192) Melder of Dreams [600CP] (Hollow Knight)

Your inner strength has blossomed, and your manipulation of the realm of Dreams is second only to several Higher Beings. Within a dream realm, your power, your magic, everything you do is enhanced greatly. However, of more note is your manipulation of these realms. You've learned how to influence others through dreams, coercing them, giving them suggestions, even direct mind control if done for long enough. Expending SOUL can speed up this process.

## (193) Remnant [600CP] (FNAF Personalized)

The gooey goodness that keeps broken 'bots moving and is probably made of souls, Remnant makes this world go 'round. You can now see it in the air, and absorb it into yourself to use it later. Remnant takes the form of any number of colorful glowing metals and can be used to gift pretty much anything with limited to total sentience, as well as enhancing their physical capabilities. There's oodles of it floating around in places of suffering, and you have the unique benefit of not accidentally shoving the personality and memories of the dead into what you put remnant in. Alternatively, you may take this option to receive a pile of metals infested with Agony, which has similar effects to Remnant.

## (194) Ritualistic Obsession [600CP] (Bayonetta)

There are dark secrets in the world, friend. Whispers of the occult, of beings who command the living to sacrifice themselves to ascend... of the connection humans share with a world that most of them cannot even see. How fortunate of you to help them along. You have gained knowledge of how to initiate people to this strange side of the world and awaken their inner connection, granting unique spiritual powers... by perverting the rituals of the Paradiso, imbuing them instead of killing them. It will not grant incredible power off the bat, but the potential tools they gain might help them find their own path.

## (195) Lawgiver of Death [600CP] (Exalted: Abyssals)

The Children of Dust have a penchant for leadership and treachery. They often lead their circles, possessing the guile to hold a circle together in spite of rivalry or dislike. In Creation this tendency to leadership is often stifled by their Dark Fate. As the burden of Resonance makes direct control extremely difficult, these deathknights produce social change through proxies, conspiracy, terrorism or other indirect means. But it is in the Underworld itself that their true potential for leadership shines through, for it is there that they may act with the full authority of the murdered architects of the universe. Necromancers and Deathlords might rule the dead through fear and spells of binding, but you have no need to force obedience through such methods. The dead know their rightful ruler when they look upon you, and most shall be eager to follow your commands and swear themselves to your service. While the mindless, reanimated dead will not gain the faculties to swear themselves into service, you may still command them as you will and they shall never raise their rotted claws against you. Even those ghost and mindless undead bound through necromancy refuse to act against you or disobey your orders. Just, don't expect such mighty rulers as the Deathlords to prostrate themselves. But a wise king need more than obedience, and you too have gained the virtues a good ruler needs. Being an old hand at matters of court and government, at the labors of bureaucracy and lawmaking, and at that most important of talents... delegation. Knowing whom to trust with which aspects of your realm, and whose counsel you can trust to be wise.

## (196) Apex of Power [600CP] (DUSK)

You've poured through countless tomes and witnessed unholy sights. You have learned to twist and grow your magical potential to the point where it's very energies coat you like a protective sheath, acting as a potent magical shield to deflect blows. Your hands crackle with energy akin to a flamethrower and can conjure chilling winds to freeze foes in place near instantly. You have gone further than anyone else within the cult in terms of magic, and even they admit a respect for your craft.

## (197) Down The Rabbit Hole [600CP] (DC Occult)

You have the peculiar ability to borrow power from others. By touching someone – or something – else, you may temporarily steal any and all magical abilities they have. There is theoretically no true limit on the amount of powers you hold, but the more you steal, the less time you will be able to hold it. For instance, power stolen from the Spectre would flee your grasp in mere moments, where power stolen from a normal magician could be used for hours on end. You also gain all of their knowledge relating to the use of the stolen powers.

Be aware that this may also result in other odd reactions; stealing the power from a rhyming demon would compel you to speak in rhymes, for instance. Stealing power that is sufficiently alien to you may result also in catatonia or damage to your sanity.
And one final thing: your clothes transform into a hybrid of yours and those of the beings you steal power from while you retain the power. Not that big of a deal, but stealing from a ton of different people may result in some horribly unfashionable outfits. You cannot use the power you steal to permanently increase your own power in any way.

## (198) Eye of the Mind [600CP] (Wizard 101)

You have awakened to the highest mysteries of Conjury, and know now beyond all doubt that the world we live in is defined only in the Mind's Eye. Merle Ambrose himself respects the weight of your imagination. Deep in the shadows 'twixt Fire and Ice, old stories still live, and you know them all. You may now make Spell Cards out of any myth, legend, fable, or tall tale you know. All summoning magics are doubled in power, and should you be capable of creating minions you may now make twice as many. You are shrouded in an aura of mist and Mythic energy, as if you had simply stepped off an ancient fresco into the world, and all works of art seem to gain vibrancy in your presence. You may toggle this aura at will.

## (199) Crafter of Relics [600CP] (Cult of the Lamb)

Perhaps you share some kinship with mad Chemach, visitor. You now hold the ability to create relics, items of power containing the faded essence of powerful beings. A relic can be crafted from anything, so long as it holds some link to a being of great power. A favored weapon, a well-loved keepsake, or a piece of flesh, all can be made into relics, usable by anyone to channel the dregs of power held within. Be wary, though a being need not still live for a relic to be crafted of them, those who do still live may be unenthused at the idea of their powers being used by another.

## (200) Gateway to the Otherworld [600CP] (BLOOD)

The Otherworld is a cruel and vicious place that none ever return from; to even create a portal out from the inside requires the full, ascendant power of Tchernobog on your side. With this, you have the ability to create portals to this otherworldly place (with a one year cooldown). While going inside yourself is certainly a bad idea, you can dump any problem you don't want to deal with in there.... Like, say, the weakened avatar of the most powerful Eldritch god. Huh, funny how this sort of thing works out.

## (201) Then is Heard No More [600CP] (Library of Ruina)

Life in the City is not for everyone, or anyone really. But for a few people, it breaks their resolve completely and utterly, drowning them in despair until they simply hyper-fixate on a single desire of theirs. Those seeded with the Light who go through this process become Distortions, monsters of the mind, and failures of the ego. Perhaps for a certain fee we could make you have gone through this process, but not lose your mind (at least not, from Distorting). A chef desiring to bring new flavors to his failing restaurant might gain the ability to pull the thoughts from people's minds and cook them into delicious ones, more ready to appreciate his work. A gunman who lost faith in humanity might gain the ability to test people by firing bullets that force the victim to relive their trauma, and will surely destroy them if they

fail to overcome it. A lonely photographer, shaken by the thought that none may remember them, might gain the ability to draw in and take photos of people that slowly cause all their connections to wither away along with their will to live. An aspiring professional pianist... well, you're not getting power on his scale just yet, but suffice to say, the Distortion can cause all sorts of calamities regardless of the original focus. As you feed deeper into your despair and fulfill the one remaining desire left, you will gain more and more esoteric abilities, as well as the ability to warp the very scenery around you into a representation of your mindset.

(Editor's Note: This perk does have a capstone boosted effect, it can be found in the *Library of Ruina* jump. The perk EGOtistical is the capstone booster)

## (202) Archangel Blessing [600CP] (Cassette Beasts)

You have gained a blessing from an archangel, an unnatural power that distorts the world around. This could be a blessing similar to that given by the Mer-Line to Magikrab, granting it a large boost in intelligence and significant magical power. It could be a power based on the way that the archangel would break the rules in battle, perhaps giving you the power to puppet someone's actions or alter your size, depending on which archangel has blessed you. Whatever shape this power takes, the nature of the archangel makes the power 'more real', giving it an additional potency when competing with abilities in the same area.

(Editor's Note: Here's the wiki for the Archangels, they're more like egregore eldritch beings than actual angels.)

## (203) Door Lord [600CP] (Death's Door)

This is the ability that gave the Lords of Doors their title. With a wave of your hand and some soul power as a catalyst, you can link two locations in space. With a further expenditure you can make the gate more permanent and stable by creating a door. This can even work linking to nearby dimensions, though doing so may require the power of a being attuned to the dimension to do so. These doors you create can also be sealed by you preventing their opening, how strong a seal this is is dependent on how much soul power you put into it. Particularly strong seals may also require specific materials to form the door from as an additional cost. It may be possible to shut a concept out of the world, if enough preparation is made with this power.

## (204) Light in the Darkness [600CP] (Horror Midnight Movie Marathon)

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.

**Capstone Boosted:** 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.

## (205) Resilience to Resplendence [600CP] (Sunless Skies)

The Great Chain of Being holds a place for all manner of entity and being, be they mineral or Guest, plant or Fluke, cat or Judgement. While a few things are excluded entirely, such as the Finger-Kings, humans do have a proper station in the Great Chain. Truth be told, that station is rather close to the bottom. For a human being to even survive standing in the presence of a being much higher on the Chain, like the daughter of a Judgement, they would have to undergo a radical transformation. Eyes become gemstone, thoughts become song, tongue become fire, and skin become Correspondence. While in such a form, you can withstand the awful presence of divinity, while corruptive entities will find no purchase in you. You can induce such a transformation in yourself at will. At first, it will be a temporary one, and exhausting to maintain, but with practice, you can maintain it longer, even indefinitely, or manifest only parts of the transformation for their incidental benefits.

## (206) E.G.O. Manufacturing [600CP] (Lobotomy Corporation)

PE-Boxes gathered from your energy can be used to create weapons and armour based on your abilities. The more powerful the gear, the more PE-Boxes required for manufacturing. Also, while normally abnormalities provide one weapon type and one suit taking their most prominent features, you can decide their forms and abilities on a per item basis.

## (207) Mental Monologue | Insane Power [600CP] (Control (Remedy Entertainment))

**Mental Monologue [200CP] (Control (Remedy Entertainment))**

You never need to be lonely when you can have conversations with yourself. You can, at will, hold a conversation within your own head. This can include any entities or beings who you might happen to be hosting, but even if you are the only tenant within your brain, you are able to basically make duplicates of your own mind that you can talk to and bounce ideas off of. Even better, this mental discussion can seem to take several minutes as you deliberate, but will only take a second or so on the outside, leaving those watching you none the wiser that any such discussion took place.

**Insane Power [400CP] (Control (Remedy Entertainment))**

*The egg cracks and the truth will emerge out of you.* Paranatural power relies on viewpoint. A subjective view is needed to truly make the most of the gifts you have been granted, but the purest view can only be seen when one releases the tired strand of the chain known as sanity. You can allow your mind to slip into madness, distorting your view of the world, and in so doing, vastly increasing your ‘parautilitarian’ powers. Other powers that rely on supernatural forces can also benefit from this descent. Or perhaps it would be better characterized as your mind rising to a new vista of maddened clarity?

## (208) Fulfilment of the Contract | Advanced Ritual Art [600CP] (Duel Monsters - The Shadow Realm)

**Fulfilment of the Contract [200CP] (Duel Monsters - The Shadow Realm)**

Summoning Ritual Monsters is often a costly endeavor in terms of magical reagents and whatever else the creature will desire. You may not want them around, either, but...you've found a workaround at least. You can create a "Contract" with a Ritual Monster or a similarly powerful and alien beast, now. This mystical pact will grant you a measure of that being's power as long as you stay to the precepts of the contract, which is often decided by the Ritual Monster themself (though you're free to bargain with them safely.)

**Advanced Ritual Art [400CP] (Duel Monsters - The Shadow Realm)**

"Preparation of Rites" may grant you the knowledge and theory, but you've got ritual magic down to a science! You can easily prepare and execute a summoning ritual, no matter how specific and easily-flubbed, as long as the materials are available to you. Not only that, but with this you can guarantee that the Ritual Monsters of the Shadow Realm are capable of answering your call, no matter how far you are from the world itself.

## (209) Shadow Magic | Greater Shadows [600CP] (Gemcraft: Frostborn Wrath)

**Shadow Magic [200CP] (Gemcraft: Frostborn Wrath)**

Having no body can be a bit of a problem... for some. For you? Not so much. See, lacking a body means phase through solid matter with nary a twinge of discomfort. For a small amount of mana, you could even phase through energy barriers or magical defenses. If you happen to have a body, well, that's no real detriment, since you now know how to temporarily convert your body to that of an Apparition, though that process takes a small amount of mana. Incidentally, the same process can be reversed by those without a body to transform an Apparition into a Wraith temporarily. Same ghostly appearance, but made of flesh. You may, at will, cause a localized disturbance in any remote viewing device aimed your way, or even aimed at an area you're currently heading towards. The strength of this disturbance depends entirely on how much energy you put into it, but at the very least it will appear as static, and could simply black out all but the most powerful of scrying methods entirely.

**Greater Shadows [400CP] (Gemcraft: Frostborn Wrath)**

The Forgotten can be said to be the Queen of Shadows, for her most powerful servants are known only as Shadows. Shadows possess many terrifying abilities, and this perk unlocks them for you. Not only can you now liberate a gem controlled by another Wizard from its socket, but you can craft projectiles and even pseudo-demons out of pure shadow (and mana). These Shadow Projectiles and Shadow Spawn will always head directly for the most powerful energy source in the area and attack mindlessly, but they're incredibly cheap to produce, so what do you care if they die in droves?

However, this is not the limit of your power, for you possess a trio of unusual abilities. First, you can expend some of your energy to disperse yourself into a cloud of shadow that is immune to all forms of direct damage. In this form you can rapidly travel long distances, but the longer you maintain this form the more draining it is. Second, you can collapse into a tight, virtually undamageable, ball of shadows in which you rapidly recover from damage you've suffered, but you're unable to take any action or move while in this form. And last, you can use your shadow powers to "possess" any soulless creatures around (such as

demons) and grant them increased health, boosted defenses, and speed... plus potentially shields, regeneration, or other buffs that you might know how to grant. You can control those you've possessed, but it is a clumsy control and requires a constant application of will.

## (210) Let the Wrong Ones In [600CP] (Omnibus New World of Darkness)

You don't quite fit into the world, but between the two of you, the world will give out first. You're a walking doom, aggravating the nascent horrors of the world and opening cracks to a realm beyond, cracks through which strange and nameless things will creep into this world. Places you stay will become uncanny and cursed, every crime begetting monsters and every wrong step letting horrors proliferate. The essence of the land will be subverted and poisoned, and in time true monsters will inhabit every shadow. Those who enter a world through your power, or who are twisted by your stay understand their debts and will pay them back. Your dreams will be filled with insights gleaned from madness, misfortune and disaster will plague your enemies, and things will quite literally break in your favor again and again. You can stop harming the world whenever you wish, but you'll stop accruing debt when you do.

## (211) Der Freischütz「魔弾の射手」[600CP] (Princess Mononoke)

For centuries, the people have been worshipping the Mononoke, respectfully yielding to their demands and making sacrifices in their honour. But if this land is to change, then these antiquated traditions must be done away with, along with the spirits that they're tied to. Even a God can be taken apart, once the people realize that they aren't as omnipotent as they seem. If humans were capable of empowering these spirits with offerings and sacrifices, then humans will be capable of taking them down with their own techniques or technology. Many of the Mononoke and spiritual beings in general possess an amazing resilience towards the weapons which were brought over from across the sea. Despite the sheer power of these weapons, which are capable of blowing men apart, the spirits seem to be able to endure many shots off of willpower alone. This is especially prominent when it comes to spirits that have seen decades come and go. But where there's a will, there will be a way, and you have a means to penetrate these formidable defences the spirits possess. It won't be pretty or merciful by any means, but then the Mononoke have never bothered to spare the humans any quarter either.

Regardless of whether you channel this through the weapon in your hand or through the techniques that you bring to bear on your target, you can infuse the anger or hatred that you feel for your mark and inflict upon them a lingering curse. While the wounds that you inflict can be treated, even recovered from in time, they will grow in intensity and spread through the victim's body should the victim submit to the anger or hatred that you infused into the blow. Naturally, if they harbour thoughts of retribution or resentment, this would only accelerate the process. Even old wounds can open up again, the more they fixate on these negative sentiments. Without ridding themselves of the mental influence from the curse and banishing the thoughts completely, neither the curse nor the wounds will vanish.

If the mind succumbs before the body, the victim risks becoming one of the vengeful spirit of old. The humans from decades past called these spirits the Tatarigami, and they existed as entities stripped of reason and logic – driven only by a destructive desire to act out whatever negative emotion overwhelmed them in the first place. Tatarigami aren't all too common,

given that most will succumb to their wounds before their mind is overwhelmed. But considering that your curse works just as well on mere men as it would on the Mononoke and other spirits, it isn't completely out of the realm of possibility for a human to become a vengeful spirit in this fashion.
I don't think we need to warn you to exercise temperance when considering whether to inflict such a curse upon a target.

## (212) Skill Perks [600CP] (The Elder Scrolls Series)

It can get a bit frustrating when training a skill, with no noticeable proof if you have improved, though that may not be the case for you. As you get more skilled in an area, you will find yourself gaining minor perks to better improve your capabilities, often in a way that reflects and compliments how you use them.

## (213) Union [600CP] (Generic D&D 5e)

You fully integrate and control the seed of power gifted to you by your benefactor, thereby mastering it. You no longer need your benefactor in any way. Additionally, you gain the ability to cast spells that they can. If they have an innate spell ability, you have it now, as well. If your patron was a fey you gain the ability to cast major illusion at will, if they were a pit fiend you can sling fireballs, just like they can! If your patron was Jump-Chan, you gain the subclass-specific spells a knowledge cleric would have as innate abilities.

## (214) Unraveling the Mystery [600CP] (Horror Midnight Movie Marathon)

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.

> **Capstone Boosted:** 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.

## (215) Brilliant Mind [600CP] (House Of Horrors)

You have a mind on par with that of Doctor Frankenstein at unraveling the secrets of the world around you. You could invent a means of separating man's good from his evil, of resurrecting dead bodies as new life, scientifically find the soul and trap it, and various other marvels of science. Yours is a mind which looks at the world and works out how it works, although it is most effective in the biological sciences, and how to apply that knowledge; this does not grant you any actual specific knowledge but instead aptitude. Though do be careful when dealing with the science of life and death one can oh so easily create a horror all their own.

## (216) Grafted Malice [600CP] (Fear and Hunger)

"*All things can be conjoined. Blasphemy is a mere contrivance.*"
This is a terrible power indeed, Jumper. You are now capable of grafting the souls of others onto your own in a grotesque and unholy fusion between ritual and surgery, allowing you to make use of whatever special quality that soul possessed. Once a soul is grafted onto your own it can never be made separate again, and the mind of the person it once belonged to is forever gone, torn to shreds by the procedure. This takes focus, and thus, cannot be used during combat, normally.
In this world, the only souls which possess unique properties can be found inside the dungeons of Fear and Hunger, but in future Jumps, any being possessing a unique power will also possess a unique soul. This cannot be used to gain non unique powers. Grafting the soul of a wizard in harry potter will not make you one, and grafting the soul of a new god will not give you divinity, but grafting the soul of a Shinigami, from Bleach, would give you their unique Zanpakuto, likewise, grafting the soul of Great One, from Bloodborne, would elevate you into one.
This Perk requires the soul to be without a body and incapable or unwilling to fight you.
For the purpose of this Perk, you may automatically acquire and store the soul of any who are slain in your vicinity within yourself, for later grafting.
Additionally, you may safely remove a soul from a Souls Stone for grafting purposes, but not from cursed items. Anything capable of seeing your soul will be absolutely horrified to see the result of your grafting, inducing vomiting in all who possess a weak stomach, and, quite likely, hostility.

## (217) Non-Euclidean Mind [600CP] (Generic Creepypasta)

Unique insight into the nature of reality has given you the somewhat troubling ability to bend space, or at least build structures that bend space. You can build things like buildings that are much bigger on the inside than their exterior would suggest, tunnels and halls that cross continents, even a series of connected spaces that randomly move you between them whenever you enter a door. The limiting factor is that you'd need to spend the same amount of resources as constructing the actual structure would be, although thankfully you won't need to spend as much time; a bigger on the inside house would use the amount of materials that the bigger insides suggest, for example. In addition, your twisted mind helps protect from mind reading, as your mind is as labyrinthine as your creations.

## (218) Mr. Door [600CP] (Control (Remedy Entertainment))

You are a worm through time. The thunder song distorts you. All of reality resonates with a common song, and you can hear this melody. More than that, you are capable of playing on the instrument of your own self, altering your resonant tune to attune yourself to the song of a different world. You can tune yourself lightly to view a new world, spying on parallel realms where history has diverged or the fundamental laws have fallen in a different configuration. You can feel out these worlds to identify what dangers you might face, and then, if you are resolved, you can step from this room into the next, attuning to the new melody to step into the different world. But no matter how far you roam, you can always perfectly recall the song of the world that you first stepped from within each new house you visit, and can instantly return to it. It may take a few minutes to fully step through, but what are a few moments taken when one has an eternity to explore?

## (219) Back of My Hand [600CP] (Poppy Playtime)

You know the area around you very well, you have an incredibly detailed, constantly updating map of the area in your head. This map covers approximately 1km diameter around you
Essentially, while no one is looking right at you or at your destination you are capable of teleporting up to 100 meters into nearby areas, it's also very silent (just the teleport, you are still just as loud). And if you know where your target is, you can conveniently teleport into a path where you can confront them, although you won't be able to appear right on top of them.

## (220) Blue Grimoire [600CP] (NieR)

You're no longer limited to the Sealed Verses that were originally made for you and your brethren. Now you can create more Verses for yourself, through the exact means you would expect for Blood Magic to grow by. When you kill a being, you can drain the blood or equivalent material from them into your form and thus gain a new spell based on an attack or ability that was held by that foe. However the ability used to work, it will instead be powered through a blood based magical spell drawing on your reserve of magical energy.

## (221) Master of the Realms [600CP] (TES: Magic)

Of all those who have followed the path of the summoner, few have achieved such a level of mastery as you have. In addition to being able to have ten summons active at a time, as well as knowledge on turning them into permanent thralls, you have mastered the creation of Oblivion Gates. With a wave of your hand, you can create gates into other planes of reality, even those connected to future worlds. Unfortunately, this planeswalking ability will be limited to the sixteen Realms of Oblivion rules by the Daedric Princes, as well as any local dimensions of whatever world you're visiting at the moment. At least, until you receive your Spark.

## (222) King of Puppets [600CP] (Lies of P)

With this you are the master of puppets, and as a true king of puppets this comes with two benefits. The first benefit is that you can control puppets to your sway, emitting a signal that can cause puppets to follow your commands. This works on other forms of robots and manufactured beings in future jumps but the more independent and sentient the manufactured life the less control you have. Against fully realised AI or sapient manufactured lifeforms this functions more as a form of mental suggestion than full mind control. The second is that you can now detect similar such mind control being enacted on such beings, and this includes yourself. You can now know when any artificial being is being controlled by another.

## (223) Revisionism [600CP] (Bayonetta)

The energy of chaos and creation course through you, and it is unlike you to forget this nature, this duality that continues in an endless cycle. After all, chaos is harnessed for creation, but eventually all creation must give way and erode into chaos, to be used once

more. Why not fiddle with that cycle, then? It takes much out of you, but using your energy you can focus on a shattered item up to the size of a small statue to make it repair itself to a pristine state. Naturally it's harder if it's a magical or esoteric material, and it's MUCH more difficult if you're missing pieces (or even half of it)... but it takes patience to see Creation and Chaos work. Should you not be patient as well?

## (224) I Feel Increasingly This Is A Message [600CP] (Outlast)

But nothing holy. Something likes you, and not necessarily something purely spiritual. You seem to have become favoured by evil, unholy, or otherwise monstrous entities of the sort that usually oppose good or benevolent forces. They will send you dreams of what they want, if you are willing to accept this attention, and even if you would prefer not to aid them they will not directly act against you unless you openly oppose them. Should you wish to acknowledge this attention and aid them, they will reward you in some way. Bear in mind this will likely only help you and your own followers, as their intentions towards others will certainly not be benevolent.

> **Capstone Boosted**: Did you really die? Was it witnessed by someone who was somewhat saner than those who claimed to do it? Was it recorded? In all the darkness and chaos, could one mutilated body easily be mistaken for another? It seems your unusual partnership has made claims of your demise greatly exaggerated, as you now have considerable ability to fake your death. Should you essentially ‘die offscreen’, and perhaps leave a corpse that could plausibly be you, others will genuinely believe you are dead and cease any further attempts to track you down. Any direct recordings of your demise or survival will ruin this deception, so you may need to ensure anyone with a camera is suitably distracted before you ‘die’.

(Editor’s Note: The Capstone Booster requires the possession of *The Walrider* perk.)

## (225) Haunting [600CP] (Horror Midnight Movie Marathon)

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.

> **Capstone Boosted:** 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.

## (226) Memetic Hazard | Cognitohazardous | Infohazard [600CP*] (SCP Foundation)

**Memetic Hazard [100CP*] (SCP Foundation)**

This has nothing to do with magic compulsions or ESP. These anomalies are spread by cultural information, and interacts with the mind in ways that can create dangerous results through new behaviour or perceptions. Memetic Hazards have to be understood to be effective and many are only be effective when used on certain people with compatible experiences that allow them to be understood. They are often language-based; a common example of a non-anomalous meme being how one might read text with certain internal voices if it matches a known catchphrase. Learning about these kinds of hazards often inspires desire to share the experience with friends and family which compounds the potential danger of memetic hazards. They're not inherently lethal and may even be enjoyable, but can be seen like contagious ideas that spread person-to-person. As a Memetic Hazard, you can design a single custom effect of your choosing. The limitations above affect what kind of meme you can unleash.

**Memetic Hazard: Five:** For 200SCP more, this means becoming a Sentient Memeplex on top of spreading a contagious idea. Your true form in this world is the memetic hazard, becoming metaphysical instead of physical. Your influence is limited by thoughts of sapient culture who need to meet some predesignated criteria before you can act. You might only be real to people with certain mental conditions (SCP-870/-1261), only by those who start to grasp your true nature (SCP-3125), or only appear around certain people who lack key information about your true form or personality (SCP-4352). As such noospheric forms are at least partially imaginary, you have a lot of wiggle room to decide your appearance, though it won't be inherently powerful without other perks.

**Cognitohazardous [200CP] (SCP Foundation)**

While technically all memetics fall under this umbrella term, these have far more broad utility. Where memetics cause ideas to take root and spread cognitohazards may go further and create tangible effects. Their triggers are instantaneous, merely sensing this anomaly will cause someone to their effects without need to understand it. Any sense may be the vector for a cognitohazard; some are visual while others are auditory or even olfactory. The wide variety of potential effects covered by these are not limited to mental effects, and can do physical harm (as dramatic as having their lungs fill with seawater, being hunted by illusory monsters that can hurt them, or even anthropomorphizing animals) as well. To be cognitohazardous you must first pick a perceivable feature or ability of yours to carry the effect. You can modify it whatever natural states if desired (unnatural appearances, sounds, scent, textures, etc.). This could be something as deadly as basilisk's gaze or as subtle as entrancing targets into obedience.

**Infohazard [300CP] (SCP Foundation)**

An immediate danger in many cases. This is a piece of information that is anomalous. It is no less dangerous for not being observed, and many infohazards can be entirely unable to be comprehended by humans in some cases. This class of anomaly can present a danger in some or all information about it. They may react and adapt when details are shared, automatically destroy some types of information, or unleash even more esoteric effects if the wrong information about them is presented. This extends to information stored in living beings, though some infohazards only deal damage when presented in certain ways. You can decide if the anomalous information is about you, your abilities, or is not specifically tied to you but is just information you possess. You can also decide to what extent this information is able to affect those who know it. Some specific examples of abilities that could be chosen through this are: having information can never be denied or forgotten, all perceptions or descriptions of you match how you want to be recorded, or even knowing about an afterlife you own ensures you get claim on the unfortunate soul.

## (227) Design Sense | Reprogrammed Jurisdiction [700CP] (Inscryption)

**Design Sense [100CP] (Inscryption)**

Making a game isn't easy. Not at all. You need good lore, good mechanics, strong thematic identity, visual appeal...the list goes on. You're at least passably skilled in most of these areas, though–enough to put something together–and in one particular aspect of your choice, you instead excel.

**Reprogrammed Jurisdiction [600CP] (Inscryption)**

As a Scrybe, your own little slice of the realm is uniquely you-themed, and in fact, you made it so. Any region over which you have sufficient claim is within your ability, to some extent, to mold and shape. Given a source of powerful code to weave in, such as the OLD_DATA, your ability to reshape increases drastically, and your required claim drops to near irrelevance, such that you could incite a near-total reality shift of a large, contested island in a single go.

## (228) Mistified [700CP] (Mistover)

Perhaps there is a tangible source for this curse. Perhaps, there is a being from whom this corrupting Mist flows. And perhaps, that being is you. From the orifices of your body, the Mist flows freely. It corrupts reality, decays the laws of physics of the surrounding area, and should enough of it accumulate - it shall breach the dimensional veil, breaking though to other worlds within the local multiverse cluster. By entering the Mist and wandering, one can easily get lost among the disparate dimensions. Not you, however, as the mist is yours to command as easily as any other part of your body - you can easily manipulate the wicked vapor, create veils and storms of it, direct it to purposefully burrow to certain realities instead of others. And in time, you will learn to direct those taken by the Mist, and those corrupted by it, commanding them as your own army of twisted flesh.

(Editor's Note: I have increased the price of the perk from 600CP to 700CP. I'm unsure how true some of the flavour text is for the perk. But for balancing sake, I will remove the dimensional veil eroding to other worlds in the local multiverse aspect of the perk. Though if you truly wish for that aspect of the perk, then I ask you to pay another 1600CP on top for this property.)

## (229) Reality Marble [800CP] (Tsukihime)

The World around you is very much alive, and imposes its own rules upon all who dwell within it. But every person alive is a world of their own, as well. And you've learn how to make it so. You may impose this 'inner world', usually but not always representative of your personality and desires, upon the physical world around you, changing its laws to match those of the world within. Unlike Marble Phantasm, which is reshaping the world according to your will and its existing laws, your Reality Marble has a set 'world' and 'rules' behind it chosen when you purchase this perk. Perhaps your body is a collection of various lives and familiars that count towards your own, or you create a fog that feeds off the fear of those within it and making those fears a reality. Either way, you may manifest this world and impose it on The World, keeping it manifested so long as your magical reserves could sustain it before the World re-asserts its normal rules - though a Reality Marble that is only imposed on your own body could be sustained indefinitely, as the World itself does not see it as a contradiction to its own laws. While most Dead Apostles develop this trait naturally after some time and research, the benefit to purchasing it is worth noting. First, you suffer no degradation (physical or mental) from your chosen Reality Marble - one that requires a particular sort of insanity wouldn't afflict you in any sort of way, nor would your personality be lost in a sea of various beings contained within it. Second, you may create your own or recreate a Reality Marble belonging to someone else in this world, though practice and effort would be needed to create something akin to TATARI and be able to sustain it for more than a short amount of time with what you start with. Third, it is based entirely on your experiences - so a 'collection' Reality Marble such as Unlimited Blade Works or Ionian Hetairoi would be based on only what you have seen or experienced first-hand one way or another. Lastly, you may decide the suitably thematic incantation (if any) for the Marble yourself.

## (230) Utility Meister | Soul Menace [800CP] (Soul Eater)

**Utility Meister [400CP] (Soul Eater)**

Purchasing this perk grants the curious ability of being able to alter your own Soul's Wavelength in order to resonate with that of others you usually wouldn't be a match for. For Meisters, this means easily being able to adjust their wavelength so they may become compatible with and wield nearly any Demon Weapon. Those without this who are incompatible with a Demon Weapon wouldn't even be able to lift them. This also works in reverse though, as Demon Weapons with this perk can adjust their own wavelength and allow themselves to be wielded by anyone. Utility Meister can also be used to resonate with people besides meisters and weapons, forming a link between souls as long as the wielder of the perk wishes. Resonance with non-Meisters or Demon Weapons normally just grants an emotional link letting all parties involved more easily feel what the other is feeling. Those with Anti-Demon Wavelength and Utility Meister are able to use them together to pull others from madness though, while those baring souls aligned with madness are able to use resonance to corrupt others. This ability requires close proximity, but grants an instinctual understanding of how to adjust your wavelength to resonate with others. While it is easy to resonate with willing allies, it can be forcefully resisted by the other party and stressful emotional states like rage or fear can make it more difficult to

**Soul Menace [400CP] (Soul Eater)**

By purchasing perk, you have gained the immense proficiency and skill required to manipulate your soul wavelength and perform the special move known as "Soul Menace". Soul Menace is a form of "self-resonance" with one's soul, meaning that the user's own soul temporarily becomes powerful enough that it is not restricted to using the amplification of a weapon in order to attack. By resonating with one's own soul the user can drive their own soul wavelength directly into an opponent's body through a physical contact. The incompatible wavelength and strong concussive force generated can cause strong direct and internal damage, bypassing most defenses due to the soul based nature of the attack. Your proficiency with the technique allows you to perform it at a moment's notice, throttling the opponent's bones, organs and even their soul if it's exposed. Just be careful, repeated use over a prolonged period of time can become taxing.

## (231) Incarnation of Fear [800CP] (Horror Midnight Movie Marathon)

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.

## (232) Darkest Dungeons [800CP] (Fear and Hunger)

"*Embrace the ineffable cosmic hideousness that lives within us all.*"

> I see now, it is from you that the black is leaking into the world, the corruption and madness twisting the very air of this place. It is you...

You are now capable of emitting a constant stream of corruption, an invisible madness, half metaphorical and half real. If you stay in a place long enough, your corruption will start to take root in the world around you, slowly spreading until it completely saturates the location. First to go will be the mindless creatures, from the smallest insect to the largest beast, they will warp and mutate. Next will be the flora, growing increasingly strange and unnatural. Then the humans, and such sapient beings, will become more and more twisted and depraved. Eventually the madness will seep into the very ground, soaking the stones in its otherworldly effect.

The effect your corruption has on the world will entirely depend on what powers you possess, on what desires you carry, consciously or otherwise, and what emotions you are feeling. A man who dearly loves butterflies might see all bugs and beasts growing wings reminiscent of them, or the flowers growing in such familiar shapes. A man with great power over fire might see the ground growing molten, and the trees blackening in to coal-like material. A man who is depressed might see the human inhabitants of his garden growing gloom and gaunt. The effects of this Perk are infinitely cumulative, growing stranger and stranger with time.

You will gain a sense akin to proprioception of your domain, sensing the twisting streets or never-ending stairs as if limbs and appendages.
Once the place is sufficiently saturated, enough that the very stone feels like your own skin, or such, you will become immortal. Being able to endlessly resurrect yourself, as long as you perish inside your zone.
This effect can be turned on and off at will, as well as have its progression halted at a certain point. If you leave your domain, the effect will slowly start to disappear. Taking exactly twice as long as it was applied to fully dissipate. Living creatures transformed by your effect will not revert to normal, even if you or they leave the corruption zone or if the zone dissipates. Structures transformed into unnatural shapes by this Perk will become normal materials again and crumble, once reality reasserts itself.

(Editor's Note: The perk gives 500DP (Dungeon Points), to create your domain/prison using the prison section at the end of the *Fear and Hunger* Jump. Also I have decided to increase the price from 600CP to 800CP.)

## (233) The Waste Lands [800CP] (Lovecraft)

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

## (234) Waking Spirits [800CP] (Generic Magical Magic)

You see things, sometimes. Little things, like masses of sparkles floating off the ground, like small balls of light shining with purpose and life. You see the spirits of the world, and they have much to tell. Sometimes, when an object or a location gains enough power of belief, of fame, or of stories, a spirit is born from it. Sun spirit, Night spirit, Flower spirit, Stone spirit, Library spirit... There are spirits for anything and everything, so long as they are important enough to someone. That is to say, a pebble on the side of the road would have no chance of ever producing a spirit, but someone's pet rock might.
Spirits just... Exist. They hover around their source, doing nothing in particular. You can see them, touch them, and even speak to them if you so wish. Of course, they speak a language of images and emotions, but they have much to tell you if you take the time to decipher what they mean. An interesting point is that spirits never lie, and they know everything pertaining to the past events surrounding their source. Of course, if you are not interested in conversation then you could always consider the spirits of the world for exactly what they are: crystalized Concepts and Beliefs. If you were keen on sacrificing a few, who knows what you could achieve...
Spirits will always be there, and though others may very rarely catch sight of them if they are sensitive enough to the flow of Magic, you are the only one who can truly interact with them... Until the day you bother teaching your ways to someone else.

## (235) Rite of Second Death [800CP] (Faith The Unholy Trinity)

You now possess the ability and knowledge to perform the rite of second death upon either yourself or others. By stripping their face away and stuffing it with as many infant corpses as possible you are able to open a portal to hell in which demons of unimaginable power may arise from. This process will effectively turn the host/victim into a demonic hybrid which allows them to survive without their face. Outside of this setting you may choose to have the ability to open portals into other dimensions as well however the method to do so will be slightly different than the portal to hell. If you so choose you may start this jump with a portal to hell already upon your face.

## (236) Harbinger of the End [800CP] (Horror Midnight Movie Marathon)

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.

(Editor's Note: 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.)

## (237) Blood Gulch Crew [800CP] (Jujutsu Kaisen)

The blood and guts rain around you as you tear away at your opponents. The more damaged you are the more dangerous you become. Your mind sharpens and you react to attacks with incredible accuracy. The more blood that surrounds you and the more damage you deal the stronger you become. Someone who has just torn apart an army of people bare handed and bathed in their blood may just become strong enough to rival someone like Sukuna. This is truly the perk for a genocidal maniac who wants the absolute destruction of something. Because even if you are losing the more damage the stronger. This also affects the area around you meaning that if you destroy a city in your battle you might just be able to win the fight that you started. Truly destruction is the only source of nourishment you require. And those that follow you seem to have a slightly lesser version of this perk. Meaning it's time to cause some chaos.

## (238) Conceptual Consumption [800CP] (Chainsaw Man)

When you kill and eat something it pierces through one measure of immortality, whether it be ignoring all the bound dolls they have taking damage for them or their divine immortality. Furthermore, if you cause their final death and consume them in a timely manner then the things they stand for will be considerably weakened. Depending on their power, authority, and fame, this effect is bolstered. If you were to consume the BBEG who

stood for world domination and racial superiority those ideals wouldn't find hold in the populace for centuries and those following his banner would find themselves second-guessing their allegiance and forgetting what they stood for in the first place. If you were to kill a powerful being that was the literal embodiment of a concept (such as a devil) then you would find that the concept is entirely forgotten about or even erased from existence altogether in the setting, causing sweeping changes throughout.
When used in tandem with Devil Consumption you will gain a degree of governance over the concept they represented, taking their place as its embodiment if you so choose and forgoing its erasure. You can lower and toggle the effects of this perk as you wish. If you can't or don't want to actually eat the being, killing them and performing some other sort of ritual will suffice (painting your face with their blood, burying them and praying, etc.).

## (239) Informational Ozmosis | Illusion of Reality [800CP] (Bibliomania)

**Informational Ozmosis [400CP] (Bibliomania)**

An incredibly powerful ability being that as long as you are within 5 meters of a source of information you can tag it with this power and start copying and absorbing all recorded information and understanding stored in the information medium at a rate 100 times your reading rate. This gives you not only complete memorization but understanding of the material to the level of the writer's understanding at minimum since you could possibly understand to higher levels. This effectively allows you to learn just by being near some source material and at an absurd rate. More interestingly since you would have complete knowledge you could recite verbatim from any point in the information source as easy as saying your own name. This has an interesting effect with supernatural books and as such when used on any supernatural book that has an effect, you won't harm or affect the book but can gain all information and powers from them without negatives such as the powers of skill books without using them up, The spells Weiss has from Neir or all the magic and knowledge of Moloch without being possessed or freeing him from the book in Buffy The Vampire Slayer he's sealed in.

**Illusion of Reality [400CP] (Bibliomania)**

You now have a very powerful and unusual ability based on the effects of your room. You can generate and manipulate vast illusions that are so realistic they can trick even low level supernaturally perceptive people completely even without subtlety and with it you could even trick illusion masters like Itachi Uchiha from Naruto, though probably only for a small time if you use just this. You are able to make massive illusions that target both the senses and world around you and are only limited by your imagination. More importantly you can create small illusions which can affect reality to a small degree causing real effects and sensation though no bigger than a horse in scale of effects. If you have other illusion abilities they get boosted by this and can easily become powerful enough to affect reality. It takes some focus but not a lot to use this. Also your illusions can be disrupted but only if you are disrupted/distracted and this ability itself can't stop people's movements, only trick them.

## (240) There Was a Hole Here | Foggy Dreams [1000CP] (Silent Hill)

**There Was a Hole Here [400CP] (Silent Hill)**

Now it's gone. You'll find that there will be shortcuts that only you can access. Hidden pathways and secret doors. These places tend to show up in areas you're more familiar with,

and will lead you through to areas that cannot logically be connected to the area you came from, such as a door in a subway opening to an apartment. Occasionally, you'll find holes that pierce reality. Passing through one will allow you to head from the Otherworld to the Fog World, and vice versa. In future Jumps, these holes will take you to the next 'layer' of dimension, and if none exists, then it will send you to a Fog World of the place you're in.

**Foggy Dreams [600CP] (Silent Hill)**

Silent Hill has been described before as a dream, with the Fog World being the lighter layer of sleep, and the Otherworld being the deeper layer of sleep. Whether this is true or not isn't fully understood. Regardless, you have an innate power to you. Psychic power. This innate power manifests as telekinesis, astral projection, and telepathy. This is simply due to how deeply connected to the land you are. These powers are not that strong outside of Silent Hill, or outside of other areas where mind and matter meld, but inside they are boosted to immense power. Telekinesis can become enough to break bones or throw large objects, mental projections can become physical.

> **Capstone Boosted:** Oh, I see. Your power has reached its height. Your own mind is able to meld with the matter around you. Your powers are always at full strength, and you gain the ability to wield divine lightning much like the Incubator that the Order wished to use to birth God.

## (241) Key Genes | Hypnos Gene | Mutational Mastery [1000CP] (Resident Evil)

**Key Genes [100CP] (Resident Evil)**

A majority of these viral agents are very deadly, yes. But at the same time, many of these viral agents are based on Progenitor... which requires a specific gene to fully bring out its potential. Problem is, it's really rare, to the point where 1 in 10 million people have this trait! Thing is... now you have it too. You will find yourself successfully bonding with Progenitor-derived viral agents, bringing out unusual traits. As a plus, your ability to accept genetic splices, grafts, or modifications while mitigating complications have increased significantly, which means augmentations will have a greater effect on you. Just don't let Umbrella find this out…

**Hypnos Gene [300CP] (Resident Evil)**

That which does not kill you, makes you stronger. Of course depending on who you talk to this could easily be a load of bullshit, but some seem determined to prove it right. This is an incredibly rare gene, rarer than even the genes that bond the host with Progenitor and its derivatives. It works by killing the weaker cells through natural selection, leaving only the strongest to keep the organism ongoing and encouraging the reproduction of the better cells. However, keep in mind that this is an extremely slow process, so don't expect to take on giants for a good long time... but one day you could. Time will be your greatest ally with this... a very slow, but steady ally.

**Mutational Mastery [600CP] (Resident Evil)**

You are your own master. Sure, they can try to stick you with needles or graft things on you, but at the end of the day it is your mind that controls the body. Not theirs. Your sense of self has an iron-clad hold upon your form, and as a result your body has obtained an odd quirk.

When willingly being given mutagens or genetic splices, you can determine what physical traits even appear on your body, and where they go. Virus that gives giant shoulder eyes but grants amazing regen? Move the eye to the chest, or even just make a tiny third eye on the forehead. It's your call, now.

## (242) Madness Wavelength | Big Top [1000CP] (Soul Eater)

**Madness Wavelength [200CP] (Soul Eater)**

Purchasing this gives you the ability to switch on and off a mild "Aura of Madness" with some special properties. This aura causes radios and other electronics within its area of effect, which is approximately the size of a large house at first, to start emitting sound blurring static. It will also (very) slowly wear away at the sanity of any sentient beings within its area of effect, besides you of course. Those who are INCREDIBLY stressed out will even start experience vivid, realistic and horrifying hallucinations. Interestingly, if you stay in the same general area with your Madness Wavelength on for a few months, you can slowly "corrupt" and control this area. The scenery will become more broken up and chaotic with time, and you will even gain some influence over it with enough "corruption." Things like making faucets spray blood, causing doors and windows to rapidly open and close or make shadows dance at your leisure. This can allow a homebody Jumper to really give themselves the home field advantage. Upon purchasing this, you may choose a "theme" for you Madness Wavelength such as "Order" or "Power" that influences the effects. For example, someone who chooses "Fear" for their wavelength will have an easier time inducing panic and warping their surroundings, while someone who picks "Greed" may corrupt their surroundings to become more lavish instead of spooky and twist those around them to become more selfish. As with most other Soul Wavelength based abilities, the potency of this ability scales with the strength of the wielder's soul. This specific ability also relies on the depth of the wielder's madness to grow in strength though, making it a bit trickier to train. As the ability grows though, a few months can be dropped to weeks, possibly even days, though this would require an extremely powerful soul or a truly insane individual, or both.

**Big Top [800CP] (Soul Eater)**

When Madness accumulates, it pools like some primordial spawning bit, and the things that crawl out of accumulated Madness, personifications of Madness itself, are known as Clowns. You now have the ability to spawn servile Clowns from the Madness found within your Soul. Clowns have nonsense biology and vary dramatically in appearance from one to the next, even having differing special abilities from one to the next. They do have a few things in common, like sharing the same Madness Wavelength as the one who spawned them, and they're not shy about outputting it to spread it either as part of their nature. They can also feed on your Madness to heal themselves, even from death as long as their body wasn't completely destroyed and they're given plenty of time to soak it in. The strength of your Madness Wavelength also influences how fast they can heal, so in an ideal situation they would be both nearby and your soul would be real strong. Clowns you spawn would view you like a god, serving with the loyalty of a religious zealot. One must be careful exactly what tasks are assigned to them, as while personalities and personal desires can vary, the Madness they're born from can give them certain shared inclinations. A Clown born from Madness of Fear will often look and act in unsettling ways and wish to inspire fear in whatever way they can think of to plant the seeds of fear and doubt far and wide. A Clown born from Madness of Knowledge however would often be much more inquisitive and enigmatic, acting in ways that encourage others to ask or answer questions. These are just

two of innumerable examples, and they may still surprise you in the end as they are by nature unpredictable beings. You would only be able to summon one or two Clowns at first, with the default power of your soul, and they wouldn't be tooooo terribly strong. Give it enough time though and you'll be able to spawn whole armies of powerful personifications of Madness with unquestionable loyalty!

## (243) Ptolemy's Disciple | Ivory Summoning Horn [1200CP] (Bartimaeus Sequence)

**Ptolemy's Disciple [600CP] (Bartimaeus Sequence)**

You have mastered Ptolemy's technique. Through the use of a benevolent demon and the simplest of magic circles, you may leave your body behind and travel to the Other Place, a swirling maelstrom of essence containing the collective experiences, consciences and power of all unsummoned demons. Here you may ask questions, make requests and converse with the whole of demon kind at once. They will be bound to at least consider your questions and requests and the merits of answering them. Unlike Ptolemy your body does not degrade while you are gone and the time dilation of the Other Place doesn't affect you unless you want it to. In other jumps this allows you to travel to any Astral or Spiritual realms, and interact with the entities dwelling there freely and without interruptions.

**Ivory Summoning Horn [600CP] (Bartimaeus Sequence)**

So, you did it. You bound some of the biggest and baddest out there to your will. Now how're you going to call them when you need them and your friends aren't around? For your needs, this Ivory Summoning horn. Blow on it, and it makes...no noise at all. Here, that is. In the Other Place... it gets a hold of the essence of everyone you have a sort of 'tether' to, and yanks them straight to where you are without the need of long summoning chants. Be careful, this one still has some of the skin and blood of the last, careless user sticking to it. Oh, and don't try to use it without a pentacle. That was what the Atlanteans did. And the Chinese dudes at Shangri-La. And the guys in Lemuria. And the last owners. (Outside of the jump this will allow you to use any summoning magic you can use by simply blowing on the horn without need of an incantation, gestures or long rituals)

## (244) Player Landing | Silence is Golden | Breathing Space [1100CP] (Poppy Playtime)

**Player Landing [100CP] (Poppy Playtime)**

Despite the fact you are just mortal, you are very capable of landing on your feet in heights that would surely make you hurt yourself, the limit seems to be heights that you cannot see the bottom of. Though I heard it's a killer to the knees…

**Silence is Golden [400CP] (Poppy Playtime)**

You can be incredibly silent at will, muffling not only the noises you would make while moving, but also the noises of anything you touch or manipulate. You can also use this in social situations at will, using this and remaining silent during speeches given by other people will cause them to continue their speech without waiting for a response and as long as you remain quiet they will essentially forget that you are there.

**Breathing Space [600CP] (Poppy Playtime)**

You have mastered the art of making some breathing room for yourself, in other words, for example, when you are being chased you are capable of finding spaces to rest in that would have your opponents pulling their hair out trying to find you, or during a fight you are aware

of any opportunities available in your opponent to cause them to back off for a moment to catch a breather.

## (245) The Flooded | Shaper [1200CP] (Sarkic)

**The Flooded [600CP] (Sarkic)**

Your body is... wrong. The flesh is dead, yet not rotting; malleable - yet steely. You gain self-biokinesis that allows you to shapeshift and alter the form of your body. You can grow blades of bone, whips of sinew, grow teeth to spit out like bullets, new limbs and heads... you get the idea. Get creative. Note that you can only affect yourself.

**Shaper [600CP] (Sarkic)**

Your flesh is strong. Stronger than that of others. When you touch someone, you can order the fibers of your flesh to invade their body, overwriting it to your will. You can freely manipulate the biology of anyone you touch, and even after you let go, a certain amount of your tissue remains embedded in them, allowing you to control them and their biology over vast distances.

## (246) Ace of Irons | Ace of Mirrors | Ace of Veils [1200CP] (Sunless Skies)

**Ace of Irons [400CP] (Sunless Skies)**

The suit of confronting and overpowering. When necessary, your presence is a terrifying one. You can effortlessly intimidate others into compliance with your demands. Should a credible demonstration be required, your combat skills are also enhanced. You can use your skills, abilities, and Perks in tandem as if you had been practicing and exercising them over a lifetime of hard fighting.

**Ace of Mirrors [400CP] (Sunless Skies)**

The suit of investigating and deducing. Your senses are sharp, your logic a keen blade. Nothing you can perceive will escape your notice; no mystery unsolvable so long as you have all (or even most) of the pieces. The price for knowledge is sanity, but even knowing the awful truth will not impact your faculties in the slightest.

**Ace of Veils [400CP] (Sunless Skies)**

The suit of deceiving and evading. Your schemes are tenebrous, your plots, labyrinthine. You can dissemble with the ease of breathing, your truths indiscernible from your lies. What you hide few could ever find again. When a crime is committed properly, only two will ever know it was done. One is the victim. The other will be you.

## (247) I Can Smell Them | Wander Through the Darkness | Light for the Lost and Meek | Come Wayward Souls [1300CP] (Over the Garden Wall)

**I Can Smell Them [100CP] (Over the Garden Wall)**

You possess the ability to smell (the souls of) children. You could track them by scent like a bloodhound. And this gives you a touch of a sense for their psychological state, especially in regards to despair. You could tell how close a child was to despair, and notice changes with relative ease. You can smell other emotions in children, but the information will be more

vague and general, though may improve with experience. This is still olfaction, and it is possible to confuse it with other scents, such as the black oil of the Eldelwood Trees, or even have it be overpowered by them.

**Wander Through the Darkness [200CP] (Over the Garden Wall)**

You seem to be able to control and manipulate darkness and shadows. It is easy to casually wrap yourself in darkness, so you can be perceived as nothing more than a shadowy figure cloaked in it, though when you do this your eyes have a tendency to glow or at least catch and reflect light like those of a dog or cat. With a little bit more effort you can deepen the darkness and shadows around you, making light seem to illuminate less and less. With time and practice you might even be able to animate shadows and make them move. Unfortunately bright enough light can end this all. The direct light of the sun will banish it all, and a sudden flash from a floodlight might as well, and even indirect sunlight - such as that filtered through the trees of a thick wood - will stop you from doing more than just cloaking yourself in darkness. Likewise magical light is hard to suppress and risks banishing your black shroud even around your body.

**Light for the Lost and Meek [400CP] (Over the Garden Wall)**

Your words are oddly charming to those who are in the grips of darker emotions. This doesn't apply to anger, or even sharp terror and panic, but things like guilt, shame, dread, and despair; those emotions which lead to a feeling of listlessness, depression, and powerlessness. And the more deeply someone falls into them, the more your words seem to charm, persuade, and convince more and more. When someone is deep in personal darkness, and you present a light for them, even if they know you're an evil creature who seeks only the destruction of others it will take a strong will's conviction and resolve - or the fiery heat of overwhelming anger - to avoid listening to your words.

**Come Wayward Souls [600CP] (Over the Garden Wall)**

You possess the power to turn those who give in to despair, exhaustion, or even illness into Eldelwood Trees. This transformation isn't instant, and it's possible for them to be hacked free from the tree, but the more despair they feel the harder it is to break through this tree, meaning if they are lost in the depths of despair even the strongest will be unable to free themselves. But even those with boundless optimism could fall to this if they were weakened enough, the exhaustion of their body less effective to fuel the strength of the growing wood, but still capable of doing so. There is a range limit - they seem to need to be nearby to begin the process but it can be done without directly revealing yourself as well, and will continue on its own even if you leave unless you willingly stop it. This can even affect those beings who'd normally be able to resist curses if they are weak enough or claimed by sufficient Despair. Once fully transformed they will be trapped in mind, body, and soul. It might be possible to undo this curse somehow, but they should be quick, as the souls of those affected can be extracted fairly easily as black oil, and if the black oil is burned away or destroyed they will cease to be completely.

## (248) Insight | Vileblood | Bloodborne [1300CP] (Bloodborne)

**Insight [300CP] (Bloodborne)**

"You've seen things, heard things, learned things, fairly strange things at that. There's something more going on here than a plague of beasts growing out of control. These

experiences have given you insight into existence beyond most, allowing you sense that which others cannot.

Dolls may appear to move, babies heard crying in the distance, and beings that some would call divine can be clearly seen clinging to the buildings all throughout Yharnam. Even beyond this world, in the ones that follow, your senses may now perceive that which mundane folk cannot.

Beware, for even though awareness is a boon in preparing one's self against the unknown, some truths may be too great for the human mind. Your learned nature does provide a boon in dulling your baser instincts, or in other words, your inner beast now has a tougher time influencing you."

**Vileblood [600CP] (Bloodborne)**

"Years ago, Castle Cainhurst was visited by a scholar of Byrgenwerth, one who had smuggled something most forbidden into the hands of the nobles there. Blood that Byrgenwerth found beneath Yharnam, but not the kind the Healing Church held up on a pedestal, it was forbidden blood.

Descending from these decadent lunatics, who have been nearly wiped out in retaliation for their grisly hunting of man, you have qualities reminiscent of the forbidden blood that flowed through their veins. Curious, most curious, at first glance it is simply decent for blood ministration.

Continued research shows that it behaves as a stimulant however, rapidly recovering the stamina of yourself, and those it's administered. The true nature of your blood is what it does to Great Ones, their kin, and other beings of an eldritch nature, causing them to take a keen interest in you.

Most will be more receptive to your calls for aid, and protective of you. It is as if you inspire a kind of parental urge, most likely due to the fact that so many Great Ones lose their children.

Beware, for certain beings of this persuasion cannot be influenced from their true nature, and their interest can be more threatening than desired. Great Ones are notably sympathetic, others not."

**Bloodborne [400CP] (Bloodborne)**

"Before the healing church was founded, there was a man named Laurence. Laurence, a scholar of Byrgenwerth, had the same ambition of ascendance as his fellow scholars. The only difference was the desired path, one placing faith in the power of the old blood.

Laurence never found the means to evolve by way of blood, never uncovering the hidden depths of the old blood's miraculous qualities. In you, is a trait unseen in this world, one you alone will acquire if you so choose to pay appropriately; a trait that awakens latent potential in your blood.

The effects of Bloodborne are variable and many depending on the kind of blood you possess. As a hunter however, no matter what other choices you made, you will find your innate abilities relating to Blood Bullets to be vastly improved.

Instead of being limited to a hand full of bullets at a time, you could make four times as many. Instead of just bullets, you could make caltrops and knives that could handle combat. Instead of just the creation of objects, you can enhance weaponry, extending the edges of blades or faces of hammers.

The Bloodborne trait also enhances your latent healing qualities somewhat, Good Hunter. It is nothing you would notice day to day, but you will recover lost blood far faster.

The losses incurred from making blood bullets may be healed up in a matter of minutes with no external aid.

If you have some other form of special quality in your blood, even something small, previously hidden or dormant facets of those qualities will come to the surface. It is because of that power, that Bloodborne acts as a 'Booster.'

As a 'Booster,' Bloodborne will unlock new powers relating to any Tier 3 Talents you purchased. Those of 'Vileblood' may gain near magical qualities relating to their forbidden blood, while those with 'Beast's Strength' could gain more wretched traits. For full details, see the 'Notes' section at the bottom."

Bloodborne + Vileblood: "You've been gifted with two very strange abilities. The first allows you to make functional clones of yourself out of blood, though the amount of blood this costs means you should only be able to make one or two at a time. These can use any of your blood related abilities, but are much less sturdy compared to yourself.

The other allows you to summon giant spears of your blood via self-inflicted damage, causing them to shoot up from the ground somewhere nearby at the location of your choosing as a means of attack.

The more visceral the damage you inflict on yourself the bigger, faster, and stronger the spear summoned will be. Gutting yourself would produce a stronger spear compared to slicing your wrist, as an example. Spears recede into the ground and dissipate after a few seconds after doing their job."

## (249) Inhuman Decadence | Immediate Sclerosis | Dramatic Crescendo | Immortal Anderssen [1400CP] (OFF)

**Inhuman Decadence [200CP] (OFF)**

This is a grotesque attack of nonphysical nature, dealing only middling immediate damage upon an opponent, but sickening them and dealing continual internal damage using a potent Poison effect. This attack does not have the immediate effect of [Home Run], but allows you to get a single hit in and use defensive tactics to stall for time. As is typical, this attack grows more powerful, but at the cost of greater usage of your Competence Pool; however, the Poison aspect grows at a greater rate than the immediate physical damage.

**Immediate Sclerosis [200CP] (OFF)**

An attack of middling immediate damage, but which inflicts the devastating status effect Palsy, causing the target to become paralyzed and unable to attack you. This leaves your opponent vulnerable to further, riskier attacks, without having to worry about being defensive. You get the deal at this point; it gets stronger with use, but uses more energy as a result. However, be aware that some enemies kick the effects of Palsy quicker than others; there's no need to be careless.

**Dramatic Crescendo [400CP] (OFF)**

This is a potent attack that drains from the Competence Pool of an opponent, weakening them and potentially rendering them unable to use their most powerful abilities. Doing this drains from your own energy as well, but you only need to expend about a tenth as much energy as is removed from the possession of your opponent; as this ability grows stronger, the maximum amount of energy that can be destroyed increases, completely draining weaker enemies and forcing them to go into melee. Outside of this Jump, this ability adapts to other forms of esoteric energy, such as magic.

**Immortal Anderssen [600CP] (OFF)**

Not a full Competence on its own, this ability grants the user the power to extend any single-target attack into a multiple target attack spanning a maximum of four targets. The energy cost of this increases exponentially with both the number of targets and the power of the attack, meaning that attempting to use the most powerful abilities is impossible due to the costs outstripping your capacity. This ability is best used to extend any esoteric effect to multiple targets, such as Curses or Status Effects that can otherwise not be used in this fashion.

(Editor's Note: Will require the *Competence Pool* Freebie Perk to use any of these moves with the probable exception of *Immortal Anderssen*.)

## (250) The Unseen World | You're Mine Priest | God is Not Here | Antichrist [1500CP] (Faith The Unholy Trinity)

**The Unseen World [100CP] (Faith The Unholy Trinity)**
Ability to physically transition to and from into a demonic reflection of the world. It is completely devoid of people however there may be the strange stick dolls and hostile demons lurking in this realm.

**You're Mine Priest [200CP] (Faith The Unholy Trinity)**
Demons primarily enter the world through possession of a host, but most are able to be repealed through will or exorcism. You are however an unusually powerful demon and can dominate other's spirits, mind, and bodies significantly faster and easier. Additionally you know demonic rites that allow for easier possession of a strong willed host.

**God is Not Here [400CP] (Faith The Unholy Trinity)**
The faith of mortal man is but ash and eggshells beneath your feet. You are unaffected by mortal holy magics and you are able to deconsecrate areas with your mere presence. Finally you have a significant resistance to divine magic.

**Antichrist [800CP] (Faith The Unholy Trinity)**
Perhaps you are not the Antichrist themself but you would make a nearly indistinguishable second. Every demonic ability, form, or power you possess is doubled in power. Almost no mortal can resist your corrupting influence, quickly turning even the most strong willed servant of god into mindless servants from your prolonged corruption. Unfortunately this further increases the difficulty of entering into the physical world and you will require a perfect host, which may take decades to find should you lose your current one, which would require another Profane Sabbath to even attempt the possession of a new host. which will most definitely come to the attention of the vatican.

(Editor's Note: These are the demonic abilities of the *Demon Perkline* from the *Faith The Unholy Trinity* Jump.)

## (251) Anchored Reality [1500CP] (Generic Summoner)

Powerful summoners are said to thin the barrier between worlds, allowing phenomena to leak through from one reality to another, others claim to act as a stabilizing force for reality as a whole. You are both. Within the range you can summon, you have the capacity to

reinforce or thin the barriers between realities. Thickening the barrier acts to isolate from other realities, blocking summoning attempts while making reality more stable and harder to influence around you. Thinning the barrier, however, makes it easier to summon, such that some summons may be able to cross the barrier uncalled, and can allow for phenomena and physical laws from one reality to leak over into the current one.
Given extensive practice, you could do both at once and be selective in how this is applied. This can be especially helpful in the summoning of extremely powerful creatures, ones that are too metaphysically heavy for reality to normally allow to exist, causing dangerous feedback that can break localized reality or harm the summons in a way that can be permanent. With this, you could summon an elder god in its true incarnation and not immediately have reality buckle and rip apart at the seams.
This can also be used to permanently kill creatures that would otherwise just return to their home plane on death, in fact, allowing you to kill any creature in a permanent manner despite their efforts to circumvent their own death as you destroy their very essence and soul.

(Editor's Note: I have increased the *CP* price from *500CP* to *1500CP*.)

## (252) No Good, it's Impossible | On the Air, in the Air | This Way Mr.Demon [1600CP] (Yume Nikki)

**No Good, it's Impossible [600CP] (Yume Nikki)**
Rather than relying on violence, when you're face to face with an enemy, you can simply teleport them away to the nearest inescapable location in your surroundings. "Inescapable" meaning it has no physical exits. Those trapped can still find other ways to get out, and this location isn't any more durable. If no such enclosure exists, it will simply appear in a random location nearby.

**On the Air, in the Air [400CP] (Yume Nikki)**
You have the ability to isolate people physically in a nearby location. Doing this causes an acidic effect to slowly melt away all physical points of entry to the surroundings, like bridges and stairs. The more connections there are, the slower this is.

**This Way Mr.Demon [600CP] (Yume Nikki)**
You have the ability to set up traps in locations that, when triggered, pull the one that triggered it into another location. This can warp space to a very limited extent, such as shrinking them to enter a tiny location, or taking them far away in a short period of time. Traps take a great deal of time to set up, and require you to have been to both locations. You also need to set trigger conditions. Any changes made to the target of the trap are undone once they leave.

## (253) Meaningless/FINALE [1800CP] (SCP Foundation)

*All for one? All for nothing.*
Stop watching them futilely scramble for meaning in their lives. No matter what they achieve, entropy always wins. In time nothing they do will be remembers, so why not help them reach the inevitable conclusion? You're the one who puts "nice" in "omnicidal". Take your place in

the cycle of violence, as master of nothing. Why take a troublesome power from a foe when you can eradicate the power forever? Or the entire foe? Obliterate them. See your enemies wither and calcify before crumbling into to featureless dust before you. Don't stop at individuals. Turn entire civilizations into nothing but memories. If you can perceive them they can be destroyed. Whether the petrification is immediate or takes a few moments to set in is your choice. Once it has been set in motion their doom is absolute. This ignoble end can only be used on living intelligent organisms. Once per decade you may target any intelligent lifeform, regardless of any distance you can apply this effect.

(Editor's Note: I've increased the price from *600CP* to *1800CP*.)

## (254) Devourer | Control the Signal | Lady in the Shadows | The Broadcaster [2400CP] (Little Nightmares)

**Devourer [600CP] (Little Nightmares)**

You developed the same ability used by our dear hungry little girl. Maybe you're another candidate to become the vessel of an Entity or maybe you inherited this power from someone. You're capable of stealing the abilities of those that you devour their flesh, turning their abilities yours. While you don't necessarily need to devour at least half a limb worth of flesh to maybe be able to steal the victim's abilities, but, by killing them, you'll be granted to acquire their abilities. If you prefer to keep them alive and still manage to steal some of their abilities, they'll lose access to these specific abilities, but not their raw power. While you can choose which you want to steal, you won't be able to steal all of their abilities, just their main ones. This perk is limited to superhuman abilities, being unable to steal skills, talent, knowledge, memories, genetic information and/or specific traits.

**Control the Signal [600CP] (Little Nightmares)**

The transmission is the cause of all the chaos that infected and corrupted the Pale City and its inhabitants. And you, like Mono, seem to have a very special connection with it. You're able to control machines at will, like televisions and computers, up to a few meters of distance from you. For now, you're able to just turn them on and off, as this power starts weak, but, with training and experience, you'll become stronger. It's harder to control advanced and/or sentient technology, due to them being able to resist your control, but it isn't an impossible feat. As a simple sign of the true power within you, you're capable of opening portals through using two machines with some kind of screen (like televisions for example), turning into a gateway. The two machines must be within the range of your control and the portals will remain active up to a few minutes before breaking.

**Lady in the Shadows [600CP] (Little Nightmares)**

Like the Lady, you somehow managed to attract the attention of a very powerful being existing among the shadows, an Entity. Even if you aren't the vessel/host of them, they offered you their special powers and your Benefactor, usually Jump-Chan, turned them fiat-backed, especially to you. You can manipulate shadows and darkness itself, letting you use it to camouflage yourself in the darkness, to attack your enemies and even vanish in a cloud of smoke-like shadow that can be used as a way of mid-range teletransportation. You acquire the power of telekinesis, being able to control matter, up to something or someone with the size of an adult human in this world, with your own mind. This ability can also be

used on yourself, letting you hover or even fly at will. but overuse of this power may tire you. Lastly, you become able to use your power to rearrange the anatomy of humans and other defenseless targets to turn them into nome-like creatures. In this form, they'll be greatly weakened, but they'll retain their minds and it's possible for a powerful mage to heal them.

**The Broadcaster [600CP] (Little Nightmares)**

You learned a special technique from the Transmission's Entity: how to use your own power to create a signal that works very similar to the Transmission, capable of slaving the minds of the weak-willed people and even some irrational beings. Initially, you're able to spread this signal with enough range to affect an entire small house, but this can be enhanced through training and experience and by using equipment with your power to send the signal, like a transmission tower to greatly increase its range. Due to your influence being dispersed into the signal, those with strong wills are mostly unaffected by it. The more powerful you become, the stronger the signal becomes, increasing its range and becoming more powerful, but, the more the signal spreads, the weaker it becomes. Once someone is under your control, they'll become loyal to you and it's extremely hard to make them recover their free will, as long as you don't want it to happen.

(Editor's Note: All four perks possess Capstone Booster effects (that can be found in the *Little Nightmares* jump) from purchasing the *Chosen Vessel* perk.)

## (255) Absorb | Cauterize | Void | Thread of Fate | Skin Removal | Abolish | Third Eye | Ashen Contract | Shadow Shroud | Enthrallment | Seal of Savvesh | Seal of Bram'el | Expel Evil | Regeneration | Flesh Regrowth | Multiply Wound | Grow Teeth | Mind Drain | Invisibility | Midasu Touch | Ithotu Flame | Memory Extract | K'npha Ritual [2300CP] (World of Horror)

**Absorb [100CP] (World of Horror)**

With the power of your own will, you may steal the lifeforce of your enemies or even just random passerby to heal your body and repair your wounds. It is an immediate exchange that cannot be visually seen except by seeing your wounds heal or by being able to see spirits.

**Cauterize [100CP] (World of Horror)**

With a touch, you can quickly seal a wound to stop any bleeding and accelerate the healing process. The effect is immediate and while it will probably leave a rather garish scar it may save your life. You can only use this ability once per week. Costs no sanity to use.

**Void [100CP] (World of Horror)**

At will, you can open a portal to another totally random dimension. You are guaranteed to not be put somewhere where you would immediately die, but these realms may be as dangerous as the situation you were trying to escape. You may remain in this realm one day before being forcibly returned back to your own. These realms often have the remnants of ancient civilizations worth a look. Some possess powerful magical artifacts and knowledge…

**Thread of Fate [100CP] (World of Horror)**

Massively taxing on the mind but equally potent, this spell grants you the ability to cut the threads weaving one human foe to this existence. Projecting your mind to the cosmos beyond and severing this thread causes the enemy to instantly drop permanently comatose to the ground...not quite dead, but no longer really alive either. Certainly no longer a threat in any case. Usable once a week.

**Skin Removal [100CP] (World of Horror)**

Starting with the face, upon casting this spell the skin of your foe will begin to peel and fall off in disgusting chunks, causing extraordinary bleeding should it be something that does so. Most human enemies will panic when they realize what is happening, although more otherworldly foes may not be so easily deterred.

**Third Eye [100CP] (World of Horror)**

An ability that directly benefits the capabilities of your mind, casting this spell will immediately make your mind somewhat sharper and faster albeit temporarily. Your special and situational awareness increases as well, making you more capable overall.

**Ashen Contract [100CP] (World of Horror)**

You dangerously cut a deal with the image of an Old God in your mind, making the entity that threatens your world come faster in exchange for snuffing out the existence of one enemy of your choice. This can include human or eldritch enemies, for nothing is safe from their grasp. Can be used once per month.

**Shadow Shroud [100CP] (World of Horror)**

Your mind fragments briefly and spreads its presence over a more general area, throwing off any eldritch entities that may be hunting you and allowing you to remain relatively undetected. Even human enemies seem slightly baffled, their assumptions of your location usually being incorrect.

**Enthrallment [100CP] (World of Horror)**

Upon casting you may immediately compel one human within physical reach to follow your every command as well as be compelled to help you to the best of their ability permanently. This requires only an initial charge of your sanity with no upkeep, meaning you now possess an entirely loyal minion.

**Seal of Savvesh [100CP] (World of Horror)**

Placing an invisible seal on your body and sealing some of your own sanity inside of it boosts the physical capabilities of your body slightly. This is primarily in regards to the strength of your muscles, and can be a visible change or not. There are no upper limits to how much you may use this spell barring having the sanity to cast it.

**Seal of Bram’el [100CP] (World of Horror)**

Similar in application to the previous Seal, the Seal of Bram’el instead boosts the abilities of your mind permanently in exchange for sealing away some of your sanity. There are no upper limits to how many times this can be casted so long as you are careful about spending every bit of reason you have.

**Expel Evil [100CP] (World of Horror)**

Frequently used by organizations of the past hoping to combat the inevitable coming of the Old Gods, maidens were occasionally forced to painfully “vomit” away their corruption so that their coming to this world could be stalled. You are now capable of recreating this grisly feat, hurting your own body somewhat to mislead the entity just enough to buy some precious time. Costly on the body, not the mind.

**Regeneration [100CP] (World of Horror)**

A direct transfer from the mind to the body, this spell allows you to spend some of your mental wellbeing to heal some of your wounds without the need for any kind of rest or medical assistance. A very handy ability if you don't have the funds or time to seek out more traditional assistance.

**Flesh Regrowth [100CP] (World of Horror)**

A sort of transference of flesh, you will be able to seal wounds on a whim at no cost to your mind, but at another cost - your body. You may seal wounds and even regrow lost body parts at a cost of your overall body. Growing back every limb on your body would leave you frail and sickly for years, but growing back a finger would leave you a little weaker for a couple of weeks.

**Multiply Wound [100CP] (World of Horror)**

Ancient humans created the concept of an eye for an eye, and apparently some eldritch entity of old had to be amused by it enough for this spell to come into existence. Taking the old law and turning into a more immediately applied matter, you can willingly worsen your physical wounds in order to transfer them 1:1 onto your enemy's body, their flesh suddenly tearing in horrible wet sounds that makes them feel every little bit of pain that you do.

**Grow Teeth [100CP] (World of Horror)**

A painful ability that nonetheless may have its uses, you may upon casting grow a secondary set of extremely sharp teeth that are suitable for tearing the flesh off of your intended victim. Causes injuries in your mouth after the teeth finally disappear.

**Mind Drain [100CP] (World of Horror)**

Your head may be pounding, but with the help of your victim you'll finally have some peace of mind. You can spend a bit of your lifeforce to drain the sanity from your enemy to supplement yours, keeping you from finally plunging off the deep end or simply giving you more resources to cast your magic.

**Invisibility [100CP] (World of Horror)**

Hidden from mortal and monsters alike, you can hide away your physical vessel which will allow you to more easily stay hidden and avoid violent encounters entirely or escape from them easily. A very useful ability to go about your investigations unimpeded. The effect fades after a day of continuous use.

**Midasu Touch [100CP] (World of Horror)**

At will you may make small bits of gold seemingly grow from your hand! These can be easily sold for a nice chunk of change, but they must be painfully extracted from your hand and leave wounds from where they protruded which you will need to tend to. Costs no sanity to cast.

**Ithotu Flame [100CP] (World of Horror)**

Perhaps the most direct combat spell at your disposal, a small cost of your lifeforce and sanity will cause your enemy to combust into horrible eldritch flames which will cause horrific burns in a matter of seconds before going out, leaving burnt flesh and intense agony in its wake.

**Memory Extract [100CP] (World of Horror)**

Some memories are simply too traumatic to move past. The only way left to recover is simply to remove the memory forever. You may cast this spell to willingly purge some of the worst memories of your eldritch encounters in order to recover some of your sanity, but some of those memories might be useful in your battle.

**K'npha Ritual [100CP] (World of Horror)**

Human sacrifice is considered by the mad to be an easy path to great power, but do they sacrifice because they are mad or because the slippery slope of power made them so? Regardless, the practice has its uses, as this ritual will show you. Once per week, you may sacrifice a bound human in a grisly manner to boost a random trait of yours. Whether you become slightly stronger, smarter or faster is not up to you but with enough sacrifices it will not matter much, will it?

(Editor's Note: The spell *Void* can, if you choose, teleport the user to any dimension within any of the jumps/worlds in the indexes. If you wish for more variety.)

## (256) King of Chaos [3000CP] (Seven Deadly Sins)

You are now the grand King of Chaos. Space and Time bend to your will as does all of reality. Your will is what causes it all to twist and turn just so that it can fit your desires. This is the true power of Chaos. Chaos was the creator of the world and thus has the ability to transform it as they see fit. And you are now the King of Chaos. Chaos has decided that you are to be it's host and its power is nothing but impossible to defeat your abilities range from being able to see anywhere in the world to transcending life and death to repair yourself from being turned into chunks of meat to transforming the world around you into a realm that moves to your will devouring anybody you wish and granting great blessings to those whom you choose. Transforming rocks to birds and even grant power to those whom you choose as your Chaos Knights. Unlike Arthur this won't twist you into a monster hellbent on genocide. Just so you know if anybody hurts you too badly Chaos will automatically act to protect its host. I would stay away from Cath though. That bastard will still try and eat you.

(Editor's Note: I've increased the price from *2500CP* to *3000CP*.)

# Wells of Power

## Mechanisms by which to Gain Sources
## [28,200CP] (81 Purchases) - Perk Total: 59

### (1) Wizard's Sigil [50CP] (Ars Magica)

In Mythic Europe, each mage has a sigil, a sort of magical fingerprint that appears in spells they cast and magic items they invent. You my choose one small cosmetic effect to apply to the spells you cast. For example, your spells might fill the area with a certain scent or always feature a specific symbol or motif. For 50 MP, this can be improved with a minor beneficial effect, such as improved focus or making you look extra impressive.

(Editor's Note: This alternatively be gotten as freebie with the choice of upgrading it with *50CP*.)

### (2) Magicka [100CP] (The Elder Scrolls Series)

The most important part of spellcasting is how many spells you can actually cast. You have more magicka than you would normally, and find that it greatly improves over time as you grow stronger with experience.

### (3) Sparks of Potential [100CP] (DUSK)

Paging through hallowed texts, you have a basic grasp on how to draw in and manipulate energy. Superheating air into fireballs, or freezing it into icicles. Basic, but useful nonetheless, providing the basis for plenty of experimentation.

### (4) Red [100CP] (SCP Foundation)

Rubedo, the fourth and final stage before the magnum opus. The signal of alchemical success. A symbol of the psychospiritual reaching physical manifestation. It is wine at a merry gathering, blushing faces, a petal picked from a rose. Red is the colour of sanguine passion. It is the colour of flame and fury. It will not be extinguished easily. It is drive and intensity. You have this intensity. Like a rising phoenix, or a newly crowned king. You are red-blooded. You feel the whole spectrum of emotions more intensely. You feel more. You are greater. Whether it's passion, fury, libido, or just a sense of power you feel it more. If you can derive power from emotion, this is the power for you.

### (5) Shrine of Insert Patron Name Here [100CP] (DC Occult)

Your power comes from an outside source, and some such sources demand attention, whether through prayer or rituals performed in their names. This is a special shrine, a few feet tall, and made of wood. The drawers at the bottom contain a range of eclectic and occult tools and accoutrements, from sticks of incense to bowels and blood letting knives. All of these are marked with the symbol of your patron of choice, which can be changed with a quick chant... Maybe don't tell them about that bit, they may not appreciate how quickly your devotion can change targets. It comes pre-devoted to the being of your choice, which can

freely change once per jump. Devoting it to other beings will be far easier than it would normally be.

## (6) The Soul of an Abnormality [100CP] (Lobotomy Corporation)

You generate energy that can be harnessed and stored resistances and offensive power are boosted to be that of an average healthy person, or of the threat level ZAYIN. The energy generated is not immediately obvious unless someone is explicitly hunting for it. You may purchase this perk additional times to further boost your base resistances and power to the next threat level.

(Editor's Note: Please check the notes of the *Lobotomy Corporation* jump for information on the base resistances and threat power levels.)

## (7) Spellcaster [100CP] (Terraria: Journey's End)

Everyone who comes here may gain the potential to cast spells, but you are a cut above the rest. Your Mana Pool is twice as large, and has the potential to grow even farther, and magic that you cast is simply more potent compared to what it might be normally. Spells you cast hit harder and are harder to resist.

## (8) Enhanced Magic [150CP] (Salt & Sanctuary)

You have a deep connection to the weave of Fire and Sky, this link bolsters your spells and incantations allowing you to cast even the most complex and powerful evocations, should you have the focus to do so.

## (9) Medical Leeches [200CP] (Clive Barker's Jericho)

Agony is not to be feared but worshipped, exulted in both within yourself and with what you bring forth in the form of screams and tears from others. Negative karma, the essence and energy released by atrocities and misery, is so very valuable for magic and you have gained a great hold over it. You are able to enhance your arcane workings by the use of this, gathering negative karma from those who suffer from your actions or nearby to you even if not caused to you, enabling you to use negative karma as energy in place of the normal energy requirements for magic or even enhancing the quality of a sacrifice by sweetening their passing with all sorts of nasty biological agents. With the right preparations, a few dozen extraordinary massacres and defilements around the world, you could make a small cult tear open a rift to the box itself.

## (10) Miasmic Source [200CP] (Generic Necromancer)

You gain a reserve of power within yourself that is separate from the normal magic you may possess. This reserve is near infinitely deep but does not regenerate on its own and you must collect power from places of death, rot, decay, sickness, or some other necromantically charged areas. A hospital would qualify just as much as a graveyard or a battlefield. This power can be used to heal or influence the undead, fuel or enhance necromantic spells, or to infuse into the land to tune it towards your supernatural abilities, allowing you to use any of them from anywhere within the infused land as if you were present directly.

(Editor's Note: Originally was called 'Miasma', but changed it due to having the same name as another perk.)

## (11) Potential [200CP] (Justice League Dark)

Magic is a force of nature, of creation itself, and it is a vast and wondrous source of power. For as long as life has existed, there has been those who attempt to harness it. You are one of the few who managed to do so. Or, rather, you have the potential for doing so. As of now, you have only a rudimentary ability to manipulate magic and even less knowledge of spells. You're also not exactly the second coming of Merlin, but you have more talent than the next Joe Blow walking down the street. You will need to find a teacher or other source of knowledge if you wish to advance your skill and ability with the arcane.

## (12) Union of Wizards [200CP] (Glitchtale)

Human souls become stronger when near someone with similar goals or with the respective emotions of the user's Soul Trait. To you, this amplification is a step beyond the basic version. Everytime you're near someone that shares the same goals as you, you receive a small boost on your power (an increase of 0,1% if the person is totally mundane and an increase of 0,5% if the person has some type of supernatural ability). While this can normally be a very weak boost, the only limit for this increase is the number of people that share your goals. Lastly, the maximum range of effectiveness for this work is the size of an entire human city.

## (13) More Magical Might [200CP] (Drakan)

Whether you are an out-of-context problem or solution, having more 'oomph' is never a bad thing. This Perk quintuples your base amount of magical energy, allowing you to cast more spells before calling it a day.

## (14) Ritual Magic [200CP] (Ars Magica)

The most powerful spells must be cast through lengthy rituals and the expenditure of vis; more powerful rituals take longer and are more expensive to cast. Casting can sometimes take hours, but ritual magic is capable of much more than ordinary formulaic magic. Rituals can create permanent effects and target entire cities or more. A typical ritual spell might create a naturally-spreading, highly contagious plague, permanently increase a person's intelligence, transform an entire forest of trees, or even create life.
If you take this perk as a Hermetic mage, you are able to cast more powerful ritual spells, and must only expend half the necessary material components for any spell that requires them. Additionally, you may lead a group of willing mages in ritualistically casting any spell you know (even non-ritual spells), with the power of the spell growing in proportion with the number and power of the cooperating mages.

## (15) Halo of the Sun [200CP] (Silent Hill)

Steel, Blood, and Light. These symbols sit at the heart of the Halo of the Sun, the most important symbol of the Order. Now, this symbol is yours. It is a uniquely powerful symbol,

being able to be infused with powerful psychic and magical energy when inscribed. This allows the symbol to store spells inside of them, memories, and even souls. The Halo can be used to supplement any other form of magic circle, from Alchemy circles to demonic circles. It merely costs an equal amount of blood and steel and light (usually via immolation) to activate.

## (16) Fresh Souls [200CP] (The Evil Dead)

Easy victims have a strange habit of crossing your path; fresh souls for you to consume, and add to the Deadite horde! They do dumb things like go off alone into the woods, or play strange tapes they just find lying around… you do the math.

## (17) Noble Blood [200CP] (Glitchtale)

You were born in a special family, a family that holds the inheritance of a former noble family or even with some degree of kinship with the royal family. Thanks to your noble blood, your magical reserves are superior to those of ordinary humans/monsters, with about twice as much energy capacity as well with a greater magical affinity, which isn't really so useful to monsters but makes magic usage an easier task to humans.

## (18) Spell Modification [200CP] (Dark Souls Series)

Any two-bit idiot can learn to cast a spell and use it in battle. It is another thing entirely to change it, to modify it to better suit your purposes. Like so many other great sorcerers, pyromancers, and priests before you, you have learned how to bring about changes to the spells you call forth. A great fire ball can be turned into a cascade of burning arrows. A stream of souls turns into pillars of energy. A bolt of lightning hurled high into the sky turns into a rain of minute electric bolts. The bigger the change, the harder it will be to do so but in time, you can become like so many other great scholars before you. Not only that, you can even do the same for other systems of magic and supernatural abilities you might come to possess.

## (19) Memory Smith [200CP] (Salt & Sanctuary)

What are we but the weight of our memories? They are powerful things after all, and there are those that can harness that power, hidden within objects of great significance, and imbue it into the right arms and weapons using salt as a medium and sacrifice.

Some dear keepsake or memento, such as a lock of hair from a loved one, will have modest amounts of power, but the radical orders of a king, who decides and changes the lives of tens of thousands, will hold great power indeed.

As a bonus, you will be able to sense the historical significance of objects you come in contact with, being able to measure just how much power you could extract from it as well as for what arms and weapons it could improve.

## (20) Strong Soul [200CP] (Soul Eater)

An extremely rare soul born of intense physical and mental training. This training bares fruit, granting additional potency to any soul based abilities you have and peak physical

condition. While certainly beneficial, it could also be seen as a hindrance in certain situations due to Strong Souls being worth ninety-nine normal souls. The rarity of their soul and this property can cause them to be targeted by some, though it shouldn't be too big of a problem during your stay.

## (21) Dark Empowerment [200CP] (BLOOD)

Magical ability is not free; most only ever find talent in the dark powers by way of noble birth, or Faustian pacts with the dark gods of the Otherworld. With this, you have basic potential in magic, having the capacity to cast spells. This does not grant any actual talent, but you at least have the ability to cast spells, should you invest the time and resources to study and pursue education in the dark arts.

## (22) Mana Battery [200CP] (Terraria: Journey's End)

Ordinarily, it takes several minutes of rest for even a small mana pool to regenerate once drained. Now, however, your pool regenerates much faster, even as its size also increases. Your Mana Pool is roughly three times as large, and it replenishes several times faster, even when you are running around and exerting yourself. You can also push more mana into attacks to 'overcharge' them, spending double the mana to get around triple the effect, though that can risk burning out your Mana and slowing your regeneration.

## (23) Infernal Power [300CP] (Master of Magic)

You have dedicated yourself to the dark path of undeath and despair. Your death spells will be learned faster, cost less mana to cast and maintain, and be more difficult to dispel. Time and costs are not halved, but the boost is significant. Your unholy buildings generate more mana and cowe more of the populace. This perk also provides its boost to any other death-aligned magics you receive from other jumps.

## (24) Magic Words [300CP] (NieR)

The Sealed Verses aren't the only way that magical letters manifest in the world. Little scraps of runic magic can appear in numerous places, often with Shades or other living beings. These Words can be used to empower those who find them or their weapons or even their magic, adding unique effects or increasing the power of the user. They can even let the user grow faster. There is a limit to how many Words one can use, especially as it normally requires a Grimoire. This option will give you a small number of Words already and allow you to apply them yourself without need of a Grimoire. You will also be able to slowly increase the number of Words you can equip and continue to find them within the bodies of enemies in future worlds, the stronger the enemy the more powerful the Word fragment.

## (25) Light of the Heavens | Hellish Energy | Focus [400CP] (ULTRAKILL)

**Light of the Heavens [100CP] (ULTRAKILL)**

Among Angels, manipulation of holy energy is universal among their kind, able to channel divine light in basic, but devastating ways. Small bolts of lightning can jump from your fingertips or other appendages, the wounds of others may be healed with a wave of light,

and by channeling for a moment, you can call down an immense pillar of energy to melt even steel with ease, given the pillar lands on target.

**Hellish Energy [100CP] (ULTRAKILL)**

Where there is Divine Light, there too is Hellish Energy. While not every Husk can channel such a volatile thing, all Demons can. As living portions of Hell themselves, they are filled with such energy, able to bring it forth from their bodies and launch the volatile energy at foes. With a bit of focus and time to charge, you can even launch extremely fast bolts of it, exploding violently on impact with any surface.

**Focus [200CP] (ULTRAKILL)**

While Machines and Husks may utilize hellish energy for their own needs, such results are volatile, short lived. But Demons possess unparalleled control over Hellish energy, for it is their lifeblood, their birthright. Your focus with hellish energy and other spells allows you to maintain such effects for far, far longer than any would consider possible. Perhaps they'll just consider the sphere in your hand a lamp until you proceed to reveal it's true purpose as a normally extremely volatile explosive. Maybe they'll think that hellish barrier will only last a few moments while you could hold it for days. Instability shall never be an issue again, even in the middle of stressful combat.

## (26) Fear To Tread [400CP] (Lords of the Night: Liches)

The multiverse is vast, full of wonders and horrors. The great intelligences that would one day found The Guild of Wizards dreamed of both things familiar to mortal kind, but also stranger things. Far realms of strange madness, entropic demiplanes that consume and contain all that they touch, and more. You have been touched by an echo of those early dreams, and your spirit seeks out odd pathways. You can wield Sorcerae for the purposes of traveling and surviving in strange places with the greatest of ease. Truely, you were reborn for such strange journeys. Not only does it seem that you have a second store of Arcane energy equal to your normal one just for such works, one that refills with blinding speed, but all such works count as if they were a spell you knew, of a level you could cast, and of a permitted school when determining the cost in Arcane energy to cast them via Sorcerae. Not only that, but you can perform such Sorcerae as a reaction, rather than a conscious action, and the ripple of disturbance is greatly suppressed such that it's almost impossible to detect your use of the Arcane in such ways. And you can do the reverse, pulling on other places to make them overlap with where you are, calling beings and phenomena from the distant places to serve you, or remaking the world around you to be more like some distant plane, though such works take a normal measure of your attention, rather than as an afterthought. Lastly, if you could succeed at such a Sorcerae, you will with grace and panache. You might call it a 'natural 20.'

## (27) Rhyme is Reason [400CP] (SCP Foundation)

*The vorpal word.*

Usage of rhyme and meter in the things you do can exaggerate and empower the effects. In fact, adding verse for anything you do will improve the performance based on the complexity. (Though the benefit is much lesser on non-magical actions.) A couplet is enough to double potency of magic, while a limerick might be three times as strong. These magics are better in all metrics. Such spellcraft is not only more likely to surpass an enemy's defenses but be

equally harder to dispel. Spells that once required incantations can be skipped with a similar loss in their potency. You can teach others to perform magic following your rhyming rules with ease. It's easy to set a precedent of the singsong ceremony itself having the power, and mortals who imitate you can then repeat the spell without your direct involvement (though only at the basic unboosted level).

## (28) Master of Undeath [400CP] (Master of Magic)

You can learn and cast spells pertaining to the creation and summoning of undead much more readily. Such spells take half the time to learn, and half the energy cost to cast and maintain. Your undead minions also receive a boost to their power. In other jumps, this provides a boost to any magics of undeath and allied undead.

## (29) Sorcerer Making Tea [400CP] (Dorohedoro)

A cup of tea that concentrates the power of several devils, enough to make someone that isn't a sorcerer into a decently powerful one if consumed. The magic that this cup grants is fairly powerful, but it's actual effects will depend entirely on the person that uses it. Also, unlike those who are natural born magic users, they can survive if their devil tumor is destroyed. You get one of these cups per year, delivered to you by a friendly devil, who won't stay for long.

## (30) Fueled By Spite [400CP] (Bendy and The Dark Revival)

You are able to fuel and enhance your abilities with hatred and anger allowing you to produce greater results at the cost of twisting the technique Everything done with this perk will cause great suffering. I hope you're willing to make that sacrifice.

## (31) Integration [400CP] (Ars Magica)

Hedge magic traditions tend to be highly specialized, doing a few things very well, but lacking versatility. Ordinarily, a mage would be hard pressed to learn more than a single style of magic, but a jumper is under no such restriction. With a little bit of effort, you can combine systems of thought such as different types of magic and/or science into a new system, keeping all the benefits of each and often discovering new, unforseen synergies.

## (32) Necromage [400CP] (TES: Undead)

You were born with a gift, or perhaps a blessing? Either way, your undeath has interacted with your nascent Spark in an interesting way, granting you much power in your new state of being. Simply put, all of your magic is twice as effective against undead, as well as your enchantments. This goes for yourself as well, as beneficial magics and enchantments are much better for you. But that's not all, as you will find that all of your perks, all of them, are half again as powerful as they were before. I pity any who think they could stand against you…

## (33) Hemomancy [400CP] (Sarkic)

As a Daevite, you are proficient in magic catalyzed by bodily fluids, blood in particular. You can use rituals and spells that normally require mana or some other form of energy, and

substitute it with blood. Moreover, you gain minor hemokinesis – the ability to control blood, up to 70 liters simultaneously. You also have intrinsic knowledge of magic required to make use of this perk.

## (34) Dual Casting [400CP] (The Elder Scrolls Series)

While some say that it would be best to have a spell in one hand and weapon in the other, there are advantages to only using magic. When you use both hands to cast a spell, it significantly lowers the amount of magicka it would have otherwise consumed, and makes the spell vastly more powerful.

## (35) Greater Magic [400CP] (Fear and Hunger)

"*Power overwhelming.*"
All magic is greater in your hands Jumper. You are no conjurer of cheap tricks, but a real master of the unseen arts. All magic you wield from now on shall have its power, duration and effects greatly expanded.
A mere spark becomes a hefty fireball, a spout of water becomes a cutting jet, a gust of wind becomes a mighty whirlwind. A transmutation spell that before necessitated a mathematically perfect circle of transmutation might be cast with a clap of your hands. Chants may be shortened with no reduction of the resulting power and certain requirements and restrictions may be brute forced by the sheer potency of your magic. The limits of this power may only be discovered by trial, so go out there and start doing some magic. This also greatly increases the power of any magic items in you wield, strengthening their magic potency, innate or otherwise. Even cursed and enchanted items are affected by this as long as you directly wield or create them. Show all who doubted you, the powers you now wield.

## (36) Voidheart [400CP] (Hollow Knight)

A very special charm, even if a replica of the true thing. Forged of Wyrm and Root and baptised by Void. Its effects aren't immediately apparent even as it fuses with your very body. But Void is that of raw potential. And potential is what it brings.

## (37) Grand Magus [400CP] (DUSK)

Your magic and power has grown considerably, your control of magical projectiles is incredibly fine, able to chuck fireballs akin to heat-seeking missiles, hunting down and smiting foes with aggression, as if the magic has a mind of its own. You can control them manually as well, allowing them to weave around obstacles or even see through their own view for scouting purposes.

## (38) Fire, Brimstone, and Fervor [400CP] (Cult of the Lamb)

The magic of this world, known by its inhabitants as curses, is now yours to wield. Manifested from fervor, an ethereal substance generated by one's conviction to their beliefs. Fervor is passively regenerated over time so long as one's faith holds strong, and the fervor of others can be torn from their cooling corpses and used to power one's own curses. This perk conveys the ability to use this magic, but true mastery will come with practice.

## (39) Elan-Vital Energy (EVE) Manipulation | Type Blue [500CP] (SCP: Foundation)

**Elan-Vital Energy (EVE) Manipulation [100CP] (SCP: Foundation)**

All conscious beings have EVE, with the more sentient the being the greater the EVE. Also called Mana or Qi (by folks who didn't spend their whole life locked behind concrete slabs of science), this is the quantum energy that makes thaumaturgy work. This is the anomalous version of the Observer Effect in action, it gives you a better understanding of how to use your own body's energy and cause your observations to make changes on reality. Using thaumatology to create powerful spells costs a great deal of EVE. Other spontaneous improbable events occur as a form of equal and opposite backlash – which can be a problem for normlacy. Teleportation alone would take an incredible amount of EVE and be beyond most practitioners without a means to store energy. But small spells with the right quantum links available, those are within your grasp and your energy only grows with awareness. When experimenting with magic just stick to the three principles: Like Produces Like. The Part Affects the Whole. Observation Changes Reality.

**Type Blue [400CP] (SCP: Foundation)**

Anyone can become a magician, with time and study. There are minor genetic factors that can increase Potential, but nothing that prevents the study of spellcraft. It's possible for anyone to succeed at this, as the ever-growing number of witches and wizards in the wild will indicate. There's usually a massive cost to practicing diverse magic in any long-term way, and it's different and costly for everyone. Often, massive perspective changes are needed. You can skip such entry costs on magic and always have the Potential. For you, all magic costs are lessened. Through this you can manage incredible feats of magic that rival Type Greens. But instead of changing physics, you just bypass the rules. Your magic cannot be properly contained, with efforts to silence or negate it met with just building up more reserves of mana until you inevitably have enough to break free. The belief you have in your own magic is enough to improve it; whether that's making better enchanted item or just stronger spells. Yes, you can even talk in blue, too. This is very compatible with taking Elan-Vital Energy (EVE) Manipulation for greater control, as it would be for the more specific branches of magical study found in other group perks.

## (40) Weak Spiritual Power | Strong Spiritual Power [500CP] (Fatal Frame)

**Weak Spiritual Power [100CP]**

You can see things other people cannot. Unfortunately, they can see you too. Expect possession attempts aplenty and for spiritual attacks to hurt more. Any rituals you perform or spiritual tools you use will be very effective against the supernatural.

**Strong Spiritual Power [400CP]**

You stand on equal footing with those unfortunate souls driven by the power of the Malice, though without the taint of evil behind your actions. Be aware that every ghost, demon or supernatural force around will be eager to possess you and take that power (and your flesh) for their own use. Prepare accordingly and good luck.

(Editor's Note: *Strong Spiritual Power* acts as a *capstone booster* for *600CP* perks of the same jump. Also there is more info about spiritual power in the jump.)

## (41) Hate [600CP] (Fate/Legend: TLotRS)

A miserable hole in the world, a gathering point for misgivings and enmities and every sort of grudge humanity can hold. This pit of darkness rests inside of you, a place that can take in the negative emotions of those around you and turn it to dark power.
You must first focus it towards a target of hatred. It might be a person, an organisation, a race, even an idea or part of the human condition. Remember that although perhaps hated less than broader concepts, people can engender much more personal hatred towards each other. Once attuned in this way, you'll start to draw in the negative feelings that those around you have towards this target, these grudges seeping into you from across an entire province. This can be used to reinforce your body similar to magical energy, to rapidly heal yourself from horrific wounds or released in the form of destructive energy and flames. The more grudges you gather within, the more potent these abilities will become and perhaps new methods to utilise the energy will reveal themselves. But this energy is consumed when used, requiring more to be gathered and switching focuses will cause what you gathered prior to swiftly drain away.

## (42) Outside Help [600CP] (DC Occult)

Sometimes, you alone aren't enough. Sometimes your magic needs some extra oomph. You know how to tap into external sources of power, whether it be leylines, artifacts, or a group of sorcerers channeling their power to you. You can weave this power into vast spells capable of amazing things greater than the sum of its parts, and you can handle far more of this power than would otherwise be possible. But even then, it puts a great strain on your body and mind, and even you have limits - limits that will push you past if you're not careful. Your skill with this can grow in time, allowing you to reach over truly vast distances to draw power. Should the need be great enough and you have some method of reaching out to them, you could spread your net over the whole of the world, asking thousands of magical beings and sorcerers to lend you their power. Of course, you'll need to actually convince them to do so, but if the entire magical world was putting up a united front, you could be a valuable player in such a game.
This also allows you to power magic with other forms of supernatural energy. After all, when you really get down to it, there's not that much of a difference in the power inherent in a soul or the chi that rests within the body from the energy you use to cast your spells, is there?

## (43) Voice of the Void [600CP] (Exalted: Abyssals)

Every Abyssal bears the stain of the Neverborn upon her soul and Essence. For some, this connection stays as distant and impersonal as the relationship between the Solar Exalted and the Unconquered Sun. Others are less fortunate. The Neverborn are not kind gods, but unknowable horrors who hate their Exalted only marginally less than they hate their enemies. Abyssals particularly blessed, or cursed, with the direct attention of their chthonic masters experience an endless torrent of blasphemies that gnaw away their sanity.
You are blessed with a particular connection to the Whispers of Oblivion, allowing you to consciously tap into this connection without fear for your sanity. And yet, your attunement to the dreams of the Neverborn is agonizingly clear, each vision revealing subtle contextual

details and tangentially related facts you might never have thought to consider, plus unambiguous awareness of the Neverborn's wishes related to the topic. The Whispers can substitute for skill in any endeavor, allow you to glean a wealth of information from the minds of the Neverborn, and serve as a guide to where the Neverborn believe your actions could further their goals. Moreover, you will find that insane ghosts and spectres will heed your words, your terrible connection to their ultimate masters evident through their madness, and that maddened death cults will treat you with equally fervent respect and devotion. Perhaps more usefully, you may speak in the tongues of the Neverborn themselves, echoing the Whispers of Oblivion with your own voice to drive both ghosts and mortals to insanity and bless them with the attention of your chthonic masters. Such newly-deranged spectres and mortals will view you as the living incarnation and prophet of the will of the Neverborn, serving with eager and suicidal fanaticism.

## (44) The Second [600CP] (Rise from Ashes)

Just who are you? There's only one person in history who can match your raw power in mediumship. The legendary first crow, the strongest of them all. You are born genius among geniuses when it comes to mediumship. An anomaly of immense spiritual power. So supreme and unparalleled were her, and now your, powers that she could capture a soul with a single look, and could even control living beasts, such as thousands of birds. You have prodigious, once-in-a-millennium talent in mediumship, necromancy, and all magics that manipulate the energies of life, the soul, death, and undeath. All revenant beings, whether they be ghosts, skeletons, zombies, vampires, or else, instinctively respect you and heed your commands. As your power grows, this effect will grow as well, but keep in mind that powerful undead are resistant or outright immune to this effect. Perhaps someday, in another world, even the mightiest of liches shall bow to your will. You are well versed in the old ways of the crows, that of using pieces of your soul to capture the essence of others - gaining power over them. A contract between souls. You could temporarily keep the dead from moving on to the afterlife this way. Most potent of all is the power of the red sword, the ritualized casting using a blade to cut off slivers of your very soul. You could bind souls to yourself permanently, make great barriers impassable to the dead, and someday, someday, in another world you just might make it impossible for anyone to pass on. But such power comes with its costs. Whenever you use the red sword, you cut off a piece of your soul. The more you do it, the more you lose your sense of self. Your identity and memories will slip away, until you are no more. But surely that's a small price, right?

## (45) Prodigy [600CP] (The Owl House)

Yours is an old bloodline; one laced with power. Whether you are a member of a gifted family of witches or received your power through a quirk of fate, your magical abilities have grown exponentially. The maximum potential strength of your spells has increased by an order of magnitude, and your internal well of power actually runs deep enough to support those kinds of workings. Your magical energy reserves are several times larger than those of your peers, and can replenish quickly over a short rest. This effect also applies to any other reservoirs of power within you, and will scale with you as you mature. A young witch with this power could easily earn the "Top Student" spot, while a fully grown witch with this boon would be something amazing indeed. The Emperor will watch your future with great interest.

(Editor's Note: See the Notes section of the *Owl House* jump for additional details & interactions.)

## (46) Dynamic Linking [600CP] (OFF)

You now have the ability to perform one way conversion of esoteric energies, turning things like Mana or other forms of mystical power into Competence Energy. This conversion process is highly lossy and expensive, but can be performed during combat to replenish your energy stores without needing to consume a Golden Flesh or similar. Expect a roughly 3:1 rate of conversion from foreign energy to Competence Energy; this may not seem like much, but Competence Abilities are highly conceptual, making them game-breaking in the right use cases.

## (47) Faux Cultist [600CP*] (Terraria: Journey's End)

The power granted to the Lunar Cultists is great, but it also comes at a terrible cost. Lucky you, that you are able to gain some of that benefit, while avoiding the negative consequences. You are able to pick a patron, such as the Wall of Flesh, Fairy Empress, one of the four Lunar Pillars, or the Moon Lord Himself, and you can tap into and channel a portion of their power, gaining abilities related to them in the process. The amount of power channeled is ultimately limited, though it is still a tremendous power boost, but your theft is also hidden from their perception. So unless you do something like channel the power of the Moon Lord right in front of him, your 'patron' won't suspect a thing, and you won't have to pay the typical costs of servitude and potential madness.

> **Faux Cultist: Doubled Up:** For an additional, discountable 200 CP, you can choose two patrons, gaining some power from them both, and you can swap one or both Patrons temporarily in future Jumps, targeting any entities of magic or power that may exist in said Jump.

## (48) Heart of Malice [600CP] (Salt & Sanctuary)

It matters not from whence the blood flows, only that it does. Following this principle you've unlocked the secrets of blood magic, an art so foul that not even in grim Tristin is it allowed.

Though a meager apprentice of the art, knowing only the spells of class 1 and 2, you've unlocked the power to use your and other's blood as sacrifice to pay the cost in focus, yours being the more potent of the two.

This darkness that you have welcomed into you left its mark, allowing you to mutate your form in a fleshy and bloody fashion to create tendrils, blades and more. The more permission you are to corrupt the greater your affinity for the dark arts will become.

## (49) Archwizard [600CP] (Adventure Time CYOA)

You have a reputation as a great wizard, can speak mysteriously and at length on any subject, would be the belle of any secret society and you actually know quite a bit about magic. Your magical abilities are considerably boosted and you know some pretty weird arcane rituals.

(Editor's Note: This perk's name has changed to not be confused with another perk. There is a perk combo with the perk *Lich* from the same jump. If you happen to get both, then you will

receive working knowledge and significant power pertaining to *Adventure Time CYOA* necromancy.)

## (50) Death Eater [600CP] (BLOOD)

Your very soul draws power from death, strengthening itself. Every time you take the life of an adversary, a minute fraction of that being's power is preserved, staying within your being and fueling your growth. This process is slow, operating on the scale of decades, but continues without limit; that is, so long as you don't get in over your head and get your ass roasted.

## (51) Magical Blood [600CP] (Justice League Dark)

You're no two-bit magician plying parlor tricks and making pacts with bottom-feeding spirits. In your veins flow the blood of old – the blood that flowed in Atlantis before it sank beneath the waves. Drawing magic is as easy for you as drawing breath, casting spells is no harder than flexing your hand. Not only is your talent impressive, but you also have advanced training in some type of magic. There are any number of magical disciplines and traditions you could have been trained under, from backwards magic, to traditional eastern magic, to some hodgepodge style all your own. Whatever the case, you start off comparable to Zatanna in strength and skill, and have roughly the same potential she has. Given effort and training, you will grow to be one of the most powerful mortal mages alive. Or... you could take shortcuts, make deals and pacts. Take on the boons of outside forces to enhance your innate power. Though this, as I'm sure you can ascertain, would be costly and fraught with great risks. But remember, your power may be grand, but that means the cost of your power is, too, all the more grand.

## (52) Uplift [800CP] (Soul Eater)

You have ascended to a new plane of power. You are basically a Sorcerer in all but name, a much rarer race of beings revered and worshiped by the Witches for their power and Knowledge. Your magic is around five times more powerful than before and gains several different properties. Most notably, you are immune to the "Sway of Magic", no longer being subject to powerful destructive urges because of it. With enough study and practice, you have the ability to design and create "Demon Tools". Demon Tools are powerful magical artifacts that can do a variety of things depending on what they were actually built for. Examples of different Demon Tools range from the "Morality Manipulation Machine" that can alter the morality of those who sit in it to open their minds up to madness to the "Eternal Spring" which can allow a vehicle to keep running without fuel or maintenance. You'll still have to do the research and development phases on your own, but the possibility now exists.

## (53) Node Mastery | Node Archmage | Channeler | I Am The Fortress [800CP] (Master of Magic)

**Node Mastery [100CP] (Master of Magic)**

All magical nodes, in both worlds, generate twice as much mana for you. Additionally, you have no trouble with interference from the extreme power of these nodes in casting your own

spells near them. In other jumps, this will increase the amount of magical power that you can draw from external sources.

**Node Archmage [200CP] (Master of Magic)**
You truly have the potential to ascend to be one of the great wizards of all time, and are a master of casting. Your casting skill (the ability to channel more magic, more quickly) improves rapidly, and your enchantments are twice as hard to dispel. In future jumps, this will increase the cap on the amount of “power” you can safely use at once when using any magical ability.

**Channeler [200CP] (Master of Magic)**
You are a master at maintaining spells efficiently. The necessary energy to maintain any ongoing magical effects is halved for you, and magical enchantments that have a set duration last twice as long.

**I Am The Fortress [300CP] (Master of Magic)**
Other wizards may hide in their fortresses, but not you. Once attuned to a place of ritual significance, you retain the benefits granted by it even after leaving. Here this means that as long as your place of power is intact, you retain its benefits wherever you are. You cannot be “attuned” to more than one location at a time in this way.

(Editor’s Note: The *Node Archmage* perk’s name had to be changed to what it is now, as to not have it confused with another that has the same original name.)

## (54) My Real Magic | An Entire City [900CP] (Dorohedoro)

**My Real Magic [300CP] (Dorohedoro)**
There are two characteristics that differentiate an elite sorcerer from the plebians. One, is the amount of smoke that they can produce. The other is how they can use it. In your case, there are few sorcerers in the entire world that can claim to be as skillful as yourself. Not only are you extremely skilled in using your natural magic, being capable of creating many applications that others would not think possible, such as a magic user that can control mushrooms creating remote drone bodies made out of giant mushrooms or tracking others even across world through the remaining spores of your summoned mushrooms, but you also find that you can also become equally skilled should you acquire new magical abilities.

**An Entire City [600CP] (Dorohedoro)**
Even a sorcerer that has polished his skills up to the limits of what is possible for mortals, there is always a limit. Unlike those commoners, you are closer to a devil in the amount of black smoke that you can produce. Heck, you may even surpass some devil in the raw amount of black smoke that you can produce at a single time, capable of covering a building in an instant and a city in a couple of minutes. And much like devils, your magical pool seems to be an inexhaustible one, capable of keeping generating more black smoke, or whatever magical energy that you use, without an end. Keep in mind that the strain of constantly using your tremendous amount of black smoke may damage your body if you did something like a continuous casting for too long.

(Editor's Note: These perks may only be functional if you have the *Magic* and *Common Magics* freebie perks from their origin jump.)

## (55) Metamage | Archmage [1000CP] (Ravenwood)

**Metamage [400CP] (Ravenwood)**

The creation of a spell matrix is much like a science, requiring extensive study and precision, and yet, magic itself is an art due to the fluid nature of mana. You have taken this farther, able to subtly alter a spell as you cast it without changing the spell matrix at all by simply altering the way your mana flows through it. With this, you can also more efficiently combine the various methodologies of thaumaturgy.

Additionally, this level of control over your mana both increases its potency and expands your reserves, doubling the effective amount of mana you possess and increasing the rate at which your reserves in all mystical energies grow. Mana itself has its rate of growth doubled and the closer in nature to mana that other energies are, the closer they are to the same increase as Mana.

**Archmage [600CP] (Ravenwood)**

Archmages are those that have honed their magic to a razor's edge, above their peers through their efforts and able to flawlessly meld the various methodologies of thaumaturgy they have mastered. You have earned this title for yourself. As an archmage, you have a deep well of magical power to draw from, five times the norm for a practiced mage, and can continue to increase your reserves at five times the normal speed. This stacks with the effects of Metamage.

Your speed at creating and casting a spell matrix is impressive, fast enough that you could cast a sorcery matrix with the snap of your fingers and only need a minute to fully form and reinforce a wizardry matrix. Your care similarly allows you to use witchcraft without destroying the materials with no need for alchemical reinforcement or extra mana to do so and gives you the ability to tune your mana to a mix of elements rather than just a single one with shamanism. You will also find that your dormant mana provides some measure of enhancement and protection without the need for active thought, and when you do actively use it, they provide more potency for the same level of effort that they had before.

Finally, you have enough talent to develop new methodologies of thaumaturgy, if you are willing to put in the effort necessary to do so.

## (56) Persistent Casting | Rapid Casting | Precise Casting | Potent Casting | Parallel Casting | Covert Casting | Blended Casting [1700CP] (The Owl House)

**Persistent Casting [100CP] (The Owl House)**

You're skilled at pushing the duration of your spells as far as they can go. Your spells don't take any less energy to start up, but they are incredibly efficient once they get rolling. Minute-long spells last hours and hour-long workings can last days when it comes to your spellcraft. With enough planning and preparation, you could even construct a spell so solidly that it would last until dispelled.

**Rapid Casting [200CP] (The Owl House)**

Few are faster than you. Normally a quick evocation can take a second or two to cast, and more powerful rituals can take hours of careful preparation, if not longer. You now cast cantrips in an eyeblink, and can complete more complex workings in a quarter of the time.

**Precise Casting [200CP] (The Owl House)**
You have a steady hand. You excel at delicate magics, small-scale spells, and detail-oriented work. Several groups, like the Plant or Healing Covens, would benefit nicely from this style. Of course, perhaps you can apply this focus to less altruistic magics.

**Potent Casting [200CP] (The Owl House)**
Your spells are bigger, badder, and pack more bang. Whether you're a Bard student making louder sounds or an Abomination witch making larger constructs, you get double or triple the results for the energy cost of a normal spell.

**Parallel Casting [300CP] (The Owl House)**
You specialize in repeat performances. You find casting the same or similar spells repeatedly is vastly more efficient. An Illusion witch could create multiple duplicates, a healer could repair dozens of minor injuries, or a Plant witch could grow fields of garden variety vegetables. So long as you can cast the first spell, casting the second, third, and even tenth will come at a quarter of the cost.

**Covert Casting [300CP] (The Owl House)**
Magic can produce some powerful effects, but it's usually pretty overt. You've taken steps to avoid such tells. You don't need verbal incantations or complex somatic gestures. You don't even have to draw a circle. Simply exert your will and your magic will respond. Your spells still take the same amount of time to cast, but now you can do it on the sly.

**Blended Casting [400CP] (The Owl House)**
Combining schools of magic is punishable by petrification! It also produces incredibly potent effects. I wonder if those two facts are related? You are one of the few witches who can mix different forms of magic and produce useful effects. This is how Eda and Lilith pull off more esoteric spells, like conjuring animated earthworks or sending people inside a person's mindscape. Like those masters, you can turn disparate forms of magic to your advantage with unmatched versatility! You still have to understand each school of magic you work with, but weaving two or more kinds of magic together will come naturally. This also allows you to combine and coordinate magics from other worlds to enhanced effect!

## (57) Master of the Arcane | Spell Crafter | Well of Magicka [1800CP] (The Elder Scrolls Series)

**Master of the Arcane [600CP] (The Elder Scrolls Series)**
While magic by its very nature is flexible in how it is manifested, you devoted yourself to a single school of magic. You are an undisputed master in one of the Schools of Magic, knowledgeable in both its underlying principles and its practical uses. In addition, you are quite skilled in passing along your knowledge of your chosen school to others.

**Spell Crafter [600CP] (The Elder Scrolls Series)**

The only thing that really holds magic back is the creativity of the caster. You can easily create new spells with a bit of effort, and if you were to see any new or unknown spell in action, you could recreate or mimic it through experimentation. No magic is beyond your reach.

**Well of Magicka [600CP] (The Elder Scrolls Series)**
All practitioners of the arcane know that magicka leaks into Nirn through the Sun and Stars, holes into Aetherius itself. Your pool of magicka is greatest mages in history, as is the potency of any spells you cast. You could be throwing fireballs all day without effort, and you may pour more magicka into a spell to overcharge it to such a degree that the simple Flames spell could rout armies with great effort.

## (58) Gestureless Casting | Wordless Casting | Increased Zeon Recovery | Improved Innate Magic | High Magic [1800CP] (Anima: Beyond Fantasy)

**Gestureless Casting [200CP] (Anima: Beyond Fantasy)**
For many, calling on the Flow of Souls is a difficult thing, something that requires a focus in the form of gestures. Not for you. Even bound, you can call it's power through you, guiding it with words and will alone.

**Wordless Casting [200CP] (Anima: Beyond Fantasy)**
For many, calling on the Flow of Souls is a difficult thing, something that requires a focus in the form of words. Not for you. Even bound, you can call it's power through you, guiding it with gestures and will alone.

**Increased Zeon Recovery [400CP] (Anima: Beyond Fantasy)**
Magic has a single great weakness: The fact that your soul can only channel the flow for so long, the Zeon quickly running out. Further, it takes time to recover, days to weeks to even months! Fortunately, you recover quickly, recovering four times faster than you by all means should.

**Improved Innate Magic [400CP] (Anima: Beyond Fantasy)**
Magic has costs, and even the smallest spells can quickly drain your Zeon, leaving you empty. No more. Spells of sufficiently low cost can be cast without touching your reserves, the Flow of Souls washing through your body, and shaping itself with the barest hint of your will. Though any mage eventually learns to cast the lesser spells without calling upon their reserves, the spells you can cast without cost are twice the strength of theirs.

**High Magic [600CP] (Anima: Beyond Fantasy)**
There are spells beyond the potential of other, lesser beings. Spells of such power that most cannot cast them, no matter how much zeon they call upon. You are not so limited, and your potential shakes the world. High Magic lies within your grasp, even outside of a sanctum or without effort in the arts of metamagic.

(Editor's Note: Please check the notes section of the *Anima: Beyond Fantasy* jump for information on not only terminology but also other specifics pertaining to the jump.)

## (59) Magic of the Ancients | A Soul of Great Might [2000CP] (Bibliomania)

**Magic of the Ancients [1000CP] (Bibliomania)**

You are now an incredibly powerful and versatile mage, knowing all the magic of the ancient world that resulted in the creation of the being that started this world's apocalypse. While you won't know the exact method the princess knew to do what she did, you do have the sheer magical versatility and talent to wage a 1 man war against the beast in shear combat capabilities up to the point the beast was originally sealed and as such you can use magic capable of destroying a small skyscraper with barely any effort. You know dozens of types of magic though no Sealing or Literacy magics but you know artificer magics, how to use various elements, transmutation spells and other such magics all with absurd degrees of power and control. This perks also gives you extreme talent when it comes to supernatural powers and energies you get enough that casual effort would see people calling you absurd even by prodigy standards(Like making Minato Namikaze in Naruto look like the average cannon fodder instead of the prodigy he is.). Additionally you naturally have 3 times the energy reserve for all energy types you gain and recover your energies 3 times faster than normal. Control over your energies while not flawless is so efficient you now use 1/5th the energy you'd normally need and can train your control and energy based abilities 5 fold.

**A Soul of Great Might [1000CP] (Bibliomania)**

Your soul is easily 50 times stronger than it should be and as a result you are extremely resistant to any soul based effects meaning soul based effects would need to be 50 times more potent to even start to affect you if you just have this. But more importantly your soul is capable of instinctively fighting back against any effect that tries to damage, change, kill or consume it, reducing the effectiveness of any soul based negative effects 50 fold before even touching your defenses. Your soul also recovers quickly and can't be fully killed, you could have your soul shattered into dozens of pieces and still retain who you are and with only a week's time pull yourself back together and heal your soul assuming your body isn't dead. It's also impossible for beings that have managed to swallow your soul to digest you and with time and effort you could even fight your way out of a demon god's guts. Your will is bolstered as well meaning you have an incredibly enduring will to the point you won't flinch in the presence of beings that would drive anyone with a strong will mad instantly. Thanks to your soul's strength your body is minorly enhanced and you and now beneficially receptive to any enhancements you gain improving any and all perks potency that you gain a further 50% of its initial potency. This perk is also special being that due to how it changes you it now counts as part of your body mod and now joins you on your Gauntlets.

# Eldritch Blessings

## Mechanisms by which to Initiate Change in Oneself
## [56,150CP] (129 Purchases) - Perk Total: 73

### (1) Universal Biocompatibility [50CP] (Adventure Time Jump)

There are some odd species/races around here and even odder is that no matter “what” you are you are biologically compatible with other species/races no matter how bizarre they are, even things like animated inanimate objects. Anthro bears can for example reproduce with clocks, making a clock-bear hybrid kid. Even things of opposite or contrasting elements can have children.

### (2) Perfect Chompers [100CP] (Horror Midnight Movie Marathon)

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.

### (3) Slasher [100CP] (Soul Eater)

The world of Soul Eater has referenced many horror and pop culture icons across its run, from Sadako to Freddy to Jason. To get you started, you may become a slasher yourself. Pick any horror movie or popularly referenced villain, and from this choice you will gain physical enhancements and minor physical abilities referencing them. If they’re brought up in some form in Soul Eater, use that character as a model. Using Jack the Ripper as a baseline, you could become about twice as fast, strong and agile compared to a normal human. At the same time, gaining unorthodox combat instincts allowing for an air of unpredictability and sudden erratic movements. Finally, you would gain the ability to turn all of your fingers into large, razor sharp blades, each easily strong and sharp enough to hack through a normal human torso. Providing you stick to this general level, feel free to pick whoever from Rasputin to Lupin.

### (4) Genetic Purity [100CP] (Jurassic World Dominion)

One of the main points in Jurassic Park is that the dinosaurs are not genetically pure. They use fragments of the ancient dinosaur DNA and stabilize them with DNA from modern animals. This has given the dinosaurs a number of advantages however, that they wouldn’t possess naturally. This perk allows you to retain any of the genetic modifications while still being a pure member of your species. This primarily affects your appearance and some similar qualities. For example the Velociraptor is significantly larger than its real life counterpart. In addition you can apply this effect to your alt forms allowing you to share their qualities between them.

## (5) True Form [100CP] (Clive Barker's Jericho)

The Box is all too happy to give you a form befitting the true nature of your soul. You have been warped by evil, taking on a new form to reflect your inner vices and desires. This has turned you into a creature of nightmares, taking on a form more to your liking without hindering your capabilities.You may customize this form within reason, making something equivalent to the creatures that can be found in the Box already. You may be up to ten feet tall and gain attributes such as wings, inbuilt armor or even having heavy firearms bonded to your body. No magical abilities may be gained through this and you would at most be a beast of middling power in the box, rather than one of the strongest. Taking this also enables you to retain your full mind and free will even as a creature of the Box, as well as in similar situations in the future.

## (6) Anomalous Physiology [100CP*] (SCP Foundation)

*Be the monster you want to see in the world.*
For 100SCP, this will be a minor improvement from baseline humanity. They only have a few minor advantages and aren't difficult to contain. You'll probably never be seen as totally Safe given your sentience, unless you have a convincing ruse and non-threatening shape. Almost in the realm of normalcy this covers all sorts of near-human forms or only slightly superior to other humanoids. If they are stronger, they'll have inherent drawbacks that balance those benefits. An inability to blend in with the normal world, or some reduction to your communication or agency. This could be having some sort of spooky durable object as your body; maybe a portrait, toaster, or amulet? Your form could be any relatively "weak" near-monsters like some kind of minotaur, Little Mister, or IKEA staff. Any paranormal traits beyond your form are going to be minor, at most letting you stay alive despite abnormal biology or breathing and speaking normally despite your facial features being [DATA REDACTED].

(Editor's Note: There are *200CP* and *300CP* options available in the jump)

## (7) Acid Blood [200CP] (Darkwood)

Much like the toxic substance found in mushrooms your blood becomes acidic when exposed to the air, and has a habit of spraying when you are hurt. The result: anyone who takes a bite or swing at you is in for a bad time. The acid won't exactly melt them into a puddle of goo, not unless they're especially fragile, but it is painful, irritating, and might just turn the tide if you got hit in the middle of a fight.

## (8) Rip and Tear [200CP] (DUSK)

Your strength is abhorrent, massive and animalistic. Claws to rend apart man or machine in mere moments, and a will to follow it through. Slathering yourself in the remains of your foes only increases your strength further and further, for which every death you hunger for bloodshed grows ever larger.

## (9) Augment: Urban Plague [200CP] (Library of Ruina)

Now if you're willing to pay a bit more for your augments, or have ties with those who might make them, we can get you something a bit more special. All of the effects of the prior tier are significantly improved, legs able to do great leaps, arms that never tire despite swinging swords the same size as yourself, and camera eyes that replicate the full function of human ones, along with seeing into UV, infrared, and so on. More than that, now your augments come with a distinct gimmick to them. Perhaps they create sheathes of fire around your weapons to burn away at your foes, have assorted modes they can cycle through as needed in order to improve your performance in numerous minor ways, actively build up power in their internal engines to spur you on to greater heights the longer the battle lasts, or disable key muscle groups of your foes with carefully placed electrical shocks.

## (10) Expanded Pineal Gland [200CP] (Lovecraft Midnight Movie Marathon)

But there lay things outside of human knowledge. To help you obtain this knowledge you have expanded your pineal gland, allowing you to perceive into the borders of other worlds. You are able to see into neighboring dimensions, those that overlap with the one you are one, as well as to see many things that are normally invisible. Beyond being able to see bordering realities, you are able to perceive slightly outside of the normal range of human vision, as well as see things invisible to those without some special quality; things like fairies visible only to those with second sight, or to pure hearted children, spiritual beings that normally require sufficient spiritual strength, and so forth.
This comes without the side-effects of increased libido and arousal, or mutating into a monster with a tentacle-mounted third 'eye'. If you want those Unnameable could give it to you if it's simply cosmetic, or Abnormal Appendages could give you a functional sensory organ on a stalk out of your mutant forehead.

## (11) Homo Superior [200CP] (Marvel Comics: Symbiotes)

Rather than a baseline human, you're a Mutant with all that entails. Feel free to design your own custom power, with a few guidelines: 1, you're a rather middle-of-the-road mutant, not a Morlock but not an omega level either. 2: You've only got one or two powers, three tops, which are somewhat related. Generally speaking, the more broad your abilities are the weaker they are on an individual level. 3: In terms of power, an Elementalist would cap out at Firestar, an energy blaster would be a visored Cyclops, a telepath would be one of the Cuckoos, and a regenerator would max out at Deadpool. 4: You don't get any extras, become a Wolverine Package and you don't have Adamantium.

## (12) Sick Contagious Pathogens [200CP] (SCP Foundation)

*Consecration & Contagion*
Your flesh has conquered another obstacle. What the civilized might suffer as illness, your immune system treats as strength! You benefit from access to a special viral pathogen. This can be any one of the many biological infections in this world... and there are a lot to choose from. You could even stick to a mundane disease, or import something unnatural you've picked up in a previous world. If you want you can have something truly homebrewed – just don't make it too ridiculous. As a unique anomalous carrier, you'll only gain the benefits (if

any exist) from this infection and can prevent spreading it unwillingly. It will keep incubating as you need it, and (at least in your body) never enter a state where it can no longer be spread as a bioweapon. Choose whichever strain you prefer! Some local flavours: SCP-008 “Zombie Plague”, SCP-081 “Spontaneous Combustion Virus”, SCP-164 “Squid Tumors”, SCP-584 “Limb (Re)Generation”, SCP-610 “The Flesh That Hates” “Spawn of the Yaldaboath”, SCP-686 “Contagious Lactation”, SCP-1363 “Possessed Virus”, SCP-1462 “Bio-Fuel”, SCP-2075 “Aleksei Kravchuk”, SCP-2680 “Bootlegger Retrovirus”

## (13) Mark of the Beast [200CP] (DC Occult)

Your inhuman source of power has left its mark on you. Inhuman eye, skin, and hair color are all possible manifestations of it, and you may very well appear inhumanly beautiful, terrifying, or imposing if you desire. Whatever the case may be, you’re definitely going to be turning heads when you walk down the street.

## (14) Artificial Existence [200CP] (Bibliomania)

Like I mentioned in the beginning of this jump, humans aren’t the only beings in this world. You are still human but are a result of experiments that create some of the entities that may still exist in this world. Effectively you are modified yet artificial which puts your base physical and mental capabilities to the peak of your species. But that's just your base, since you can now train and improve yourself to be 2 times better than you should be possible allowing you to go from post human to superhuman. Most important about this is that any enhancements you gain also benefit, allowing you to train them to be twice as powerful as what should be possible.

## (15) Transformation Sequence [200CP] (Horror Midnight Movie Marathon)

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.

## (16) Blasphemous Vigor [200CP] (Fear and Hunger)

*It seems the black has seeped deeper; it might be too late for you.*
Your body has undergone a most unholy transformation, squirming and contorting to contain the madness that filled your body and your soul. Your muscles are like twisted and knotted rebar, you could kill a grown man with your bare hands, removing limbs as if pulling the husk off a cob of corn. How many hearts now beat in your chest? How many lungs fill when you breath? Your torso is packed impossibly full or redundant and unknown, but fully functional, organs. How can it fit so many? Your bones are denser and hardened, yet twisted into a spiraling construct that hurts the eyes to behold. You should stay away from X-rays, lest you give your doctor an aneurism. You now could stand shoulder to shoulder with the tallest

humans of history, somehow without losing any of your speed or balance. And strangest of all, you have grown to possess an enormous pair of testicles and a penis larger than any human's, fully functional, regardless of your gender (without losing your female genitals if you had them). I can pull some string with Sylvian to remove that last part if you wish Jumper, simply let me know. Your choice. This Perk does not affect your beauty, or lack thereof. If you were beautiful before, you are beautiful and bigger, if you were ugly, you are ugly and bigger.

## (17) Scarab King [300CP] (WHF: Tomb Kings)

A curse that you turned to your advantage and control. Long ago, you were cursed by the Gods of the desert, transforming yourself into a living mass of scarabs. You learnt to control this though, learning how to switch between it and your original form at will. No doubt the Gods are unhappy given you spat in their eye but with how lethal this form has made you, you may find it difficult to care. You may take on the form of a swarm of scarabs, several times your own body mass in the amount of them are created. Not only do you have full control over each and every scarab, you will survive so long as even one of them remains. However, these scarabs cannot go more than a few dozen meters from the majority of scarabs, simply fading away if they go too far. The Scarabs also eat at the spirit of whoever they attack at the same time as they eat at the flesh, eventually spreading the remaining shreds of the soul into the air.

## (18) Safety Net [300CP] (Helluva Boss)

If/when you die in this Jump you'll manifest in Hell as a Sinner Demon with all the associated advantages though you will also be unable to leave the Pride Ring and be subject to Extermination. In Future Jumps if you die you'll also be reborn as a Sinner Demon manifesting a New Hell Dimension that operates under the same rules as the Pride Ring. This new hellish dimension will draw at least a fraction of the Sinners who die and will gather all of them if there is no other Hell Dimension in the setting.

## (19) Fairy Heart [300CP] (Lord El-Melloi II Case Files)

Your heart was stolen by fairies. This does not have any physiological consequences, but does make you slightly more than human. You are now able to access mysteries that no longer exist on the planet's surface, enhancing your powers significantly. Unfortunately, relying on this is agonizing and dangerous. Post-jump, your heart is restored, and you may safely and painlessly tap into this power.

## (20) Button Eyes | Other Form [300CP] (Coraline)

**Button Eyes [100CP] (Coraline)**

This gives you a new Other Alt Form that can apply to another, though it gives you Buttons Eyes. Your body is fabric full of sand though it behaves like living flesh, but it is not. Your form is very malleable. With the right skills you can alter your body into creative and/or very... disturbing forms. Feel free to change your button eye color at whim.

**Other Form [200CP] (Coraline)**

You may take on the appearance of another. You may base this new form on this other person with buttons in their eyes to use as a new alt form, or not should you want to look just

like that person. Though your true Beldam form is that of a spider-like humanoid creature with button eyes and sewing needles for fingers.

## (21) Hybridized | Bodily Control [300CP] (Marvel Comics: Symbiotes)

**Hybridized [100CP] (Marvel Comics: Symbiotes)**

You don't so much have a symbiote as you've been merged with one. Maybe you were infected by the Venom virus, or you were grown in a lab, or maybe you were exposed to living abyss prenatally, or something. What this means is that you're always considered to be bonded to your symbiote for perks that refer to such, and any abilities (or drawbacks) that refer to your symbiote instead refer to you. However, you are barred from taking the Independence perk. Your true form resembles a member of your base race wearing a symbiote, but you can revert to your base race's appearance at will.

**Bodily Control [200CP] (Marvel Comics: Symbiotes)**

The Living Abyss that saturates your body is highly malleable, highly mutable, almost like Unstable Molecules. After a bit of practice, it was easy enough to gain fine control of various parts and functions of your body, down to the twitches of individual muscle fibers. This control is both reflexive and conscious and will never hurt you, and likewise extends to any powers you possess that are tied to your biology.

## (22) Big Bad Wolf [400CP] (NieR)

Your Shade form isn't just some humanoid spirit anymore. You've styled yourself after a particular fairy tale and gained a body fitting to it. Whatever creature or character you look like, you take on a form several times larger than even an elephant, with all the fitting power of that size. Depending on your chosen subject, you may have various extra powers such as being able to spawn lesser shades, being made of dozens of independent smaller pieces that can reform at will, having strange additional weapons or appendages, being particularly large or strong and so on. Non-Shades who take this are able to transform into this monstrous form at will.

## (23) Guardian Conversion [400CP] (Aliens: Dark Descent)

The marriage of cybernetics, cryogenics, and xenomorph research is this: you become a cybernetic vessel containing a chestburster. This means that you can move within the Xenomorph hive as much as you want without hindrance, as well as giving you authority over other members of the Darwin Era. If you'd like, your 'passenger' can be stunted such that it never actually reaches the point of bursting. But why would you possibly wish for that?

## (24) Immortal Blood [400CP] (SCP Foundation)

*Ritual sacrifice.*

You are not the modern bloodline. You are one of the immortals, elevated by ancient thaumaturgy during the height of the Daevite Empire. You will not age past your prime. Even with the decline through history there are those who act as living legacies today. This gift was not restricted to the ruling class, even some slaves within the empire such as Ab-Leshal and Qayin carry this blessing (but perhaps view it as a curse). Depending on your preferences, many of your descendants might live on into modern times as adherents to

your ancient philosophy and culture. Blood ties offer great power in any magic you have, so you can use descendants as relays for any of your spells. Geomancy, herbomancy, animancy... the daevites used many magics but none without the key ingredient: blood. You may not have magic yet, but even still there's power in the blood. Spilling the blood of foes as part of an attack empowers the next. Offering your own blood (or that of sacrifices) in a ritual empowers it greatly. Ritual sacrifice is enough to allow some level of necromancy even if you're an untalented thaumaturge. Whatever action you undertake, the more blood the better.

## (25) Rotten Meat [400CP] (OFF)

Your various orifices are now capable of spewing out a constant stream of boiling, acidic slime, utterly destroying the environment around you and rendering it inhospitable to life. If your napalm-like substance sticks directly to an opponent, it will totally cover it, burning them severely and making them run around like a headless chicken trying to get it off. This ability works best with the [Extra Crispy] alt-form, but if you do not possess it, you will simply emit a smaller stream than what a real Burnt would be capable of emitting.

## (26) Multiple Forms [400CP] (Lobotomy Corporation)

You have multiple forms. Any and all can be human or monstrous. At first what forms you take are tied to your emotional state, but given enough practice, you can adapt to change forms willingly with little effort.

## (27) Stoneskin [400CP] (ULTRAKILL)

Demons come in many forms, parasites and flesh and blood, but the most notable among them are primarily formed of stone, exteriors resistant to both the countless environments and dangers of Hell. You inherit this stony exterior, a potent tool, especially when you figure out that most projectiles simply slide off. Explosives simply dink off the exterior and explode elsewhere, normal bullets simply chipping away at the exterior. While not impenetrable, your durability has grown immensely, as has the strength of your blows with the extra weight behind them. Stomps may create massive damaging shockwaves, punches shearing through metal with the ease of butter. And in addition, it makes it very easy to blend in with the scenery as a statue. Until you simply rise from your position and proceed to dunk them with 2 tons of stone.

## (28) Mutated Being | Extreme Mutation [400CP] (Nechronica)

**Mutated Being [200CP] (Nechronica)**

Your form is more abstract and free form then anything else found in nature. As such, you have a great deal of control over your body and freely shift around your internal organs while also twisting and contorting your body into near impossible shapes. This lets you dodge attacks more easily while also keeping the bits you like constantly moving and out of danger.

**Extreme Mutation [200CP] (Nechronica)**

Seems a bit more care was put into your creation by the Necromancer then most. You gain a free Tier 3 Mutation that counts as a basic part of your body.

(Editor's Note: These Mutations can be found in the *Nechronica* Jump, pages 24-25.)

## (29) Chosen Vessel [400CP] (Little Nightmares)

The Entities are basically powerful supernatural forces, without having a true physical existence and, due to this little detail, whenever they want to interact with the physical world, they must use someone or something as a vessel. Some of them also choose specific compatible humans to become their main vessels and work as their main servants. As humans, their vessels aren't immortal, unlike the Entities, requiring a new vessel to be chosen from compatible candidates. You're a candidate to become the vessel of one of the four Entities found here, or maybe of a new fifth Entity. Due to your compatibility with an Entity, you innately have some kind of supernatural power within you and this power enhances some of your abilities to a whole new level, with this perk working as a Capstone Booster, increasing the power of every 600 CP perk.

(Editor's Note: Acts as a Capstone Booster for the other *Little Nightmares 600CP* perks.)

## (30) Mystic Eyes [400CP*] (Lord El-Melloi II Case Files)

Mystic Eyes are an ocular mutation that grants a magus unusual abilities such as petrification, high level hypnosis, and lighting things on fire. Naturally, most pairs only come with one such power. You've got a pair of your own, or a similarly unusual canon advantage, such as clairvoyant pure eyes, psychic telekinesis, oni ancestry, or the Fraga bloodline. This can be bought multiple times, but is discounted if you only buy it once. Furthermore, the price for each purchase after the first is twice that of the one before it, and you cannot purchase Mystic Eyes of Death Perception or the Wishcraft Thaumaturgy Attribute here. Those two are simply too potent for this.

## (31) Lich [600CP] (Adventure Time CYOA)

Well maybe not the Lich but certainly a lich - A herald of death, doom and possibly the undying physical manifestation of a mushroom bomb. You have the power to bring despair to those around you, throw eerie green flames, cause objects you come into contact with directly to decay and possess the bodies of living things.

(Editor's Note: There is a perk combo with the perk *Archwizard* from the same jump. If you happen to get both, then you will receive working knowledge and significant power pertaining to *Adventure Time CYOA* necromancy. I would also like to add that this perk does not give the same cosmic importance or concept of Entropy that the Lich is and represents to you.)

## (32) He Is Gross! [600CP] (Centuarworld)

You were touched by the chaotic radiation of the rift and the key, transforming yourself into an eldritch black mass similar to the Nowhere King, of which only your original skull remains as an identifying feature. You have gained immense strength and durability, enough to smash through castle walls and survive most attacks around here with ease, and you can fly, expand, travel through and control your goo freely, which has anti-magic properties, and can heal your wounds by consuming other living beings.

## (33) Augmented [600CP] (DUSK)

The scientists did quite a number on you, it seems. Metal plates jaggedly cover vulnerable flesh, toughening your exterior, eyes flare that can pierce the veil of night as easily as broad daylight, and a new set of implements, human weaponry grafted to your flesh. Rivets that explode on impact, mortars which saturate an area with explosions, all gestated from within yourself courtesy of a new set of appendages. Perhaps you don't understand how this civilization works or functions, perhaps you don't care. But at least you can attest to the lethality of what they create, yourself included.

## (34) Book Entity Physiology [600CP] (Bibliomania)

Like mentioned in the beginning, humans aren't the only species in this world and now due to the experiments done to copy the sealed beast and make the Books like Serpent you have been changed by them. Unlike Serpent you're not naturally a book and instead a human turned into a Book Entity, similar to the original beast in a way. What this does is give you several abilities and forms. First of all you now have 3 base forms you can switch between at will, a purely human form with will typically be who you where before becoming a book entity, a Book form with is effectively just normal book made of paper, metal and leather work for an intricate design that evokes who you are, though the book form can't move on its own, it can perceive the world around it and is roughly 200 times more durable than it should be even with the weakest part of your book form the paper is actually a metallic paper composite as flexible and textured like real paper but as durable as titanium even before the durability boost. Lastly you have a beast form which will initially be a form that is beastly yet evocative of your own personality though typically having a set of wings and second set of arms. You can change your form at will somewhat but your default beast form is what you start with and will instinctively be one you are comfortable with. The beast form isn't as powerful or large as Serpent when he's freed but you can grow over time and by feeding overtime to match and even exceed the beast that started the Apocalypses scale. You'd only be the size of a 2 story building at first but like I said that can change. Your abilities will seem to scale to your size as well so people will be shocked at you being as fast as you are strong when in beast form. Now for abilities, you first gain the ability to absorb beings into you and break them down entirely into information and power which allows you to improve as well as gain all their powers, skills and abilities added onto your own as well as increase your size proportional to the absorbs strength and your own(Any entity not stronger than 10% your full power). It only took Serpent 666 normal humans to be free and the size of a multistory building. Unlike Serpent you have the unique capability of expending energy to release those you have absorbed, temporarily weakening you to before you absorbed them(for a few hours), but also freeing them to live their own lives again as if you had effectively destroyed everything that made them who they are. You have no limits to how long you can wait to revive someone only if you have absorbed them and are willing.

(Editor's Note: There is a few more paragraphs about this perk in its original Jump.)

## (35) Battle Form | Condense It [600CP] (Seven Deadly Sins)

**Battle Form [200CP] (Seven Deadly Sins)**

You have a form that you can take fit for battle. This doesn't raise your power at all but it does give you a larger amount of natural advantages. You might gain wings, arms, tentacles,

mouths, and various other things. This form is meant to give you not a boost in power but some more advantages to draw upon. The size of this form can be up to five times your original size.

**Condense It [400CP] (Seven Deadly Sins)**

You are quite skilled at emulating others abilities through your Darkness. Whether it's condensing Darkness into small balls and launching them at people or emulating swords and spears. You gain incredible insight and inspiration with your abilities and can be quite creative when it comes to its use letting you use far greater power with less resources. You also can use this on other powers and abilities. Flames condensed into lasers and ice turned into swords.

## (36) Unbound [600CP] (Shin Megami Tensei V)

The Art of Fusion is a way for Demons to get stronger than they previously were. The Art of Essences allows them to wield Skills they shouldn't have. Bound they may be, there are ways to escape their inherent constraints. This is something you may get. Ways to reach a greater form of power will always be available to you if you wish to find them, either by taking something's essence, being fused with another (where your personality and being will be unaltered as long as you don't wish it) or other means.

## (37) Gears [600CP] (SCP Foundation)

*"Apart we are broken, united we are god."*

You are both whole and a sum of your parts. You have proven the tenets of the Church of the Broken God. Your body has ascended beyond one of flesh. Those weaknesses have been expunged. Your body has fully embraced metal and/or data. Disassembly will not result in death or harm to your overall function. Every individual piece of you is still able to do its job if separated. Things work at their peak when they are all connected, but distance from your core processor or your engines won't stop them from fulfilling their vital roles for your body. Each piece of equipment you build holds a piece of you too. While none of these extraneous devices are necessary to continue the overall function of your life, you are aware of them. These are part of you that has been distributed into the world to bring it closer together, and each creation fulfills its functions according to your will.

## (38) Black Blood [600CP] (Soul Eater)

Your blood is replaced with a variant created by the witch Medusa which known as "Black Blood." Black Blood carries out all the functions of normal blood such as transferring oxygen, but bears a number of other special abilities as well. It improves recovery time, strength of immune system, blood circulation and gives the bearer a respectable boost to both strength and speed. Since its primary function is to make whoever it infects into a Kishin, the Black Blood induces insanity in the person who is infected by it. This insanity varies, and your specific insanity is of your choice and can be anything from demented euphoria to hearing constant "tempting" voices in your head. A Black Blood bearer can mitigate these effects a great deal with enough willpower and/or help though. If a person manages to control the Black Blood, he/she has full control of the abilities the unique substance offers. One of these supernatural properties is that it can hyperdensify at the user's will, allowing them basically form an incredibly durable armor right under their skin. This "solidifying" ability

can quickly seal open wounds and heal them just as fast. Any of the bearer's blood outside the body can also be mentally controlled, hyperdensified, sharpened and projected at enemies as a form of counter attack. Do note that none of these secondary abilities are automatic and, while exceedingly difficult, the bearer can still be hurt or even killed when they are, especially if targeted by attacks that ignore physical defenses and directly target the soul like Soul Menace.

## (39) Ascension [600CP] (Aliens: Dark Descent)

Maybe the cult is right, if only in your case. In the event that you become the 'vessel' for a Chestburster, at time of 'birth' your essence is transferred to the Chestburster. That's right, you become a Xenomorph. You will then be able to grow over time until you eventually reach the Praetorian phase of development.

## (40) New Breed [600CP] (Horror Midnight Movie Marathon)

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.

> **Capstone Boosted:** 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.

## (41) Attack of the 50-ft Whatever [600CP*] (Generic 50s Sci-Fi Movie)

When you take this perk you gain the ability to grow to 10 times (in each dimension) your normal size. This growth takes time, you may somewhat regulate the speed of this growth - from not happening at all to taking a minimum of about 48 hours to go from normal size to max size - and each alt-form you possess grows separately. This growth is immune to the disadvantageous nature of the square-cube law, and you will retain the proportionate strength of your original size (that is if you could lift 5 times your weight at your normal size you can lift 5 times your weight at this increased size). Since you're paying so much for this you can reverse this growth, though it will take twice as long to shrink as it did to grow (minimum of 96 hours from full size to normal size). If you want to be able to grow even larger you may add 5 times your normal size to the maximum growth for each additional (undiscounted) 100 CP you pay to a maximum of 25 times normal size (roughly the height of daikaiju of this era for a normal human; this would cost 300 extra CP).

## (42) Then is Heard No More [600CP] (Library of Ruina)

Life in the City is not for everyone, or anyone really. But for a few people, it breaks their resolve completely and utterly, drowning them in despair until they simply hyper-fixate on a single desire of theirs. Those seeded with the Light who go through this process become Distortions, monsters of the mind, and failures of the ego. Perhaps for a certain fee we could make you have gone through this process, but not lose your mind (at least not, from Distorting). A chef desiring to bring new flavors to his failing restaurant might gain the ability to pull the thoughts from people's minds and cook them into delicious ones, more ready to appreciate his work. A gunman who lost faith in humanity might gain the ability to test people by firing bullets that force the victim to relive their trauma, and will surely destroy them if they fail to overcome it. A lonely photographer, shaken by the thought that none may remember them, might gain the ability to draw in and take photos of people that slowly cause all their connections to wither away along with their will to live. An aspiring professional pianist... well, you're not getting power on his scale just yet, but suffice to say, the Distortion can cause all sorts of calamities regardless of the original focus. As you feed deeper into your despair and fulfill the one remaining desire left, you will gain more and more esoteric abilities, as well as the ability to warp the very scenery around you into a representation of your mindset.

(Editor's Note: This perk does have a capstone boosted effect, it can be found in the *Library of Ruina* jump. The perk EGOtistical is the capstone booster)

## (43) Tatarigami no Kyozetsu「たたりがミの拒絶」[600CP] (Princess Mononoke)

It isn't uncommon for there to be new threats and new hazards whenever you venture into a new land, overcoming all of those is merely part of the travelling experience

after all. But when we're talking about spiritually enhanced parasites, or cursed ridden diseases...the consequences of such an "experience" generally isn't anything pleasant at all. Thankfully though, you have a leg up on most folks as far as handling these unpleasant circumstances go, and something that might normally take a person's life will have a distinctively reduced effect on yours. Keep in mind, you'll still probably notice if there are worms latched onto your skin, but the speed at which they can spread or the damage that they can cause to your body will be far reduced.
Without the effects necessarily looming over your head like a reaper's sickle, you'll find that you can draw a fair bit of strength from them – especially if these external nuisances happen to possess some measure of life force. Though we can't speak for other places, there are some parasites here which can feed off of your life force – well now you can return the favour, and use their life force as strength. In a way, you're turning parasitism into symbiosis really.
Just be wary though, normally having one parasite is already bad enough if you can tolerate it – if your body becomes burdened with far too many parasites, curses, or other harmful influences, it is very likely that your body will be overwhelmed nonetheless. The moment your resistance breaks down...well there'll be nothing to hold the other maladies back. If you are going to harbour some afflictions, you should at least ensure that they don't grow out of check.

## (44) The Aethermental [600CP] (Ravenwood)

There is a rare occurrence where a god will shed their divinity, turning themselves into a mortal creature that walks the earth, most of the time this is temporary as their soul is still connected to their divinity, however, every so often, they will choose to sever this connection so they can die as a mortal. This leaves behind their divinity, which is slowly used up by their priesthood until only the spark that defined their ability to achieve godhood remains. This spark cannot be extinguished, but, left free floating, it will move towards other sparks of divinity unprotected by a god's existence. Five of these coming together created the Aethermental, a godling symbiote that you have bonded with and been empowered by, almost as if it were a familiar.

## (45) Vindictive Symbol [600CP] (OFF)

A strange artifact has bonded itself to your body, surrounding your 'neck' while you are in your Burnt form. This artifact greatly increases your defensive abilities, outright absorbing a small percentage of damage. This absorbed damage will reach 'critical mass,' enabling the bearer to perform a devastating physical attack using the absorbed damage. However, if you attempt to absorb too much damage, this will backfire, sending all of that damage back into you all at once; so don't get cocky.

(Editor's Note: Can be bonded to your regular form or alt-form. You may choose.)

## (46) Colorless Green [600CP] (SCP Foundation)

*You're hatching!*
You become a predator of concepts that is able to directly feed on lesser ideas. You can grow in power through consuming other concepts. It will be a part of you for you to use, no longer able to be considered different from yourself by anyone you take the idea from. The

best results from widely understood concepts shared by large groups, especially if you're intrinsically tied to the idea in some other way. If spreading onto an individual it allows you to consume all their ideas that do not pertain to you – even devouring the very concept of humanity from them. At that point, they'd just be an extension of you. Part of your ever-expanding self, gifted in ascending and sharing this experience as a part of you. While nothing about them may physically alter during this process, conceptually they become a part of you. One could look upon those you've fully taken and see them totally devoid of any concepts that weren't also part of you. Even if victims appeared fully human, it would be difficult to recognize them as remotely similar after your attack. That is, unless you're somehow human yourself? What sort of horror might you unleash if you were able to somehow enter the human collective subconscious?

## (47) First And A Half Born [800CP] (Clive Barker's Jericho)

As God created the Firstborn, so too did the Firstborn attempt to create his own child. Whether he was successful or not...well, have you looked in a mirror lately? You are now a being formed of a fragment of the Firstborn's cursed existence, possessing an immense evil presence. Walking through the world is enough to cause plants to rot, water to be befouled and the weak to grow sick and die. This evil presence has also translated into powers of warping the world around you, allowing you to twist people into terrifying monsters and defile the world around you into a hellish landscape. Should a being or piece of the world not only be weak enough to be corrupted by you but spend enough time being corrupted by you, they will begin to count as part of your beings, allowing you to control and change them much more freely. Your power right now is limited, you are naught but a baby after all, but in time it will begin to grow. For now, you will have to content yourself with turning ordinary people or basic magicians into monsters and turning houses into butcheries one by one.

(Editor's Note: I've decided to increase the price from 600CP to 800CP.)

## (48) Vine Whip Arm | Psychic Arm [800CP] (Adventure Time Jump)

**Vine Whip Arm [200CP] (Adventure Time Jump)**

You have a small unobtrusive thorn in your palm, how it ended there is likely a story in itself, probably something to do with the grassy wizard or some of his works. This thorn will grow into a large and powerful vine whip when you are in danger, capable of tearing apart the flesh of powerful creatures and also being capable of encasing your arm for defense or added functionality, possessing some slight shape shifting properties. The thorn will regenerate if damaged or destroyed, possibly acting like a prosthetic in case you lose your arm, but let's not let that happen okay?

**Psychic Arm [600CP] (Adventure Time Jump)**

A "telekinetic electro-emotional prosthesis", this arm is crazy powerful, capable of cutting perfect blocks out of the area miles away, and floating them to be put into place to build a tower to space. What more it is capable of is unknown, though extreme telekinetic power is highly likely, with shapeshifting being somewhat likely as well, you can decide if it is really an arm, another limb or some sort of psychic aura.

## (49) Darkness [800CP] (Fate/Legend: Garden of Avalon)

Mankind has grown arrogant in their progress. They've forgotten where they came from, what used to rule over them and what made the heroes they adore and despite in equal measure so very vital to survival. Beings like you exist to remind them of the past, often in an all too brutal way. You embody a metaphysical darkness, one that represents the mystery of ages past, and which allows you to transform from being a mere human into that of an ancient dragon of darkness, with all the unimaginable power and magical abilities that would be held by a dragon that lived for millenia. It's powerful enough that even the entire Round Table led by King Arthur at their height would only barely be able to match you. You command darkness around you as well, shaping it into powerful weapons and using it to corrupt others by reaching the darkness inside. Your final ability is perhaps the most important for your role, the ability to wind back the ages in an area the size of all of the island of Britain to the Age of Gods. Once done, monsters, myths, fables and mystery will return to the area affected by your powers in full force and what is brought back will be loyal to your commands, though nothing beyond your own power can be reawakened. Even in future worlds, you can use this to bring stories and legends to life once more. If you wish, you can use this ability on a more specific area or singular targets too.

## (50) Avatar [1000CP] (DC Occult)

You are an Avatar and Guardian of either the Red, the Blue, the Green, the Black, or the Grey and tasked with the protection of a form of life.

(Editor's Note: The descriptions/options can be found under the perk in its Jump.)

## (51) Hellish Adaptation | Blood is Fuel [1000CP] (ULTRAKILL)

**Hellish Adaptation [400CP] (ULTRAKILL)**

It seems you've taken a page out of the book of the Mindflayer, and your chassis has adapted to Hell and gained the ability to channel and utilize mass amounts of Hell Energy in combat. Create swarms of homing projectiles to overwhelm foes from multiple angles, channel lasers of pure death to streak across hordes, and be able to warp a short distance away in but a moment once foes begin to close in for the kill. Show them that demons and Husks aren't the only ones who can twist Hell for their own means.

**Blood is Fuel [600CP] (ULTRAKILL)**

Your chassis has taken a bit of durability hit, but in exchange, you gain a greatly sought after capability among machines in Hell. The ability to refuel and repair your chassis merely by showering yourself in blood and gore. You may be near death, but one good shotgun blast to the chest of an unassuming Husk and suddenly you're perfectly combat-ready once more. In addition, the modified, lighter chassis allows your frame near unparalleled mobility, able to leap and slide and move faster than practically any machine out there. Well, aside from the pair of V models still in existence, who are the few who may be able to rival you in mobility. Show Hell the power of might and steel alike, honed to a bloodthirsty edge.

## (52) Undying Leviathan | Atomic Abomination [1000CP] (Gojira)

**Undying Leviathan [400CP] (Gojira)**

The Leviathan that dwells in the Abyssal region of the oceans. A terror in which man

has no recourse against. By some quirk of your biology, you are immensely durable. The shells of a fleet of battleships would do little more than enrage you. 300,000 volts of electricity is nothing more than an irritant. You are all but immune to most conventional weaponry(that would exist in the 50's.)

**Atomic Abomination [600CP] (Gojira)**

The atom. One of the most fundamental building blocks for nearly all that is. Humanity thought it could harness this power, control this power, weaponize this power. Sadly, they were right. You've absorbed immense amounts of radiation from the nuclear testing that has occured in the world above water. This has left you even more deadly than before. You've mutated. You now produce a large amount of radiation in a field around you. This amount of radiation is enough to give people severe radiation poisoning very quickly(You may toggle this field.) You are also able to breathe this radiation out as superheated extremely radioactive mist. More than just this, your physiology is incredibly odd. If you ever find yourself inundated with large amounts of energy, that you are able to survive, your body may take it in and begin to produce it in small amounts.

## (53) Adaptive Camouflage | We Had to Fill the Gaps | The Deadliest Predator Known to Man [1000CP] (Jurassic Park Books)

**Adaptive Camouflage [200CP] (Jurassic Park Books)**

A rather terrifying ability that some of the dinosaurs such as the Raptors and Carnotaurs possess is adaptive camouflage. This ability is very similar to a chameleon's ability, only much more terrifying. This camouflage allows the user to actively mimic their environment to the point of invisibility. The only way to see through it is rapid changes in light such as turning a flood light on and off rapidly. This would disrupt the camouflage as their bodies attempt to rapidly adapt. Purchasing this perk grants you this ability.

**We Had to Fill the Gaps [200CP] (Jurassic Park Books)**

As you may already know most of the dinosaurs required modern DNA to completely restore their DNA. This had some unforeseen effects granting them unique abilities. Each time you take this you may select one natural ability belonging to any animal that exists within this jump or any of your previous jumps. The only requirement is that this ability must be biological. This means that choosing the ability to breathe through your skin is acceptable, but choosing any technological abilities would not. This can be purchased multiple times if you want to gain additional abilities. Multiple purchases will be discounted to dinosaurs.

**The Deadliest Predator Known to Man [600CP] (Jurassic Park Books)**

Dinosaurs are considered to be some of the most dangerous to ever live. You are a deadly specimen even when compared to other dangerous species of dinosaurs. You were practically built for combat and possess a number of advantages making this abundantly clear. First you are significantly larger than a normal member of your kind. This bulk can provide a significant edge on its own. Second, you will gain powerful authority over other members of your kind. They will be subservient to you and willing to obey any command even if it seems suicidal. Lastly, is the mentioned combat upgrades. All of your combat features such as teeth, claws, your tail, and any other weapon you possess will become deadlier. For example your claws will be noticeably sharper than other members of your species.

## (54) Nobody Knows | Pattern-Screamer [1000CP] (SCP Foundation)

**Nobody Knows [400CP] (SCP Foundation)**

*Abyss Physiology*

You're a void. When one gazes into the abyss, the abyss has a way of gazing back. You are keenly aware of anyone observing you. This is effective for in-person interaction as well as through any form of surveillance. Even notes they take or strong thoughts they have about you can't be kept secret. Being perceived by someone lets you immediately understand by what method they're watching you, and it provides information as if you were present with them. You are not present with them, just able to view details as if you were. Even something as small as being thought about gives you a means to investigate your observers. No matter the circumstances when you're noticed, you notice. But that's not all. Even those watching your current moment from past or future can be noticed. The more people consciously aware of you, the more tangible you become. This doesn't give raw power, but improves overall extent of your abilities. Range and area grow, to the point enough people paying attention from other areas will let you act there.

**Pattern-Screamer [600CP] (SCP Foundation)**

*"Reality is that which, when you stop believing in it, doesn't go away."*

You are not. You are not real. You are a figment, a pattern that can be spotted in voids due only to human cognition creating patterns where none exist. Despite this, you hear. You feel. You think. You scream. Though no longer burdened by non-existence you still benefit from it. You may not exist but you can still interact with the world at your full power. Since you don't exist nothing real can harm you. Some things can still be perceived as harming you (at least by sapient minds), if that's to your benefit. In the same way these real things can be perceived as benefiting you and you can elect to keep any benefits you might otherwise miss out on by not being real. In the end though, reality can't forcibly exert effects on unreality. You have to accept it for the real forces to interact with you. Both physical and conceptual attacks are unable to cause any tangible change on you. Only paradoxical and abstract sources of harm pose any danger to you.

(Editor's Note: There are secret messages for these perks and I think the other two in the same perkline in the *SCP Foundation* jump.)

## (55) Stretching Out | Amalgam's Appetite [1000CP] (Generic Analog Horror)

**Stretching Out [400CP] (Generic Analog Horror)**

We're not strictly sure if we can call these symptoms anymore. I guess you look satisfied with your new spine? Regardless, with this perk you can now freely contort, flatten, or expand any part of your body at will! Become thin enough to slide under a doorframe, bulky enough to block a doorframe, long and rectangular enough to convincingly act as just another doorframe. Why the obsession with doorframes? Well, uh, we were actually going to ask you the same thing, but you hissed so loudly at the people giving you weird looks that we decided to drop it.

**Amalgam's Appetite [600CP] (Generic Analog Horror)**

Ok, so we acquiesced when you said you wanted raw meat. Well, drew on the walls in blood, but still. Then you s- drew that you wanted rawer, so we left it unrefrigerated, but you

still wanted rawer, so at that point we left out a few live bears, crabs, and clowns and hoped for the best. And now we see why you wanted it. This perk apparently, as far as we can tell, allows you to amalgamate any kind of other organic creature into yourself at a touch without changing your outside appearance, and summon forth any part of them at will. You can control these parts, such as summoning a scorpion stinger from your palm, or a kangaroo pouch from your stomach, or a lion's head from your… head. Or at least, that's what it says here, but we haven't actually seen-

(Editor's Note: If through the use of the *Mire In Misery* perk where the *Anomaly* Drawback was used in the creation of their virus. Then both perks will become capstone boosted. Be warned that the *Anomalous Alteration* can be overwhelming.)

## (56) Adapted to Punishment | Supreme Form | Prime Soul [1200CP] (ULTRAKILL)

**Adapted to Punishment [200CP] (ULTRAKILL)**

Husks are somewhat more... malleable than a standard human. They can change and adapt as the soul itself changes and wills. Many Husks have adapted to their punishments in this manner. Stalkers for instance have shifted and warped limbs to suit carrying heavy loads while their skin and muscles have dried to allow them to contact the Greed Layer's searing gold dust without combusting. You too now share this adaptive trait. A long time spent on a searing hot plane may see you able to naturally endure such temperatures, and in the cold what heat you may have may be preserved within, creating a near perfect homeostasis. Perhaps immense time spent running may strengthen and lengthen your legs, or excess time spent chopping trees could nullify the shock from hitting such objects. While not perfect, these adaptations allow you to thrive where others may shrivel and die.

**Supreme Form [400CP] (ULTRAKILL)**

It seems your form as a Husk has been massively upscaled. A form representative of those remembered for thousands of years after their deaths. You tower over buildings, bringing a watchful gaze to the layers you inhabit. Your strength is that to shatter skyscrapers, even demonic parasites that may refuge in your now enormous form bend to your immense will, providing numerous ways of bringing great amounts of Hell Energy to bear for those who might oppose you. Only the Angels might threaten to bring you down now, or the swiftest among machines able to nimbly dodge past your earth shattering strikes and movements. This is the true strength of a ruler, but whether you aim to be that of a peaceful guiding hand or a force to be reckoned with is up to you.

**Prime Soul [600CP] (ULTRAKILL)**

This is... rare. Feared, in fact. As it is known, Husks are translations of the damned's soul into physical form. But some particular souls are so powerful that they no longer need a vessel to manifest physically, forming themselves from pure will and the power of their own soul. Such beings are extremely powerful, and you now find yourself among them. This is the power that brought fear even to the Angels, who seek to prevent the formation of these at all costs. While you may be smaller than the likes of a 'Supreme' Husk, you are like a condensed sun in terms of the power you can bring to bear. Movements fast enough to seem like teleportation, strength enough to rend apart great demons and angels alike, manipulation of hell energy adept enough to cause your bolts to move with immense speed and tracking, and all with the constant will of a man possessed by purpose. Your very

presence invites the Angels to act, but let them come and break themselves upon your will. Show them the true potential of mankind.

## (57) Boss Monster | Forged by the Void [1200CP] (Glitchtale)

**Boss Monster [600CP] (Glitchtale)**

There are monsters and there are these Monsters: the Boss Monsters. Boss Monsters are a special variant of the normal monster, who have magic that is exceptionally powerful and, as a result, their souls are powerful enough to survive for some time after death. You're a Boss Monster, like Asgore and Gaster. You don't age and any of your children won't absorb your magic, like the children of the other Boss Monsters. You also have an aura of leadership to other normal monsters that continues working even post-Jump.

**Forged by the Void [600CP] (Glitchtale)**

Many years ago, you suffered an accident involving the CORE and, together with W. D. Gaster, you got temporarily stuck in the Void. As a result, the Void reforged your being. Firstly, your magical reserves are increased to twice of your original power. During your time in the Void, you learned how to summon and manipulate the same dark matter that this place is made of and discovered how to block any attempt to manipulate the reality, be it teleportation or literal reality manipulation, but if these attempts are stronger than you, it isn't possible to totally block them. You can also teleport to any location that you have been. Unlike Gaster, you aren't stuck in the Void and can get out from here at any time, as well as maintaining your acquired abilities even in a completely materialized form.

## (58) Spirit of Halloween [1200CP*] (Trick 'r Treat)

You are a spirit of Halloween, or at least a spirit that enforces its rules and punishes those who break them, a creature similar to Sam. This gives you abilities similar to both a werewolf and a revenant. You possess strong spiritual energy comparable to a corn maiden, are superhumanly strong and fast, durable enough to survive having your limbs shot off by a shotgun and a bullet blown through your head, and have the individual limbs animate and crawl back to you while healing the wound. These are all secondary powers, though. You are the spirit of Halloween, and while acting in this role you possess a great variety of magical capabilities: off screen teleportation, covering a room in menacing writing, creating candy mixed with razor blades, and more. Of course these powers are tied to your role as spirit of Halloween and function best on Halloween and when enforcing its rules; not that they will be completely lost at other times. Of course as the spirit of Halloween, you will find that wherever you go Halloween will exist; it might not be identical, or have precisely the same traditions, but you will find a version of the holiday - a day celebrating the day where the barriers between the worlds of the living and dead are at their weakest - existing in any culture or world you visit. This also gives you a Halloween themed alt-form, something monstrous; you could match Sam as the pumpkin child, or you could perhaps create another of your own, maybe a skeletal figure representing death, a headless horseman, a witch, or something else.

(Editor's Note: There is more to this perk on the *Trick 'r Treat* jump. Giving additional purchases that can be made.)

## (59) Adjusted For General Viewing | From Beyond The Stars | Dandelion [1200CP] (Saya no Uta)

**Adjusted For General Viewing [200CP] (Saya no Uta)**

The humans don't seem to mesh very well with your appearance. Or your nature or your diet or your...well, everything really. The sight of you normally drives most humans insane but with great amounts of time, you've learnt the subtle ways of altering that. You're able to control the effects your looks have on others, even without actually changing your appearance. Despite appearing to be the same monster as normal, you won't need to break the minds of those that see you unless you want to. You could even make yourself look non-threatening despite being the hideous creature you are.

**From Beyond The Stars [400CP] (Saya no Uta)**

Your species isn't just some random predatory race. They've become incredibly advanced in the study of biotechnology and even as an average member of that species, you can do things far beyond the understanding of human beings. You have superhuman mental capabilities, many times beyond any human, and have the ability to alter and twist the flesh of any biological being that you touch. This body warping is quite slow, taking a few minutes to heal most wounds and several hours to cause total body changes but there are few limits provided you have the time and requisite biomass to make the changes you like. Perhaps you could even forcibly convert some humans to be new members of your own species.

**Dandelion [600CP] (Saya no Uta)**

Those of your race were originally meant to be seeded onto new worlds and to spread the species further through the act of childbirth, turning their entire bodies into new members of the alien race by spreading an infectious spore across the world. You share that ability, though at a more controlled level, allowing you to turn parts of your body into spores that you are able to sense through and can interact with anything the spores touch as if they were touching your body. If you have the ability to alter the flesh of those you touched, for instance, you would be able to alter the bodies of any in contact with your spores. Your spores can spread over great distances, even hundreds of kilometres, but without changes you make on your own you will have little control over their direction. Converting large parts of your body would create a significant amount of spores but strangely enough, beings of your race that become pregnant are able to create vastly more spores because of that.

## (60) Shared Occupancy | One of Us | Cohabitation | Mire In Misery [1300CP] (Generic Analog Horror)

**Shared Occupancy [100CP] (Generic Analog Horror)**

Ok, so, bad news first. There is some kind of parasitic plant/creature/concept nested in your body, and the sticky little bastard does not want to leave. But good news now! It has a vested interest in you staying alive until… Well, staying alive for a while longer, suffice it to say. So from now on, anytime you would be put in danger due to not paying attention (distracted, unaware, asleep), your friendly little bodymate will briefly take control and help you avoid the hazard! Thankfully, it only takes control in this and no other situations. Definitely.

**One of Us [200CP] (Generic Analog Horror)**

So, you're infected. That's the bad news. The good news is you're not the only one, and people tend to be sympathetic about these things. From now on, anyone who is considered by the general populace to be "corrupted", "monstrous", or "infected" by something will just

let you go about your business unless you draw a lot of attention. Titans will assume you're short, mysterious beings that your mutation was relatively benign, and zombies that you haven't gotten, uhhh… "ripe", yet. This only works if being one of them would reasonably prevent aggression, however, and ceases applying when you're aggressive back.

**Cohabitation [400CP] (Generic Analog Horror)**

You want to know what sucks? Having the flu. You want to know what double-sucks? Having a head-cold and the flu. So we decided to prevent both! From now on, so long as you are infected by your little friend, anything else that tries to invade your body is getting some good old fashioned Southern Hospitality, and by that we mean it is not surviving long. Viruses, bacteria, corrupted mana, poison, parasites of a different breed: nothing, and we mean nothing, is getting to you.

**Mire In Misery [600CP] (Generic Analog Horror)**

We'll warn you now, we've officially crossed the threshold for what is considered anything close to "safe" science. It's not a question of "if" anymore but "why", why we decided to make this perk, why we thought it was a good idea, why we were somehow allowed by the powers that be to create this abomination. Anyway, we've created viral airborne disadvantages. At the beginning of each jump, select up to 600 CP worth of disadvantages which form the infection: these disadvantages are now the symptoms of a virus that can be spread selectively through touch or blood. Your companions are immune, and we should really stress that it only spreads to someone else from you when you choose to spread it. Because that would be a complete disaster otherwise, right?

(Editor's Note: Drawbacks can be found in the *Generic Analog Horror* Jump, and some more details about the *Mire In Misery* perk can be found at the bottom of the jump. If the *Anomaly* Drawback is used in the creation of the virus, the perks *One of Us*, *Cohabitation*, and *Mire In Misery* will be capstone boosted. Do be warned that the *Anomalous Alterations* can be overwhelming. Also while there isn't any customization for the *thing* possibly granted by the *Shared Occupancy* perk, you can go ahead and just come up with one.)

## (61) Lesser Demon | Hybrid | Greater Demon | THE UNSPEAKABLE [1500CP] (Faith The Unholy Trinity)

**Lesser Demon [100CP] (Faith The Unholy Trinity)**

A demon of respectable strength, these demons usually have a special ability such as short range teleportation in mist, the ability to move invisibly, or becoming invisible. Regardless you can easily kill a mortal man should they be unprepared.

**Hybrid [200CP] (Faith The Unholy Trinity)**

Usually the only way to become a demon-human hybrid is for a human to be possessed by a demon, which usually transforms the body into a horrific monstrosity. However you have fused almost seamlessly with a human host. You will have the abilities of a Lesser Demon while still possessing a human body. But due to your corrupting influence there will be a minor demonic flaw on your human disguise such as 3rd eye, fangs, or dimly glowing red eyes.

**Greater Demon [400CP] (Faith The Unholy Trinity)**

You now possess a demonic form akin to power to beings such as Malphas or Alu. You will possess supernatural strength, constitution, and demonic magical ability. Unfortunately at this power your pool of potential vessels (should you be exorcized) has been reduced. You will require an exceptionally strong willed host such as a priest to maintain permanence in

the material world. While you still can possess regular humans they will not be able to handle your demonic influence long.

**THE UNSPEAKABLE [800CP] (Faith The Unholy Trinity)**

The greatest form of demon that exists besides perhaps the Antichrist themself. Your form is completely indescribable beyond a massive ball of writhing flailing limbs and a massive bloodshot eye. As a demonic deity you are nigh-unkillable by non divine means (It would take a small nuke to kill you for reference). Your strength is near undepletable in both physicality and magic. However this power limits your methods of returning to the physical world should you be exercised. No human body can contain the entirety of your power and in order to enter into the material world you must pass through a host who has succeeded in the rite of second death.

## (62) The Translated Dreamer's Codex | The Thorn [1600CP] (Death Vigil)

**The Translated Dreamer's Codex [800CP] (Death Vigil)**

The Magnum Opus of Maria Benes, the Saint Grail of the Pale Court, a fully translated text containing every Sigils, including some unseen since the dawn of civilization. If you are aligned with the Pale Court, you have just become the right hand of the Abyss and the future host of the next True Primordial to be summoned, which would make you one of the most powerful entity of this jump. All your Necromancer perks are enhanced. (See Notes)

**The Thorn [800CP] (Death Vigil)**

*"Infinite Worlds, infinite food, if only there wasn't this pesky soul. You would be the perfect host"*

Second most powerful of the True Primordials, it originally planned to use Alicia's corpse as a soulless host to be summoned in our reality. It is the being manipulating Maria's Faction. It despises Primordials which allow themselves to coexist with human souls such as the Abyss and the Beast. But now, it is stuck in your body, unable to take control. Few are those able to oppose you, but be careful, quantity can overcome quality. Also, Maria cannot see her daughter's soul anymore, so you may want to be careful about her.

## (63) Klyntar Symbiote | Grendelkin | Supreme Talent | Red Slayer [1600CP] (Marvel Comics: Symbiotes)

**Klyntar Symbiote [200CP] (Marvel Comics: Symbiotes)**

This is what you're here for, you have your very own Klyntar Symbiote. It starts relatively weak, able to make an ordinary human slightly stronger than Spider-Man with proportionate enhancements to speed, healing, and toughness, as well as the ability to generate a handful of thick tentacles or dozens of thinner tendrils for a variety of purposes. Your symbiote can produce fangs and claws as well, as well as simple melee weapons like blades or bludgeons. Additionally, your other both feeds on and sustains you: As long as you're bonded, you can go without food and water indefinitely and your symbiote can exchange oxygen with the environment for you and recycle the $CO_2$ you produce back into oxygen, letting you breathe underwater, go without having to manually breathe if need be, and last months without breathing at all in a pinch. Your symbiote can protect you from all but the strongest of supernatural diseases, can help regulate your body chemistry, and slows your aging to a crawl. However, it can't keep you alive forever and is highly vulnerable to extreme heat and loud noises. A heat wave or a fireworks show isn't going to do more than make it

uncomfortable, but anything legitimately dangerous is far more so to it. The good news, however, is that heat is pretty much the only way to kill it, barring exotic effects. This perk can be freely merged with other perks representing symbiotic entities attached to your body unless such a perk has an import fee. Finally, you gain access to the following Perks while bonded to your symbiote, though upgrades must be purchased for the listed price and you are permitted to opt out of ones you don't want or need.

**Grendelkin [400CP] (Marvel Comics: Symbiotes)**

Your symbiote isn't a modern one. Yours is an offshoot of an ancient and primordial Symbiote Dragon. While an ordinary symbiote would make a normal human a match for Spider-Man, yours makes one a worthy foe to an entire team of superhumans and able to one-on-one briefly with the likes of Thor and The Hulk. While it can still be killed by fire, it's not particularly vulnerable to it. and sound hurts it if and only if it's a specific frequency that is especially harmful to symbiotes. Additionally, you can manifest wings powerful enough to allow for winged flight at many times your running speed. In general, there are only two things that can kill your symbiote: Extreme heat and light-aligned cosmic or mystical energy. However, the trade-off for this power is an increased vulnerability to electrical attacks. This also serves as a Capstone Booster.

**Supreme Talent [400CP] (Marvel Comics: Symbiotes)**

Symbiotes can feed on magic, but they also empower it. Especially dark magic. Any spells you cast are at least twice as powerful as they'd otherwise be, while any magical enhancements you possess are magnified to a similar degree by the presence of your symbiotes. Any energy you use to fuel these spells goes further as well, being twice as efficient in usage. This goes double for anything that would be considered "dark" magic.

**Red Slayer [600CP] (Marvel Comics: Symbiotes)**

A Cult of Chthon found a prophecy within their copy of The Darkhold describing a Red Slayer who would assist in Chthon's emergences into this reality. Right next to a detailed drawing of Carnage. Drawing the logical conclusion, they sacrificed him and he was then revived with enhanced powers by the Darkhold. These enhanced powers included not only being able to mass replicate his symbiote to take over and empower others but resistance to fire and sonics strong enough to negate the symbiote race's normal vulnerability. You too have been touched by Chthon's power, and your symbiote gains the same effects when bonded to you. Note: Your symbiote doesn't have to be red.

> **Capstone Booster:** Carnage didn't lose that upgrade when he and Chthon had a parting of ways, and when he became Knull's Avatar, Knull's power had a synergistic effect and a touch of Knull's power resides in your symbiote. You could generate enough offshoots to empower or control thousands of people over an area the size of Manhattan and your resistance to fire and sonics is great enough that you could shrug off a point-blank blast of literal Hellfire from Mephisto's heir. You could even bond your offshoots to corpses, as long as there are at least most of the bones left, to create zombies under your control with the memories and personalities of the original.

(Editor's Note: I've decided that you can get the Klyntar Symbiote perk both here and in the freebie section. However, buying it here will let you spend an additional 200CP exclusively

on the other Symbiote perk additions on the Jump. Basing the pricing off the *Symbiosis* companion option from the original Jumpchain. Now if you do buy the symbiote, there are additional free addons you can take if you wish, just go on the jump. As well as paid additions, though that's for you to decide.
The *Grendelkin* perk is a capstone booster for 600CP perks of the Jump. And all other perks here are meant to be effective only if you so happened to possess/purchase a symbiote of your own.)

## (64) Long Limbs | Bigger Bodies Initiative | Extra Parts | A True Monster | A Supernatural Toy [1700CP] (Poppy Playtime)

**Long Limbs [100CP*] (Poppy Playtime)**

Your limbs are very long and flexible without losing strength. A single Purchase makes your limbs as long as Huggy Wuggy. The second purchase gets your limbs as long as Mommy Long Legs.

**Bigger Bodies Initiative [200CP] (Poppy Playtime)**

You are unnervingly bigger than most other specimens of your type, if you are a toy, you are human-sized or slightly bigger than one. If you are a human, you are around 7-9 feet in height with a muscular body type.
This can also apply to future races or forms, if you are however bigger than a human, your size gains a minor boost, otherwise, if you are of a smaller race you can adjust it to human size…unless you don't want to for whatever reason you might have.

**Extra Parts [400CP] (Poppy Playtime)**

You don't actually need any of those bodily organs, to be clear you may still have blood and organs, but they're essentially dead weight and just occupy space inside of you. You don't need to breathe, blood is just there as an optional lubricant and doesn't carry any necessary life processes, though you can also decide not to have any blood or organs at all in the first place and instead be filled with something like stuffing or just empty space. This also means that you do not suffer from "critical hits", you cannot be one-shot in the head for example. But you can still be destroyed of course with enough of your body being crushed, torn, etc.

**A True Monster [400CP] (Poppy Playtime)**

You have the power to alter your form to be far more frightening than you were ever meant to be, as I very much doubt the razor-sharp teeth were ever intended for Huggy to have, although some do have the potential to do it naturally like Mommy's finger stretching. Basically, you can shift your form to look very horrific, and can massively inspire fear and panic in your target, even if the target is fearless or simply too stupid to be afraid, this will at least cause them to flinch back at the mere sight of you. Expect a ton of screams when you utilize this perk, you also can choose what changes happen to you, otherwise, the form you take will typically be what the intended target/s would find scary.

**A Supernatural Toy [600CP] (Poppy Playtime)**

You as a toy, or an experimented human, have a unique ability about you, this can range from horrifying steel-bashing strength, unnatural body parts that can stretch in meters, or simply being able to attach other parts of things onto yourself with no negative consequences.
You can think of any other ability, the only limit is the fact it has to in some form make sense, no matter if it is illogical or not, like how "Huggy is built to give strong hugs" or "Mommy is made up of Stretchable Plastic".

You also gain a few minor things alongside this, stronger strength, durability, better control of your limbs and senses, etc, though minor compared to the full thing. You can buy this more than once, however, the cost doubles for every purchase.

## (65) Vigil | Veilripper Awakened | Fused Weaponries | Host of the Devourer [1700CP] (Death Vigil)

**Vigil [100CP] (Death Vigil)**

You are now entirely white except you purple eyes. You won't age, get ill or be hurt by mortal weapons. You gain a Veilripper, allowing you to fight Unlivings and seal Necromancers. Your physical abilities are increased.

**Veilripper Awakened [200CP] (Death Vigil)**

You unlock your Veilrippers' ability. Some can create portals, summon fake Unlivings or transform into Allosaurus. You are free to create your own ability, but it cannot be something allows you to win instantly any fight no matter the strength of your enemy (No Avada Kedavra).

**Fused Weaponries [400CP] (Death Vigil)**

You can infuse your Veilripper with Unliving Energies, making it fatal for Vigils and mortals.

**Host of the Devourer [1000CP] (Death Vigil)**

You are the host of the 4th unknown True Primordial. The effects are similar to Enhanced Fusion with a True Primordial, although you don't know how to use it. You are officially the most powerful entity of this jump. If you learn how to use it.

## (66) The Lesser Key of Solomon [1600CP] (Fate/Legends: OoF)

The Good King Solomon made many wonders in his time, though rarely were they truly of his own make instead of the hand that guided him, and one of the greatest were the demons of the Ars Goetia. The 72 terrible demons that would together form a demon of unimaginable power, who could act as an instrument of Solomon's will. But the demon was never truly ordered to act, certainly not for humanity's sake, and as the 72 demons were forced to watch their creator do nothing to aid the suffering humanity around them, they grew to despise their king.

Their hearts burned to help humanity and once Solomon died, they possessed his corpse and decided that they would make a new destiny for mankind. But what if something changed? What if, this time, there were 73 Demon Pillars created by King Solomon. A 0 th Demon intended to rule over the rest, give them agency as a collective and unite them together. That would be you, the first and greatest of the demonic collective. You are now a collective being, a hivemind of 73 separate existences, each a unique and mighty demon. When together, your power is terrifying indeed. That combined body could blast it's way through entire countries with physical force and do much the same with magical power. Each of the demons within you also has a unique mind, personality and magical powers or focus, allowing each part of you to bring something to the table. The Pillars are quite loyal to you and believe that you are their rightful leader, though their sometimes vastly different personalities may still mean that getting everyone to agree on courses of action and work together at their best is very hard. Still, your nature as a hivemind means that communication, even lengthy debates between all 73 parts, happens near instantly. The pillars can be split off from the whole of you, though that will prevent the collective from utilising the portion of your power that they represent, but they may then act independently

while keeping in mental contact with the rest of you. Should they be slain or destroyed, they will slowly regenerate with you, so long as you still live. As long as one of the pillars remains alive, the others can be resurrected in time, including yourself. The more pillars remain, the faster this is, lost aspects of the hive appearing at one of the other still living pillars. It is possible, with extremely powerful or advanced magic, to permanently destroy and kill pillars.

(Editor's Note: I've changed the price from *800CP* to *1600CP*. There are also a few more paragraphs of this perk in its original jump.)

## (67) All The World's Evils And More To Come [1600CP] (Fate/Legends: OoF)

Such a disgusting thing. You truly are vile. Despicable, dark, monstrous, hateful, cruel. Evil. You are these things, in a way no one else is. Through some truly terrible rituals and events, you have been shaped into becoming the perfect vessel and master of that very concept. You are All The World's Evils. And because of your nature, maybe not just this world either. As the incarnated form of the concept of evil for this world, you gain many abilities. The core trait of this is the ability to transform yourself into a vile black and red mud-like substance.This black mud is the physical form of all the sins that make up your being. It is able to drive all but the greatest of men mad in seconds of contact and can be used to defile and corrupt other beings, turning them into blackened versions of themselves and ensuring their loyalty to your great evil. You can rapidly produce this mud, enough to cover the entire world in just days, and the amount and speed with which you can produce it will grow as the amount of evil and sin in the world you are in does, as well as each new world you go to afterwards. You can freely control this mud all around the world and possess awareness through it, even shaping it into fleshy structures and beings or turning it into animated shadow, such beings of flesh or shadow being immensely powerful in their own right.
As well, so long as evil and sin continues to exist as a concept in your current world, you will be unable to die or be destroyed. Your mud will be destroyed...and then begin to reappear quite quickly. With time, you may even learn how to draw forth your dark substance from within the hearts of those who sin. As your nature is that of Evil itself, you will find that you are unaffected by abilities that are purely evil, as well as being able to effortlessly control or enhance such things when you use them for yourself. You can reach into the hearts of those around you and manipulate any darkness that you might find there, making it easy to tempt heroes into becoming monsters and making you all that much stronger.

(Editor's Note: I've changed the price from *800CP* to *1600CP*.)

## (68) Abominable Transformation | Raised Dead | Fungal Growth | Pelagic Embrace | Swine Snout | Crimson Curse | Refracted Husk | Eldritch Flesh [2000CP] (Darkest Dungeon)

**Abominable Transformation [300CP] (Darkest Dungeon)**

*"The man is slave to the beast, and the beast is slave to the moon."*

Through twisted experiment or daemonic possession your body may undergo a stressful transformation into a half-beast, half-man creature. Like the Abomination the decision to transform is yours- barring the onset of madness- but although the act itself will actually heal minor wounds, the transformation may incur stress not only on yourself but on any compatriots who witness the monstrous shifting of flesh and muscle. Luckily, you may also partially transform while retaining your mostly human body in order to defend yourself, which is far less taxing. The form you take on when fully transformed will be similar to that of the Abomination, featuring rending claws, teeth and inhuman strength, as well as caustic bile- the differences, if any, being limited to cosmetics.

If you purchase one of the seven "disease" perks below you will have the opportunity to design an entirely new form, with its own set of benefits and demerits. Just be aware that, regardless of form, the superstitious souls of the Hamlet may not be too happy about your presence here- and those of a religious sort may even refuse to adventure alongside you entirely. Should you wish, you may also choose to make your "transformed" state permanent instead- this will eliminate the penalties related to transforming, but you will lose the ability to take on a different form for the duration of the Jump. Needless to say that being stuck as a monster will do little to endear you to those who distrust or hate your kind, too.

**Raised Dead [200CP] (Darkest Dungeon)**

*"Back across the Styx- Boatman be damned!"*

Intelligent undead are not unheard of; the Necromancers who haunt the Ruins are but one example. Even the skeletons have those among them who are capable of more strategic thinking. And, through some foul necromantic ritual- similar to what was done to give the Necromancers their eternal unlife- you have been raised from the dead with your intelligence intact. Though, unlike most undead you feel no enmity towards the living that you did not possess in life. More similar to a ghoul than the skeletons that wander the halls your unliving vitality nonetheless makes you far more resilient to physical damage. Bleeding and blight is still a concern, however diseases no longer affect you (though you may still carry them). And while you still require sustenance you do not need to sleep, making you an easy choice to keep watch during the night. However, the downside of being undead is that the Light has become anathema to you. Prayer, meditation, and flagellation offer no relief, and the blessings of those aligned with the Light burn your flesh rather than mend it- if you can even convince the religious to adventure alongside you. Instead you must look to more surgical or eldritch methods of healing during expeditions; thankfully, the fell energies animating you will heal most non-lethal wounds after a week. Though keep in mind that dismemberment, decapitation, organ damage, etc. still count as "deadly" for you despite your undead nature.

**Fungal Growth [200CP] (Darkest Dungeon)**

*"There is method in the wild corruption here. It bears a form both wretched and malevolent."*

A pestilence has spread throughout the nearby woods; a spreading plague of spores and mushrooms that take control of the body, turning living beings into infested ghouls that seek only to propagate the spores further. This parasitic fungal infection would normally be deadly- or would be a fate worse than death, if the poor souls are still alive despite the growths overtaking their body- but as you might expect they've taken on a more symbiotic bent after hosting in your flesh. Mushrooms have begun to sprout up across your body, and you'll soon find that they lessen the effect of poison and disease drastically. Although they won't provide much more protection than that, you will also gain the ability to unleash a cloud of spores upon your foes- blighting them with the same eldritch fungus, which will have decidedly less friendly immediate effects on their body. Poisoning is the least of what will

happen as the spores cloud the air, making it harder for them to see and certainly making them vulnerable as they gasp for untainted air. However, do be careful about friendly fire- the spores you emit aren't exactly discriminating in terms of who they will infect, and while the mushrooms aren't immediately lethal they do tend to spread unpredictably- and having one sprout from your face isn't at all pleasant should your allies inadvertently become infected with your spores.

**Pelagic Embrace [200CP] (Darkest Dungeon)**

*"At last, wholesome marine life can flourish- if indeed there is such a thing."*

One of the terrifying secrets of the fish folk lurking in the cove is that some of their number were not born from the ocean, nor their abyssal matriarch. No, although it is little known- or understood- some of these pelagic beings were once men; twisted in body and mind by the festering bite of one of their fellow fish men. Despite being bitten or otherwise infected in a different manner the sea's voice does not call to you, though you've still started to undergo some lesser changes. Beneath your first few layers of skin is a silvery scaled membrane, which not only provides a bit of protection from blows but is also resistant to being bled. Gills have appeared somewhere on your body through which you can breathe underwater, and your fingers have contorted into talons strong enough to peel human flesh- and yet are still just human enough to clutch a weapon. However, breathing is harder on the surface than it is in water or in the damp, salty air of the Cove, making it harder to move with as much finesse and speed. This can be mitigated by carrying a supply of salt water to wet your body and gills with, but although free (aside from the cost of flasks) an extra provision may prove troublesome on longer expeditions. You are also more vulnerable to the poisons, acids, and other blights of land due to your physiology.

**Swine Snout [200CP] (Darkest Dungeon)**

*"Life... the greatest treasure of all."*

The Warrens; a festering pit of malevolent flesh and horrific disease, overrun by the Ancestor's attempts to beckon beings from beyond the Outer Spheres. Somehow, something from this ancient network of tunnels and aqueducts has... changed you. Not mentally, but even now your body has taken on more porcine features. A snout-like nose and an abundance of insulating, protective body fat over thickened muscles are the most obvious changes, but despite your decidedly unhealthy appearance your altered body actually has a fair bit of resistance to toxins and disease- although being bled out might be a bit easier now due to your body's increased girth. Your weight may also make you less nimble, and the appetite of even a half-swine is far harder to sate than that of most humans- assuming that you're pickier than they are at mealtime.

**Crimson Curse [300CP] (Darkest Dungeon)**

*"There is power in the Blood, for those with the fortitude to pay the price."*

In the Ancestor's younger years- before he was committed so earnestly to the excavation of what lay beneath his estate- he threw lavish and decadent parties hosted in the vast expanse of gardens and stone terraces that were so lovingly attended to by his servants. But after a bewitching encounter with a pale beauty the courtyard became host to a different celebration; a wild feast and orgy of blood. Like the nobles he once called his peers, you have contracted the Crimson Curse- a sickness that pulses through your veins, weakening the humors and making it slightly easier to bleed in exchange for advanced speed and a thirst for blood- and particular, the vintage brewed from the progenitor of this plague. Starving yourself of blood will make you waste away and die, but when your cravings are

sated you will enter a zealous frenzy, attacking with inhuman strength and speed and resistance to poison and stunning effects as befitting your changed nature. Thankfully, even if your self-control matches that of the Viscount your actions will remain your own.

**Refracted Husk [300CP] (Darkest Dungeon)**

*"No rest, no peace for this wretched soul."*

After the Comet arrived those unfortunate enough to be bathed in its cosmic colors found themselves shattered, and refracted across time and space- made a slave to the Comet's will, and forced to serve it for all eternity. These unfortunate souls, now only husks of their former selves, have become vessels for the Comet's power. Even the heroes sent to stem the tide are not safe; those that succumb to madness or death there often return to the Hamlet, gibbering nonsense about cosmic lights and the hateful hues found therein. But as overwhelming as the Comet's influence may be, there are still some who find the strength to fight its influence- even in the utter depths of its embrace. Consider the poor miller himself; a slave he may be in his twisted unlife, but even he can still recognize the face of his beloved. And Mildred, the woman in question, seems to have retained enough of her sanity to avoid attacking people entirely. And like those two, you have resisted the worst of the Comet's influence. Caught between life and death, the lights you have seen have revealed many truths to you both great and terrible. As a result, while your mind may be more susceptible to trauma you'll find that enemies will always fail to escape your notice- no matter how well they hide, so long as they're close enough to be a threat you will see them. Additionally your encounters with otherworldly energy has made it easier for you to bleed and poison your enemies. Your innards have started to harden, granting you protection from attack but also slowing your movements considerably; your eyes glow with blue, eldritch light thanks to the crystal shards gestating inside of you, though they don't illuminate much.

**Eldritch Flesh [300CP] (Darkest Dungeon)**

*"The flesh is fluid! It can be changed, reshaped, remade!"*

For the cultists who flock to the manor there can be no higher honor than this- to be taken into the warm, tenebrous depths of the earth to emerge changed- and made part of the whole once more. Remade in the Thing's image, they consider their hideously mutated bodies a blessing- a reminder that madness takes many forms, just as they do. Tumorous pink flesh, tentacles, beady black eyes, protrusions of teeth and bone, and other eldritch additions can be found on their form. And, like them, you have taken up some of these traits yourself. Although still recognizably human overall, you may have teeth-lined tentacles in place of arms, or a mass of them for legs; you may have gained something similar to a scorpion's tail, injecting the foulest of acids into your prey or possibly launching shards of bone like an organic crossbow. The downsides are few- for you, at least- and in fact, your mind has been hardened greatly. But the sight of your body is so horrific that few townspeople will tolerate your presence- and even those brave enough to accompany you may lose their nerves when they see you fight.

(Editor's Note: Each perk receives a bonus if you purchase or already possess the *Abominable Transformation* perk. You can check the perks on their original jump if you wish to read what they are.)

## (69) Embodiment of Fear [2000CP] (Chainsaw Man)

This purchase grants you the powers of a devil. All devils can regenerate from anything short of death by drinking blood. The rate at which you regenerate depends on your race, with

hybrids having the fastest and fiends the slowest. You can design your general powerset, appearance, and otherwise around your tier or make the choice to sacrifice some aspects for others, such as forgoing the parameter boosts in exchange for more potent abilities.

**First Tier Devil [100CP] (Chainsaw Man)**

The first tier allows you to choose any obscure fear to represent such as the fear of tomatoes or pillows. You will be strong enough to take on most civilians and have a few unique characteristics related to your name but little in the way of supernatural powers or abilities. Any Devil Hunter worth their job title will be able to make short work of you, at least if they're semi-prepared.

**Second Tier Devil [200CP] (Chainsaw Man)**

The second tier grants you a more significant fear and one or two useful and decently powerful abilities on the physical side. Things like the fear of bats or leeches are included. You can bring down small buildings with your best attacks and are a tough fight for inexperienced Devil Hunters.

**Third Tier Devil [400CP] (Chainsaw Man)**

The third tier is when you start becoming a true threat. You represent either a universally understood fear or a more local and potent one. You are sought after for contracts from people all around your country seeking to gain a portion of your power in exchange for life and limb. Includes things like the fear of ghosts, snakes, and curses. You have either one or two extremely potent abilities or an assortment of lesser ones. You might be able to devour other devils and regurgitate them as minions later or cause instant death to those who you pierce a few times. It would take a team of experienced and prepared hunters to take you on with no sacrifices, and you can easily bring down skyscrapers and then some.

**Fourth Tier Devil [500CP] (Chainsaw Man)**

The fourth tier puts you on the scale of a global threat. You can bring cities to ruin within the hour or travel across the world in minutes. You represent something that humans struggle to confront and cause real terror in the minds of people spanning the globe. Includes things like the fear of nuclear bombs, guns, technology, the cosmos, failure, and betrayal.

**Fifth Tier Devil [800CP] (Chainsaw Man)**

The fifth tier makes you an unimaginably powerful ancient entity that even the strongest Devil Hunters cannot hope to match. You either embody a primal fear or have abilities that within time allow you to match or surpass them. Includes things like the fear of control, death, or darkness. You have abilities on the scale of hemorrhaging living beings to death with a glance or mentally dominating any beings you consider lower than yourself on the lower end. Physically, you could devastate countries on a casual walk leaving tens of millions dead. It's recommended you start in Hell for this.

(Editor's Note: I used the descriptions from *Embodiment of Fear* for the *Devil Parts* items due to its lack of description. But both here will be essentially the same with the exception of the reader actually becoming the Devil of the Fear chosen.)

## (70) Twisting Tendons Shape Anatomy | Invisibility | Arachnoptysis | Bones Will Harden, Skin Will Slough | Parasitism | Tyrant of Evolution [2100CP] (Carrion)

**Twisting Tendons Shape Anatomy [100CP] (Carrion)**

You have evolved your biomanipulation, allowing for more precise control over your biomass. Being stronger grants you several new abilities, such as Strengthening your tentacles to be Stronger than the rest of your body with skeletal armoring plates that, when not necessary, can be manipulated back into your body. You can also use this armor plating by turning it into spikes to pierce your enemies or creating longer tentacles that launch at them longer than should be possible with the current biomass you have stored. You can also use the DNA you have gathered to use Echolocate by sending out a roar to sense if humans are nearby and even detect hidden paths.

**Invisibility [200CP] (Carrion)**

You have evolved to be able to turn yourself invisible and bend light around yourself, creating a sort of invisibility cloak that hides you from the sight of anything, even advanced machines that can detect beings that are hidden or humans who have been augmented by science to have better vision. However, it costs biomass and energy to use this ability, and moving while using this ability massively drains energy.

**Arachnoptysis [200CP] (Carrion)**

You have evolved by absorbing the dna of spiders and can now shoot out a stored jet of cobwebs in any direction. This web dissipates after a little time. This allows you to trap enemies in a web or even grab things that are beyond the reach of even your further expanding tentacles.

**Bones Will Harden, Skin Will Slough [400CP] (Carrion)**

You have evolved your Biomanipulation to unprecedented levels, allowing you to control your biomass at a higher level than with basic biomanipulation. Creating spears out of your biomass that can puncture even the hardest of materials You gain more endurance and durability the more beings that you eat, allowing you to tank damage that you couldn't previously handle. You can also transform yourself into a smaller version of yourself, which should be possible with the biomass you have acquired and allow for passage into areas that would otherwise be unavailable. You can also absorb electricity via your tendrils and gain more resistance to fire, which is the only thing that can harm you more than anything else.

**Parasitism [600CP] (Carrion)**

Using a tendril of flesh, you can manipulate the dna of another being by burrowing your tentacles into a nearby biological organism and turning it into a puppet of your will. However, this only works on biological beings; a biological being does not need to be alive for you to control them. You can also use this to teleport by sending your biomass through the Tendril and forcing yourself to reappear in the spot of your puppet, killing them in the process.

**Tyrant of Evolution [600CP] (Carrion)**

Were you a test subject jumper? Did you get exposed to some mysterious virus of unknown origin? Somehow your body has started evolving at a rapid pace, allowing you to gain abilities and defenses based on attacks thrown at you, gaining resistance to them as your body evolves to adapt to the danger. With time, your body does not need to experience danger in order to undergo evolution, as it is slowly evolving on its own. This makes you immune to all your current Biological weaknesses.

## (71) Abnormal Appendages | Terror from the Deep | Outside of Physics | Monster Blooded | Mutated | Cthulhu-lite [2100CP*] (Lovecraft Midnight Movie Marathon)

**Abnormal Appendages [100CP*] (Lovecraft Midnight Movie Marathon)**

Many of these creatures have various inhuman limbs and appendages, and now you can too. By purchasing this you can define whether you are a biped or a quadruped, and you also gain two of the following:

**Terror from the Deep [200CP*] (Lovecraft Midnight Movie Marathon)**

You are a creature of the deep. Your form is streamlined for swimming, your senses attuned to an amphibious life, giving you senses like a shark or other deep sea predator, your body capable of surviving great changes of pressure. You can breathe both water and air, able to survive in both salt and fresh water as well as retaining the ability to survive on land. This also gives you piscine scales across your body if you desire. Alternatively you may be adapted to life underground. Your hearing reaches into echolocation, olfaction similar to a dog's, and your night vision is similar to an owl's. You are able to burrow through the ground at relatively great speed; you won't be keeping up with yourself running on the ground when digging tunnels but you will be a natural digger. This also gives you some armoring plates to avoid damaging yourself when burrowing through rocks.

**Terror from the Deep: Subterror:** May pay an additional 100 CP to get both.

**Outside of Physics [400CP] (Lovecraft Midnight Movie Marathon)**

The creatures of these films exist outside of nature and physics as humans understand them, defying it in various ways. Select an ability from the list below, or create one of a similar power level.

**Monster Blooded [400CP] (Lovecraft Midnight Movie Marathon)**

Being able to deter human interference is well and good, but you will be dealing with things far stranger than man. With this they will be easier to deal with. Perhaps there is something monstrous in your background that they find kinship with, perhaps it is something else, but you will find monstrous creatures tend to view you with a certain kind of affection or fondness almost as if you were their kin or a pet. This works best on the more otherworldly horrors which stray furthest from humanity, and will do less to those who actively prey upon humans.

**Mutated [400CP] (Lovecraft Midnight Movie Marathon)**

But perhaps you show more signs of a monstrous heritage than their kinship. Whether born human or not, you seem to have been changed or twisted. By taking this perk you gain an alt-form which you can change into and which exists as a combination of any or all of your alt-forms, defined as you desire. At the start of each jump you can redefine this alt-form. You also gain 1 free purchase of Abnormal Appendages, or 2 if you have the Monster Background (for a total of 3 free purchases as a Monster).

**Cthulhu-lite [600CP] (Lovecraft Midnight Movie Marathon)**

Perhaps you have no desire to be a common individual of whatever monstrous species you are a part of. Perhaps you wish to stand above them. You are now a creature similar to Cthulhu to his Starspawn or Dagon to the deep ones, something more and greater than the common example of your kind. Your size is increased, to roughly 35 meters, making you

substantially larger than a human if you weren't already. But this is not merely an increase in mass. Besides possessing the physical power you'd expect from a titanic monster, you will find your powers seem to scale somewhat with your size, their range and even area increasing proportionate to your new body. Just by having this you will also find a minor general increase to your mystical, spiritual, or psychic powers even when not in the alt-form this perk creates, and they will all increase further with size, though (unlike the area and range) they will not double with a doubling of your size but you will find that bigger is better.

(Editor's Note: Check the Jump for more about *Abnormal Appendages* & *Outside Physics*. The bonus will apply depending on how monstrous the reader has become.)

## (72) Holder of Knowledge | Nahobino [2300CP] (Shin Megami Tensei V)

**Holder of Knowledge [800CP] (Shin Megami Tensei V)**

It was within Man that the Knowledge of the Gods was kept, boud to them when they devoured the fruit. This is what allows some humans to become Nahobino since they have the knowledge of a God within them. However for you there seems to be a bit of extra knowledge. You are the perfect Vessel for higher powers to channel their abilities through and will as such be highly desirable for these beings. You can easily take these beings into you and be in full control of their power, without your personality being influenced by this new host, even able to form an unlikely friendship with them. Be the Herald of the Phoenix Force or the Avatar of a Warp God it matters little as their Knowledge is yours. Even better should such a connection be broken somehow, you can still keep around half of the power these beings granted to you.

**Nahobino [1500CP] (Shin Megami Tensei V)**

True Gods, born from Knowledge, restored to their greatness. You are a Nahobino, a being that has the right to claim the Throne of Creation and one of the most powerful beings in Da'at. If you are a Human you hold the knowledge of divinity within you and if you are a Demon you were lucky enough to find the one bearing your knowledge.
You get 800 CP to be used exclusively on whatever Demon you create via the Demon origin. You are now that demon with its knowledge restored, making you vastly more powerful in the process. As a Nahobino is a combination of a Human with knowledge and a Demon you can chose to either get the Demon you create or the Human you bonded to as a Companion OR be a singular entity without a second voice in your head. If you opt for the company you may split up at will.
This has a variety of effects:
-First as mentioned you are one entity but born from two origins. As such you will count as both human and demon for discounts.
-From now on you may pick two origins for a Jump to take the applicable discounts from.
-You get a +2600 DP Stipend for the Demon customization section. If you choose to have a partner instead of being a single entity, you may also have an option to separate from them at will after this Jump has concluded. Doing so at the beginning of a Jump has the following results:
-Your Partner gains a Stipend of 800 CP which they can spend how they please at the beginning of a Jump and are Imported for free.
-HOWEVER: Doing so at the beginning of a Jump will NOT allow you to pick a second Origin for Discounts.

## (73) Marker Physiology | Personal Electric Field | Pattern Signal | Make Us Whole | Black Marker [2600CP] (Dead Space: Necromorphs)

**Marker Physiology [600CP] (Dead Space: Necromorphs)**

You're not a necromorph at all, you're a marker! Markers are the backbone of a necromorph outbreak and serve as both commander and powersource for necromorphs in it's area, a marker is an immobile construct that generates an electromagnetic field in a radius of a planet and its atmosphere around itself, this field alters dead cells in order to create necromorphs.. In addition markers are insanely durable and able to withstand anything short of total disintegration. The only other way of destroying a marker is for someone with a strong will to reach a marker and to battle the marker's consciousness, if they are successful they will be able to render the marker inert therefore stopping the infection. Marker's are able to exert a telepathic influence on anyone in it's electromagnetic range, growing stronger the closer they are to it. At the farthest away it would only be able to create vague discomfort however if a subject were to be extremely close they could be forced to kill themselves in seconds.

**Personal Electric Field [200CP*] (Dead Space: Necromorphs)**

Necromorphs require and rely on the electrical field created by a marker in order to survive, without it they instantly turn into mush. The free version of this perk guarantees that you alone will always have the required field powering your altforms allowing you to take your scourge to new universes. By paying 200cp your field now encompasses the area of a small town allowing you to start an outbreak of your very own.

(Editor's Note: You can get this perk for free, and pay *200CP* for the upgraded version. Alternatively, you can take this perk as a degraded version of the *Marker Physiology* perk.)

**Pattern Signal [400CP] (Dead Space: Necromorphs)**

All markers have the ability to telepathically implant instructions on how to build additional markers into the subconscious of living beings that come into contact with them. The lesser known side effect of this is that as the patterns propagate around the subjects brain they will quickly begin losing sanity before death. You have had this ability expanded in two ways, first you can input patterns to do not relate to the propagation of markers, secondly you are now able to put in patterns that propagate around a subjects head much quicker killing them in days instead of weeks. The effects of patterns can be delayed unfortunately through the use of amnesia causing properties.

**Make Us Whole [600CP] (Dead Space: Necromorphs)**

The ultimate goal of markers is to achieve convergence, part of the process of doing this is to merge with the marker's creator. This allows the marker to gain all the knowledge of the now deceased human. This ability expands this somewhat, when you absorb a human's psyche you gain a small fragment of psychic power, this power is proportional to the willpower of the subject. Do be aware that the user can fight back while you are absorbing them and if your projection is killed then you will also be killed.

**Black Marker [600CP] (Dead Space: Necromorphs)**

You are a marker made by the brethren moons themselves and are thus the most powerful form of marker. This confers a huge boost to all your psychic abilities. In

addition you can exude raw beams of psychic power calling all necromorphs to your side and causing massive damage.

# Forbidden Arts

## Mechanisms by which to Acquaint Wisdom
## [66,070CP] (219 Purchases) - Perk Total: 185

### (1) Ravenspeak [50CP] (Ravenwood)

By necessity, the people of ravenwood have begun to learn the language of ravens, consisting of caws, croaks, and other such noises, but allows those that know it to communicate with ravens, crows, and similar birds. And you are one such individual.

### (2) High Speech [50CP] (The Dark Tower)

You know how to speak and understand the ancient language of High Speech, which was spoken by gunslingers and those who remember the time before the world moved on. This language is instinctively understood by your allies, and there are certain magical benefits in using it to signify oaths, and in using magic. Small benefits, admittedly, but nonetheless.

### (3) Alien Infiltrator [100CP] (Horror Midnight Movie Marathon)

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.

### (4) Efficient Packer [100CP] (Darkwood)

When you really need to pack up and move one can fit a surprising number of things in their various pockets, pouches, and packs. Although you won't be able to make a shotgun fit into the same amount of space that a handful of pills would, you're very effective at packing supplies and can swap between different items that you are carrying on your person surprisingly fast.

### (5) Toy Maker [100CP] (Poppy Playtime)

As you have worked here, you have a pretty good idea of how to make all the toys in the factory as well as how to make new ones entirely. (I am talking about toys, not experiments) If you have all the necessary equipment, be it from a sewing kit to complex machinery, as well as all the necessary materials, you can perfectly make any toy in your imagination.

Ok, the side note, you have almost an uncanny ability at carpentry, not necessarily just for toys, you can make a chair and table to sit on while you make the toys!

## (6) Artistic Temperament [100CP*] (Lovecraft Midnight Movie Marathon)

Choose one form of visual or literary art, such as sculpture, poetry, painting, or novel writing. You now have the talent, training, and technique to make a decent, reliable living at it and become something of a regional celebrity.

**Artistic Temperament: Expansion:** You may purchase this perk multiple times for 50 CP (not free) for an additional art form each time.

**Artist Temperament: Prodigy:** Alternatively by paying an additional 200 CP you can become a true prodigy who could be counted among the all-time bests in your fields, including all those who could have been among them but were never given the opportunity and the chance.

## (7) Creature of Habit [100CP] (Generic Creepypasta)

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

## (8) Twisted Tongue [100CP] (Lovecraft Midnight Movie Marathon)

Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn. Try saying that three times fast. And many spells and chants are harder to pronounce than just that. And when dealing with spells which a slip of the tongue will cause not to function right that's a problem. But it's a problem for other people. Not only are you a master of tongue twisters, able to perform chants and incantations with ease without mispeaking, you are capable of pronouncing things that weren't really made for the human mouth and tongue, expanding the range of sounds you can make by a significant margin.

## (9) Human Observation [100CP] (Witch on the Holy Night)

Those ignorant of society's ways are not necessarily stupid per se. You quickly pick up on the conventions and procedures of a foreign environment, like a clever wild animal sniffing the correct behavioural patterns. Even better you have a knack for seeing past the pretences of conversation, body language and action to comprehending the true intentions and mindset of people. This may not always help to grasp their actual meaning if they're operating on information you lack, but you have an uncanny way of grasping someone's character even better than they do themselves.

## (10) Lore [100CP] (Terraria: Journey's End)

You are a seeker of mysteries, wishing to understand this strange world that you are now a part of. As you enter a new location or interact with a new individual, you will gain snippets of understanding about history, lore, mythology, and other information associated with the target of your focus. The more you study them and interact with an area, the more these pieces of understanding will pile up.

## (11) Brilliant Mind [100CP*] (Glitchtale)

You're smart and thanks to your own efforts, you acquired enough knowledge to match three Ph.D on three different fields in science or technology. You aren't on the same level as Alphys or Gaster, but you're still one of the smartest people here.

## (12) Academic [100CP] (Generic Summoner)

You are a skilled researcher, able to read quickly, organize information you've gained, and extrapolate from that data more readily, with fewer mistakes and false leads. You also find that books are nearly as good a teacher as having an actual person there to aid you.

## (13) Weird Science [100CP*] (Saya no Uta)

Far from being just another country nutbag with an interest in the paranormal, you are a properly educated and learned individual. You've gone to one of the best academic institutions in Japan and become a highly respected member of whatever academic field you choose. You may choose one academic field to gain pair of doctorates in, likely some kind of medical or biology based discipline but you are not limited to that. Whatever you choose, you will have a fair amount of experience in the weird side of your chosen field. Be it chasing after reports of strange beings for a zoologist or studying strange fungi that appear to not be of an Earth origin for a mycologist. You may purchase this perk multiple times though only the first is free for Researchers.

## (14) Best of The Best [100CP] (Marvel Comics: Symbiotes)

Look, they don't just give these things out to just anyone. The military, paramilitary, or PMC that you belong to or belonged to gave you your symbiote because you're well-trained, battle-tested, and experienced. You have all of the combat ability, discipline, and miscellaneous skills of someone with a decade or two of active duty service in something like the Navy SEALS, Army Special forces, The USMC, Britain's SAS, or something comparable.

## (15) Virologist [100CP] (Resident Evil)

It's all in the genes, they say. You know that can be a load of bullshit, but there are rare cases where you can prove it. You're capable of studying and understanding all sorts of mutagenic agents provided you take the time to do so. In time you can learn how they work, allowing you to make adjustments or even tailor similar pathogens on your own provided you have the right equipment to do so. This also makes you an expert at studying the genetic differences of other organic beings, which is kind of important when you're shooting them up with viruses.

## (16) Grave Dialect [100CP] (Generic Necromancer)

Long dead civilizations often have a great deal to learn from, but just as often have a barrier in the form of dead languages. Fortunately, you have a knack for languages and can speak, read, and write all common languages in this world, and can also learn new languages through exposure rather than needing an instructor or book to translate it for you, potentially learning a new language in a mere fraction of the time.

## (17) To Seek Tomorrow [100CP] (Anima: Beyond Fantasy)

Your eclectic skill set has left you with a number of strange skills, all of which have been trained to at least adequate levels. You now have at least a basic knowledge of almost every mundane medieval skill, enough to at least do easy tasks.

## (18) Expert Neurosurgeon [100CP] (Re-Animator)

Doctor Hill might have been morally bankrupt and not even a 2nd rate scientist, but he was a highly skilled surgeon, even if his claims to have surgically removed the part of the brain related to free will is somewhat dubious at best. You are now a highly skilled, and expert, brain surgeon that could be considered to be one of the foremost authorities in the United States. You aren't bad at other aspects of medicine either.

## (19) Parasitologist [100CP] (Resident Evil)

Parasites can be a nasty thing, especially when one gets the mental image of separate creatures crawling around or even inside a person. Would YOU want that? ...oh. You do want it. Well. Guess it's a good thing I'm offering this. Parasitology is very tricky, requiring a bond between two creatures and a certain definition of 'harmony' for it to work. Not only does this skill let you have an easier time to find that harmony, but you also have an easier time finding ways to allow differing, foreign organic bodies to improve the best qualities of the other. In time you may even find the way to true symbiosis…

## (20) Doctorate [100CP*] (Lovecraft Midnight Movie Marathon)

If we see far it is because we stand on the shoulders of giants. To progress science it is easiest if you have a foundational awareness of what is already known. You now have the education of a proper doctorate and may choose one PhD of your choice, or to be a fully trained medical doctor with a specialty of your choice.

> **Doctorate: AdSpec:** You may purchase this perk multiple times for 50 CP (not free) for an additional doctorate each time.

## (21) Reaper's Harvest [100CP] (Generic Necromancer)

The dead are a resource for a necromancer, one that is often wasted. You've learned how to harvest bits and pieces from the dead, concentrating and preserving some aspects of their essence within the pieces harvested. If these pieces are used in crafting an object, performing a ritual, or otherwise as a piece of some work, they will add the essence within whatever work is using them and provide some level of improvement based on the creature they came from.

## (22) Handler of Beasts [100CP] (Dying Earth)

Many strange creatures roam Earth in its dying years. While many of these creatures are predatory horrors which traverse the forests and the night and which mankind must hide from, the domestication of animals has continued albeit grown more bizarre with mounts evidently bred from men, and ships towed by great sea worms. You are an expert in the care and handling of many - albeit not all - of the domesticated animals of this epoch.

Beyond mere skills with these animals, you will find that you have a talent for the handling and care of animals of all sorts. With only a little time you could learn to care for, handle, and even ride any domestic animal, and likely ride any beast which would allow you to do so. You are also expert at the domestication and breeding of animals and beasts. You are best when dealing with bizarre grotesques and alien lifeforms, and not the mere mundane of the modern era, but you are talented even with the likes of horses, sheep, and goats. This even applies to creatures smart enough to hold conversations, such as the wagon pulling mermelants, if they're sufficiently animalistic.

## (23) Initiate [100CP] (Marvel Comics: Symbiotes)

Whether you're an actual worshiper of the Elder Gods or other Lovecraftian entities or just a dabbler in old-forgotten lore, you've picked up a bit of knowledge about divinity, demonology, and sorcery. Not only can you recognize when the occult is afoot, but your education gives you a basic grounding in sorcery, enough to replicate common or minor effects without having to tap outside sources or incur debt to the beings you invoke. Anything more than that will require practice.

## (24) Symbology [100CP] (Generic Necromancer)

You have in depth knowledge of the symbols, pictographs, shapes, and patterns that carry some measure of meaning and power as well as how they can be used in rituals or magic. While it is possible to learn them and figure out how to put them together as you go, it is a time consuming process that requires a lot of trial and error, where an error can have severe side effects. You gain an increased skill in drawing and have an eye for measurements in terms of length and angles that would allow you to draw a complex ritual circle without any tools other than your own hands, eyes, and a drawing implement.

## (25) Traditional Japanese Art [100CP*] (Fate/Legends: TLotRS)

You may never make your name on the battlefield but those fools running around with metal sticks waving fail to understand the influence more delicate approaches can have. You have the talent and the training to become a nationally famous artist in a style found here in Japan. Writing and poetry, weaving, calligraphy, some of the varieties of traditional painting or even more modern arts not yet created in older Japan.
While you have the ordinary skill to create emotionally moving and lasting pieces of art, you also possess a magical side to your style. You can naturally enchant your works with magic, enabling it to have a more direct influence on the minds and hearts of those who experience it. Simplest to just direct the emotions of readers but with time, you can plant ideas and even commands to be later activated in the minds of others. Art that is similar to your chosen style is easy for you to expand your skill into, a painter will quickly master other styles of painting, and your art is never boring or bothersome for you to focus on. More, it is calming and enables you to re-centre yourself no matter the situation

> **Traditional Japanese Art: Eldritch:** For 200 points instead, you can attain a connection to an eldritch being through the medium of your art. This effectively turns your artform into a form of magecraft, casting spells by creating your artworks. This magic will be broadly related to whatever unnatural source you call your patron, a dweller in the depths letting paintings of the ocean summon actual torrents of the sea. Your power in these acts is that of an experienced magus, despite not

expending magical energy yourself but adding your own power to your art or delving deeper into eldritch secrets could see your potency grow. As could seeking the attention and favour of your dark benefactor, whatever their desires could be.

## (26) Calligraphy [100CP] (Fatal Frame)

Writing out all those charms, talismans and death orders takes a fine hand. In addition to possessing smooth, flowing handwriting with any implement you choose, you are now ambidextrous and able to write simultaneously with each hand.

## (27) Archivism [100CP] (SIGNALIS Gauntlet)

Though minds degrade, records shall exist. Many electronics seem to have survived the overlap of mind and existence, to the point that they can even be operated without issues. Why not take advantage of that? Wherever there's records to be had, you're sure to find some source of context for the situation you're in; usually, the leadup to the actual situation at hand, but also giving some insight into the place you are. Useful for those who seek out history!

## (28) Divinity Schooled [100CP] (Horror Midnight Movie Marathon)

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.

## (29) Cryptobiologist [100CP] (Generic Summoner)

You have a knack for learning about the various creatures you tame through simple observation and careful examination. With this, you can figure out the individual aspects of your approach to a specific creature and refine them as well as figure out how they do the things they can do, whether mundane or magical in nature, as well as what about them goes into those abilities.

## (30) Feasting on Ashes [100CP] (DC Fourth World)

Survival on Apokolips requires several things: The ability to step on the throat of anyone between you and the next day, the ability to live on scraps, to grovel when it suits you and then to slide a knife into the back of your jailer to take their place. You have all of these things. You know how to survive in a desolate wasteland by any means necessary, consuming horrific foods with almost no nutritional value and managing to live off of that, removing any shame towards doing so. In particular, you know how to win the favor of the few in power, or at least how to avoid their scorn...perfect for lining up your opportunity to take their place, of course.

## (31) Field Codes [100CP] (SCP: Serpent's Hand)

You are not alone in your duty. There is a myriad of agents out there, and all of them working to achieve goals that are, if not the same, then at least similar. You now know how to communicate with them and how they communicate with you - field signs, left behind by those who have come before to warn and inform those who come after. Not only can you read and decipher them, you can also leave them yourself, and in general you know how to succinctly put information in just a few sigils so as to be understandable to those in the know. This guarantees that you will encounter such sigils even in future worlds.

(Editor's Note: Check the *SCP: Serpent's Hand* jump for a picture example.)

## (32) Nation Technician [100CP] (SIGNALIS Gauntlet)

You have been trained in the operation of Eusian technology - advanced in some aspects, backwards in others, running long-term space missions on diskettes. You can safely maintain all but advanced bioresonant gadgets with little issue; from the finicky incineration chambers and radio stations to being a one-person engineering crew for scouting ships you're qualified for them all.

(Editor's Note: For an additional 300CP, you can become a proper professional regarding Eusian technology in most matters. With the proper materials, you could likely recreate the mining lasers used as standard equipment and design spacecraft with the facets that Eusia grants their own shuttles.)

## (33) Communion [100CP] (Generic Summoner)

You are able to contact and communicate with spiritual or cosmic beings, such as gods, demons, fey, or straight up spirits. This does not compel them to speak with you, but does give them awareness of your existence and you awareness of theirs, as well as allowing you to speak to them.

## (34) Erudition [100CP] (Cultist Simulator)

The acquisition of knowledge is more than just the senseless hoarding of information. With this purchase you now excel at predicting, interpolating, and connecting information, and can easily cross reference your knowledge with external information, making studying a relatively painless endeavor. Combined, these benefits will allow you to triple (3x) the rate at which you study and convert conscious knowledge into instinctive understanding.

## (35) Anatomical Expertise [100CP] (Generic Necromancer)

Dealing with bodies so often, you've learned the structure of a wide variety of species and how their bodies function. You know where specific organs are located, what damage to them can do, how to treat injuries, and how to perform surgeries to treat more complicated conditions. You can also easily dissect a corpse to figure out how a creature's biology works. Off of this alone, you could be an effective surgeon.

## (36) Tinker [100CP] (9)

It takes a steady hand and a sharp eye to make artisan toys or the bodies of those little Stitchpunks, both of which you happen to have. Detail work is something you have a knack for, whether you're working with gears and springs, electronics, or just putting that extra bit of love into that children's toy. This includes a certain level of skill with electronics and mechanical devices.

## (37) Local Lore [100CP] (Horror Midnight Movie Marathon)

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.

## (38) Well Researched [100CP] (Lords of the Night: Liches)

The truth of the matter is that, no matter what you're doing, someone else was doing it before you. People say, "don't reinvent the wheel," but the wheel has been reinvented countless times. You are good at avoiding having to reinvent things already made or discovered, though. Your mind is like a steel trap. Not only do you never forget anything, you're good at instantly putting everything you come across into context. This won't make you instantly cross-reference it with something from a completely different context, but when you think on things and try to figure something out, find a solution, or need something out of left field you can quickly scan across your entire body of knowledge for something that could help. This comes with you already being well studied on a huge range of topics, in this jump and all future ones you go to. Think of it as roughly ten doctorates' worth of study on a wide range of subjects, with a new set each new jump. You can leave minds that might actually be greater than yours in the dust, as they try to achieve something from first principles that was figured out by an obscure sage thirteen centuries ago, who only ever put his findings down in a single journal that has been gathering dust in some corner of a minor family library ever since.

## (39) Book Learner [100CP] (Ars Magica)

If you want to get anywhere as a mage in this world, expect to spend a great many nights hunched over your desk, reading dusty tomes by candlelight. Now you can get the most out of these study sessions, learning twice as fast from any written source. And since most magi write their laboratory notes in code, you also gain significant skill in cracking text-based ciphers.

## (40) Puzzle Ace [100CP] (Inscryption)

You may not know it, but you were made for this. And sure, there isn't anyone to dictate your every move, but even so, you've picked up some skills along the way. No matter the riddle, brainteaser, or enigma, you've got just the right kind of lateral thinking to see you excel, besting challenges that would stump an expert.

## (41) Razor Wit Cutting through Blissful Ignorance [100CP] (Exalted: Abyssals)

Deathknights of the Daybreak Caste are ingenious without a doubt, seeking absolute knowledge for themselves even as they twist that knowledge to send Creation toward a dark age of savage ignorance. No secret can hide from their inquisitive minds; no dark miracle evades their clutching grasp. Pitiless clarity is their tainted gift to the world, helping those blinded by passion to see the coldly calculated truths that advance some greater design. They are the learned and the inquisitors, the Unclean who see the Black Exaltation as the ultimate means to gather knowledge and practice their crafts until time itself ends. Few concern themselves with the morality of the knowledge they seek. Yours is such a genius, a mind as sharp as a Soulsteel blade and as learned as any library. In your hunger for knowledge, unraveling mysteries in your research and plundering knowledge for yourself comes as second nature.

## (42) Occult Learnings [100CP] (Hammer Horror)

You have studied things that science would dismiss as mere superstition and studied them well. In this world you know the signs of and methods to stop most forms of monsters - you know that to look at a gorgon's face is to doom yourself (but that a reflection weakens its power and you may survive), how to repulse a vampire or to kill one, and can even identify when its a vampire that drains your remaining life span instead of blood and requires special means to vanquish. Similarly you can recognize magical rituals and the like, though this gives you no skill or talent at performing them yourself. What you do not know about the occult you will find easy to learn as, in this and future jumps, you will find yourself skilled at paranormal research and with both luck in finding accurate sources and skill at verifying which sources are true and which are just empty rumours.

## (43) Art Knowledge [100CP] (World of Horror)

Seems quite simple, doesn't it? You are something of an art enthusiast, frequently looking at the works of others with a keen eye with the intent of deconstructing its beauty or understanding the hidden meaning intended by the artist. Sounds mostly useless, but these can be useful for investigating the unknown when used intelligently. You're a little more perceptive than before, and while you are no mastermind you are also tangibly better at Understanding the subtle effects of the various unnatural things that you will encounter. Just try not to admire their "beauty" too much…

## (44) Quest Finder [100CP] (Generic Magical Magic)

Idols that bring misfortune, places that corrupt the living, shades and ghosts bound to ancient ruins... A Cursemancer's magic can only be truly used when combatting what it was

made to combat. Unfortunately, it is not so easy for a budding magician to find their way to where they are needed, with no connections or informants to speak of.
Thankfully, you do not actually need information networks to find out where you should be going. As it turns out, you are extremely lucky when it comes to accidentally listening in on rumors, legends, conversations, and other bits and pieces of knowledge about strange and dangerous happenings. Just walk around town for a week, and you'll have a long list of places to find and people to meet if you want to exercise your Magic a bit, and perhaps reap some benefits while you're at it.
Of course, this is luck about finding information, not filtering it. Most of what you'll hear will be useless, some will be outright traps... But what remains will be a long list of very real quests for you to undertake, much longer than what you would have gotten through proper channels.

## (45) Occult Research [100CP] (General Universal Monsters)

You've studied the occult mysteries of the world. Though mainstream society would call you a quack, you follow in the footsteps of such luminaries as Abraham Van Helsing. You have a working knowledge of all the paranormal or just strange lore of this world, from the signs of a real vampire to the use of tana leaves in reviving the dead. In future worlds, you'll find it much easier to research the local supernatural denizens, quickly separating facts and promising leads from nonsense and fairy tales.

## (46) Fluency [100CP] (Justice League Dark)

Magical spells can be a real tongue twister, you know? Luckily for you, that's not a problem. Whether it's speaking in ancient Latin, backwards English, or the's'p'e'è'ch'o'f't'h'o'se'o'u'ts'i'd'e, you'll never trip over your words or mispronounce a spell. Rather handy to make sure you never summon a demon when you're trying to wash the dishes.

## (47) Wiz Biz [100CP] (Adventure Time CYOA)

You know various secret wizard handshakes, passwords and secrets.

## (48) Eldritch Lore [100CP] (Lovecraft)

Most of mankind knows nothing of the ancient creatures and arcane entities that inhabit this world. Not you. You know all there is to know about the history of the cosmic entities and inhuman races in lore, and by itself won't let you learn magic or summon monsters. However, there is power in knowledge…

## (49) Necrobiologist [100CP] (Generic Necromancer)

You are incredibly familiar with all forms of undeath and are able to identify any form of undead you encounter, their strengths and weaknesses, their abilities, and whether an undead was created or formed naturally. You also have an idea on how they can perform many of their abilities based on the changes undeath causes in their anatomy and magical presence.

## (50) History of the Order of the Flame [100CP] (Drakan)

A complete set of history books, detailing the rise and fall of the Order of the Flame. These are something of a collector ’s item these days, but do not sell them. Unique to these copies are the appendices in the back , telling of those dragons who survived the final days and where their lairs may be found in the current era. Useful , if you should seek to recreate an ancient order or ensure that it never rises again.

## (51) Demonic Socialization For Dummies [100CP] (Shin Megami Tensei II)

Demons are fickle, strange, and incredibly dangerous. It doesn’t help they’re often the key to succeed in the struggles of this world and just getting a few to join you initially can be a dangerous prospect. Good thing you have this handy-dandy guide! It’s a well-written guide on how a human may best convince weak to moderately powerful Demons on their side even if they’re not too strong themselves, or how a Demon might easily trick otherwise paranoid and wary humans to do their bidding. Aside from being a good self-help book, this doesn’t have any special properties beyond that, though it will update on how to make a good first impression on other beings with alien mindsets in future jumps.

## (52) Prophet [100CP] (SCP Foundation)

*John 1:1*
Cicada Canon, Cétlaidí or Christianity? Choose a religion, any faith of this world. You know every piece of religious text for it. The canonical, the non-canonical, pre-canonical, post-canonical and everything in between. The deeper meaning, metaphor, a morality of those messages can be learned later. From a purely erudite perspective you know the precise content of all scriptures for your religion. The word of god is ever with you. Each passage is part of you, not to be forgotten even under the influence of amnestics. Your shrewd memory for the faith would no doubt be of value to the religion. You may not be guaranteed any place in an afterlife for this knowledge, but within this world you can be recognized as a spiritual leader in your congregation. For prophets of your own, you can permit people to speak in your voice for a time. Or allow them to communicate however you do, considering you may have inhuman physiology that allows for unusual communication.

## (53) Tongues of Tamriel [100CP] (The Elder Scrolls Series)

Despite what you perceive in the games, there are dozens of different dialects and languages across the continent. You now know most spoken and written languages found within the Elder Scrolls universe, and can easily learn new ones at a prodigious speed.

## (54) Lore by Rote [100CP] (Dying Earth)

Magic in this world seems to be a study one part science, one part history, and a lot of memorization. Thankfully you seem to already have put in the work to acquire and memorize a fair deal of this lore. While the underlying rules which govern spell creation have been lost, and this perk will give you no knowledge of how to actually cast spells, you have an excellent grounding in what effects they may have, and in recognizing magic you see in use. This

extends beyond spells to the demons which invade from other worlds, gods sometimes made from human belief, and monsters made by (often lost) sorcery.
This unfortunately only applies to the magic of this world and will not update for future ones. But the memorization ability to acquire this knowledge will remain. You are highly skilled in memorizing texts and information, and with a naturally excellent memory especially for lore, facts, and minutiae, able to remember small details of a book you read years, even centuries ago... as a prolific reader who spends centuries reading over moldy tomes of arcane matters. This naturally expands how many spells you can hold in your memory concurrently, despite their complexity and tendency to escape the mind after use.

## (55) Hypnotism [150CP] (The Dark Tower)

More a curiosity than a product of your training, it's a useful trick nonetheless. Through the use of some bauble that fascinates - perhaps by rolling a shell upon your knuckles, the calm tenor of your voice or even getting someone to focus on a spot in your retina as it trembles - you can push someone to slip into a relaxed, trance-like state that bypasses their conscious mind and leave them open to suggestion. This allows you to learn things their subconscious knows that the waking mind suppresses or has forgotten. A good way to learn what you need to know when you need to know it, if a bit invasive.

## (56) Tome Worm | Living, Or Dead, Fuel [200CP] (Pact)

**Tome Worm [100CP] (Pact)**

Often, the practitioner who comes out on top, is the one who has spent the most time with a book in their hands. Information is power, and with so many Others and forms of magic to combat, there is never enough time to learn it all. This perk allows you to read at three times the speed, without ever getting bored or restless. You will also remember the grand majority of what you read, as if you had studied it many time[sic] over.

**Living, Or Dead, Fuel [100CP] (Pact)**

You in some form or another gain fuel or useable[sic] material from creatures. The majority of bogeymen find that causing people fear invigorates them, recharging their magical energies. Some take from a body, such as melting a person's skin into mouldable[sic] wax, to patch up holes in their own body. There would even be some that could sap the fear from a person. The person would die soon after, with nothing to stop them walking in front of a car, and the Other would grow stronger.

## (57) Historian | "The Bembridge Scholars Never Wrote About This." [200CP] (The Mummy Trilogy)

**Historian [100CP] (The Mummy Trilogy)**

In whatever line of work you've gone into, the ancient past is important in some way- thankfully, you have a great deal of knowledge about history, as well as knowledge of how to read and even speak in several ancient languages, as well as their modern equivalents.

**"The Bembridge Scholars Never Wrote About This" [100CP] (The Mummy Trilogy)**

Not all knowledge is perfect, of course- and falsehoods are bound to be seen as fact when the truth is obscured by the passage of time. Luckily, you're much better at discerning

when things don’t match the common knowledge, and will therefore be able to adapt to this new information easier.

## (58) In Service to the Dark Gods [200CP] (Generic Necromancer)

You are able to make a sacrifice of materials, life, or self in order to contact and earn the favor of a god or patron. Any god or patron, in fact, assuming you use the right sort of sacrifice to begin with. This may grant you some measure of protection or power, grant a useful bit of lore, send you on a quest that may earn you a greater reward, or even earn a temporary blessing. Just be careful, many gods are capricious and just as liable to use you for their own ends with no guarantee of your survival, let alone reward.

## (59) Hammer Upon the Wailing Muse [200CP] (Exalted: Abyssals)

Much of the Underworld’s economy rests on the production of soulsteel, one of the magical materials, which can only be produced by combining shavings from the walls of the Mouth of Oblivion with the melted corpus of a ghost. Forging soulsteel is difficult for even the best smiths. Soulforging is the process by which the souls of the dead are melted down and then shaped into useful items or are used to produce soulsteel. First, the corpus of a ghost is carefully heated with soulfire crystals so that it can be reduced to a viscous state without damaging its integrity. Once liquified, the corpus can be smelted with other materials and then worked into any shape appropriate to conventional metalworking. Soulforged items normally have the consistency of mortal steel. However, if the liquified corpus is smelted with molten ore taken from the Labyrinth, the result is soulsteel, one of the magical materials... and the only one that screams when struck with the smith’s hammer. Proper soulforging is a highly specialized art that requires rarified equipment, access to Labyrinthine materials and a willingness on the part of the soulsmith to condemn another ghost to eternal torment. Understandably, soulforging is a heavily regulated art. But one you have mastered to extent rivaled by only a scant few amongst the dead, able to forge souls into proper soulsteel, combine soulforging with jadecrafting to forge sophisticated artifacts, and having gleaned the secrets of creating Oblivion's panoply, jealously guarded by the Deathlords. Though you would need to delve deep into necromancy to put the latter into actual practise.

## (60) Queen of the Fortress [200CP] (Witch on the Holy Night)

The young lady of the house is neither late nor early. She arrives exactly when she intends to. Yours is a strategic mind, equally at home with grasping the schemes of enemies and expertly countering in the heat of battle as it is setting traps and laying protections. Even without magecraft, you have an intuitive grasp for the lay of any land you spend a considerable amount of time in. Furthermore, even if you have no other gifts for magecraft some intuitive gift for the concept makes magic similar to Bounded Fields (barriers of magical energy meant to protect something within, work a transformation on something without and/or both) or anything related to manipulating leylines particularly efficient for you. Rank amateurs spend days getting done what you can accomplish in one.

## (61) Sequencing Secrets [200CP] (SIGNALIS Gauntlet)

Eusia is in the middle of a war - and as such, information needs to be kept secret. It isn’t just them that is hiding information within the radio waves, either, nor is that the only location

they place it. As such, you've learned to literally read between the lines of such things. You've an eye for hidden codes, patterns and ciphers, recognizing and more importantly decoding them at a speedy pace. A sequence of small pinging noises might arrange into morse, or a few monotony said words might be a password to be understood with the proper context. Some might be a bit harder to decode without the proper equipment, of course. Perhaps you'll find something within your systems as a Replika? Would be hard for a regular person, however.

## (62) Researcher [200CP] (Horror Midnight Movie Marathon)

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.

## (63) Cups And Plants [200CP] (Fate Grand Order)

The two main MacGuffins of Grand Order are Holy Grails, which are used for most of Parts 1 and 1.5, and Trees of Fantasy, used in Part 2. If you'd like to have some yourself but want to make them with your own two hands instead of being handed some, this perk is for you. What this does is give you a complete understanding of the processes and methods used to create both Holy Grails and Fantasy Trees. Do keep in mind that Holy Grails require a lot of energy and lengthy rituals to produce, while the Trees of Fantasy are even worse. With enough magical prowess and some patience, however, you might be able to turn a Singularity into a Lostbelt with a new Fantasy Tree if Chaldea doesn't intervene just in time like they did in Shimousa. As a final note, thanks to you knowing the process and doing it yourself, you can modify the end result, such as making a subspecies Fantasy Tree that takes the form of a cursed castle instead of a weird white tree.

## (64) Mystical Teacher [200CP] (Dark Souls Series)

Sorcery could not have become as prevalent as it is in these lands were it not for the existence of those who would be willing to teach it. Through them, the study of sorcery would spread across the entirety of the land and in a relatively short amount of time, there would be no corner of this world that remained unaware of the arcane arts. It's only fitting then that much like the sorcerers of old, you too can bring the arcane into the worlds beyond, even to those where the supernatural simply does not exist. So long as you are willing to teach, sorcery can spread evermore. Even the arcane arts you've learned from worlds beyond can be taught to others.

## (65) Live Acquisition [200CP] (Made In Abyss)

The cogs of medical science are greased with the bodies of test subjects, willing or otherwise. You are excellent at using your skills and weaponry to incapacitate people and animals without inflicting any permanent injury. This perk can only go so far. Absolutely-lethal powers and weapons are still likely to kill your would-be captives.

## (66) Garden of Flesh [200CP] (Sarkic)

You are proficient at creating and growing structures using biological material. You can cultivate various plants, fungi, and even patches of flesh and skin into functional structures. Buildings, walls, houses, etc. Given a patch of living flesh, you could probably grow an entire village in a few months.

## (67) How'd He Learn That [200CP] (Horror Midnight Movie Marathon)

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.

## (68) Dr Jumper [200CP] (Outlast)

You're a doctor... aren't you? Or at the very least, you have all the skills required to be a doctor and surgeon. This is limited to being an expert regarding normal human anatomy to start off with, but you can become similarly skilled with unfamiliar anatomies by studying them destructively.

## (69) Lore of L [200CP] (Magick)

There are many strange things in the world, you have be taught since youth about the glories of these magnificent creatures! Indeed you can even identify a vampire from three hundred yards!

## (70) Whatever You Want [200CP] (Monster)

People can become whatever they want to be. That statement is now truer for you than most, as you are now able to craft very convincing disguises and with conscious effort flawlessly alter your mannerisms and speech patterns to reflect a wide variety of other kinds of people. It goes further than just skill, though, as you now have a superb vocal range, with mimicking anything from a little girl to an old man being possible, and your body now will slightly change in subtle ways to better fit your disguises, if you want it to.

## (71) Hidden Laboratories [200CP] (Lovecraft Midnight Movie Marathon)

When researching into that knowledge which man fears to know it can behoove you to do so with subtlety and secrecy. For that purpose you are skilled at designing your own laboratories, but even more than the mechanical and architectural elements of designing labs you are talented at hiding them. You have some skill in carpentry and the various skills you might need to build it yourself, and in hiring discreet laborers as well as making sure no one knows too much. Of course getting the job done downlow is only half of keeping a lab

secret. You are also skilled at making hidden doors and secret rooms, to preserve the privacy of your work.

## (72) First Aid [200CP] (World of Horror)

You're a doctor! Well, not really, but you're well learned on the human anatomy and educated on how to patch it up when it's just come back from being cut up by a horror from another dimension. You can disinfect, bandage and stitch up both your own wound and the wounds of others should the need arise. You'd likely be qualified to be a very good nurse if you weren't a little busy fighting for your life.

## (73) Mad Bomber [200CP] (Lollipop Chainsaw)

Crazy people and explosions, a match made in the Land Beyond Words. In fact, this whole thing started with a boom. More specifically, by some social outcast using a bomb to blow a hole into the afterlife. Interesting what can be done with household supplies and a bit of knowhow. You yourself are good at homemade chemistry, knowing enough to synthesise explosives, poison gas, and other things with common materials. And while you're not quite a master demolitionist, you have a talent for that field.

## (74) Circles and Symbols [200CP] (Justice League Dark)

Rather simply, this is knowledge of how to construct various magical symbols. Runes, circles, glyphs, you have an expansive knowledge of them, their uses, and how to modify them. On their own, they don't have a ton of use besides warding away certain beings, but they are often important parts of other rituals or enchantments.

## (75) Equivalent Exchange [200CP] (Salt & Sanctuary)

Unlike how the world would have you perceive it, the truth is that matter is mutable, changeable, moldable to your wishes, should a proper catalyst be provided.

You know of in's and out's of the secret art of Transmutation, to turn that which is into something that it isn't, so that it then is. The art requires three ingredients, some sort of remains from one related to the desired item from which to gather its shape and properties, an alchemical ingredient of great enough potency, often those extracted from great and eldritch creatures or exceedingly rare plants, to act as a catalyst and enough salt from a saltborne to fuel the whole process.

With all of these ingredients, you could make great and godly items, though be warned that the closeness, rarity and cost will be similarly great.

## (76) Relic Appraisal [200CP] (Made In Abyss)

For the more casual cave raider, the valuable Relics of the Abyss are its main draw. You have an innate instinct for what Relics could sell for at auction, and what their uses might be. In future jumps, you will have a similar instinct for any ancient artefacts or technologies that you might stumble across.

## (77) Sorcerer Occultist [200CP] (Horror Midnight Movie Marathon)

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.

(Editor's Note: For the sake of differentiating it from other perks, I've changed the name of the perk from *Occultist*. If taken with the *Emergency Research* perk, 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 which 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.)

## (78) Netherworld Craftsman [200CP] (Made In Abyss)

In the unforgiving environment of the Abyss, even the most rugged equipment eventually fails. You have great skill for practical handcrafts- sewing, stitching, embroidering, throwing pottery, and so on. You're also great at deriving materials for these crafts from natural sources. This is essential for maintaining your gear in the Abyss.

## (79) Mixed Traditions [200CP] (Generic Summoner)

There are more methods of summoning out there than you might expect, and each one has their advantages and disadvantages. Fortunately for you, you can learn to utilize these other methods and even combine them to create new methods that have their own sets of advantages and disadvantages. You will instinctively know what the best combination for you to use will be, but are not limited to just that methodology if you wish to expand your horizons or teach someone else a method more suited to them.
This perk doesn't stop at summoning methods and will work for anything, be it technology, systems, combat styles, or any variety of other techniques, styles, and traditions.

## (80) Lore Master [200CP] (The Elder Scrolls Series)

The world is such a large place, with such a vast history that not even the greatest scholars can keep everything straight. You are gifted with a deep understanding of this setting's lore, and can easily discover and piece together whatever you don't already know. Post-Jump, you will gain a deep well of knowledge and understanding of the history, mythology, and general lore of whatever setting you enter.

## (81) World Traveler [200CP] (Generic 50s Sci-Fi Movie)

You are well-versed in information about other cultures and places. You know the customs and obscure rituals of far flung places, from obscure Nepal villages to the darkest depths of the African jungle, to rituals of Native American tribes. Your knowledge of primitive cultures especially would put an anthropologist to shame in its sheer breadth and obscurity. This of course focuses on their more quaintly interesting occult customs and their superstitions. And in future jumps you will have the same knowledge of the customs and superstitions of cultures in the new world.

## (82) Lore of Nehekhara [200CP*] (WHF: Tomb Kings)

The magic unique to Nehekharan Priests. The powers of the desert and its gods, heat and the sun and the dead things that reside in the desert, all these fall under the Lore of Nehekhara. A wizard versed in it could draw all the water from a man's body by desiccation, unleash blasts of biting and tearing sand or boiling heat, enhance his warriors with many protective spells and buffing magics or, of course, raise and control the dead. More than any other, the Lore of Nehekhara has incredible powers to be gained over the dead, with great wizards being able to raise thousands upon thousands of undead warriors on their own. There is a vast amount of power to be discovered in this lore, especially around the dead or in the desert.
Purchasing this option grants you a fair amount of knowledge and training in this magic, enough that you could competently cast many low level spells and even some of middling power, as well as have a wide range of knowledge on Nehekharan legend and rituals. Liches gain this option for free and gain much more out of it, having had decades of training under other wizards in the magic.
For an extra 100CP each, those who buy or gain this perk for free may purchase similar levels of training that they gained from this perk in the Lore of Light and the Lore of Death, both styles with many offensive, defensive and esoteric uses, though the Lore of Death would combine best with the undead magics of Nehekhara.

(Editor's Note: Due to the Tome, you may only go for the Lore of Death.)

## (83) Blood Magic [200CP] (TES: Undead)

A branch of magic that many shy away from, due to the stigma surrounding it, yet one that many vampires find a natural affinity with. You are quite adept at utilizing blood magic, which can range from draining the vitality of others in order to heal yourself to manipulating blood itself, shaping it into liquid swords and arrows that are just as effective as those made from steel. With true mastery and experience, you may even be able to puppet the actions of others.

## (84) Thanatologist [200CP] (Generic Necromancer)

By studying a form of undead, either still animate or their destroyed remains, you can reverse engineer how it was created and learn to recreate that form of undead, or at least aspects of them. The more potent and complex the undead, the longer this will take. This is about ten times faster than it otherwise would have been. You can apply this ability towards things other than the creation of undead, but it is half as effective.

## (85) Surgeon [200CP] (Horror Midnight Movie Marathon)

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.

## (86) Natural Talents [200CP] (Lord El-Melloi II Case Files)

You are, quite unrelated to your other traits, particularly well suited for a specific branch or style of thaumaturgy, such as bounded fields or formalcraft. You'll find it substantially more intuitive, precise, and potent than your usual magecraft, but you don't start with any understanding of it. See notes for examples to choose from. Naturally, more narrow talents are more potent. This may be purchased multiple times, and also applies to equivalent magics from older times and other worlds.

## (87) Scrap Master [200CP] (ULTRAKILL)

Not all things start perfect. But that's what successive upgrading and refinement is for, and it's something you excel at, especially when working with limited resources. For a machine you're very resourceful, able to take piles of scrap metal and wires and shape them into real power, bolstering plating, upgrading blades and guns. Perhaps it won't be a pretty thing, but when your blade suddenly can superheat it's edge and is lined with repurposed and weaponized chains, they won't be laughing for long. You've even learned how to apply this upgrading process to the more fleshy, granting cybernetic enhancements to strengthen them to something a bit stronger than just flesh and bone. It won't look good, but when a fleshie loses an arm, a metal one will serve just as well.

## (88) Alchemist' Mind [200CP] (Graveyard Keeper)

While not as direct as telepathy or spells, Alchemy has its mental hazards too. Whether it is poisons, or potions, whenever someone tries to bewitch your mind or ensnare your senses, you find it very easy to resist. Potions to make you suggestible or induce feelings of love or lust simply fall flat. Oh, you may still find the one using them attractive.. but that's just nature, not magic. You are also able to easily remember the details of experiments and ingredient properties and can create new potions with far less experimentation than others require. Even shoddy measurements such as a pinch, dash, or splash of this and that become refined and specific in your mind.

## (89) Hobbyist | Craftsman | Career Path | Combat Skills [200CP*] (Generic Summoner)

**Hobbyist [50CP*] (Generic Summoner)**

Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

**Craftsman [50CP*] (Generic Summoner)**

Choose a craft, such as metalworking, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

**Career Path [50CP*] (Generic Summoner)**

Choose a career, such as office worker, technician, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

**Combat Skills [50CP*] (Generic Summoner)**

This perk gives you five years worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

## (90) To The Bottom Of This [200CP] (Inscryption)

Running a card game channel requires more research than you'd expect, especially when it comes to things like early leaks. Calling up contacts, cross-referencing information online, sometimes even going out into the field to check things out in person. Your familiarity with these skills could be useful elsewhere, if there's anything else that needs investigation.

## (91) The Funeral Order of Righteous Morticians and Embalmers [200CP] (Exalted: Abyssals)

When the Primordial War began, the town of Sijan already devoted itself to interring and honoring the dead. Even before the Underworld existed, people wanted to show respect to the dead, and a funeral gave them a means to do so. The annals of Heaven say that as each Primordial fell, the Sijanese performed funeral rites specially designed for each component soul, urging the dead cosmogon to rest in peace. The annals of Heaven do not describe these rites, however, by express command of the Maiden of Endings. If any records survive, no one knows except the most senior members of the Morticians' Order. Before the Lawgivers of the Old Realm even thought of exploring it, the Morticians' Order had already contacted the Underworld and knew how to house and appease the dead. Sijan, therefore, rather than Stygia, claims the honor of the first city of the Underworld. The East holds hundreds of tribes and nations, with at least a thousand different ways of celebrating,

venerating or mourning a loved one's passing, and almost as many for the death of an enemy. The professional funerists of Sijan serve them all. Sijan's jet-black funeral galleys ply the rivers of the Scavenger Lands unmolested by brigand, pirate or robber baron. The silver bracers of the Morticians' Order are a common sight in most cities. Members of the Morticians' Order spend their entire lives serving the dead and training for their postmortem careers. But these days, it sometimes occurs that their best and brightest join the ranks of the Abyssal Exalted instead of their colleagues in the Underworld. As one of the foremost experts of the Morticians' Order, you have all the knowledge and skill you need for practically all the funereal rites in Creation, being a master of ceremony and ritual, or embalming and tomb-design, and many more things besides. Such mastery could even be used to create new burial rites, so as to appease the dead and ghosts that don't fall under the existing ceremonies. And of course, you are also a trained exorcist, with the skills to deal with more troublesome ghosts.

## (92) Gas Station Attendant [300CP] (Horror Midnight Movie Marathon)

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.

## (93) Occult Etiquette [300CP] (Trick 'r Treat)

When dealing with the supernatural, knowing the how and how not to behave can be the difference between happily ever after and being killed or worse. Now you have an instinctive knowledge of supernatural codes of etiquette, whether those relating to specific entities and interactions with them, or supernatural times and festivals. This won't tell you the results of behavior, but you'll instinctively know what you are supposed to do, and if something you are about to do would break part of the code. This only applies when the codes of behavior are relevant; you'll know that you should give candy to visiting children on Halloween, and that putting out a Jackolantern before midnight would be dangerous. And this will apply outside of just Halloween, or even creatures such as fairies; you'll know how not to act in a god's temple to avoid getting smote, or what you shouldn't do unless you want Cthulhu to take offense to your existence. It won't provide you with anything too specific such as the steps for a ritual or words of a prayer, but will give you a feel for their general nature.

## (94) Digital Ingress | Senior Dev [300CP] (Inscryption)

**Digital Ingress [200CP] (Inscryption)**

It's funny: there aren't any personal computers in the realm, and as far as electronics in general, it's mostly just closed-circuit robots, but knowing how to get system access is still one of the most important things in the world. Which is why you know enough about software to identify a zero-day exploit on most software out there–and enough social engineering to get in 9 times out of 10 by just asking permission.

**Senior Dev [100CP] (Inscryption)**

Poor though GameFuna's reputation may be, even they know to hire competent workers. Your history with programming is extensive, and when it comes to software development, you know your way around most of the projects they could toss at you. Assuming they don't want system penetration or white-hat hacking, at least. Those are more niche.

## (95) Wise Man | Lore Hunter [300CP] (Gorefield Horrorscopes)

**Wise Man [100CP] (Gorefield Horrorscopes)**

There is this odd tendency you have of finding old men who just happen to know important things, typically regarding mythical beings and your own fate. Who are these guys anyway? You find one once per jump or during this gauntlet, they can't save you but they can guide you.

**Lore Hunter [200CP] (Gorefield Horrorscopes)**

This perk helps with your endeavors in finding lore, specifically lore of someone (or something) you are searching for. This doesn't make it obvious, but you have instincts that tell you where to look, and you become more perceptive when digging up info. This perk also ensures that in future worlds there will be recorded ancient lore about creatures as mystical/mythical as any of the Gorefields, and if there was already, there will be double.

## (96) Improved Refinement | Scarcity Ingenuity [300CP] (Darkwood)

**Improved Refinement [200CP] (Darkwood)**

Taking raw resources and turning them into something you can actually use is an important skill, one that's almost a necessity for those living here since there's no way to get stuff from outside of the forest. For you, refining raw materials tends to result in a little more than other people would get, and even salvaging traps and barricades will often give you more useful parts than you'd expect. An average-looking log might be unexpectedly strong, letting you make five thinner planks that are just as good as three regular ones from a normal log; or maybe a rusted beartrap will clean up surprisingly well, giving you more scrap to work with than it might have first appeared.

**Scarcity Ingenuity [100CP] (Darkwood)**

There may be times where, even with the ability to stretch your raw materials further, you may still have to make due with less than ideal supplies. After all, it's not like you can truck your entire stockpile around everywhere you go. Now, though, you'll be able to get through tough times like those easier since you understand how to make the most out of what you have. You can use less metal when improving your weapons, use fewer planks and nails when fortifying a building, etc. and all with no drop in quality.

(Editor's Note: *Scarcity Ingenuity* perk is an upgrade to the *Improved Refinement* perk, and may require you to purchase it first to then but it's an upgrade.)

## (97) Shamantic Chemist [300CP] (Clive Barker's Jericho)

As a little boy, your family made sure to pass down the ancient lessons of their family. Shamanism and Alchemy, two parts from each side now united into one student, yourself. You're an expert alchemist and an experienced shaman. Alchemy enables a wide range of potions and substance creation, from fluids that heal injuries and turn lead to gold or which assist with the creation of metals that can harm and bind spirits. A useful thing, given your Shamanism training is all about contacting, summoning, binding and then making use of all kinds of spirits, from the elementals of the earth to the ghosts of the beyond and even, if you want to walk a dangerous path, the demons of the Pyxis. Your training has incidentally given you a pretty in depth knowledge of chemistry, pharmacology and botany too.

## (98) Serpentine Labyrinth Strider [400CP] (Exalted: Abyssals)

For the Winds of the Abyss to effectively serve as diplomats and envoy, they must travel with haste. An envoy who only arrives after all decisions have been made and followed through upon might as well not have been sent at all. Luckily, you know the secret ways of the Underworld and the Labyrinth, as well as every shortcut through and between them. You know that you can reach Orak-Tau by digging down ten feet below a tree from which an innocent man has been lynched, and that the House of Succulent Tears can be reached through the spilled blood of a prostitute murdered by her handler. You can locate any existing gateway between your current realm of existence and any underworld, spiritual plane, or afterlife, as well as know the methods to create temporary gates to them, if such gates are possible to make. Just make sure you don't accidentally wander into Lethe. Furthermore, you're never completely lost, able to naturally determine your orientation relative to the five Poles. In addition to always knowing your facing and acting as a living compass, once in the Underworld, you can flawlessly navigate the treacherous landscape and travel vast distances far quicker than one should be able to.

## (99) Dark Science [400CP] (9)

You are familiar with the principles of alchemy, or 'Dark Science', which precipitated the events of 9. This knowledge allows you to create technology that interacts with the mind and soul. For example, copying your intellect into a machine or imparting fractions of your soul upon artificial bodies. Of course, you know how to create cores or bodies able to host such things, as well as how to modify existing vessels to accept them. With just this perk, though, the drawbacks of copying your intellect or imparting fractions of your soul upon a vessel remain: The former creates inhuman and impressionable intelligences, while the personalities of the latter tend to be dominated by a trait or two.

## (100) Highway To Hell [400CP] (DC Occult)

There exists magical pathways between most mystical dimensions. Heaven, Hell, Faerie, Gemworld, and pretty much every afterlife or magical nook and cranny you care to name. With proper knowledge of these pathways, one can easily slip into them, allowing easy

access to both them and what amounts to teleportation around earth, as well. And you are one of the few people with knowledge of pretty much all of them.
After this jump, you will retain the ability to travel between nearby magical dimensions and enough knowledge to not easily get lost while doing so. This won't let you travel to Earth Aleph while in Worm, but slipping into the Nevernever while in the Dresden Files is simple and easy. You also can't access magical dimensions outside of your current jump until your chain is finished. In jumps that don't have alternate magical dimensions this simply acts as a form of magical fast travel system instead.

## (101) Shaper of Life [400CP] (Dying Earth)

You possess knowledge of the techniques, processes, and magic with which life can be cultivated and grown from vats. Whether you wish to create humans from these vats, or something else, you are able to order and create life in this way. You could create the marvelous gardens of Mazirian the Magician, or recreate such monstrosities as deodand, erb, grue, and pelgrane. Yours is the ability to shape and create life through means of an arcane science, and the splicing together, replication, or modification of extant forms. You begin an equal to Turjan after his tutelage under Pandelume. You are also particularly apt at the replication, modification, and inclusion of supernatural features of creatures you may encounter in this world and others.

## (102) Onmyouji [400CP*] (Fate/Legends: TLotRS)

Among the most structured and ancient styles of magic in Japan is the Onmoyuji's work. This Japanese magecraft is a mix of science and occultism, containing both many ordinary spellworkings but focusing primarily on working with tools and charms. Most famous are the paper charms and familiars that a Onymouji can easily create, imbuing them with magic long term to achieve a wide variety of goals. Wards, enchantment or cursing of others, creating powerful Shikigami warriors and more. You are a master of these arts, with a above average amount of magical energy to channel into them. However, an Onmyouji finds that raw power is worth less than skill and materials, as you can potentially do battle and seal even a great youkai like Tamamo no Mae despite lacking in power with the right set up. Onmyoudo performs superbly well with preparation, seeing rituals of incredible power becoming much easier than many other magecraft forms. In particular, you are familiar with the secret technique of Life Continuation. With this, you are able to engrave your very being onto your Shikigami, making them as much a part of you as your original body. Your human form being destroyed hardly matters when a thousand paper familiars hold your essence still, allowing you to control them all at once.

> **Onmyouji: Singularity:** For an additional 200, you can learn the vast repertoire of curses, hexes and foreign magics that would let the dreadful Ashiya Douman compete with Abe no Seimei. With enough power gathered, you should be able to replicate the feats of summoning and creation that Douman achieved intheHeian-Kyo Singularity.

## (103) Unorthodox Parts [400CP] (Bayonetta)

Most people think of metal carved with tools to create a weapon. You laugh at such simple notions, for you have learned to create weapons out of spiritual entities. Demonic

forces make for good parts surprisingly, and can impart unique abilities upon the weapon during its creation. If you study a creature or entity long enough, you just may know how to create a weapon out of their parts too. Naturally the more powerful the creature, the better quality the item.

## (104) Enchanter [400CP] (The Elder Scrolls Series)

Enchanting is the ability to add magical effects to weapons, armor, clothes, and jewelry. You are a master of this craft, able to efficiently place multiple items using soul gems. You also know how to trap souls within soul gems.

## (105) Mind-Affecting [400CP] (SCP Foundation)

*"With this, fool's blood, it is the Hanged King's"*
They are all fools, each one dancing for your amusement. You have an innate knowledge of sapient minds and can change anyone's views if given enough time. With linguistic persuasion alone you could induce vacant mindlessness or goals of suicide in most. This is not just a master of psychology or parapsychology, which it also is, but extend into anomalous levels of mind-affecting abilities when you're in a hurry to make a point. All conscious and subconscious thought is laid bare before you, and thinking being's thoughts can be adjusted with ease with the only limitation being a need to perceive your target(s). Spreading all forms of complex madness, hallucinations, and trauma is effortless. Direct contact permits a total suppression of other's minds as you possess them and direct their every action and thought. And despite a lack of minds, even other objects with humanoid shape (mannequins, statues, corpses) can be possessed by this overwhelming mental power. Their eyes may plead for mercy, but their lips will only bear a smile even as they ruin themselves for your amusement. Of course, there are some benefits to the subtle approach too, knowing how even without your supernatural powers you can lead them to act fools all the same.

## (106) Cursed Composer [400CP] (Song of Horror)

You have great skill at creating music, if you possess some supernatural ability or knowledge of a thaumaturgical system, you are able to convert its components into a song that when performed replicates its effect. The more complicated the spell the more complicated the composition but you will be able to convert it given time.

## (107) Forbidden Magic [400CP] (Old Man Henderson)

This is still a Trail of Cthulhu campaign so might as well offer up some of the Magic. You begin with basic knowledge of the eldritch incantations and can with time learn more. Not exactly D&D levels but still pretty useful for an aspiring cultist or the like. Perhaps one day you can bring your horrific god to this World.

## (108) Death Begets Pain Begets Creation [400CP] (Exalted: Abyssals)

The Essence of the Neverborn can harness the miracle of death to reactivate once-living organs with a hungry animation. A bloodless heart beats. A disembodied hand grasps and claws. Neglected corpses rise from their graves, craving the flesh of the living. Such

reanimated creations are not restricted to the narrow medical patterns of life. A living being with no heart in her chest falls limp and useless, but the same creature reanimated can move and fight and kill. So made independent from the biological weaknesses of life, undead are not restricted to living or even organic parts. An iron ribcage is stronger than a bone one. In these violent times, swords are often more useful than hands to wield them. From this understanding comes the field of building and maintaining creatures, built of dead and inorganic parts, the art and science called necrotech. Craftsmen who study and perfect necrotech are known as necrosurgeons. Knowledge lies at the heart of necrotech. Necrosurgeons must learn through observation and experimentation. They make progress through scientific investigation and deduction. Yet necrotech is also the highest of arts. When mortals run in panic from the spiked monstrosity with a hundred screaming faces, they know the glory of the Void. For this reason, most necrosurgeons take great pride in the hideous beauty of their creations. As an expert necrosurgeon, you have a firm grasp of the science of necrotech, and the mundane skills in medicine and crafting that underlie it. You may create meat puppets and bonestriders, yoroi ogres and exoskeletons of bone and metal, and you could just as easily practise more standard medicine or forge weaponry. But you have a possibly even greater mastery of necrotech as an art, allowing you to create things of macabre beauty and exquisite hideousness. Delicate constructs of bone-clockwork, beautiful youths perfectly preserved and turned into bladed weapon-champions, or the horrific mother of suffering. Whether you wish to evoke beauty or horror, you have the skills to do both. And the aptitude to apply this slant of the gothic and the horrific to all your other creations besides.

## (109) Alchemist [400CP] (The Elder Scrolls Series)

Alchemy is the act of mixing, boiling, and distilling various substances to obtain their chemo-magical properties and create potions and poisons. You are a master of this craft, able to make powerful potions and poisons with fewer ingredients than you would normally require, and can discover alchemical properties in ingredients even in worlds without magic.

## (110) Essence Distillation [400CP] (Generic Universal Monsters)

Lesser minds scoff at the idea that science can affect the soul. You know better. You have learned how to brew a concoction that will draw forth all the evil in a person, allowing it to overwhelm other personality traits and indulge in their dark desires without restraint. You're most of the way to creating a similar solution for goodness as well and proper research will allow you to do the same for other character traits, brewing liquid courage or objectivity in a bottle. While under the effects of one of these drugs, a person's appearance will change, often into a body which seems to radiate the enhanced quality.

## (111) Testament To Your Efforts [400CP] (Outlast)

Building a functional settlement in the middle of nowhere could be difficult for most. But it seems you have a gift at it. You possess the skills required to set everything up, from carpentry to basic plumbing and even crude electrical systems. You can make do with very limited resources, and while it might not be pretty it will be functional. As it might be difficult to do all of this on your own, you will find you can share this construction skill with others.

## (112) Advisor [400CP] (Generic D&D 5e)

You gain insight into the planes that others would kill for. When you cast a spell or otherwise go looking for info on other planes/planar creatures there is no chance it will drive you insane. This overwrites all other text which may indicate otherwise. You also know how or where to get any planar knowledge you so desire, if you think about it for more than a few minutes. If all else fails, there's always old man Joe in Candlekeep…

## (113) Practical Eugenics [400CP] (Lord El-Melloi II Case Files)

Whenever you beget a sapient being by natural or supernatural means, you may choose to give them copies of any perk you possess. This decision can be made at the moment of creation, or during gestation. From there, it will continue to appear within their direct descendents. It doesn't work on capstones and above, but it does apply to certain items, races, and origins as well. If you want to retain some control, you may place conditions on this inheritance, or otherwise make it partial.

## (114) The Space Between Spaces [400CP] (Clive Barker's Jericho)

The great lord of the dark was sealed outside all of reality by God himself. But what that dark lord found was that the walls of dimensions are not so impassable. Your own studies have taught you the knowledge, skill and magic to create breaches between dimensions, letting you easily open rips from one world to another or even the void between realities should you have enough energy, as even small openings can be quite costly. You are even so advanced that you know how to make stable portals between dimensions and realities, ones that can be neatly opened or closed and even made secure against attempts to force either such things to happen. In future worlds, these breaches and portals can be made between dimensions or alternate realities, though they may not be used for things outside your current jump's setting until the spark has been gained.

## (115) Divination [400CP] (Dying Earth)

Not quite a magician's spellwork, but not wholly outside of their field. You have learned to observe and sense certain cosmic flows. This is an act which typically requires time, effort, and occasionally rather unpleasant rituals, but which can be immensely rewarding. At a glance you might be able to tell that a starved scoundrel would be ill-suited to be a stonecutter - though the accuracy of such an at the glance reading would be low - with hours of work you could tell someone what career they would be most suited for and successful in, or tell fortunes such as what time would be their luckiest, or where to go to find love. With much more work you could go beyond mere works of human lives, and determine where a creature which is itself a microcosm of all existence would appear and how to construct such a place to make it appear where you are, though this would be a work of ages. Though determining where and when it traveled to should it teleport away from your presence would be much simpler, though you'd have a margin of temporal error of up to 1%. Likewise you can use this art to learn much about anything whether it's following teleportation, determining spells in effect, or plucking information from the air. This is the magic of obtaining information.

## (116) Scalpel, Forceps, Syringe [400CP] (Made In Abyss)

Surgery, vivisection, dissection, organ transplantation, and Relic implantation. You are a surgical genius, and have a fantastic understanding of human anatomy. Even better, you can easily gain an equal knowledge of any creature which comes under your scalpel. With this skill, recreation of the Lord of Dawn's "cartridges" is not beyond you- and the creation of a biologically-borne shield for other Curses is within your ability...

## (117) Skilled Architect [400CP] (Loop Hero)

The magic of environmental planning is less figurative here than you might expect. Whatever you have a hand in reshaping, be it terraformed or artificial strength from the environs that surround them. A meadow in the forest exhibits incredible growth, a series of rocky hills draw together to form a mountain peak, and in the right place, a building can transform into a superior form entirely.

## (118) Standardization [400CP] (SCP Foundation)

*Illegal Mods.*
Repair people and anomalies by replacing the part (or the whole) with industrial equivalents! It is time to master anomalous mechanical enhancement to remake yourself into the image of the Broken God. You are a savant for converting organic substances into machinery while retaining previous abilities. Any technology or engineering skills that you have can be used to determine the style of the end product. The aesthetics will be limited by your actual skill in design, but the functionality of the new parts are always at least as efficient as the original organics. If your ability to create parts would dwarf this, naturally the new parts can be superior to what they're replacing. In that case, the main advantage you'll be getting is ease at replacement by upgrading something into anomalous machinery. By hand-crafting the production of replacements parts you can preserve many elements of emotion that might be lost by other Mekhanites who see all flesh as inherently evil. This can be used to remove various weaknesses inherent to flesh, or just remake living things into a more technological version.

## (119) The World Isn't Ready [400CP] (Gojira)

The world isn't always ready for things that you create, so sometimes you may feel like you have to hide your creations or even any notes that you may have made about your creations. Hiding is a skill that you're rather good at, whether it be hiding in an urban sprawl or underground. You're incredibly adept at creating hidden areas for laboratories and -if worse comes to worse- very capable in seeing that these labs and any creation from them are destroyed.

## (120) From Adam's Rib [400CP] (Shin Megami Tensei II)

Just as God made a perfect companion for the first Man from a piece of his body, you have mastered the advance science of cloning and artificial human creation, much like the alchemists of old supposedly made homonculi. You have a genius understanding of genetic engineering, as well as growing artificial humans within wombs or test tubes alike, designing everything from their appearance to their physical capabilities. In time, you could even

recreate the project that caused God to turn his apathy into wrath for the world: Making Artificial Messiahs that could eventually turn the world upside down through both power and charisma.

## (121) Soul Magick [400CP] (TES: Magic)

Seen as a heretical and forbidden art, many forget that Mysticism does involve spells that facilitate the interaction and manipulation of souls. Soul trapping is the least of what you could do, with the potential to mend and cure the souls of any damage or impurities they may have. Of course, should you try your hand at it, you would have a great talent for the necromantic arts.

(Editor's Note: Changed the name so as to not get confused with other perks.)

## (122) Relic Refinery [400CP] (Made In Abyss)

Many powerful relics were once low-grade and useless. Like the most talented craftsmen of Orth, you have a talent for refining and combining esoteric and magical items into new and useful forms. Fiat-backed items refined in this way will gain fiat-backing in their refined forms, if you would like their changes to be permanent.

## (123) Widely Read [400CP] (Outlast)

You possess a lot of general knowledge, everything from law to religion to different cultures. You could recognise an obscure type of figurine as being very expensive, the taste of a specific drug, religious symbology, and know enough about law to pass a bar exam. You still need to be able to notice such things and determine whether sharing your knowledge is a good idea or not, but now you have a huge wealth of general and obscure knowledge to draw upon.

## (124) Zoobiologist [400CP] (Made In Abyss)

You're very, very good at figuring out the habits and biology of animals. From an hour of study, you could deduce a totally-unknown beast's life cycle, diet, and behaviours. This works best if the subject doesn't know it's being watched... But even in a direct combat situation, you're more likely to pinpoint the weaknesses of wild animals.

## (125) Compiler of Rituals [400CP*] (Generic Creepypasta)

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

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

(Editor's Note: As the perk that acts as a Capstone Booster is not in the Tome. You may pay an additional 200CP, which is the price for the Capstone Booster, to obtain the effects of it.)

## (126) Occult Knowledge [400CP] (Fatal Frame)

Power without wisdom is useless. You are now fully versed in all the supernatural lore of whatever setting you find yourself in. Rituals and monsters, spells and locations – you know them all. This also provides complete protection against hazardous knowledge that could damage you just from having it.

## (127) Wicked Witch of the Woods [400CP] (Sarkic)

Sarkicism is all about flesh, but there is plenty more organic matter out there. You've learned how to apply the principles of sarkicism to other kinds of organic tissue, and control plants. Vines, trees, flowers, etc. You gain complete biokinesis over flora. Have fun.

## (128) Alchemy | Herbalism [400CP] (Loop Hero)

**Alchemy [200CP] (Loop Hero)**

At the intersection of magic and science, you'll find the clink of vials and bursts of smoke. By dissolving matter into pure hydrogen, you can then convert that hydrogen into material more suited to your purposes. While this can be used to create mundane material, a more substantial investment of hydrogen can be used to create more exotic supplies, like Books of Memories or the esoteric Orbs. Just bear in mind--with every conversion, some hydrogen is lost for good.

**Herbalism [200CP] (Loop Hero)**

Poultices and herbs may look underwhelming, but there's a reason any warrior worth their salt carries a bandolier of filled bottles on their journeys. Careful preparation of even mundane plants can create potent healing potions, which can bring someone back from the verge of death. And since this is an art that depends on the quality of its ingredients, high-end flora might be used for tinctures of unheard-of strength.

## (129) Shikigami Creation [400CP] (Tokyo Ravens)

This perk gives you the knowledge to create Shikigami using paper talismans. In modern times, Shikigami function like mechas, capable of taking on various roles, including support, attack, defense, and even sealing opponents. You will also learn how to create servant and enslaved types of Shikigami. This allows you to either form a contract to make someone willingly become your Shikigami or to enslave them without their consent if they aren't able to resist. This perk also provides the knowledge to create any Shikigami seen in Tokyo Ravens.

## (130) Lasagna Boy | Divine Lasagna [400CP] (Gorefield Horrorscopes)

**Lasagna Boy [100CP] (Gorefield Horrorscopes)**

You are a great cook, terrific even. Especially when it comes to making lasagnas. This is a pretty good perk to take if you are trying to win by making the secret lasagna, now all you have to do is find the right ingredients.

**Divine Lasagna [300CP] (Gorefield Horrorscopes)**

You know a special lasagna recipe, no, it isn't that one that makes you win against your Gorefield, but it's the best next thing. This surprisingly affordable recipe is more of a skill than any special ingredients, it tastes amazing. It tastes so good that it is loved by even the most picky of eaters, and more relevant to your survival: It temporarily pacifies your gorefield for a few hours. Post-gauntlet, this lasagna will work on any beast, even the eldritch, and it makes them be more favorable to you, unless they were already dead set on killing you. In the latter case they will just be pacified temporarily.

## (131) Carnival Phantasm [400CP] (Library of Ruina)

Many of the crafts and trades of the City involve human sacrifice, either literal or metaphorical. But perhaps one of the more interesting examples of this is the Carnival's tailoring business, which makes grand and extremely protective clothes by eating people. Admittedly you don't need to actually consume them, but the process is much the same, rendering down flesh and blood into fine silks, with efficacy varying based upon the materials you use. A normal human might be merely bullet resistant, while someone with high end augments might provide protections highly sought after throughout the city. In the event your materials possessed exotic powers, the resulting silk will of course incorporate them to further aid in looking dashing while also ensuring the wearer is well protected.

## (132) Veteran | Titan Researcher [500CP] (Attack on Titan)

**Veteran [200CP] (Attack on Titan)**

Capstone booster for the Soldier and Warrior backgrounds. Choose two of your skills to upgrade as the focus of your career. You have years of experience working, fighting, and honing these skills. You've climbed the ranks of whichever organization you serve, and while you're not the one calling the shots you have a significant amount of experience and influence among your colleagues.

**Titan Researcher [300CP] (Attack on Titan)**

Perhaps you're a student of Hange Zoë, or an aspiring member of Marley's Titan Society? Either way you know much more about titan science than the average person. This has given you insights into their behavior, both avoiding and manipulating their movements as well as staying just out of reach, as well as the ability to modify weapons to be more effective against them.

> **Veteran Experience:** You're one of the leading experts in titan science. You have in-depth knowledge of titan biology, Eldian genetics, and the mechanics of paths. You could tell someone was of Eldian descent through a blood test, replicate titan spinal fluid with mundane materials, and even conduct experiments similar to those that created the Ackerman clan.

(Editor's Note: *Veteran* acts as a *capstone booster* for *Titan Researcher*. Also info from the notes section. Anything boosted by the Veteran perk is all achievable without it, it'll just take a lot of time and hard work to master the skills yourself.)

## (133) Prior Findings | Case of Operations [500CP] (Bayonetta)

**Prior Findings [100CP] (Bayonetta)**

Obscure knowledge of myth and legend are your forte, and if you don't know it yet you'll learn it soon. After all, that's why you got into this job, right? To learn about this kind of thing? You have a knack of picking up information, learning it faster and retaining it much easier than normal. Expect to match other intellectuals quite soon, if not baffle them with your wealth of knowledge. You could have nerd wars!

**Case of Operations [400CP] (Bayonetta)**

In order to get information, you need to start somewhere. This briefcase contains all the scrolls and books that allow you to research the angels and demons you might encounter, all while having a fair amount of obscure information on the realms of Paradiso and Inferno. This ranges from information on each side, the denizens of each realm, and even self-updates its information when you witness angels and demons do battle... a perfect item if you wish to use their strengths for your own.

## (134) Magical Training | Magical Master [500CP] (Drakan)

**Magical Training [200CP] (Drakan)**

This gives you the knowledge necessary to be a skilled magic user in all categories in the world of Drakan , albeit not the absolute best. You can cast spells, enchant objects, create potions and summon up spirits with a solid level of competency. This will update with each future setting to give you a similar level of understanding with each new magic system.

**Magical Master [300CP] (Drakan)**

You can now call yourself the equal of Jade , Zeggoro and even Navaros with your magical knowledge. In this and all future worlds, you can call yourself a peer of the very best, at least in terms of sheer know-how. There is no magical recipe, spell or ritual that you are not familiar with . Whether or not you have the power to back that knowledge up remains to be seen.

(Editor’s Note: Depending on the setting, you may want to limit it to just Drakan magic.)

## (135) Library Sign | Silence In the Library [500CP] (SCP: Serpent’s Hand)

**Library Sign [100CP] (SCP: Serpent’s Hand)**

One of the first ever developed languages, and one of the oldest languages still in use. It is a sign language used by residents and visitors of the Library, due to their differing physiology and frequent inability to use vocal means of communication, as well as practitioners of magic interested in wordless and speechless incantations. You are a perfect master of it, as well as all other sign languages. This may or may not help you with discerning body language as well, but that's not what this was meant for.

**Silence In the Library [400CP] (SCP: Serpent’s Hand)**

If you respect the rules and silence of the Library, is it not only fair for others to do the same? You may at will create a sphere of silence, 100 meters in radius and centered on yourself. Any sound within this sphere is dampened and snuffed out. It is much like a vacuum, in terms of sound conductivity. Words will never leave one's mouth, and even the fiercest battle will never exceed negative decibels. Naturally, this interferes with magic that needs verbal components, or powers that rely on sound or

the vibration of air molecules. You may choose to exclude any person or object within the sphere from its effects.

## (136) Visualization  [600CP] (Lord El-Melloi II Case Files)

You have superb visualization and description skills, which allow you to teach what you cannot do. Indeed, you are an absolute master of all magical instruction, even if you aren't much of a mage. Regardless of your own skill, your students will be some of the best in the whole Mage's Association. You are also very skilled at figuring out unconventional and more efficient applications of magecraft, including those involving modern technology. This applies just as well to powers from other worlds.

## (137) Craft of Void [600CP] (Hollow Knight)

Void is a fickle, dangerous substance. Its mere presence can taint the air, but the potential within it is very much worth the risk, as the Pale King knew, and now you as well. You have learned the art of harnessing and creating life from Void, forming servants in molds and shells, able to reform on a whim upon defeat, and serving you to the bitter end. These constructs are often bound and clad in heavy steel armor and are more than intelligent enough to follow any order you give them, and if not, then they can learn.

(Editor's Note: This perk will work with similar Void-like/looking substances.)

## (138) Weird Sciences [600CP] (Lovecraft Midnight Movie Marathon)

You seem to have turned your attention to the more fringe sciences of this world. Perhaps you have begun a study of the science of reanimating dead tissue, or preserving the semblance of life in yourself once it should have passed away from you, or the study of parallel worlds. And of course humanity is not the only species with scientists, perhaps you have the science of the mi-go, able to place human brains in cylinders which can dial into senses humans can't even imagine and to travel through the void of stars at speeds faster than that of light, possibly even opening wormholes for instant transportation. Or maybe the Elder Race whose mastery of biological engineering created the shoggoths. Choose one field of paranormal science and you have learned and studied it to a depth and degree far beyond the limits of most human understanding. You can also learn other such fields with sufficient time and effort, though that could be quite a lengthy procedure.

## (139) Nightwielder [600CP] (The Elder Scrolls Series)

You have learned the signature magic of Azra Nightwielder, Shadow Magic, which grants abilities outside the normal schools of magic. By using this magic, you can create objects and familiars of pure shadow, teleport short distances by slipping through the cracks of reality, hide yourself in the tatters of space-time to evade the notice of everything around you, and much more.

## (140) Till Vines Grow Free  [600CP] (Salt & Sanctuary)

Many of the world's remedies, tonics and panaceas originated in the Kadanian mires, as well as the most potent poisons and even creatures most foul. Alchemists of the Woodwraiths

are privy to the secrets behind all of these and you have inherited that knowledge. Whether it's miraculous elixirs, horrible venoms, or more esoteric application such as reenacting phenomena akin to magic through your brews, you are one equal to Ruzpin, Grand Ter of Alchemy and Salves. Just… do not follow too closely on his steps.

## (141) Dark Witch [600CP] (Fate/Legend: Garden of Avalon)

For every good man, there is a wretched criminal to match them. For every Wizard of Flowers that whimsically brings forth great heroes, there is a Witch of Darkness that devotes herself to the ruination of her enemies. And now there are two such Witches. While you are not a magus on Morgan's level, you can certainly claim to equal her as a Witch, having immense skill in curses, charms, potion making and all sorts of nasty rituals and monster based magics, enough to threaten an entire country with the right preparation and resources. As well, the curse that lies deep within Britain, a black energy of hate and fury, now infects you as well as it does Morgan, the evil sister of King Arthur. This black energy has suffused you totally, imbuing your supernatural abilities and magical energy with many times their normal intensity and weight, despite not increasing the amount itself. Thus the energy is several times more powerful and just as much more efficient. Just contact with this energy can harm others as well, as it corrupts, warps and destroys that which it touches, though this side of it can be suppressed.

## (142) Animatronic Magic [600CP*] (FNAF Personalized)

To be frank, you're a genius when it comes to robots. If a robot can be built to do something, you'd better believe you're the one who can build it. Joints, engines, movement, you can create robots that walk… no, even run, faster than humans. Not to mention you can create AI to pilot those mechanical bits, AI with personality, ego, even depression.
Alternatively, if you're into prosthetics, you could probably replace a person piece by piece, turning them into a living doll, and they wouldn't even notice unless they found their lost parts lying around. Your prosthetics can actually feel, and as long as someone's brain is intact you could let them live in a new body. Though a word of warning, a damaged brain could lead to personality shifts.
If you buy this perk twice you'll get both effects, allowing you to create animatronics and robots completely indistinguishable from humans, or even other species if you wish. This will only get better with time, study and practice. This skill can only go up, with no hard caps, only soft ones.

## (143) The Three Trials [600CP] (Dorohedoro)

While they are collectively called devils, in truth there is one actual devil, Chidaruma. The rest are merely sorcerers that underwent a complex ritual created by Chidaruma that would turn them into degraded, yet still incredibly powerful, copies of himself. You can now adapt these teachings into other races that you are part of. By creating a hard and time-consuming 'training', you can slowly shape others into close imitations of other races you belong to. What's more, others can also use these teachings to repeat the process. Although obviously, just like Chidaruma can officially recognize others as devils, only you can officially welcome others as members of your race.

## (144) Cursed Tool Master [600CP] (Jujutsu Kaisen)

You can create powerful cursed items. Like Playful cloud or the Dragon-Bone. But this goes beyond just making tools with cursed energy. You can now input a cursed technique within the items and weapons you create so long as you have the user or can use it yourself. If you had Gojo to help you could make a gun that launches Reversal Red shots with the cost of heavy cursed energy cost. Create swords that can after cutting the opponent place the rot technique on them. Create gloves to allow you to utilize Idle Transfiguration. If you had a mage cast fireball on your rpg you could launch fireballs as powerful as that one. The only requirement is that the user of the item can use the energy required and they have enough to use that technique. You may be able to someday reduce the cost as your skill increases. This basically works like how Yuta used Rika's ability to copy cursed techniques by making them into physical items. You may not do the fighting but you can sure as hell help those that are.

## (145) A Study In Crimson [600CP] (Carrion)

Years of experimenting on an alien creature of unknown origins that evolves at a rapid pace has changed how you view biology. Your scientific knowledge of biology is beyond what humans could ever hope to achieve within the next few hundred years. As you combine and play with biology like a child plays with Legos. The things that you could do with your knowledge could revolutionize the world.

## (146) Xenobiology [600CP] (Lovecraft)

Modern science is several millennia from understanding the non-Euclidean geometries and bizarre organs of the cosmic species. You don't understand it yet either, but you're closer than anyone else. Soon you'll be able to create chimerical hybrids of lesser creatures. After ten years of constant research you'll be able to engineer powerful servitor creatures like the Shoggoths, though creating them is very resource intensive.

## (147) Mysteries of the Soul [600CP] (Dark Souls Series)

Beyond his skill in the arts of crystal sorceries, the Paledrake, Seath the Scaleless, possessed knowledge in the mysteries of the soul, far beyond most other beings in this world. Only a few throughout this world's long and sordid history ever came to equal him in that regard. And you are one of them.

Through your knowledge in souls, you have gained mastery over soul sorcery. Spells of the soul are stronger, faster, and improved in every way when you cast them. But this is just a mere fragment of what your new knowledge has to offer. You can create new forms of life by manipulating the souls you possess. More than that, you can even manipulate the souls of others, so long as they are willing or incapacitated in some way and incapable of fighting back. The stronger their soul is in comparison to yours, the harder it will be to manipulate and change them. By doing this, you can transform them. As an example, you can turn a normal man into a giant with crystals jutting out of their skin. And with time and experience, you can learn to do far more.

## (148) Prometheus [600CP] (SCP Foundation)

*Any sufficiently advanced technology is indistinguishable from magic.*
For now, you've got expertise in one of the extranormal fields of science: antimemetics, cybernetics, ontokinetics, parapharmacology, pataphysics, xenobiology - anything. Beyond this primary focus, you have a brilliant mind capable of quickly learning nuances of other related fields. This allows you to recreate any of the wonders that the other underappreciated geniuses that have created behind the Veil. If their efforts yielded something based in natural sciences and logical engineering, you'll be able to understand it too with a few study sessions. Artificially Intelligent Conscripts (AICs), Pickman-Sinclair Narrative Fluctuation Detectors, Class-W Transportation Gateways, even Scranton Reality Anchors (SRAs) – all these spectacular inventions and more will be possible for you to reproduce with enough time. Analyzing the anomalous will only bring you more ability to innovate in your field. By observing the mechanisms by which SCP objects perform their impossible effects, you will eventually be able to reverse-engineer equivalents that abide by reality. This will let you advance your field by decades if not centuries, and provide a huge array of new tools that can be explained to others in scientific terms.

## (149) Conquest of Life [600CP] (Exalted: Abyssals)

The Neverborn expect their Children of Ash to lead the forces of the dead into Creation through the shadowlands and crush the armies of the living. They will be the ones to kill the world. But first, they will conquer it. Yours is a genius of warfare, the mind of a general and the authority of commander. Through your military skill, the lands of the living may fall one by one. With each battle and each conquest of land, you may create a shadowland to cover these, spreading and strengthening the Underworld's grip on the land of the living. You may even turn and take the lands of the dead for yourself, creating shadowlands there as beachheads into the living realm. And as you conquer, you may press the living into service in your legions, for beneath your banner the living and the dead march together as a single, cohesive army. Mortal, ghost, and zombie alike, each will march and fight together like a well-oiled machine on your command. Even the mindless followers and minion among them, those skeletons, zombies, and necromantic warmachines of the reanimated dead will follow your orders with such competence that it almost seems as if they could actually think for themselves.

## (150) Propagation Ritualist [600CP] (Ravenwood)

Ritual magic is an extensive form of arcane practice that allows those using it to accomplish great works even as fairly weak mages. You have gained considerable knowledge, both practical and theoretical, on the workings of ritual magic and, by extension, sacrificial blood magic. This allows you to create far reaching and incredibly powerful spell matrices that can be supplied over time by anyone, or fuelled by the life force of sacrificed creatures or blood. Such spell matrices last much longer than common spells, able to persist for weeks on a single casting. Additionally, each casting can be built up over time, allowing it to be stretched out in small portions that, if interrupted, can be restarted without losing all the progress made on the ritual. Even fast rituals, using sacrifices of life force (from yourself or a suitable sacrifice), can be quite persistent, lasting hours where a similar spell would only survive minutes.

This is extensively used by the races of the demiplane to create Rituals of Propagation, complex rituals that can be used to turn humanoids into another race, designated by the ritual design. An individual may undergo multiple such rituals, but may become unstable, either physically or mentally, if too many are done without enough recovery time between such uses, which can take several years. You and your companions will automatically recover at the start of each new jump. As a Denizen, you start knowing the ritual for your race, otherwise you must learn or design them from scratch.

(Editor's Note: This perk had to get its name changed so as to not conflict with another perk called '*Ritualist*'.)

## (151) Game Master | Puzzling Plans [600CP] (Horror Midnight Movie Marathon)

**Game Master [200CP] (Horror Midnight Movie Marathon)**

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 technology (including magitech and clarketech) which you possess.

**Puzzling Plans [400CP] (Horror Midnight Movie Marathon)**

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.

## (152) Magical Arts [600CP] (Hammer Horror)

Magic certainly exists within these films and now you know some of it. You have an understanding and knowledge of how to use black and white magic from these worlds. You might know how to create zombie servants, influence minds and actions, summon the angel of death to kill your enemies, or resurrect a vampire or mummy killed years before to work their will upon the world once more, conversely you might well know how to create a protective circle to hold back spiritual monsters, or to reverse a death curse back on its sender. This won't give you anything like throwing fireballs, or combat sorcery, but is more limited to ritual magic. The more powerful the magical effect desired the more complex and specific the ritual required (typically), and the more additional participants are likely required. Black magic draws from dark or dangerous powers and is more overt and likely to manipulate the world or people's will in a meaningful way. Be careful, though, as it can be turned back against you or interrupted in disastrous ways. White magic tends more towards being a means with which to counter or reverse other magic, with quicker rituals, and draws from a more holy source. While you may know both, typically using black magic makes it harder to use white magic.

## (153) We Are Creating Life [600CP] (Jurassic Park Books)

The dinosaurs in Jurassic Park were created using dinosaur DNA acquired from amber samples. Many of the samples however were incomplete and required additional DNA to complete them. This perk grants you the knowledge and skill to become a geneticist on par with Dr. Wu. You will be capable of resurrecting extinct species and improving them as you see fit. For example you could build in a kill switch or specific behaviours if you wanted. Post jump this genetic knowledge will update in each setting making you equivalent to the best scientist and the highest level of knowledge in the setting.

## (154) Conceptual Attributes [600CP] (Fate: The Island of Sin)

You have remarkable talent, knowledge, and experience in the realm of creating Mystic Codes. Even using sub-par materials, you can create top-notch Mystic Codes, capable of utilizing any mystic feature you choose to imbue into it, as well as accessing and providing abilities based off of the mystical attributes of the material used to create it, if any. It would be a casual matter for you to create a Mystic Code on the level of the Supreme Mystic Codes of Proper Human History's Clock Tower. If you had truly exceptional components, and some means to imbue your creation with great levels of Mystery (such as through the weight of time and legend) you could even create a genuine Noble Phantasm.
But perhaps even more impressive than that is your ability to imbue objects you craft with conceptual attributes, should you so choose. You only begin with an association with a single concept; for instance, Artoria Caster, due to her Holy Sword Creation, would infuse any object she created with the concept of "sword". This would allow even a shield to cut through objects, and would let a letter opener pierce conceptual defenses that are weak to swords as though it were actually a sword. You begin with this one concept, but you can learn others by studying the concept enough and introducing it into your life in a major way,
although you couldn't possibly acquire more than a single concept per year in this fashion.

(Editor's Note: Concepts capable of acquiring can be limited to negative ideas, aspects, and or other Darkest Tome-like concepts.)

## (155) Alchemist's Brews [600CP] (Darkest Dungeon)

"*Finally the serum is working, and the side-effects are... manageable.*"
Among the Ancestor's pursuits in his quest for ultimate knowledge was the study of alchemy. The transmutation of materials and the creation of tonics to bolster mortal flesh- or melt it away like so much putrid meat- is valuable. As a fellow student your knowledge pales in comparison to what he learned before his demise, but you may still make use of it. You are capable of creating noxious liquids and gasses that melt and poison in equal measure, as well as a variety of substances that explode into bright flashes of light to stun. You also have a few recipes which can be used to aid your allies, such as an invigorating tincture that increases strength and speed for a while, and a sort of cure-all that heals cuts and poisons and restores a bit of vitality- though diseases of the mind are not so easily healed. By experimenting you may be able to create new and interesting weapons and medicines with your knowledge of alchemy; and there are doubtlessly tomes to learn from and interesting subjects you can dissect to expand your understanding of the world... Perhaps with time even the creation of homunculi or monstrosities of your own will be within your grasp.

## (156) Forbidden Magicks [600CP] (Magick)

Spells on this scale were considered the work of Madmen so long ago. Conjuring great meteor storms, vortexes that tear everything apart and continually grow, communing with mad gods. All in the sake of understanding and developing Magicks to extents far beyond our kin. You will be able to create Magicks! Although requiring much time to do so. Potentially decades to create a single five element spell, a year or two for three or fewer element spells.

## (157) Ritual Knowledge | Methods of Obsession [600CP] (Control (Remedy Entertainment))

**Ritual Knowledge [200CP] (Control (Remedy Entertainment))**

The most basic method of containing Altered Items is through the use of rituals. Turning a light on and off three times. Spinning in a circle on each landing in a stairwell. Tapping a doorknob before grabbing it to open. You now have a comprehensive knowledge of various ritualistic behavior, and can, with a bit of study, work out what rituals might be needed to placate or control some paranatural phenomena.

**Methods of Obsession [400CP] (Control (Remedy Entertainment))**

It sometimes feels like, if you could just push a little farther, that the mystery you are researching would simply unfold before you. For you, obsession is a rabbit hole that leads to a hidden realm of new understanding. By fixating on a topic or concept, you can leap forward in your understanding of your target, and this understanding can bleed over to other topics linked to it. New vistas of understanding will open up as you dive into your obsession, but it will do little good if you lose yourself completely. Task those you trust to reel you back, bring back with you the knowledge you've managed to pull from the depths.

## (158) Black Fog, Red City [600CP] (House Of Horrors)

The director of the Cursed Hospital was an abhorrent monster who threw his own child; his own flesh and blood into the black fog when he was done with him, who experimented on a comatose man and tortured him to the point where his very being split into 2 separate aspects and more than likely committed countless other atrocities. However, from the bottom of stomach-churning acts committed the director gained immense knowledge of both the black fog and the red city, knowledge for example on how to split a soul, how to enter the black fog through another's heart, how to change the location one comes out through a red door and no doubt countless other pieces of knowledge not yet shown and all that knowledge is all yours both shown and not is all yours to do with as you please.
Other examples of what the director did are manipulate the black fog to attack the red city, torture Chen Ge's shadow, go into the black fog via his own or another persons heart and bring them out, place curses in other people that activate on pre-set conditions, and thats just from the top of my head.

## (159) Magic Researcher [600CP] (Dorohedoro)

As fantastical as it may look, the magic that sorcerers is not something outside of the realm of science. You have proved that these supernatural powers can be replicated, after years of research and experimentation. As you are now, you could use your talents to switch several sorcerer parts together with a human to turn them into a makeshift sorcerer, or build a replica

doorway to the sorcerer’s realm. With more time, you may even build even more complex artifacts based on the powers of the sorcerers. Your talent doesn’t end with the sorcerers. With enough time, and test subjects, you may even discover the secrets of other powerful supernatural beings. Who knows, you may even learn to create artificial devils one day, if you manage to get your hands on enough devils.

## (160) IT'S ALIVE! [600CP] (Generic Universal Monsters)

They called you mad. They laughed you out of the academy. They said you can't give a gorilla a human body by regularly replacing its brain with those of human cadavers, that electricity can't grant life to a soulless mass of flesh, that radioactive coelacanth blood can't reverse evolution. Well who's laughing now? You have a supreme understanding of the fringe monster making science from this world, allowing you to churn out abominations against nature. You have also mastered the technique of brain transplants, allowing you to either give a human a new body or an animal the intelligence of a human.

## (161) Superhuman - Almost Diabolic - Brain [600CP] (Re-Animator)

You possess a scientific mind equal to Herbert West's own. You could, with time, difficulty, and study, develop a formula to re-animate dead tissue, or find a way to electrically capture the soul of the dying. You'll have to put in the work and time, but yours is a mind that could launch humanity's medical knowledge forward by leaps and bounds. Perhaps you will put this to better use than creating enraged and furious re-animated corpses, though you will find that your mind is at its best when working on the subject of defeating death itself whether by methods of this world or any other.

## (162) The Trapmaker’s Art [600CP] (Fear and Hunger)

You are capable of both creating and employing various kind of traps and similar contraptions, from bear traps to swinging blades to massive rolling boulders. You only need time and materials to set them up. Additionally, all traps you personally craft are supernaturally effective, such that a regular beartrap could cut through muscle and bone to remove the two legs of someone unfortunate enough to step on them.
But that is not all, now you seem to have gained a pocket dimension where you can store any portable trap you personally make, from where you can summon them to your hands or to any flat solid surface in view. Conversely, you can send them back to the pocket dimension, no matter how far away they are from you, as long as they were stored there at some point.
You cannot enter, modify, import, store or use this pocket dimension for anything other than the traps you create. Lastly, any portable trap you create will now count as a handheld weapon for the purpose of other Perks.

## (163) Memento Of The Soul [600CP] (Hollow Knight)

Now this is an interesting talent you’ve learned. And a very, very profitable one. You have learned some of the methods behind the creation of Charms. Charms are often formed from the coalescence of the SOUL of a deceased, refined into a trinket. These trinkets can give small powers, larger charms granting more, smaller granting less. These can range from

simply moving faster and hitting harder to very unique abilities. By harvesting the SOUL of another, you've learned to infuse it into a base, empty charm. The more you put in, the more power the charm possesses, but the more slots it takes up. What you get depends on what you put in. For instance, infusing the SOUL of a flying bug might be able to lower your weight, or grant the ability to glide. It will never give you the whole of an ability, only a facsimile.

## (164) Altered Item Creation [600CP] (Control (Remedy Entertainment))

You have managed to gain one of the greatest secrets that the FBC has been searching after for decades, if not centuries. The method by which Altered Items can be created, and how they can be transformed into Objects of Power. You can construct a ritual, a blending of technology and mysticism that will take an object, and focus belief and thought about the object onto it, bathing it in raw paranatural resonance. Eventually, the item will transform into a true Altered Item, with a strange power somehow linked to its nature and the ideas that people have about it. A postage stamp could gain the capacity to 'send' ideas into the heads of those nearby. A traffic cone would give those who approach it a looming sense of danger. A clothes hanger might gain the capacity to cause items to vanish into a 'storage space'. Once an item has been 'Altered', you will then need to take steps to link it to the Astral Plane, forming a channel between the object and the collective unconscious. This is a delicate process that can destroy the object if you are not careful, but once complete, a parautilitarian or similarly psychically empowered individual can connect to the object and borrow its power, gaining some skill such as Telepathy, Danger Sense, or Storage. To start with, it would likely take several weeks of effort to make a single item, but as you explore the process, you can discover shortcuts and improved methods to speed up the process. Altered Items and Objects of Power you create are immune to corruption by the Hiss or similar powers, and while anyone with psychic power can bond with them, you are able to purge bonds you disapprove of, as well as storing them in a space like your Warehouse and still accessing their power.

## (165) Master of Genetics [600CP] (Fallout Mutants)

When it comes to messing around with DNA, there's no one better skilled or more knowledgeable than you. Not only do you understand how to create something like the FEV, something capable of turning an ordinary chameleon into one of the deadliest creatures to ever walk the Wastes, but also how to modify most forms of life, even improve upon it. With enough time and testing, you may be able to create a strain that doesn't create mostly stupid Super Mutants. It isn't perfect, few things are in this bleak world of ours, but with your creations, we're just another step closer.

## (166) Witch [600CP] (Horror Midnight Movie Marathon)

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.

## (167) Madness Ascend [600CP] (Soul Eater)

In the moments leading up to her death, Arachnae had performed a ritual that would have gifted her tremendous power. A ritual that allowed her soul to ascend from her body into a much more frightening and powerful form. By taking this perk, you become aware of this ritual. Using it, you'll be able to leave your body behind and manifest a new body using your magic, madness and soul wavelength, a form naturally aligned with madness.
This form mimics is themed around your animal theme, makes you intangible, grants an incredible boost to your magic and madness based abilities, and allows you to absorb the minds and souls of others to grow your own powers. Consuming others grants no additional abilities, just more power. While this form is aligned with madness, you keep a level of awareness. The madder you get, the more power you get, but the more at risk you become of going completely insane. As a purely spiritual/madness based lifeform that has left its physical body behind, attacks that are particularly effective against spirits or madness will hurt tremendously.

## (168) Black Powder Production [600CP] (Dorohedoro)

The result of Aku's experimentation with the little devils nested in the sorcerer's brains, and now a knowledge you also possess. You know how to harvest these and distill them into black powder, a highly addictive substance that greatly increases the magical abilities of those sorcerers who consume it for a short period of time . What's more, this knowledge has also instilled into you the ability to recreate a similar process for other races: using their core organs, such as brains, you can create a black powder-like substance that will massively boost their abilities temporally.

## (169) Pseudo-Nadox | Karcist [700CP] (SCP Universe)

**Pseudo-Nadox [100CP] (SCP Universe)**

This grants you knowledge of Sarkic lore and on the inner workings of most lifeforms existent on your planet. This knowledge is inserted into your memories. Post-Jump, you also gain similar knowledge of most common animals and plants in every world you enter.

> **Capstone Booster -** Your knowledge is now expanded to all non-anomalous creatures in your current world. This library is expanded with every jump. Your Sarkic knowledge is now much deeper.

**Karcist [600CP] (SCP Universe)**

You belong to the Karcists, the spiritual and secular leaders among Sarkic organizations. This enhances your other perks.

(Editor's Note: Acts as a Capstone Booster for the perks, *Pseudo-Nadox* & *Shepherd the Flesh*)

## (170) Dinosaur Identification | Plants Are Dangerous Too | We Found a Velociraptor Nest [700CP] (Jurassic Park Books)

**Dinosaur Identification [100CP] (Jurassic Park Books)**

So tell me is that an Apatosaurus or a Brachiosaurus? Most people wouldn't have any idea, but you seem to have a pretty good grasp on the types of dinosaurs. You can easily identify any type of dinosaur on sight like Tim and Alan Grant. Even identifying them from tacks wouldn't be out of the question. This also tells you when you need to run, after all some dinosaurs are much more dangerous than the others.

**Plants Are Dangerous Too [200CP] (Jurassic Park Books)**

Everyone is so focused on the dinosaurs that they forget the plants can be dangerous too. For example the ferns that were being used as decorations around the pools near the lodge were toxic and capable of killing children. This perk grants two main effects. First, you gain the ability to identify any species of plants on sight. This will include knowledge of whether or not it's poisonous, how long it's been growing, and whether anything else has been eating it. Second, you will gain immunity to any poison or negative effects that plants possess. For example you could eat the fern mentioned above and be perfectly fine. Just make sure that no one else tries to eat it as well.

**We Found a Velociraptor Nest [400CP] (Jurassic Park Books)**

Honestly most of the time field work for paleontologists is pretty boring as you sift through the dirt looking for anything. Every now and then however you will stumble onto a real find. This type of occurrence seems to be more common when you are working. You have seem to frequently encounter amazing finds such as complete nests, intact skeletons, and even DNA samples like the amber.

(Editor's Note: The last perk only applies to creatures/beings of a similar era/age of the dinosaurs.)

## (171) School of Myth | School of Death | School of Shadow | Card Maker [700CP] (Wizard 101)

**School of Myth [100CP] (Wizard 101)**

You know and have the skills necessary to craft and cast all of the spell cards found within the school of myth, finding them to hit harder and cast faster than they would for those whose minds gaze not upon mist-wreathed Avalon, as yours does.

**School of Death [100CP] (Wizard 101)**

You know and have the skills necessary to craft and cast all of the spell cards found within the school of Death, finding that they hit harder and cast faster than they would for those whose soul is not shrouded in the tattered remnants of a reaper's cloak, as yours is.

**School of Shadow [100CP] (Wizard 101)**

Apostates that practice the forbidden arts of Umbramancy are tenuously capable of crafting and casting all spell cards of the school of cruelest phantasms.

**Card Maker [400CP] (Wizard 101)**

You can convert any of your spells from outside this world and from others into reusable spell cards, fuelled either by their original power source or by pips. Each spell you convert is granted an affinity for the school that most closely resembles. Spells that don't fit the school system or are totally outside of all the schools are either Balance or Shadow magic, at your choice.

## (172) Occultist | Occult Texts [700CP] (Hellboy (Cinematic))

**Occultist [100CP] (Hellboy (Cinematic))**

You have a great deal of knowledge about the occult; perhaps you learned from pouring over ancient texts, or maybe your mind was touched by something greater than yourself. In any case you are formidably knowledgeable about the supernatural goings on of this world, enough to identify or understand most books on the subject. You know how to protect yourself from certain types of beings through the use of charms and other trinkets.

**Occult Texts [600CP] (Hellboy (Cinematic))**

You have a set of occult texts, two of which were in the possession of the BPRD and third belonging to Rasputin; the first contains a ritual that can temporarily resurrect dead beings, and forces them to aid you. The second is the List of Avignon; a list of all demons that the Catholic church has uncovered or discovered, which will update with the true names of many demons in future worlds you visit- especially the higher profile ones. The last is the Des Vermiis Mysteriis, a book that is said to contain every prophecy ever told within its pages.

## (173) Divine Blessing [800CP] (Generic Magical Magic)

Perhaps it is from your experiences as an Apostle to a greater existence, perhaps you are simply that talented. Regardless of the source, you have understood the means by which Outsiders let others act as conduits for their power and successfully replicated it.
Everything you are, you can share. Of course, this has limits. First and foremost, it is far easier for you to share your non-physical powers and traits with others. Sharing parts of your body will require that they hold great faith in you. Second, what you share is shared, not copied. It will never be truly split from you, but it will be inaccessible or weakened so long as it is shared. Lastly, an unwanted gift will be rejected if you do not already have a strong hold on the recipient.
Keeping these limits in mind, you can do whatever you wish with your own power. With a simple touch, you can give anyone access to your knowledge, your supernatural powers and traits, your Perks, and eventually even your limbs. All that you have shared, you can take back at a moment's thought. You can even put conditions, triggers, and all of the rules you want on the use of these parts of yourself you are giving away. You could easily put a twist on this by, for instance, lending someone the knowledge of how to cast a fireball, but forcing them to supply the energy by themselves. Or you could let them drain directly from your reserves, if you would prefer.
In exchange for such generosity, you gain control over the mind, body, and soul of your 'blessed' in that order. The more they use your gifts and the more the faith they have in you, the more control you gain over their existence... Even long after you rescinded your blessings.

## (174) High Priest of Nehekhara [800CP] (WHF: Tomb Kings)

The lofty heights of the High Priestdom are now yours to join. You have become a Liche High Priest, the most powerful and knowledgeable of all of the priesthood of death. Your powers with the magics of life and death, particularly those unique to this land such as the Lore of Nehekhara, have grown to staggering levels of might. You have a knowledge of the rituals, ceremonies and traditions of Nehekhara unmatched by any save Khatep himself. You could have unsealed the greatest of tombs and performed the rituals to summon Settra and

his great army alone if you were awake at the time. And if you had done so, summoned the dead yourself, your will would stay with them regardless of your presence. The undead you create or raise up do not require the presence of a priest to maintain themselves or energy to continue functioning, though you may still forcefully dismiss your own creations.

(Editor's Note: I have increased the price from *600CP* to *800CP*.)

## (175) Blackest Art of Bureaucracy | Logistics Wizard | Silver Tongue | At The Top [900CP] (Overlord: PJ Edition)

**Blackest Art of Bureaucracy [100CP] (Overlord: PJ Edition)**

One of the greatest inventions of Evil, paperwork can break the will of even the hardiest of Heroes. Not only are you a skilled bureaucrat, but you are immune to it's soul-sucking properties, even finding the action to be enjoyable!

**Logistics Wizard [200CP] (Overlord: PJ Edition)**

One of the most important skills an Overlord can have is resource and logistics management. While some of your predecessors didn't even know the meaning of it, there were plenty that held it on a pedestal. You can effectively manage what resources you have in the best way to suit your goals.

**Silver Tongue [200CP] (Overlord: PJ Edition)**

There were some Overlords who favored talking others into giving them their worldly possessions and lives instead of the fun way of taking them through force, but they were often the ones who lasted the longest, so it's a bit of a mixed bag. You too are very skilled in the arts of diplomacy, persuasion, and intimidation.

**At The Top [400CP] (Overlord: PJ Edition)**

That is where you truly belong, Master, with everyone and everything bowing to you. Now, though, you need to run it. You are now a master of statecraft and politics, enough to very effectively run an extremely large Evil Domain all by yourself. I wouldn't recommend it, but there have been more than a few control freaks in the past.

## (176) Remnant Research | Tech Genius [900CP] (Five Nights at Freddy's)

**Remnant Research [300CP] (Five Nights at Freddy's)**

You have stumbled upon a secret that man has been searching for since time immemorial: the key to immortality. You know how to produce and harness "remnant" , a sort of mixture of memories and metal that binds a soul to a vessel in this world, usually produced when someone dies in horrible agony. This is typically what binds souls to animatronics and you now know how to produce and manipulate it down to exact science. With your knowledge it would be possible to potentially bind the souls of yourself and others to advanced animatronic/robotic bodies in order to achieve immortality and even "resurrect" those who had died if you had traces of their remnant.

**Tech Genius [600CP] (Five Nights at Freddy's)**

Henry Emily and William Afton were absurdly ahead of their time, both in the entertainment industry but especially when it came to technology. You're in the same camp as them, as you can build marvels of engineering and programming that would leave people stunned (mostly because they're wondering why you're working in the entertainment sector instead of the

military). You can make animatronics capable of full locomotion that move at nearly superhuman speeds, you can make suits that somehow double as an animatronic and a suit, you could make fully sapient AI with personalities that can also mimic human behavior and voices perfectly, hell, you could even make a giant 50 foot long spider DJ robot because why not? With the skills you've got it's less a matter of what's possible and more just what you feel like doing.

## (177) Halo of the Sun | Paradise [1000CP] (Silent Hill)

**Halo of the Sun [400CP] (Silent Hill)**

The Rebirth of God is the main goal of the Order, and this symbol represents this above all else. With this perk, you'll gain intimate knowledge of all of the Order's rituals, and particularly the many Rituals of Rebirth the Order has. Suffering powers these rituals, whether it is the suffering of one girl to form God in her womb and nurture it, or the suffering of hundreds to create God's physical form.

**Paradise [600CP] (Silent Hill)**

God's final act. The event that would occur upon her revival. The creation of a true Paradise born from suffering and free from sin. While this doesn't give you the power to create a paradise, it will allow you to influence the results of your rituals. No longer will the creation of a God cause it to kill you. You will be safe from your own creations, and the results of various rituals will lean towards an outcome that benefits you.

**Capstone Booster:** Her Holiness. Whereas before you could only influence the results of rituals and spells, you can now fully control beings you summon and create. God will be bound to man and Paradise will form in your image. In addition, you gain a mote of their power yourself as you ascend closer toward what you called upon. Be wary of summoning or creating things much stronger than you are, for even if you can control them, once they have outlived their use, you'll find that banishing them will be a task much harder than bringing them into this world.

## (178) Master Mathematician | Vancian Magic [1200CP] (Dying Earth)

**Master Mathematician [600CP] (Dying Earth)**

"Within this instrument resides the Universe." Passive in itself and not of sorcery, it elucidates every problem, each phase of existence, all the secrets of time and space. Spells and runes are built upon its power and codified according to a great underlying mosaic of magic. The design of this mosaic wizards cannot surmise; their knowledge is didactic, empirical, arbitrary. He who discovers the pattern will know all of sorcery and be a man powerful beyond comprehension. You have not fully discovered its pattern, but you are well versed in the nature of mathematics and have a deep understanding of them, enough to be a professional mathematician. More than that you find that, like Phandaal, you have a glimpse at the pattern by which it governs sorcery and as such are particularly capable of creating new spells or changing existing ones. You'll be able to apply this mathematical understanding of the creation and modification of spells and magical effects to magic from other settings as well making it easier for you to change or create new spells, or other magical effects.

If not taken with Vancian Magic, this will not allow you to cast spells from this world in future settings, nor will it give you a particularly form grasp of magic to begin with. It will still aid you with other forms of magic you may possess.

**Vancian Magic [600CP] (Dying Earth)**

You are actually a magician, fully trained and versed in the use of the magic of this world. By studying grimoires and workbooks you are able to force spells in your mind, keeping them there until you cast them and they escape your memory. These spells are many and varied, able to vibrate and twist space changing it in accordance with the mystical code you have placed into reality. Some of the greatest mages can even traverse time itself, negate gravity to stand on neutron stars, and survive indefinitely in the void of space. You however begin merely at the level of Turjan of Miir before his training under Pandelume. This makes you no weak mage, able to hold four spells of great power simultaneously within your mind, and perhaps more if you choose lesser spells, or possibly 5 with great effort, but there is still the possibility to learn more and grow further in power.

This will ensure you may still use this magic in future worlds as you could here, and that you may, through trial and error, even possibly event further spells though it will give you no special aptitude or capability in this dangerous art.

## (179) Modern Hero | Once a Century | Quite Grand [1200CP] (Lord El-Melloi II Case Files)

**Modern Hero [300CP] (Lord El-Melloi II Case Files)**

You have the vanishingly rare traits necessary to become a Heroic Spirit in the Information Age. Indeed, you seem almost destined for it. You are more bold, more cunning, and more powerful than your attributes imply, and since you have the mind, body, and spirit of a true warrior, they imply quite a bit. You have the Luck to shape your own destiny, your actions have increased historical impact, and you can reach comparatively ridiculous heights of power through training and adventure, which never traumatizes you. Fame is also helpful, but martial achievement will allow you to develop great strength and wisdom, often in defiance of social and magical conventions. For double points, you have a unique, Sybil-like connection to the Heroic Spirit you have not yet become, and may call upon the Noble Phantasms and Skills you have already earned, from your own linear perspective.

**Once a Century (600CP) (Lord El-Melloi II Case Files)**

You are a rare magical prodigy, with talent and potential that appears only rarely. Not only are you a natural innovator, you can become exceptionally skilled in any branch of thaumaturgy with a fraction of the usual time and effort. Additionally, you have already gained access to a rare or totally unique mystery, on par with Fragarach or a Kaleidosword.

**Quite Grand [300CP] (Lord El-Melloi II Case Files)**

Frankly, you are a literal genius, especially with thaumaturgy, wherein you rival Touko Aozaki. You learn and innovate with blinding speeds. Your potential is no lesser, and within a decade or two, you could be recognized as one of the greatest magi to ever live. Additionally, because of magecraft's imitative nature, you yourself are a swift and natural copycat. Regardless of what system you use, you can magically reproduce or duplicate everything from technology and mystic codes to faeries and Flat Escardos, once you've studied them a little. Events are harder, but not by much. Once you've emulated something, it is surprisingly easy to refine or expand on their principles. There are limits, but yours are far beyond your peers'. Naturally, it would be easiest

to replicate Fragarach with Irish Ogham or Norse Runes than Numerology or alchemy, but don't let that stop you, especially if you've got the sword on hand.

(Editor's Note: *Quite Grand* requires you to have bought *Modern Hero* & *Once a Century*.)

## (180) Bend, Warp, and Break | Dr. Frankenstein Reincarnate [1200CP] (Poppy Playtime)

**Bend, Warp, and Break [600CP] (Poppy Playtime)**

You are now fully aware of all methods of brainwashing, how to psychologically break someone, how to get under their skin, or literally how to condition them to have a specific personality given enough time and equipment.. Because of this knowledge, you are rendered immune to all forms of Brainwashing, suggestions, or attempts at creating a custom personality or commands.

**Dr. Frankenstein Reincarnate [600CP] (Poppy Playtime)**

You have done it…You have achieved something that goes against the laws of life, an abomination, a freak in nature, something that clearly shouldn't be capable of living. You have essentially gained the ability the mad scientist of your namesake had, to bring life to inanimate objects or dead body parts, the only limit with this ability is that your creations have to at least have appendages, be it with arms, or just legs, and a head. You can also decide if the object in question is a person that was once among the living, basically, you can place a person's consciousness into an object with the same limitations as stated above, in the form of a computer chip in the back. Given enough time and research, you can pretty much give the living freaks any sort of ability that is possible for them to have. Loyalty is not assured. Their abilities have to some degree be possible, giving reality warping to your creations will never be a possibility.

## (181) The Rumble of Scientific Triumph [1200CP] (Made In Abyss)

Research is the foundation of the scientific method, and you have a supernatural affinity for research. This perk's benefits are twofold:

First, no line of inquiry is a dead end for you. Should you seek to develop some new technology or innovation, no matter how seemingly- impossible, you will find that the answer to your questions is never quite "no."

That being said, the answers you find may not be what you had expected- the Lord of Dawn sought immunity from the Curse of the Sixth Layer and found a love-borne Blessing in its stead. Second, you have an excellent instinct for which material and personnel sacrifices would best expedite your research. In the Abyss, nothing is given freely, and you have quite the talent for weighing the costs and benefits of your inquiries. Sometimes, a few dozen may need to die for the sake of progress. You're sure that they'd understand.

(Editor's Note: I've increased the price from *600CP* to *1200CP*.)

## (182) Egg of the World [1200CP] (Library of Ruina)

Singularities, that which make the existence of the City possible. Miracles beyond the limits of science, upon which countless citizens are sacrificed upon altars to maintain. You have obtained the understanding of certain sciences and reality bending theorems to manufacture

one of your own. The technology you glean from this will start simple, perhaps as a method to create containers that are bigger on the inside. And yet, it is eager, almost alive (or possibly even literally so, like that of the L Corp before Lobotomy), With research seeing it expand and grow, happy to integrate new technology and exotic stimuli. Perhaps your expansion of space might develop into swords that can cut nearly anything,by simply creating space along the edge of the blade. Regardless of what precisely you make, it can be readily and relatively simply mass produced, or at least the end results can. However, the basic expansion and extreme eagerness to integrate technology of this strange and miraculous technology you've found pales in comparison to its thirst for blood and suffering. For the Wings of the World throw countless bodies into their everyday research, and it appears that your nature as a Jumper has crystallized that into a law for your own Singularity. Cruelty excites your insight into the strange mix of magic and technology you've found yourself the master of, causing it to grow entire new branches to follow down. Perhaps by unsafe experiments with unstable fields, you can make spaces where physical laws are altered. Or begin to expand time as well as space, inserting moments into the course of events. The greater the depravity, the more potent the end results, and if carried out on someone possessing their own supernatural powers, your singularity may grow its own mockeries of them, a blood fiend may see your fields become self sustaining by consuming the vitality of those within it, or that bring those within them under your thrall. Perhaps, with enough time and lives sacrificed on the altar, you might be able to create something that truly changes the face of the City, akin to Lobotomy Corporation's Seed of Light plan. Finally, it appears that your origin title is no longer quite accurate. You're no longer a mere employee of a Wing, instead being the head of one, other than A, B or C Corp. Countless employees are now yours to command, all dedicated to ensuring that your Singularity derived inventions are produced and distributed across the City. Truly desperate to keep the high standards of living in a Wing for them and their families, they'll do practically anything for you.

## (183) To Become A God [1200CP] (Lies of P)

You are a master at seizing power, and planning on how to do so. With this perk, you are a genius of planning and counter-planning, being able to put together elaborate schemes to ensure your success. This effect is boosted tenfold when your plans involve your own self-improvement. If you came up with a twenty step plan to godhood you could be assured you would consider all factors you are aware of and be quickly able to adapt to new stimuli without issue. Go forth and evolve.

## (184) Sight Beyond Mortal Eyes | Grand [1600CP] (Fate/Legend: Garden of Avalon)

**Sight Beyond Mortal Eyes [400CP] (Fate/Legend: Garden of Avalon)**

This is the mark of a magus destined for greatness. You are a clairvoyant, a being that can see into the future and into the past and even to far away places as easily as you see the things in front of you right now. At the moment, your range is not too far. You could peer for a few moments into the future of tomorrow or spend an hour visiting a week in the past or even watch events occurring several kilometers away without being present. But as you practice with this, and as your magical skill improves in general, your range in time and space will

improve and you will even be able to combine your future/past sight with your ability to watch distant locations.

**Grand [1200CP] (Fate/Legend: Garden of Avalon)**

The truth of magecraft is thus. It is not power that matters, not really. It is knowledge and skill and talent that allows one to become unsurpassed in this field. A true master of the arts does not need the power of a thousand magi to blow up a fortress. He just needs a spark of mana and the right words to utilize it properly. And a master like that is far below you. Among all the magi in the world and those from history long since past, you are something special. A magus with such skill and knowledge that they have the potential to be a Grand Servant. There is little to no discipline of magecraft that you have not mastered to such an extent that others think you are wielding True Magic. Almost no spell you do not know as intimately as a husband knows his wife of several decades. No inch of your own magical circuits or energy that you do not exert absolute and total mastery over. Merlin the Incubus, Solomon the King of Magic. The names of the only two other magi to be your equal in knowledge and skill, though the matter of magical energy and power is something different. Perhaps you could find a way to take that too?

(Editor's Note: Increased the price of the *Grand* perk from 800CP to 1200CP.)

## (185) Desaad's Ways | For Goodness Sake | Warmaster | King of Fools [1600CP] (DC Fourth World)

**Desaad's Ways [200CP] (DC Fourth World)**

Knives, racks, ropes, whips...you've learned well from the Apokoliptian torture artist, whether enduring his tender ministrations or being a disciple. Perhaps both. Beyond simple minute-to-minute sadism, you are an artist when it comes to the art of torture both physical and psychological. With a well-secured captive, you can make them scream or sing with enough time and effort, reducing even the strongest-willed hero into a traumatized and fearful wreck of themselves. A little more than that and you can make them pliant and broken, open to being remolded in your image. Be aware, keeping the captive secure and how much effort it will take to break them depends on just how strong your subject is...but if you keep them in your loving care long enough? Not even a miracle will save their souls.

**For Goodness Sake [400CP] (DC Fourth World)**

Young or old, the mind is an impressionable thing. All those values and memories so many hold dear...so easy to pick apart and mold into something much more useful. You've learned well in the ways of Granny Goodness, skilled in brainwashing others with both psychological warfare and the proper application of technology. You're especially talented in raising impressionable youths into fanatical followers, or remolding the mentally broken into twisted and blindly loyal shadows of themselves, changed to suit whatever use you may have for them. Even if someone should break free from your doctrine, the lessons you burned into their being will always gnaw at them and torture them, freezing them with terror as they struggle to maintain themselves, only the strongest wills able to free themselves completely.

**Warmaster [400CP] (DC Fourth World)**

War is a glorious thing. The sight of entire armies being routed and slaughtered, homes and factories burning as the boundary between soldier and civilian disappears, and the terror that grips those fearing they'll see another day...it's everything you could want and more, isn't it? You are a master of tactics and strategy on the battlefield, but especially in matters of

massacre and abuse of your opponents. You know how to brutalize and demoralize your enemies in the most vicious ways possible, and how to best make use of what others would call atrocities or war crimes to damage their will to fight. They will find no righteous anger in proper use of this talent...merely despair and exhaustion at their foe's lack of mercy.

**King of Fools [600CP] (DC Fourth World)**

The world is full of fools who seek to slake their own lusts or ambition, black-hearted sorts with more vice than sense. Some even become what humans call 'supervillains', those who use their genius or innate power to further themselves or tear down others. But you have been at this game longer than any of them, being the very concept of an aspect of evil. You are a master of long-term schemes and manipulation, particularly when it comes to using both heroes and other villains as pawns. Like pieces on a board, you move others into advantageous spots through minions or your personal dealings, even able to use thousands of specific individuals or whole organizations to suit your goals, even those wise to your nature. Just from a few unexpected visits to the homes of your enemies or associates, you can spin a vast web of conspiracy and control, with even your staunchest opponents unaware of your dealings or desires until you choose to reveal yourself. Even those who believe themselves above Gods or possess greater power than you are easy to move into positions you need them to be, and only the greatest detective or seer could hope to discern your influence.

# Devilish Commerce

## Mechanisms by which to Improve Negotiations
## [25,600CP] (88 Purchases) - Perk Total: 72

### (1) Oi, Me Accent's Slippin' | Complete. Global. Saturation. [100CP] (Resident Evil)

**Oi, Me Accent's Slippin' [50CP] (Resident Evil)**

Maybe you want to sound sophisticated, like your enemy is dying to someone of class. Or maybe you want to sound just like a character for the sheer hilarity of it all. Either way, we've got you covered. For a one-time purchase you can change your accent to sound however you want, and switch back to your regular accent on a whim! Fun times all around, huh?

**Complete. Global. Saturation. [50CP] (Resident Evil)**

Wow, you are just a ham. I'm not talking just being dramatic, you are a full blown hammy talker. You know just how to emphasize your words and talk about your plans to sound like a completely insane villain, including timing your laughs when you unveil how you shall CHANGE THE WORLD! AHAHAHAHAHAAAAA! ...ahem. Another use would be if you just want to cheer people up and put on a 'Hammy Hero' act. You'd be surprised how well it works.

### (2) Payday [100CP] (Helluva Boss)

Congrats! You make minimum wage! What's so great about minimum wage? The fact you don't need to work for it- you receive the equivalent of a minimum wage paycheck every month without lifting a finger, this is enough to survive on if you're miserly.

### (3) Do We Have a Deal? [100CP] (Generic D&D 5e)

Your ability to make deals which go in your favor is very good. You're able to sell a fish to a fisherman, and get a pretty good price for it, too. Also useful for bribing the guard when they find you… experimenting. As Warlocks do.

### (4) Taboos [100CP] (SCP Foundation)

*Rules are paramount.*

The faeries are known to be notorious manipulators and deceivers. Like them you're extremely succinct with your word choices, always saying precisely what you mean to without accidentally revealing too much. Politeness and formality are great virtues you abide by naturally. Matters of etiquette and wordplay come very easily, given your keen sense of what mustn't be said. Whether this is just formalities or a matters of life, death, and existential horror. Tight-lipped in the extreme, you cannot be forced to give out details against your will. When others (in your presence) attribute names or details to you that you haven't explicitly revealed, you'll be able to pick up on how they came to those conclusions. By picking up on the words that people use and their focus, it may offer better methods to play tricks on them.

## (5) The Yellow Art [100CP] (Horror Midnight Movie Marathon)

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.

## (6) Calculating Mind [100CP] (Hollow Knight)

Numbers, locales, tabs, finances. The cornerstones of business. So much to run, so much to think about to allow your business to flourish. Every asset must be accounted for, every sale perfectly sliced.

## (7) Face For Tv [100CP] (Helluva Boss)

You have a face for Tv unlike a certain Overlord in Pride. You're attractive in whatever way you choose, you can be cute, seductive, masculine, feminine, whatever you want.

## (8) Jumper's Lullaby [100CP] (Centuarworld)

Everyone in Centaurworld can sing, but not many people have their own ominous theme song extending their legend around, and playing in the background during their appearances. Well, now you have a theme song that is known by basically everyone, which will be sung by random groups of kids from time to time for no good reason other than a creepy effect, and which you can decide to have it play during your dramatic entrances.

## (10) But Of Course My Lord [100CP] (WHF: Tomb Kings)

All Priests of the Mortuary Cult are excellent liars. They've had centuries of experience at the art after all. Stringing along the many dynasties that supposed their rule over the Cult, they tricked one and all into believing that the potion for everlasting youth was only ever a few years away and that the Cult had no true form of immortality of its own. It is sad that the Cult's lies were so great that they overlooked the flaws in their own pretence at immortality. You are every bit as great a liar as the High Priests themselves, able to tell the most ridiculous of falsities to the face of your King without a twitch of your face or a single skipped heartbeat. You are even better at omitting information and manipulating others so that they do not pursue further questions as to that missing information.

## (11) Shepherd [100CP] (Generic Magical Magic)

Dark lords and Saints alike walk the path of the Dark. It is in their nature to twist others towards their ideals, be it in the search for greatness or for the 'greater good'. Regardless of their aim, they possess the same qualities: a recognizable face, and a voice which is listened to. Much like them, you are now distinctive in appearance. Perhaps beautiful, perhaps handsome, perhaps simply strangely captivating in a way that cannot be put into words. Additionally, you have mastered the art of using your voice for the purpose of being heard. You know what tone to use, what words to stress, how to convey feelings... Now if only you knew the right words to speak, you could easily turn others to your cause through charisma alone, reasons and goals be damned.

## (12) Bodacious [100CP] (SCP: Foundation)

*“We punch underwater so you can live on the land.”*
You are an absolutely tubular dude or dudette. You’ve got a rockin’ Baywatch body that can easily attract attention from all other beachgoers. This physique is not just for show, as it allows you to excel in all manner of beach activities. Swimming, beach volleyball, parasailing, windsurfing... if it’s any kind of Summer sport you’re as good as it gets... or pretty good, anyway. Well, you’re not bad at any of that stuff! You’re at least good enough to make it look like easy fun in the sun and not a mission-critical skills (which they are) for guarding lives. You’re athletic and like, super hot? So even if you’re maybe not the best at everything and only just-pretty-good you still look the best. When you’re enjoying what you do, it takes a lot of the bad vibes out of anything. A badass jumping into danger and suplexing sharks? That’s pretty awesome no matter which way you look at it. Cannot stress enough just how totally righteous you make true heroism look.

## (13) Riot in the Flesh [100CP] (SK’s: TDTS)

Regardless of your appearance or demeanour, this perk triggers a wave of “sudden red lust” towards you. It cannot compel any behaviour beyond this, but a well-timed physical response can evoke interesting results - from intensifying desire to leaving them shaken and unsettled, not understanding the source of such a powerful feeling. This may be used once per day, but it affects everyone who can see you when activated.

## (14) Unnatural Presence [100CP] (DUSK)

The very essence of your being is saturated with a certain wrongness. Regardless of means of creation, it’s clear you aren’t supposed to exist in this reality, and everybody, everywhere intrinsically understands that, and it manifests as fear. Even the unnatural feel this, even the robotic. A primal sense of wrongness causes loss of focus, of accuracy, of fury. Enemies will be more hesitant to attack, and for something like you, that is a weakness you can exploit with ease.

## (15) One Scene Wonder [100CP] (Horror Midnight Movie Marathon)

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.

## (16) Duties Of Rank [100CP] (Helluva Boss)

You have all the skills expected of Old Money nobility, you have excellent manners, are extremely adept at managing property and financial investments, and are a deft hand at court politics. You have the aptitude to thrive in a Shark Tank like the Goetia family.

## (17) Inhuman Menace [100CP] (Horror Midnight Movie Marathon)

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.

## (18) Classic Horror [100CP] (Horror Midnight Movie Marathon)

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.

## (19) Adversarial Speech [100CP] (Horror Midnight Movie Marathon)

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.

## (20) Hide the Darkness [100CP] (Horror Midnight Movie Marathon)

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 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.

## (21) Web of Lies and Faith [100CP] (Cult of the Lamb)

They say that a liar must always remember what they say lest their words come crashing down upon them. What remains unsaid is that this is just as true in matters of faith. Neither shall be a problem for you now, as you have been granted much enhanced memory specifically in the field of things that you have said in the past. Never again will you accidentally tie yourself up in conflicting stories as any time you wish, you can perfectly recall what you have said in any past interaction at a moment's notice.

## (22) Converter [100CP] (SCP Foundation)

*Attract neo-neophytes.*
Get your people running on a new operating system: Yours. You find it easier to bring others into your way of thinking, even if your stance is entirely radical. Transhumanism is only beneficial. The flesh is weak. It's unsightly. It's full of bacteria and disease. Far better to become machine, to become eternal and one with a greater system. Convincing people that natural world is gross and should be forsaken should be easy, right? You're good at networking and finding those open to your own views whether in-person or online. Sufficiently unusual views may still take a lot of convincing... but the calm conviction you

hold for your beliefs seems to increase your recruitment rate rather than make you look like a zealot. You don't necessarily need to proselytizing for a doctrine of the Broken God. They already have hundreds of thousands of members worldwide anyway, and there's plenty of other crazy people unusual viewpoints to embrace in this world.

## (23) Shady Speak [100CP] (NieR)

Perhaps the greatest cause of conflict between Replicant and Gestalt is the language barrier. Without understanding, neither side can see the other as anything but feral monsters. You've managed to breach this barrier and can give that same gift to others. You understand the speech of anything, even if you do not speak the language, and can make yourself understood in return. You need not have the necessary language knowledge or even the right body to make the sounds but you will be able to make yourself understood regardless. This gift can be shared with those around you and, if you so wish, you may also make your own language incomprehensible to all others, though this cannot be shared.

## (24) Pure Unadulterated Evil [200CP] (Jujutsu Kaisen)

You are extremely manipulative and cruel. You have no problems doing the most heinous of things a living being can do. Genocide is merely the tip of the iceberg. You know how to do these things quite efficiently too. Capable enough to be experimenting on cursed spirits and humans and creating half breeds.

## (25) Contract Creation [200CP] (Chainsaw Man)

When you use the word "contract", it really means something. Should you propose a contract to a willing participant (even fiends) and have them agree, you both will be able to offer things you otherwise couldn't (uses of an ability, your lifespan, whatever). Failing to deliver on your end of the contract results in death.

You aren't able to force others to accept your contract against their will but it can be enforced even if mind control or other means are used for their acceptance. Both parties are allowed to offer up things that those under their rule possess as well. Both parties have to offer something, but it doesn't necessarily have to be a fair deal. So long as they can give consent.

(Editor's Note: Originally free for Non-humans, ex. Fiend & Devils. And for Humans towards Devils. However, if a non-human wanted to keep it post-jump, they needed to pay 100CP while Humans had to pay 200CP to also upgrade to being the last bit of text of this perk's description.)

## (26) Traumatic Individual [200CP] (Horror Midnight Movie Marathon)

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.

## (27) With Just a Gesture [200CP] (Lies of P)

Aren't you an articulate gentleman. With this perk, you fully understand the importance of and the use of body language to get across information and can use this to express yourself easily. You can always match your body language with what you want to convey and even convey information with just body language, after all a harsh look can often do just as much as words can.

## (28) Contractor [200CP] (Death's Door)

The Lord of Doors once made a contract with Death itself. Finding such a being was no easy task, even with the ability to travel the Lords of Doors possess. This perk grants two things. First, when you seek to make a contract, you have an easy time identifying and tracking someone or something that can fulfill the contract. Secondly, you are skilled at negotiating such contracts. While this will improve your chances of making a contract, it doesn't guarantee the entity will be willing to agree.

## (29) Fugitive [200CP] (Monster)

Whenever a person or organization is looking for you in order to harm or capture you, it will be significantly harder to track you down. A nationwide manhunt with your face plastered across newspapers would see someone important recognizing or encountering you once or twice a year if they are good or lucky, though this perk will only work if they do not know where you are at the moment. This perk is togglable if for some reason you want to be caught.

## (30) Enchain [200CP] (Jujutsu Kaisen)

You have the ability to create binding vows on the fly. Letting you survive some things like an explosion by sacrificing a limb or such a thing. These are always gonna end with a punishment if you do not follow the rules. Death will always happen even if the being is completely omnipotent. Absolute deals are the things this does.

## (31) Elite Hunting Club [200CP] (Horror Midnight Movie Marathon)

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 to an extraordinary extent for their own privacy; they do not simply magically have whoever you pay for they have to get them.

## (32) The Lost [200CP] (SCP Foundation)

*The emptiness. The sadness. The blackness. The darkness.*
To be without purpose, to demand meaning from an unloving and violent world... some people just need a single triumph or victory to prove that their life has meaning. Such that walk empty are drawn into your path. It is effortless to influence these directionless people. Offhanded comments, subtext in your poetry, even reading an incoherent review from you on the internet would be enough; soon they'll be following your lead or striving to reach a similar sense of meaning by pursuing the experiences you suggest. You have immeasurable charisma when it comes to leading the aimless, and they will not feel lost so long as you give them a cause to follow. You know all about a lack of direction in life and the distressing anxiety it causes. If things seem hopeless and confusing, you'll keep being able to find a path forward. Even if everything you do is taken away each decade. Even if you're made to start over and over with no sensible way to leave this meaningless journey. You can keep on going, and others who struggle to see their place will eagerly follow your lead.

## (33) Demonic Tongue [200CP] (Shin Megami Tensei V)

Demons and God are fickle beings, unpredictable to a normal man. It's lucky than that you are in possession of great negotiation skills when it concerns Demons. You can not only understand them (and in future worlds beings like Demons) but also have a sense of what you need to say to have them join your side.

## (34) Fraud [200CP] (Horror Midnight Movie Marathon)

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.

## (35) God's Plan [200CP] (Cult of the Lamb)

Running a cult, or any other organization for that matter, requires more than just devotion. You understand this, and you seem to have a good head for managing the logistics of an organization. Efficient division of work, scheduling, food and material inventory, budget management, all the day-to-day tasks of people managing come easily to you now.

## (36) Stealth [200CP] (World of Horror)

Destruction of the forces of evil is all well and good, but there's time to gather information and be a little more discreet, seeing as what you're doing in the interest of the greater good is probably more than a little illegal. You're good at blending in with crowds and putting in a

lot of work into disguises. You'd be surprised how easy it is to get into the closed hospital with a decent nurse uniform and a look on your face like you belong there.

## (37) Solomon's Testament [200CP] (Shin Megami Tensei II)

Demonic power is used by all powers of note in this world, and more than a few humans have managed to charm or coerce them to their side. The problem is that when negotiating such a contract, many Demons are not terribly...straightforward in their bargaining, some just stealing their gifts and bribes without anything in return. Whether from a similarly alien mindset or some hard-earned lessons in this cycle of mad negotiations, you know how to reach an accord and understanding when speaking with Demons, and understand what you need to give or say to them to bring them to your side. It won't work terribly well on those staunchly determined to stand against you, but at least you won't dump your life savings at a powerful demon only for them to attack you anyways. This works on demons in later jumps, as well.

## (38) Noncon Contract [200CP] (Chainsaw Man)

Once per Jump you can show someone this adaptive contract with a proposal for something they have and you want. They are forced to assign you a job in exchange. The more willful and powerful they are in comparison to you, the more valuable and difficult the job can be in relation to what you request. Upon completing the job they will be forced to honor your reward and everyone will accept this exchange. You cannot use this to ask for things that are impossible to give and everything you ask for must be under a single general theme. How much they personally value what you request also impacts the difficulty of the task.

## (39) High Priest [200CP] (Marvel Comics: Symbiotes)

Are you perhaps the leader of your... Anyway, you've got a certain dark charisma that allows you to easily talk to receptive people around your way of thinking, seduce them to your worldview, and convince them of the truth of any occult or religious secrets you're aware of. You can also spot the tells of people who might be receptive to your teachings... Or, in a more sinister light, people who could be manipulated and indoctrinated. And yes, you can apply these skills to other forms of social interactions.

## (40) A Fearsome Reputation [200CP] (Drakan)

You could burn this whole village to the ground to get what you want, but why bother when you can just ask... menacingly? You have a terrifying aura that can cause hardened soldiers to quake in their boots when you turn your gaze on them. People who are afraid of you will be more inclined to answer your questions or give you what you want. Finally, any evil deeds you commit will grow more horrific in the telling.

## (41) An Article Of Faith [200CP] (Outlast)

You are good at the business side of things. You have a thorough understanding of economics, and the ability to turn any service or resource into a profit given enough effort.

## (42) Extra Contracts [300CP] (Chainsaw Man)

For each purchase of this ability you gain three canon (or OC companion) devil powers in the form of a favourable contract with that devil. They are free to use but overusing them will draw the ire of the devil and going beyond the capabilities of the devil is impossible (you can't use the ability more often than the devil can) however you can opt to take on the costs yourself to continue using them.
The soft and hard caps are increased with your strength in relation to the ability. These abilities count as the abilities of a nearby ally so they don't get stronger with perks that increase your power. The more the devil favours you and your actions, the more uses you will be alloted. You receive a discount on devils as a companion if you obtain one of their abilities through this. Maximum of three purchases.

## (43) Scofflaw [400CP] (Made In Abyss)

Just like that scoundrel Bondrewd, you'll find that the rules of any organization you belong to... Don't tend to apply. As long as you don't flaunt your actions, you can get away with just about anything that doesn't directly harm the organization that you're part of. Kidnapping orphans? Human experimentation? Recruiting illegal delvers? All acceptable, as long as you don't target your compatriots. Don't expect a helping hand if your rule-breaking puts you in danger.

## (44) You Know My Reputation [400CP] (DC Occult)

You have an astounding capacity to bluff your way out of anything - mostly due to your supernaturally good poker face. You have absolutely no tells and even attempts to peer into your mind can't discern whether or not you're lying. You could lie to God and he'd be none the wiser.

## (45) Malfunction [400CP] (SCP Foundation)

*Keep working.*
To make something worse, on purpose. There are practical benefits for making such terrible items. For one, being the cheap alternative might allow you to sell more than any competition. You can cut all costs (financial, material, or spiritual) down to a fraction of the normal values. A corrupt product will only cost you a tenth of the resources as the mundane equivalent. Instead of using quality materials, you can substitute filth and garbage. Anything you can create in such a way is easy to make en masse. Employees can manufacture your designs on your behalf once directed. You won't directly be able to exploit this by designing intentional effects. These production processes are almost as cursed for you as any consumer that treats them as the normal thing. But you can indirectly benefit as it's inevitable that after discovering the flaws that you can find someone with a use for your malevolent products. Rarely, you could get lucky and they have a clear use to you. Especially since you're passable at making almost any normal product and can easily get adequate raw materials to experiment. Finally, any curses or crafting you do costs 10% less in resources even if not made "wrong".

## (46) The Company You Work For Belongs To A Company | Unnecessary Expense Makes Us Sad [400CP] (Outlast)

**The Company You Work For Belongs To A Company [200CP] (Outlast)**

That belongs to a company that belongs to the Murkoff Corporation. And this might not be known to the employees, let alone the public. You can conceal the real ownership of a company or something similar by creating a chain of shell companies, and nobody will be able to track down who really owns everything... or who is ultimately responsible for any illegal activities they're up to.

**Unnecessary Expense Makes Us Sad [200CP] (Outlast)**

And because you don't want to be sad, or make your employers sad, you are very good at minimising the expenses of any activity. This includes covering up accidents and other incidents that could lead to litigation.

## (47) Unhallowed Messiahs Raven-Black Tongue [400CP] (Exalted: Abyssals)

As the holy spiritualists of the Abyss, the Scions of Resplendent Darkness are expected to spread their dark brand of piety in Creation as well as in the Underworld. They teach mortals the proper respect for and veneration of the dead, and help the living to accept the simple fact that they too must die someday. Once the living finally come to accept that, they'll realize that there's no point putting off until tomorrow what could just as well come today. While any of them in Creation could have death cults grow like tumors around them, you have a particular talent for converting people and awakening fanatic devotion. In your wake, cults of death or people's ancestors pop up with disturbing regularity, merely through a few words germinating into an unholy ideal or an example set and followed by the living. With your surpassingly eloquent speeches and preaching, even the most devout might come to doubt their faith in the face of your dark theology. Needless to say, you will find it easy to provide your circle with spies, assassins, essence, and a haven in the living lands.

## (48) Blood Ties [400CP] (Horror Midnight Movie Marathon)

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.

## (49) Pactmaker [400CP] (Drakengard One)

The original pact came about from a dragon and a young girl seeking to survive. Many beasts since then have made pacts for life as well. But not too many study the act further, not many are like you and seek to fully understand the process. More than most, you can alter the way pacts work. You've learned how the process works and can guide others to it easily enough but also how to maintain several pacts at once by yourself. You know how to guide the price of a pact to certain areas, even beneficial ones, such as taking someone's time. It is possible in the future that you can take this knowledge even further, perhaps learning to create pacts that exchange qualities

## (50) Tomorrow's Promise [400CP] (Library of Ruina)

How odd, normally distortions on the level of Pluto are unique creatures. But given the vastness of the city and the distortion phenomenon I suppose it's not too strange that another would arise. At will you may summon up contracts on black paper and blue ink, which if signed appropriately binds all parties to the terms displayed. It's advisable not to breach the terms yourself, but if the other side fails to fulfill their obligations you may take stipulated from them. This may include things like their heart, which will fly out of their chest only to be returned at your discretion. If you're creative enough, you could even create disguises for others by taking distinct traits and returning them later. While you might want to trap others in tricky wording, it's important to note that the text only needs to be on the contract, thus even print so minute that a spyglass would be needed to see it are enforced as part of the terms, though truly microscopic sizes fail to count as text to the contract's mechanisms. Finally, with extensive practice and study it becomes possible to boost the attributes of others by placing a condition onto them, such as restoring their energy so long as they tire themselves to exhaustion soon after.

## (51) Twenty Dollars is Twenty Dollars [400CP] (Chainsaw Man)

There's always money to be made if you're willing to make sacrifices, but wouldn't it be better if you were guaranteed a degree of safety in the process? Twenty bucks for swallowing a lit cigarette is now free money for you, Jumper. From now on, any time you are promised a reward for completing a task you will find it that much easier to do so. On top of that, the larger the reward is the greater the effect. If the reward is a result of a contract forged with Contract Creation, this effect is even more pronounced. A devil that would undoubtedly kill you would only have a coin flip's odds if you were promised a truly great reward for it.

## (52) A Warm Darkness [400CP] (Made In Abyss)

So many things in the Abyss that you'd think unintelligent still have a soul and an inner voice. It's just that nobody is listening. Whether it's the soul within a White Whistle or the trapped agony of a cursed Narehate, you can understand and converse with those who are trapped in forms unable to speak for themselves. You'd be surprised by what wisdom they can share.

## (53) Money Talks | Scams [400CP] (Helluva Boss)

**Money Talks [200CP] (Helluva Boss)**

This is Hell, there's really nothing you can't get if you don't pay for it down here, and that's just how life works for you now in general as well. Now you will always have the ability to get in touch with a seller for anything you want to buy with only a moderate amount of effort, though the rarer the thing you want to buy the more you'll be gouged on the price.

**Scams [200CP] (Helluva Boss)**

You're an adept Scam Artist and Confidence Man, you know everything from simple ploys to earn a quick payday and a quick meal, to the subtle art of the pyramid scheme and other long term ploys to net you a constant flow of cash at the expense of the suckers who put their trust in you.

## (54) Anomalous Contacts [600CP] (SCP Universe)

This is a small, black, indestructible terminal. It possesses various numbers, which correspond to numerous anomalous suppliers. Through it, you can purchase anomalies from MC&D, Wondertainment, the parapharmaceutical supplier dado, and even the extinct Prometheus Laboratories. The product will be delivered in 1 day inside the Warehouse. The terminal accepts any currency.

## (55) Gospel [600CP] (Outlast)

Words are your greatest weapon, and your tongue is your greatest tool. You are fantastically good at manipulating others, to the point that sufficient time and effort could allow you to convince someone to kill themselves. If they have some sort of faith or belief you can exploit this is far easier, as you know exactly how to twist this to get them to do what you want. You can easily claim that mundane problems are actually spiritual in nature, and when you banish people with any loyalty to you from somewhere you have considerable influence, they will not attempt to return.

> **Capstone Boosted**: Perhaps your unusual partner is trying to help, copying something it encountered during its creation and exploiting its capabilities in new ways. You seem to be able to brainwash others with how quickly they become susceptible to your commands. You can even perform minor miracles like changing the state of a substance or altering the bodies of others via physical contact.

(Editor's Note: The Capstone Booster requires the possession of *The Walrider* perk.)

## (56) Ringmaster [600CP] (SCP Foundation)

*"They will delight and astound you!"*

The Greatest Show in the World requires the greatest showman. You're the star for the role. The show must go on. With you, it will always go on. Because that's just your type, you're the king of hype. You're the master of flair, to the point it's not fair. No matter the act, it's just a fact. Your ability to entice and excite is incomparable. You are always the most charming and intense person in a given scene and command attention. Your force of personality is such that the slightest gesture communicates your intents to those you wish, allowing you to silently give clear messages to specific individuals while presenting a completely different façade to the rest of your audience. Everyone will be able to follow your cues easily.

Furthermore, you can easily bestow this limelight on any associates or subordinates. It's easy for you to make anyone hypervisible by sharing your own popularity and charisma with them. Though, even when they bungle an act you can bounce back without harm to your reputation from a subordinates mistakes.

## (57) My War Crimes Are Bigger Than Yours [600CP] (Jujutsu Kaisen)

You know just how to hit where it hurts. You can easily create elaborate plans that exist for centuries just so you can do a single thing. Perhaps you put your brain into someone purely to create a child just so you can use them. Maybe you devised a plan to revive a bunch of dead sorcerers so that you can accomplish such a goal. You are insanely convoluted and mentally insane. So insane in fact that some would say you loop back to sanity. You also have a knack for just being an incredibly giant jerk. Using humans as meat shields and causing giant amounts of property damage. You are an insanely smart terrorist but a terrorist nonetheless. You also have a large amount of knowledge on barrier techniques and how to make half curses.

## (58) Our Sun [600CP] (Library of Ruina)

The White Nights, Dark Days incident and its consequences have been a disaster for the City's inhabitants. Though, perhaps, less so for you, someone who seems to have similar properties to its mysterious voice. You seem to have a real knack for pushing people to their limits. While this is still based on the information you have on them, when it comes to causing horrific degrees of mental stress, you're great at pushing them until one of two things happen: They snap under your arguments, becoming monstrous Distortions, beings rooted in their own desires, which have boiled over to consume them body and soul. These twisted humans have powers and forms wrapped around their wishes. Or, they control their emotions and desires, reifying them into E.G.O equipment, powerful weapons formed of the same wishes, but focused. This may be slightly less deadly or versatile on average, but the control and, well, sanity more than make up for it. In future jumps, you'll continue to be able to awaken others to their Inner Light, and moreover awaken similar abilities based on extremes of stress.

(Editor's Note: This perk does have a capstone boosted effect, it can be found in the *Library of Ruina* jump.)

## (59) Blood Money [600CP] (Helluva Boss)

You have an interesting trait, the more suffering you cause the more wealth and social status you gain. The form this takes is honestly up to you- maybe your business gets more lucrative contracts if you consistently exploit the poor- or maybe verbally abusing your husband auto-magically pads your Bank Account enough to hire an expensive hitman. People will also start to value your opinion more and consider you more important the more consistently you make life worse for people.

## (60) New World Order [600CP] (SCP Foundation)

*Logic out of Illogic.*

You were but a small force against the tides of impossibility. A single variable that stands against the status quo. Someone who seeks to create logic and stability in a world that despises both. That is the Chaos Insurgency. You are the Chaos Insurgency. The mechanisms of chance and probability will be laid to waste. Welcome to your own LK-Class Probability Failure Scenario. The cause succeeded. Chaos is no more. Now it goes according to The Plan. You control the variables, pushing the odds into near- certainties. You can turn any of the 50/50 odds into a 1-in-100, depending on what's part of your design. Impossible is impossible, and absolute remains absolute. As long as you can account for it, set the steps in motion, it all will all go according to plan. The only limit is understanding all the moving parts. There's no other outcome except your utopia. All you have to do is work for it. This perk is extremely vulnerable to the tampering by other entities that have some form of fate or luck abilities.

## (61) Demon | In Plain Sight [600CP] (Monster)

**Demon [200CP] (Monster)**

Every crime you commit will have any and all physical forensic evidence left behind almost instantly erased. Bullet casings will disappear, bloodstains on your person will clean themselves, etc. The only two things that will remain as evidence of what you have done will be witness testimony and paper trails. Outside of those, it will be as if you were a ghost.

**In Plain Sight [400CP] (Monster)**

"The big secret to breaking the rules is to make it look like you're following them". Are you a student? Maybe a construction worker? Or was it a mob boss? Why not all of them? You are now able to manage several different false lives all at the same time, with zero ill effects coming from your absence, so long as you still check in regularly enough. For example, you could be running a mafia for a week then return to your day job. No one will be suspicious and you won't even be demerited.

## (62) Smell Their Sins | Web of Suffering [600CP] (Horror Midnight Movie Marathon)

**Smell Their Sins [200CP] (Horror Midnight Movie Marathon)**

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 [400CP] (Horror Midnight Movie Marathon)**

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

## (63) One More Deal [600CP] (Marvel Magic)

Speaking of souls, it is somewhat amusing how eager many mortals are to simply trade theirs away in return for trifling rewards. You may make infernal contracts with mortals, a binding exchange of goods and services. It doesn't even have to be souls you trade for, you could trade in powers, love, memories, and so on. The contract is magically binding for them, but keep in mind that it is also binding for you as well as the fact that it is bound to the letter of the agreement, not the intent. This contract will bind any being who openly agrees to it, no matter their power unless they are truly all-powerful. As a final boon to make this easier, you may focus any magic you possess through these deals, foregoing any rituals or incantations to accomplish things with a simple snap of your fingers just so long as it actually is possible to do so with the magic.

## (64) Advocatus diaboli [600CP] (SCP: Foundation)

*The devil is in the details.*
The classic oaths: ritualized worship, sacrifices in your name, blasphemy against the divine, and good old diabolical dealmaking. All these things will help you generate Faustian-Sacramental Energy, advancing your power beyond that of fellow demons. The amount of power you receive from such acts is enough to accomplish most tasks requested of you; mortals who are offering you a meaningful payment is enough to provide you the power to take it and give what they need. Others must abide by any terms they've agreed to, deals can only be ended by both sides mutually. You are required to uphold your end of any bargain to the letter to keep such pacts effective. Naturally, any such binding magical contracts need to be made through free will – though trickery through misdirection, loopholes, or just fine print is highly encouraged. You can cheat ritualized worship in a few ways to get more from clueless mortals. Hiding your sigils or symbols into infrastructure or labels can make it so that evil nearby counts as worship. This can be as simple as your businesses having packaging that means eager customers donate Gluttony, or as massive as designing road networks that transfer every bit of road rage back to you as Wrath. FSE is worth collecting whatever the sin involved, since it can basically allow wish-granting and reality warping. In particular, the effects seem to work best when create a hellish change on the world. Though, if you have your own afterlife, it's more likely to replicate that.

## (65) Princehood [600CP] (Helluva Boss)

Being a Goetia doesn't by default grant wealth or property- typically it does through family connections and the like but I digress, you on the other hand are a Prince Of Hell as as such have access to vast sums of money, enough luxury property to build a city on, and Legions of Lesser Demons under your command. If you aren't a Goetia or a Sin this can take the form of an immense Mafia Empire or your own huge Megacorporation.

## (66) Avenging Angel [600CP] (Outlast)

Not only does your great height allow you to tower over most, but you have an air of utter terror around you. Perhaps you dress in a way that is disturbing, or you chant under your breath in strange tongues, or perhaps you are just very tall and have a very big weapon. Whatever it is, it creates an unusually strong fear response in any opponents you may have. While you may not really be that strong or durable, you will find that those you face will largely try to flee or cower in abject terror rather than fight back. Only the very bravest and those without the fear response found in humans will be able to combat you directly.

> **Capstone Boosted**: Are you forgiven for your actions? It seems that something is shielding you from the backlash of your bloody crusades. You do not seem to face any repercussions for killing others in terms of automated responses, dead-mans switches or any sort of spiritual backlash. Legal consequences and the direct actions of others are not affected, as you may still go to prison or be attacked for killing someone if any dare face you, but the indirect and less obvious consequences don't seem to occur.

(Editor's Note: The Capstone Booster requires the possession of *The Walrider* perk.)

## (67) Dark Communication [600CP] (Darkest Dungeon)

"*Let me share with you the terrible wonders I have come to know...*"
An arcane ritual; a pact with something from beyond time and space. Having struck a bargain with some fickle entity of the abyss, you now have the ability to direct it in battle; summoning tendrils- an insignificant portion of the beast's true form- from hellish portals to batter your enemies into submission, pull them from their ranks, and flatten them with the eldritch force imbued in each grasping limb. Or, if this servitude is unagreeable then you can set yourself as a master of the living dead instead. Although your necromantic powers will have yet to grow to maturity you can still cause the dead to burst forth from the ground to grasp the ankles of your enemies, pulling them out of line or simply tearing them limb from limb… with enough time to "negotiate" or further your studies, you may conjure even greater things to do your bidding- or even make them fight alongside you autonomously, rather than merely following your commandments. Lastly, you may commune with this being- or the spirits of the dead- to petition them in warding your camp, strengthening an ally, or even bringing one back from death's door... at increasing cost to both the light of your campfire and the sanity of yourself and your fellows, as a price for their meddling in mortal affairs. So long as they don't differ from these principals, you may choose something aside from the eldritch or the undead to command, as well- perhaps plant-life that grows and wilts with unnatural speed, or swarms of rats to gnaw your foes to death?

## (68) Dealmaker Demon [1000CP] (Hazbin Hotel)

You can make Deals. The D needs to be capital too, this isn't some pansy-ass half baked give some idiot gold for his soul. This is straight-up Wish-Granting levels of bullshit. And you get a power boost for it though small, about 0.1% for every deal made. But in turn, as long as you have the raw power, skill, tech, or whatever else needed to fulfill a wish, even if it would normally take years, you can do it instantly and with no prep, if it's for a Deal, though you'd have to have enough time left in Jump to do it. After Spark though, it's "As long as you could eventually do it with the power and skills you currently have". And these deals do not

lower your power in any way. If you can make/reproduce something within the time you can create it instantly for the purpose of the deal and it doesn't drain or take it from you in any way, such as money or a potion. The deal is not fiat-backed or forced on either side, Demons and those in deals with them constantly try to one-up each other.
This gives you some freedom though, such as if someone was, to say, ask to be rich, you could maybe change their name to Richard, or turn them into yogurt or something. Look, my point is that you can twist that wish into something fucked up and not at all what that person wanted if you really wanted to. Maybe for kicks, maybe it's funny, maybe you hate that particular person, whatever reason you have to fuck up their wish, you can fuck it up so long as it was technically what they wanted. Oh yeah, and the person who wants the Deal actually has to want it. No abusing this power in some weird-ass way, like having one of your companions repeatedly wish for you to take a breath or something.

## (69) Perfection | Manipulator [1000CP] (Monster)

**Perfection [400CP] (Monster)**

You are almost inhumanly perfect, at least mentally. You are now prodigious in every intellectual study you decide to pursue, whether it be math, law, language, or economics, enough to easily be at the top of your class should you desire to be, and your memory is now eidetic. Your intellect is such that your involvement in someone's affairs can easily prove to be life changing for them if you put some effort in, and your planning capabilities are so good that if a plan fails or something goes wrong, it's probably because you wanted it to, rather than an event or person actually stopping you. Unlike a certain other man on this level, this intellect will not make you detached from humanity. Additionally, this perk acts as a capstone booster, as seen further below.

**Manipulator [600CP] (Monster)**

Your understanding of the human mind jumps right over the line of normalcy and into the eerie. Just looking into someone's past or interacting with them for a couple minutes or so gives you a near complete understanding of their psyche, what drives them, and how you can manipulate them. Your charisma also skyrockets, enough to easily make use of what you now know. For example, you could easily convince addicts to go sober, cure someone's depression, become a trusted confidant to powerful people, or if you're less moral, convince people to kill others or themselves for you, if they're mentally vulnerable enough.

> **[Perfection Boosted] A True Monster:** Your understanding of the human psyche is now in the realm of the superhuman. By simply talking to people in certain ways, you can gradually cure otherwise incurable mental disorders, such as dementia, schizophrenia, sociopathy, etc. Additionally, your manipulative abilities are now so advanced you could probably get an entire town to kill each other if you really wanted to.

## (70) Sales & Marketing | Middleman | UnLtd. | Anomonopoly [1300CP] (SCP Foundation)

**Sales & Marketing [100CP] (SCP Foundation)**

*Of course you have 10 years' experience in emerging market trends.*

You can sell anything, especially yourself. You've got great people skills a keen sense for presentation. You can appraise values of things not just by a sense of market prices, but by evaluating the key features that make it appeal to specific customers. You know how to

promote something to give it the highest perceived value. You know how to pick your customers to find those that find the greatest appeal in your products. Yes, this discerning eye works on your customer's too, helping you figure out their values to compare them with your stock and how it could advance their lives. You know how to read a customer, avoiding terms that might create discomfort like "slaves" when you could just say "staff included with purchase". You easily feel out how to cater to special interests too, creating an atmosphere where the most deplorable customers can feel comfortable asking for what they're really seeking.

**Middleman [200CP] (SCP Foundation)**

*Supplying demands.*

Your customers will be as sophisticated and educated as they are depraved. You'll need to have a solution to every request that might come from such a demanding clientele. A distribution service is nothing without something to distribute. If it exists, you can find any good or service. If it doesn't exist, you can find someone with the capacity to make it exist. As long as you have the ability to invest, you can find a trail to follow. People respond well to money, and for you adding these cash incentives to cooperate with your search is unnaturally effective. Wealth goes a lot further than it logically should. A refund plus store credit a customer receives after suffered horribly from malfunctioning products might be enough to satisfy most of them. But cash is at it's most powerful for you when it comes to finding and securing supplies. Tracking down a source of raw material, refined goods, specialty services, or even anomalous artisans. Some people believe they can't be bought. For those majority of those people, you'll now find all it takes is adding a couple more zeroes to the price.

**UnLtd. [400CP] (SCP Foundation)**

*Quality over Quantity.*

Some tend to treat Marshall, Carter, and Dark as this sort of massive faceless corporation. But in actuality the workforce is implausibly small. They're running a worldwide cabal that controls the world's wealthy with less than a hundred people. They're anomalously streamlined - and you can be too. It's as if you ascended as the very embodiment of your company, able to individually perform as many tasks as an entire rival corporation. Limited employees is no obstacle to your operations, in fact it helps things run smoother. Fewer moving parts makes it vastly easier to run your worldwide business operations as you gain the time to micromanage every part of your business. A chef could personally cook in every franchised location, a lawyer could handle every case for an international firm with thousands of clients. There's no risk of burnout or overworking when you're doing a job you enjoy. Whenever you handle a job personally the chance of any operational risk drops to near-impossible. Every tool and resource your business has will always be at your disposal.

**Anomonopoly [600CP] (SCP Foundation)**

*A finger in every pie.*

When you deal in magic and miracles the buyers seem willing to pay any price. Like MC&D, you can maintain near-total control of the magic market. You can charge exorbitant markups and never run out of potential buyers. There's nothing supernatural about this kind of capitalism though. Street anartists will continue their craft, and the cults and churches will keep their magic, but you get a special relationship with any organizations looking to sell. You'll become everyone's first choice for business partner as long as you can afford their wares. Anyone who knows about you and wants to distribution anomalies comes to you first. Play your cards right and you'll be swimming in cash and almost any impossible anomalous tool you could ask for. The biggest problem you might face is too many interested parties.

## (71) Apostles | A New Testament | Higher Calling [1400CP] (Outlast)

**Apostles [400CP] (Outlast)**

Your devotion to whatever cause or calling you have is almost contagious. You find it far easier to obtain followers and aids, and those who pledge their loyalty to you and your movement will remain loyal.

**A New Testament [400CP] (Outlast)**

You are skilled at creating religions and cults, with teachings and mythology created entirely by you or by incorporating features of those present within the setting. In such groups, you can create rules and practices you want and back them up with religious or spiritual reasoning, and can encourage your followers to participate in various activities as well as avoid actions that your movement practices against. You do not necessarily have to follow such rules yourself and can easily manipulate such organisations so that your own actions are not called into question. You could ban the use of something but use it yourself as a 'study aid'.

**Higher Calling [600CP] (Outlast)**

Perhaps you actually want to worship something rather than pretend to do so. You are now able to direct yours and those of your allies towards beings that could be considered deities, even if they are not. This allows you to avoid their wrath and occasionally be rewarded for your reverence, so long as you are not working against them.

**Capstone Boosted**: Perhaps those to who you proclaim your faith sense that there is more to you? You receive further blessings and protection from entities you worship and can even be given some of their power so long as you follow their teachings and instructions.

(Editor's Note: The Capstone Booster requires the possession of *The Walrider* perk.)

## (72) No Nonsense Nemesis | Twisting the Knife | This is Great Darkseid? | Taken Off The Board | Lord of Terror | Glorious Gab | A Blight Upon The Universe [2000CP] (DC Fourth World)

**No Nonsense Nemesis [100CP] (DC Fourth World)**

There is no mirth or joy in the dread planet Apokolips, and you carry that particular lesson with you wherever you go. In your presence, all light-heartedness dies...the comedy relief finds their jokes dying in their throat, encouraging speeches from heroes tend to be tinged with an uphill struggle to maintain morale, and you are taken absolutely seriously regardless of what you happen to be doing or how you appear to others. No light will be found where you walk. This can be toggled on and off.

**Twisting the Knife [100CP] (DC Fourth World)**

It's not enough to simply defeat your enemies. No, it is far more satisfying to absolutely crush them and any hopes they had, and see them wail in despair as they lament ever being born into a world you exist in. You know just how to hurt someone on a personal level, whether with biting insults towards their biggest weaknesses or regrets or utterly placing them in physical agony with your abilities, possibly shattering their will to live if your will overcomes theirs. This does little in any practical sense besides giving them a reason to

hate or fear you...but it's oh-so-satisfying to perform on those who dare defy you. Or just those who irritate you.

**This is Great Darkseid? [200CP] (DC Fourth World)**

How like the humans of Earth and even so-called 'heroes' across the galaxy to underestimate the biggest threat of them all. Even if you carry a reputation fit for the embodiment of evil, few initially suspect your dealings or consider you an active threat...a distant one, surely, on a far away planet. Your schemes have a better chance of going unnoticed, your violent squashing of your enemies seen as one-time affairs. And when indisputable evidence of your dealings become apparent and your enemies finally unite to defeat you? Something as juvenile as one of your weaker avatars being defeated is often enough to satisfy them. Only someone who absolutely hates you to your core will likely resume the hunt afterwards. What was it they said about good men and evil in the world...? It doesn't matter.

**Taken Off The Board [200CP] (DC Fourth World)**

Of course, obvious betrayals and simple murder are the products of hungry beasts and the simple-minded. You've learned how to move the board of intrigue in more intricate ways. You know how to advance your own standing and plans through misdirection, assassination, along with just the right amount of slander directed at your foes and know how to do it well. This doesn't cover the world-spanning schemes or the long-term efforts of years or centuries...but if you need to get ahead and remove someone from the equation? You can certainly do that.

**Lord of Terror [400CP] (DC Fourth World)**

Fear is an inadequate description of the feelings you inspire in others. No, terror has a much better ring to it. Your presence is suffocating, quickly draining the morale of those who look upon you and causing those weaker-willed than you to be reduced to gibbering terror. Is it deserved? Perhaps, perhaps not. But it is useful. You find it almost effortless to intimidate others, even if you happen to be doing something as mundane as sitting in someone's couch or making petty taunts in their direction. Naturally, it's even more potent when you do or say genuinely terrifying things, which you are very good at. The weak-willed lose their sense of self and their resolve crumbles, leaving them tempted to abandon their values and good sense just to spare themselves. Even those who match or surpass you in strength give you a wide berth and avoid you if they can help it...though they'll be much harder to bring into line with fear alone.

**Glorious Gab [400CP] (DC Fourth World)**

It's all their fault! You know, Them. Your enemies are the enemies of all – They will steal from you, kill your family, and unleash hell. But Jumper is your salvation, the force from beyond that will redeem you and remove Them from the world forever! All you ask is for a little something in return. You're an excellent public speaker, especially when it comes to evangelizing your particular dogma or cause...even if that cause is just 'obey Jumper' or 'hate what Jumper hates.' You know how to stoke the base instincts, fears, and hatred of others and direct them towards whatever purpose you have for them, whipping them into a frenzy and committing acts they would otherwise abhor in the name of what they consider a higher calling. What's more? You know how to perfectly twist your message in a way that worms into foreign or alien cultures, effectively hijacking any existing or imagined narrative to your liking. With just a small-time radio show, you can inspire riots, cults, or just some good-old-fashioned neighbor against neighbor. Glorious, isn't it?

**A Blight Upon The Universe [600CP] (DC Fourth World)**

It never gets any better. The constant humdrum of daily life, the suffering of the innocent, the slow grind towards entropy and the ever-escalating villainy of those with great ambition. It is always there...and you will it to be so. Your mere presence creates a greater likelihood of worst-case scenarios for the good or those foolish enough to oppose you – weapons jam, beneficial advancements in science or magic turn on their users or into horrific plagues, and more. This is paltry compared to when you actively wound or tear down others. Your actions snowball into greater and longer-lasting ramifications that wound the world forever – killing a great hero causes friction and even in-fighting among their allies in grief, enslaving a country makes all but the strongest-willed heroes accept the outcome and even seek to profit from it, and throwing an entire civilization into the slaughterhouse will compel others to follow your example on their own enemies they were at peace with previously just from how easy it looked. With each victory, each atrocity, you make the world a little worse and full of more evil. You lead with a skip in your step to the very bottom of hell, and the world follows your example. Should you feel...whimsical or merciful, this can be toggled off and back on at will.

# Cursed Catalysts

## Mechanisms by which to Supply Resources & Tool
## [105,050CP] (352 Purchases) - Perk Total: 299

### (1) Ouija Board [25CP*] (Generic Stephen King)

A board once used by a Ms. Nadine Cross while she was in college. Actually works, regardless of the world. Whether that's good or not depends on who (or what) you contact. 50% chance to contact something malevolent while in a horror jump. All other jumps have a 10% chance of malevolence. Contacting a specific spirit or entity is not guaranteed.

> **Ouija Board: Signal Boosted:** For 100CP, contact the desired spirit or entity, every time.

(Editor's Note: For *Signal Boosted*. You may have to be in a location significant to the desired ethereal being.)

### (2) Souvenir(?) Puzzle Box [25CP] (Generic Stephen King)

A small puzzle box made from wood and brass or gol... Wait, what is this doing here? Someone get rid of this! Oh, hell, they already bought it. Listen, just don't open it. Okay? Bad, bad idea... Just kidding. Seriously, this is a movie prop. Right...?

### (3) "Biographical" File [50CP] (Generic Stephen King)

All the dirt on one person of interest to you, including evidence. Warning: Non-refundable and cannot fabricate evidence if there is no potential blackmail to use.

### (4) Radiation Meds [50CP] (Fallout: Mutants)

In case you didn't realize, radiation is everywhere, and it would take a very stupid person to ignore it completely. Eventually, you will run into radiation, and you'll definitely want this around. This small cooler has twenty-five Radaway and ten Rad-X which are replenished weekly. Radaway purges your body of radiation, while Rad-X increases your resistance to it.

### (5) Gas Mask [50CP*] (Resident Evil)

With the amount of times a pathogen gets released through the use of aerosols and gases, one would think that air filtration units would be more prominent when Raccoon City kicked off the whole viral problem. Yet a fair amount of them do not, and that is a bit of a failure on their end. You could fix that, however. This gas mask is quite skilled in filtering out all but most concentrated of toxins, and it comes with a replenishing supply of filters.

> **HUD:** For an additional +50CP, it is upgraded to come with a helmet and include a heads-up display in the visor along with a miniature air tank in the event the filter is not enough...
>
> > **NVGs:** With an additional +50CP on top of that to include night vision! It's very useful, admittedly.

## (6) Ritual Supplies [50CP] (Horror Midnight Movie Marathon)

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.

## (7) Jarred Bugs [50CP] (The Elder Scrolls Series)

A set of five jars, each filled with a different kind of bug found native to Tamriel. You won't need to feed them, and you might find yourself talking to them like they were actual people.

## (8) Feed Bag [50CP*] (Ravenwood)

A large sack filled with the ideal food for ravens, crows, and other, similar birds. The feed within never seems to run out. Birds that eat this feed regularly seem to grow smarter, up to the intelligence of the Ravens offered below. An additional purchase (undiscounted) can be made to add feeds that will have the same effect on another kind of animal, such as cats, dogs, mice, or other, more exotic animals. For an additional 100cp can be spent to add feeds infused with the sources you possess to grant anything that eats and can benefit from the feed access to that source. A single animal can only benefit from one such infused feed.

## (9) Obscure Texts [50CP] (TES: Magic)

A collection of writings written by a multitude of seemingly mad scholars, they do offer a bit of insight as to the wider story of this universe. From catalogs on the Magne-Ge to heretical essays to a letter seemingly from the Fifth Era, there is much to be learned from them. At least, should you be able to decode their mad ramblings.

## (10) Catalyst [50CP] (Lord El-Melloi II Case Files)

A historical artifact left behind by a long dead famous or supposedly legendary individual. It doesn't have any magical powers, but it's got magical uses, and it comes with enough authentication to prove it's the real deal. Unlike most items, this will not be replaced until the next jump or decade if destroyed, stolen, or sold. In exchange, you get a new one from your new setting every jump.

## (11) Trap-Maker's Guide [50CP] (Resident Evil)

With the amount of people who are into traps around here, it almost feels like someone had a fetish for traps. There's just traps all over the place, hidden traps that lure people before revealing their devious contents. How cruel to introduce traps, yet there's enough who are into that sort of thing that there's guides for them. You have one such guide to traps, letting you find the clues to traps and even how to design traps for yourself. Yes, you will be a trap connoisseur, and all the traps will be yours.

## (12) Blood [50CP] (Pact)

People without other means of fuelling their magic may resort to desperate measures, such as drawing their own blood to use. Never again will you need to go that far,

as you have all of it that you could need here. A tapped, replenishing barrel of your own blood.

## (13) Soul Gems [50CP] (TES: Magic)

In order to enchant, one must possess both the knowledge of the enchantment they want to place, as well as a filled soul gem. The second shouldn't possess an organised chest with fifty of all soul gems that replenish weekly. These are all filled with energy mimicking that of a soul, not an actual soul, so that should make your conscious feel better about itself when making a flaming sword.

## (14) Cult Documents [50CP] (Generic Creepypasta)

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

## (15) Alchemical Reagents [50CP] (The Elder Scrolls Series)

In order to perform alchemy, one must first have the appropriate ingredients. Luckily, that is no longer a problem for you. You now possess a storage closet containing fifty of all alchemical ingredients found within the Elder Scrolls series, organized so that you can easily find what reagent you're looking for. This will replenish weekly, so don't be afraid to run out, because you won't.

## (16) Abduction Suit [50CP] (The Dark Tower)

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.

## (17) Rail Zeppelin Ticket [50CP] (Lord El-Melloi II Case Files)

A standing invitation to Rail Zeppelin’s exclusive, annual mystic eyes auction. You may bring one guest, and they will allow you to send someone else in your stead, even for money. Post-jump, you may invite yourself to a similarly exclusive event or auction once per year, or sell the chance, and no one will mind.

## (18) Stimpak Pouch [50CP] (Fallout: Mutants)

Seeing as there is always something looking to kill you around every corner, it would certainly make life easier if you could heal yourself. Luckily you can! This small bag contains twenty-five Stimpaks and ten Super Stimpaks that are replenished weekly. Stimpaks boost the body's own regenerative properties, causing faster healing, though it's not very effective against major wounds. The Super Stimpak, meanwhile, is a more powerful variant, and is decent at dealing with major wounds.

## (19) Small Bag' O Demon Parts [100CP] (Hellgate London)

A small bag containing a horn from a fire imp, a claw from a lightning imp, and a pair of teeth from a minor basilisk. If implanted they would grant you the ability to cast a small ball of fire, a minor spark attack, and a slightly greater reserve of mana. Should you implant the basilisk teeth you would gain immunity from its poison, as well as a wicked bite.

## (20) Monster Bits [100CP] (Seven Deadly Sins)

You have a bag full of various monsters. Demons, Animals, Monsters, and even Dragons. This refills every day at midnight.

## (21) Soul Shards [100CP] (Anima: Beyond Fantasy)

A small indigo stone, these crystals are notable for their affinity to unnatural beings. Peering through this shard reveals the souls of any being, including making spirits visible, though the stone’s opacity makes it somewhat difficult. Their best function, however, is in the hands of a summoner; While summoners can bind spirits into whatever they wish, a soul shard is a natural vessel, holding almost any summoned creature without any issue. You will find another each week.

## (22) Tools of the Trade [100CP] (Made In Abyss)

A mysterious metal backpack containing a tightly-organized set of tools- always-sanitized surgical implements, petri dishes, test tubes, flasks, bunsen burners, scales, and so on. Whatever devices for observation, transport, and containment could be found in a typical laboratory. Should anything break or have its integrity compromised, you need only wish for it to be replaced.

## (23) Analog Horror [100CP] (SCP Foundation)

*I SEE YOU*
Perhaps keeping this old box of films in the darkest, most forgotten attic would be better? This old VHS collection has quite disturbing inclusions. You only need to include the ones that appeal to you. One of the videos is just an advertisement for a lovely little hotel in the Rockies. One is TotleighSoft’s DOGM OVIE, with special ever-rewatchable technology. Others seem far more insidious. Among them is a recording of President being brutally maimed while giving an increasingly incoherent speech, a recording of a particular basketball game, Return of the Suburb Slasher, and an unaired recorded episode of The Adventures of Paddy the Pelican called “Love Me, Do It”. Worse, each of these VHSs plays

slightly different version of events each time. Includes: SCP-4068, SCP-4587, SCP-1981, SCP-1733, SCP-5733, SCP-2835. You get one unique copy of Sunday Dinner, too. Tartarean-class entities get every season of LAUGH IS FUN (SCP-2030) with this purchase on VHS. MC&D may receive Karma Kameleon's Adventures on Earth! (SCP-4228). Drop-Ins can add in Livin' with Werewolves (SCP-1241). Black Queen can add a VHS cassette collection for making alternate reality recordings (SCP-1025-2), complete with audio. Global Occult Coalition may pick any Christmas film (as a stable instance of SCP-3362), which can be used to trap the first (normal) person you allow to view it within the media as a conscious entity. These and other anomalous VHS series or film can be bought individually for 50SCP each – but only for anomalous tapes where all abilities are fully contained within the provided media – no real-world effects beyond being interaction.

## (24) Agent of Carrion [100CP] (Exalted: Abyssals)

Useful for the aspiring necromancer or necro-surgeon both, you have made an eternal pact with a spirit of the dead. Each day, at the moment just before dawn, it will deliver to you a fresh corpse, perfectly preserved with no discernible cause of death to mar their bodies. You may do with these as you wish, and rest easy in the knowledge that in another day you will have a new cadaver delivered to you. Each day, you may choose to gain a random dead body, in which case it will tend towards ethnotypes common in the region, or request a custom order for special projects. Young or old, beautiful or ugly, male or female, even specific hair colors and races may be catered to. You might even ask for the remains of beastmen and wyld mutants, if you wished. But more than just a single body, should your location be near to strife or large accidents, more can be delivered, jumping up to dozens a day at the highest ends. Each will be immaculate as the first, but these additional corpses cannot be chosen and will simply be of random appearance, tending to suspiciously resemble those who perished in these accidents or battles.

## (25) Bucket of Blood [100CP] (Graveyard Keeper)

This simple wooden bucket is filled with Type-O blood, or the equivalent "Universal Donor" blood preferred by Hematophages in whatever world you happen to be in. It is sterile, disease free, young, virgin, non-clotting until used, and can actually be used with the correct apparatus to perform transfusions should you so desire. The bucket contains two gallons of blood, and refills if left upright for one hour. Strangely you cannot clone a person from the cells in the blood. Attempts, magical or scientific, simply create puddles.

## (26) Protective Gear [100CP] (Outlast)

You might be working around a lot of dangerous substances and machines. While this won't help much against deliberate harm by other people, this set of overalls will provide noticeable protection against chemicals, radiation, disease and nano- threats. You could wear these while working around a machine designed to alter minds, and so long as you were not the intended test subject you would not be affected.

## (27) Lump of Flesh [100CP] (World of Horror)

A small chunk of meat that seems to have small tendrils that flail as it slowly pulsates. If you were actually crazy enough to eat this thing, you'd find that many of your wounds would

close and give you immediate relief. Useful for sure, but is it worth the stomach pains and that weird lump in your belly...?

## (28) Work Books [100CP] (Dying Earth)

This is a set of books containing the basic information needed to work spells into the mind to prepare them for ready use. This is a mix of untidy folios, leather-bound librams, and other grimoires of many shapes and sizes containing 30 or so spells of various type and kind. And additional blank tomes which will retain spells you write in them, capable of containing around another 100 or so. If lost or destroyed they will be replaced within a month, though not before you return to a place of safety and freedom.

(Editor's Note: This perk becomes free if in possession of the *Vancian Magic* perk.)

## (29) Lantern's Light [100CP] (Hollow Knight)

A large metal staff that splits into several strands at it's end, each forming into a sharp claw. Within the claw, a constant scarlet flame flickers. Preferred weapon of the Grimmkin. This staff innately bolsters any kind of pyromancy put through it, be it of Nightmare of otherwise. Non-Nightmare flames gain a red tinge when cast through the weapon. In addition, holding the weapon on their person renders the user practically immune to fire.

## (30) Cosmological Maps [100CP] (Generic Summoner)

A complex but niche bit of artifice, this "map" is able to project a representation of the various planes of existence and where they currently sit within the cosmological scale of a universe, showing when two planes are close together or distant from each other, as well as if there is interference lying between them that may influence summonings of all sorts. It can also be used to help navigate between dimensional boundaries.

## (31) Maerlyn's Rainbow [100CP] (The Dark Tower)

Also known as the Bends o' the Bow or the Wizard's Rainbow, this set consists of thirteen coloured spheres Maerlyn spun from the waters of the Prim into glass. Whispering secret words, he divided the white magic into twelve tainted magical strands. Finally, he rolled the strands into spheres. When nothing was left in his hands but shadow, Maerlyn rolled a black ball. The first twelve represent the Twelve Guardians of the Beams, each having the secret of a different form of magic; the last, Black Thirteen, represents the Dark Tower itself, which was filled with the evil of the monster-infested void that existed between worlds. Some of these magic balls look into the future; others look into the past or into alternative realities, and some have the power to transport the user to places as well as to show. They can pierce through all manner of wards and defences to show what they will, and are potent enough that any human with no talents in magic could use them. Other balls may summon things to them - perhaps from the demon infested worlds, or show only vile acts most people would wish kept secret. One is said to give the power of levitation, and another the secrets of telepathy. But all are cursed to bring despair and sorrow to those who wield them, and all of the balls are alive and hungry. A person begins by using them, but in the end, he or she is used by them and sucked dry - be it of their life, their youth, their soul or their will (it depends

on the ball). Though magic is by nature neither good nor bad, these spheres bring only sorrow to their users, and the black contains only the evil of the void.
The Thirteen colours consist of: Crimson, Orange, Yellow, Pink, Dark Blue, Dark Green, Indigo, Lime, Azure, Violet, Brown, Pearl Grey, and Black. Each allows their user to see things beyond the bounds of the world they live in, and assists in going Todash. If the viewer does not have anything in particular they desire to see, it will direct them to whatever they know will hold their attention, and so gain a hold over them. They are completely indestructible, and cannot be contained for long. They each represent a corruption of the pure energy of the  WHITE. If the WHITE represents wholeness, and the best human beings can strive for in ideal and action, then the debased colours of the rainbow represent the baser emotions, or the fallen drives of a fallen world. For example, the pink (Maerlyn's Grapefruit) resonates with sexual energy, but it is desire, possessiveness, and cruelty without the higher emotions that true love can instil.

## (32) Enchiridion [100CP*] (Adventure Time Jump)

A book about everything you need to be to be a Hero. The Enchiridion possess the ability to open portals to any know dimension in the (local) multiverse, including prismos time room but can't be used to travel to other settings, it also requires the gems of the princess of Ooo to work, but the ancient knowledge inside its pages (like how to kiss a princess) is indispensable.

(Editor's Note: Would recommend watching this video about the *Enchiridion*. Due to the nature of the Darkest Tome, the *Enchiridion* has a very high chance of simply refusing to give you knowledge of any importance or will not cooperate. Which I think is fair considering the price of the Item (unless increased, which I suggest *1500CP* or more) because of the actual importance of the *Enchiridion*.)

## (33) Reagents [100CP] (Generic Necromancer)

A small pouch that has an unlimited supply of common reagents used for most supernatural and magical means. A spell needs some guano to cast? This will provide it as often as you wish to cast it. Basic herbs for alchemy? They're present in this pouch. Screws to help connect some bones together? Take as many as you need. Salt to create a protective circle against a vengeful spirit? It's in here with a vial for easy dispensation!
This only works for relatively common and cheap materials you could get on the open market and will do nothing for more valuable reagents such as gemstones or well crafted foci, nor will it provide inherently magical materials like holy water or potions.

## (34) Folklore Books [100CP] (Fatal Frame)

A collection of literature on local legends. Updates based on your setting.

## (35) Echo Seeds [100CP] (Glitchtale)

You gained a set of seeds of a special kind of flora found in the Waterfalls, the Echo Flowers. These blue and bioluminescent flowers have the ability of repeating the last sounds they have been exposed to, very similar to echoes, but, eventually, after some time the sounds

they emit become just white noise. You have a set of thirty seeds that restock themself at the start of each month.

## (36) Monitor [100CP] (Dying Earth)

This is a small device which will inform you of when time has been frozen to allow an entity to act outside of the normal flow of time. Yours also warns separately - of when someone has traveled to the past or alterations to the past have altered the current state of time. It won't tell you how they did so, what happened in this frozen time, or how the past has altered, just that the flow of time was interfered with; it will however differentiate between a time stop and time travel.

## (37) Sentry Cacti aka "*Boomflurries*" [100CP] (SK's: TDTS)

Though they are unable to relocate, these wickedly spiny, carnivorous cacti may bend, snap, stretch, and smack any who come in their reach. They are only slightly more robust (but much more flexible) than an ordinary cactus and so are easily harmed. If cut or gouged, these cacti ooze an inedible white sap of petrochemical origin, approximately the same viscosity as blood. They are sentient enough to recognize movement and threat level - if they think they can kill and eat something, they will strike. If something has eluded or harmed them in the past, they will remember to be wary.
This purchase grants you two cacti which may resemble any variety of cactus you like, though they will need to be moved and planted like any flora. If you have knowledge of botany or gardening, you will find it a simple enough matter to cultivate cuttings and propagate more of these prickly sentries.

## (38) Souvenir Meteorite [100CP] (Generic Stephen King)

This strange piece of rock fell on a farm. No one has heard from the residents since and… Where did all these plants come from?

## (39) Magnetite [100CP] (Shin Megami Tensei II)

An important mineral for summoners and absolutely essential for Demons, this is the glowing mineral Magnetite. It is what allows Demons to manifest into the world and sustain themselves in humanity's reality. Did I mention it is primarily found by being torn out of living human bodies or other demons? Since your demonic form needs Magnetite to keep itself in place, this is a month's supply that will let you comfortably manifest four weak Demons for a month, or one extremely powerful Demon for a week or two. This will restock every week. Naturally, you'll want to get more if you grow in power or plan to summon that many powerful Demons yourself.

## (40) Black Soul Gems [100CP] (TES: Undead)

During your studies of necromancy, you have discovered that there were few items as useful in the dark arts than black soul gems. These are the only type of soul gems that can handle the souls of the mortal races. How lucky you are, then, that you are now in possession of fifty replenishing black soul gems, each filled and replenishing after a week.

## (41) Whispering Seeds [100CP] (Hollow Knight)

A set of seeds, which when planted in near any environment will eventually form a Whispering Root. Whispering Roots can access the history of the lands they're planted in, and can serve as a conduit to the dreamworld if you desire quick access.

## (42) Gold [100CP] (Drakan)

50,000 gold coins. Enough to live on for a very long time in this world , assuming you live in a place that has a functioning economy. Might induce others to rob you, so be careful who you show this to. Comes in a small leather wallet that holds all the coins without bulging or weighing you down . The wallet will not hold anything but coinage.

## (43) Fusion Cores [100CP] (Fallout: Mutants)

It would be an understatement to say that the Old World knew how to use nuclear fusion as a power source. They used it to power nearly everything, from their cars and televisions to their weaponry and armor. You now own ten fusion cores that won't run out of energy. Whatever you use them for, please don't damage them, as they make for deadly explosives. If any are lost or destroyed, they will replenish the next day.

## (44) Soul Containment [100CP] (Glitchtale)

You acquired a set of 7 glass containers that can be used to contain a soul each. The souls inside them won't suffer any degradation from the time and can be stored for an indefinite amount of time without shattering. The containers would also work on monster souls, but these souls shatter immediately after death.

## (45) Contractual Implement [100CP] (Chainsaw Man)

A decently well-made mundane item of your choice that increases the potency of any borrowed ability you use through it. It can also store one ability channeled into it willingly for the use by its wearer (though they have to provide the energy and other requirements). The stored ability can be replaced at any time with another.

## (46) Runic Robes [100CP] (TES: Undead)

A set of enchanted hooded robes, as well as a mask made from the skull of a talented mage, perfect for any self-respecting necromancer. Wearing these will see your pool of magicka increase, as well as speed up the rate at which it replenishes.

## (47) Necromancer's Staff [100CP] (Generic Necromancer)

A simple staff of ebony wood topped with an onyx gemstone, this staff is able to channel most forms of magic, but is highly receptive to necromantic magic, offering a significant boost to the effects of necromantic spells cast through it. It even has a simple spell of animation built in allowing the holder to animate a corpse for a short period of time, this is more akin to using the corpse as a puppet rather than a proper undead, but it uses the intent and subconscious desires of the caster rather than direct commands, at least as long as the staff is in their hands.

## (48) Life Return Ritual [100CP] (TES: Undead)

Well then, it seems as though you have taken a page out of Falion's journal, quite literally I might add. You are now in possession of a small book containing various rituals meant to return the various types of Undead back into their original mortal selves. This can also be used to affect undead creatures in any future worlds you may decide to visit. Not many who embraced undeath may be so willing to undergo such a ritual, though.

## (49) Octorod [100CP] (Magick)

This staff with a little squid on the top of it lets you summon a conscious blaze to set your foes on fire. Do be careful not to stand too close to it or else you'll catch on fire because you know the thing breathes fire..

## (50) Laser Drill [100CP] (Re-Animator)

Patented by Dr. Hill, this is a high precision drill intended for brain surgery which uses lasers to drill through the skull. This drill will quickly, and easily, cut through human tissues and any material which you would expect to find within a normal human, to the desired depth controllable with extreme precision, leaving only a small hole within them.

## (51) Dark Web [100CP] (SCP Foundation)

*Free shipping.*
A subscription service, allowing access to a world wide network of anomalous applications even on basic computers. Naturally this includes access to their catalog of wares and auction schedule – services you're always welcome to join in on. If something non-unique exists out in a world, you'll be able to purchase it thanks to the connections this offers – albeit with an astronomical markup. This covers basically any service you might hope for too. But that's just the price of convenience, right? Aetheric scanning prevents non-authorized users from even discovering this App. It's gonna keep you linked into the anomalous application market, letting you buy all sorts of emerging software like: SCP-1333, SCP-1883, SCP-5343, Discord (SCP-5721). This dark marketplace will let you buy all sorts of anomalous software (at least the kind that for sale) in this world. Access to previous worlds resources might even somehow be established – though again, at steeply inflated prices and only for normal goods. We'll throw in access to Mal0 V.1.0.0 (SCP-1471), free of charge. Or you can take the developer's unreleased version, Maphas. This comes with customization features for gender, voice, appearance, outfits, and accessories. The sharing this product without authorization can be punishable under the clause of rule 34.

## (52) Muffinball Shrub [100CP] (SK's: TDTS)

These squat bushes grow shiny, round, horned berries that possess the taste and texture of red meat when fried. The horns are sour; snap them off before consuming. These muffinballs induce extremely vivid but not consciousness-altering dreams. The lucid dreams can trigger incidents of going todash (sliding between dimensions or timelines) while your body lies dreaming. This purchase gives you a single shrub of your own, which may be propagated if you possess the requisite botanical experience. It produces 12-16 muffinballs per month.

## (53) Grimoire [100CP] (Generic Stephen King)

This leather-bound Book has brittle, but oddly durable pages made of something resembling parchment. The writing is reddish-brown and details spells and rituals of demonic origin. The text appears to be in an archaic Middle Eastern dialect. Waitaminit...! Most spells in this tome work... 80% work as stated in the book. 10% have unlisted costs, unintended primary effects, or unlisted side effects. 10% do not function at all. Jumper can choose to re-randomize which spells work at the start of each jump. If randomizing, the entire book re-rolls. Not individual spells.

## (54) Bucket of Blood [100CP] (Fate Zero)

It's a metal bucket filled with blood. Just your average, normal, any blood type you want, blood. No yucky bits. If you ever empty it, it'll fill up again the second you look away. Use it for some dark ritual or just give your walls a scarlet coating.

## (55) Late Nights and Dusty Tomes [100CP] (Dragon Age - Inquisition)

Magical research is your forte. Given enough time and the proper resources there is little to nothing you can[sic] uncover, discover, or learn.

## (56) Post-Mortem Toll [100CP] (Loop Hero)

In death, all things leave behind a marker of what they were in life--and this can be utilized. From beasts, the strength of evolution; from slime, the strength of unity; from artificial monsters, the strength of craftsmanship; from dead, the strength of what lies beyond; and more possibilities besides. All packaged into a small orb, in a way that you seem to have a knack for collecting.

## (57) Satellite Phone [100CP*] (Resident Evil)

For people who need to always be connected, there's always an option for them. This device allows you to get a signal no matter where you are, ensuring that there's no such thing as being cut off from the outside world. As a bonus, it has an unlimited battery as well!

**Satellite Phone: Crystalline:** For an additional +50CP, you may choose to make this the fold-out crystal cube variant instead.

## (58) Talisman of Nutriment [100CP] (Dying Earth)

This is a small clay tablet which has been attached to a chain to wear around the neck. By touching it to grass, wood, (organic) cloth, or other normally inedible and currently nonliving organic matter you will render it a nutritious and digestible paste. Does nothing to improve the taste, though. Or you could touch it to junk food to make it nutritious enough to survive on as the totality of your diet. While it does not remove poisons, it will make a chime in their presence warning you of them with the volume of the chime indicating their strength.

## (59) Pip-Boy [100CP] (Fallout: Mutants)

This can come in one of two forms. The Pip-Boy 2000, a handheld computer that can monitor its user's vitals, along with storing a large amount of information, record video and

audio, automatically mapping out local terrain, an alarm function, and can connect to other terminals. The Pip-Boy 3000 is an upgraded, wrist-mounted version, with all of that plus a geiger counter and a radio. You can also play games on both.

## (60) Blood Fruit Sapling [100CP] (Junji Ito Kaidanroku)

This sapling doesn't match up to any tree species known to man and if it could even be considered a member of the plant kingdom; it is likely the only representative of its phylum. The tree exhibits some rather peculiar qualities. Firstly, the rate at which it bears fruit is unnaturally fast, allowing for several harvests within a month under optimal conditions. But to achieve optimal conditions, the tree needs to be fed biological matter – essentially making it a carnivorous plant of sorts. The second peculiarity has to do with the fruits, which contain large quantities of blood, but no seeds – a fact which is already abnormal for any flowering plant. As long as the tree lives, it'll continue to bear fruit regularly, and the tree doesn't seem to have any growth limitations as long as enough nutrients are provided for it.

## (61) Spirit Stone Radio [100CP] (Fatal Frame)

An old prototype radio made by Dr. Kunihiko Asou, the same creator of the Camera Obscura. If you find any small trinkets belonging to the dead, placing them in the radio's containment unit will let you listen in on the spirit's thoughts. Such a thing could be very useful to help you figure out how to help them move on.

## (62) Incensed [100CP] (Darkest Dungeon)

"*Great is the weapon that cuts on its own!*"
A humble weapon for someone who claims to offer aid against the forces of darkness. But the usage of incense has long been a part of ritual works, and their power holds true even outside of those undertakings. You have the knowledge required to create a variety of strange powders that, when burned, provide some utility in combat- slight as it may seem. Poisonous vapour, fumes that fortify the body, and gases that heighten agility. These powders may even have other uses; a volatile mix of gunpowder may explode when thrown to the ground, throwing off aim, and another may be applied to the body to increase resistance to a variety of ailments- at least until sweat washes it away.

## (63) Electric Lockpick [100CP] (Fallout: Mutants)

As you may find out if you're looking to explore ancient ruins, not every lock can be picked by a bobby pin. With such high tech doors come similarly advanced locks, and as you might expect, people have found ways around them. This device is meant to bypass such advanced doors, and is essential for anyone who doesn't have the most honorable of habits.

## (64) Cursed Camera [100CP] (Generic Stephen King)

A Polaroid Sun 660 camera that never needs film, replacement parts, or maintenance. Oh, look at that pretty dog…

## (65) Impossible Dye [100CP] (Lovecraft)

A liquid paint whose colour can only be described by analogy. This odious colour does not belong in the human visible spectrum, and causes normal people to panic. Surfaces painted with this will be immediately visible, even through effects that would normally make it invisible or unnoticeable. Useful for making summoning circles and confusing the hell out of people. Comes in a 4 gallon bucket that refills daily.

## (66) Godtuner [100CP] (Hollow Knight)

A small bronze compass-like device. Resonates with beings of great power, allowing one to follow the devices directions to find them. What happens afterwards is up to the user, but the device seems to be able to ‘record’ the signatures of these beings for some purpose or another, whether the being is defeated or not. Perhaps you may find it’s true purpose in the future.

## (67) Chassis [100CP] (9)

While the Machine’s true form is that of a 1-meter diameter sphere, it is embedded in a large chassis equipped with numerous arms tipped with tools and manipulators that allow it to manufacture all different sizes of things. You have your own copy of this chassis, with the same capabilities, though it doesn’t run out of fuel for its welding torches and other tools.

## (68) Ectoplasm [100CP] (TES: Undead)

Ectoplasm is a filmy residue with modest magical properties that remains after a ghost, or spirit has been banished from the mortal plane. Garments made of ectoplasm are lightweight, frigid, and useful for keeping smiths from suffering heat exhaustion. You will receive a stockpile of fifty bottles of ectoplasm, which will replenish weekly.

## (69) Gojira Suit [100CP] (Gojira)

Well... this might be a tad insensitive to wear around here, but a suit is a suit. This hellish abomi- I mean this suit is made of plastic and perfectly resembles the terrifying Gojira. Be warned, unless you are unreasonably tall your head will be in the neck of the suit. If you take this option as a monster then it will be scaled up to your size.

## (70) Ritual Tools [100CP] (Faith The Unholy Trinity)

A set of tools for performing most common demonic rituals such as a profane dagger, ritual mask, and a couple sets of fancy red cultist robes. Not that you need the last one but what is a cult without style?

## (71) Secret Curative Pharmacueticals [100CP] (SCP Foundation)

Can you ever have enough ways to drug someone? You’ve got the Foundation’s guide on producing anomalous medicines! (If you can’t make them yourself) Included are a few samples of every amnestic and mnestic you might need. There’s more than enough of the former to handle a few cover-ups. Since working in the Foundation can keep you away from

sunlight for extended periods, you're entitled to a recurring prescription for SCP-2022, Sunlight PillsTM, keyed to any region you prefer. Those pills are signifantly anomalous so you should not attempt replicating without significant parapharmacology training of your own. With all the terrible diseases and flesh magic that can be inflicted on you, there's this: SCP-500. You're entitled to a single dose of the Panacea, guaranteed to restore your body to perfect health. Sadly, this is one of those parapharmaceutical products that prevents all attempts to synthesize more. The guide has recipes for all the non-anomalous amnestic and mnestics too. These will be cheaper to produce, and not impaired by any mystical defenses against magic or alchemy.

## (72) Spiritcrows [100CP] (Junji Ito Kaidanroku)

Though this scarecrow wouldn't look out of place in a farm field, you're more likely to find these posted in a cemetery than a farm. As you may have guessed, these scarecrows don't actually exist to scare away pesky birds, but when they're planted, they'll seek out the closest wandering spirit and bind that spirit into the scarecrow. It'll be very apparent when a spirit is trapped, because the scarecrow will transform from its normal appearance into something that resembles the trapped spirit. By taking the scarecrow apart while the spirit is trapped, you can simultaneously destroy the spiritual entity. Within a day you'll find another scarecrow ready for use. As effective as this tool may be against spirits, it doesn't do much against physical threats, so don't depend on it for everything.

## (73) Contract Kit [100CP] (Generic Summoner)

Sheafs of magical paper made from fey trees, inks infused with genie blood, and a book on demonic laws, all the tools you'd need to write out a formal contract with another creature. The combination enhances the binding magic of a contract by a fair margin, more than the simple handshake deals used with the Contract Summoner Archetype.
This item can be used to learn how to make magically enforced contracts over time, but will take considerable study of the book and could take years to get to the point it can be reliably used for such.

## (74) Raiment of Death's Trappings [100CP] (Exalted: Abyssals)

To the Abyssals, the living essence of Creation is effervescent and cloying at the same time, making their skin crawl. Direct sunlight compounds this nauseating discomfort.To overcome these annoyances, most deathknights adopt the trappings of the dead and the Underworld when they venture into Creation. They wear funeral shrouds and adorn themselves with skulls and bones, whether actual articles of bone or skeletal images in their clothing and jewelry. When they travel as heralds for their Deathlords, they hire a train of mourners to follow and wail their misery. They dress all in black or all in white. They sleep in coffins. They wear leather plague masks with cruel beaks and staring crystal eyes. They cool themselves with folding fans made of bone and human skin. Any affectation or adornment that would remind an onlooker of death, the grave, the Great Contagion or the Abyss itself suffices. Such dreadful trappings help an Abyssal to center themselves and align his Essence in a more comfortable way. They do not allow him to respire Essence in Creation, but they do eliminate the annoying discomfort that being in Creation inflicts on him. Of course, adorning themselves with such paraphernalia of death can come across as trying a bit too hard for some deathknights. However, this is unacceptable for the Moonshadow Caste, as they must

be the envoys and representatives of the Deathlords and the Neverborn themselves. Accordingly, you have been blessed with a wraithly sense of style and morbid presentation. Knowing exactly how to wear you funereal outfits, you will be a vision in black, looking absolutely amazing when adorned with bone, funerary shroud, and other trappings. But more than owning merely the gothic look, this will also aid you in adopting a properly dark demeanor and yet still be taken serious, and even the elaborate titles of the Abyssal Exalted will be given the trepidation and weight in the minds of onlookers they deserve, no matter how long-winded or pretentious they might be.

## (75) Poor Man's Grimoire [100CP] (Devil May Cry)

A collection of arcane texts, detailing some basic instructions on alchemy, sorcery, and, of course, demonology. Any dabbler in magic could use this to further their art.

## (76) Pumpkin Pile | Grave Goods of the Underworld [150CP] (Exalted: Abyssals)

**Pumpkin Pile [50CP] (Exalted: Abyssals)**

Some of Creation's cultures have associated the carving of effigy-faces into pumpkins and gourds as a part of their traditional celebrations of the dead. Appropriately, you'll be able to get into that too with this. Whether for celebrations, simply having them as food, or more sinister reasons, this supply of either pumpkins or gourds will last you at least until the Void swallows Creation. Perfectly sized and formed to be carved into a head-sized effigy, they are readily carved with just a bit more ease than other examples of their kind would be.

**Grave Goods of the Underworld [100CP*] (Exalted: Abyssals)**

The first and usually most important form of memoriam a ghost receives. When a ghost manifests in the Underworld for any length of time, even if they enter Lethe just hours later, any goods sacrificed in their memory as part of their burial rites also manifest as grave goods. To the benefit of ghosts, this manifestation is idealized rather than literal. Items of paper or cheap wood translate into gifts of exceptional quality. Objects covered in gold paint become real gold. Even sacrifices of food have value. A jug of wine buried with a dead body provides the ghost with a magical jug that never runs dry, while a simple basket of bread might become an Underworld artifact that is perpetually full of nourishing loaves. All grave goods have unusual properties. Such goods are almost always of exceptional quality, and all such goods are generally self-repairing so long as they remain in the possession of their rightful owner. However, like so much of the Underworld, grave goods are tied to the realm of the dead and disintegrate instantly and permanently if exposed to the light of Creation's sun. Grave goods can endure sunlight while in the safety of a shadowland, however, or even in Creation during Calibration. These grave goods can also be given away or sold, and continue to grant their magical benefits to the new owner, provided they were given willingly. As such, you may purchase some of these grave goods for yourself here, at 100 cp for one of these humble offerings made into a significant items in the Underworld. While they are not truly artifacts, their fine make, unusual properties, and self-repair should still prove useful to one such as you. And just to sweeten this deal, should they be disintegrated by the light of the sunlit lands, they will be restored in your warehouse at dusk.

## (77) Seed of Halloween Magic [150CP] (Trick ‘r Treat)

This is a (pumpkin) seed filled with Halloween magic. Once used this magic is expended until the start of the next jump but as long as you have it there’s a few ways you could use it. By using its full magic you could bring Halloween to a new land, causing Halloween celebrations to develop there. Or you could release the magic to cause the seed to perform some magical effect which is beneficial to you in the current situation, helping you with a pending threat in some way, this will usually be in some Halloween (or just pumpkin) themed way, making vines burst from your enemies, summoning a small force of monsters, maybe it could shroud a region in night, revive those murdered by someone as revenants to kill them,or turn the poison which one group fed another back on the former; this is mostly uncontrolled but will be something that helps you in the current situation. Of course if you have magical skill of your own you could just use it as a magical power source, supercharging your own magic for a spell.

## (78) Super-Venom [200CP] (Marvel Comics: Symbiotes)

Freak was a homeless junky who broke into a laboratory and injected himself with a whole lot of mutagens and assorted animal stem cells thinking that it was meth. He rapidly adapts to anything he’s exposed to and if killed regenerates into a stronger form. For a while, Oscorp was holding him captive and exposing him to antibodies and immune cells he’d develop for pharmaceutical research. When Macdonald Gargan, then the host of Venom, was on Osborn’s Payroll but Anti-Venom was giving him trouble, a bit of the Anti-Venom Symbiote injected into Freak produced this crime against humanity: A hyper-concentrated form of living abyss saturated with horrible, mutant forms of every disease and toxin Freak had in his system. One dose of this will heal and empower a symbiote or similar organism to a noticeable degree, will seriously mess up an Anti-Venom symbiote or similar organism (except yours if you have that perk,) or if properly diluted could horribly kill millions of people. You get one dose and it replenishes in the next jump if used.

## (79) Spider Wand [200CP] (Adventure Time CYOA)

A wand that shoots large amounts of spider silk at the target. Easily incapacitates most human sized targets.

## (80) Carrion Feeders | Carcass Savage [200CP] (Darkwood)

**Carrion Feeders [100CP] (Darkwood)**

The corpses of those who have been killed by the wildlife- or simply died from disease or starvation- litter the forest floor; food for the crows. But their loss is your gain, as said birds tend to “lead” you in the direction of corpses carrying useful items; perhaps by landing near them to feast, or flying away and attracting your attention when they sense your presence. These bodies will always having something of use on them, even if it’s just an empty bottle; but if you’re lucky you can find more useful materials, food or medicine, and even ammo.

**Carcass Savage [100CP] (Darkwood)**

Of course, sometimes you’d rather not wait for someone to die before you loot them. Unfortunately, the savages and mutated creatures here typically have slim pickings; after all, they don’t have any need for complex supplies. But now, you’ll find that the the things you kill are more likely to carry useful items. Savages carry things like

medicine and ammunition more often, or even the rare weapon part, and even the mutants may carry things like good cloth from the scraps of their clothes or other remnants of their humanity- and perhaps they'll even have swallowed something useful from one of their victims.

(Editor's Note: *Carcass Savage* perk is an upgrade to the *Carrion Feeders* perk, and may require you to purchase it first to then but it's an upgrade.)

## (81) Abyssal Seed Packets [200CP] (Made In Abyss)

A set of seed (and spore) packets for common Abyssal plants and fungi such as the Eternal Fortune, Baracocha, Magotato, Gintoko, and Parasitic Watershroom. These seed packets regenerate their contents a week after planting, and the things grown from them do not seem to need the Abyssal forcefield to thrive.

## (82) Stat Book [200CP] (NieR)

A demi-grimoire of sorts. It does not possess its own intelligence, soul or magical ability. Instead it functions for a single purpose, to recall your own personal information. From your name and history to detailed statistics of your powers and abilities, it records pretty much everything you could possibly desire. It'll even keep track of your items, property and wealth, all at an instant and automatic pace. If you wish, it can automatically take dictation for a personal diary if you speak to the book. While it has no intelligence, it is able to float alongside you if desired.

## (83) Worms in a Jar [200CP] (Princess Mononoke)

A rather simplistic specimen jar containing some rather abnormal specimens, the black worms inside the jar don't seem to die, but it is questionable whether they're actually alive either. They do seem to respond very fervently whenever they're in the presence of living beings – as the Kodama themselves seem to trip off some sort of reaction in them. Thankfully, the jar is sealed tightly enough that there's very little risk of a containment breach.

Exposed to a living being however, these worms latch onto them like a symbiote – or perhaps it would be better to call them a parasite instead. Though even a single worm alone can provide great strength to their host, it isn't for free. The worms grow and thrive off of negative emotions, and while they can sap these emotions off of their host, eventually they'll grow to a substantial enough size that they can develop a "will" of their own. Too many worms, and it may become a mental competition just for the host to retain control of their body.

While it is pretty much impossible to miss the presence of these worms, once attached, nothing short of complete amputation will detach the parasite – and naturally, you'll find that depending on what organ or body part the worm was attached to, amputation might not even be an option.

## (84) Muscle Dress [200CP] (Made In Abyss)

A pot of flesh like clay which integrates into the bodies of living creatures. It can easily seal wounds and regenerate lost biomass, but it would take a skilled surgeon to use it to replace lost organs or limbs. Your supply regenerates as it is used.

## (85) The Gas [200CP] (9)

A sickly green gas that kills all organic life it so much as touches. Plants wither, animals grow still, and even microbes are wiped out. You not only have the formula for this deadly concoction, but a steady supply of it in the form of about half-a-dozen pressurized canisters full of the stuff.

## (86) Moonlit Claudia [200CP] (Silent Hill)

In this town grows a flower, the White Claudia. This flower has many properties that make it sought after. It's a powerful hallucinogenic drug in its own right and is one of the key ingredients in The White Chrism, a substance valued by the Order for many of their rituals. It was said that the ancient people used these flowers in incense and chewed on the seeds to commune with the Old Gods. This perk provides you with the knowledge and means of growing and cultivating these flowers and producing the White Chrism. It does not however, give you the knowledge to perform any of the Order’s Rituals.

## (87) Blood-Thirsting Chains of the Rantai’s Razors [200CP] (Exalted: Abyssals)

Every link of this artifact fighting chain is a barbed loop of bone, each of which has been magically reinforced to possess durability comparable to the magical materials. With wicked soulsteel hooks on the ends of the chain, forged of souls tortured with the chain’s barbs during its construction, it writhes and squirms with malevolent instinct in the hands of its wielder. The chains are eager to taste blood again, whether from a ghostly corpus or from the veins of the living. Accordingly, the barbs on the chain dig deep into your enemies, causing bloody and nasty wounds as it hungrily grabs onto your victims. Should a ghost be caught on its barbs, the spirits’ agony will be unending, as they are caught onto these bones hooks. One so trapped can only be released through the will of the chains’ master, or the actions of another, who must tear them off the chains with agonizing violence. A ghost so leashed can be compelled to serve the wielder of the chains, forcing them into painful obedience while ensnared.

## (88) Saya’s Fridge [200CP] (Saya no Uta)

A pristine white fridge, with lots of cute drawings and stickers on the front of it. It emits a pleasantly low hum and you can’t smell anything wrong about it, until you open the door. The insides of the fridge are packed to the brim with all kinds of fresh human meats and organs, always refilling with more fresh produce as soon as you close and open the door. A bit disgusting but it does mean you don’t have to kill anyone to feed some nastier appetites. It doesn’t need to be connected to a power source to keep the insides cool and fresh either.

## (89) Onmyo Supplies [200CP] (Fate/Legend: TLotRS)

A woven pack containing a large number of normally expensive supplies needed for proper Onmyouji craft. A seemingly unlimited amount of high quality paper, ink and scribing tools are within as a start, the basics needed for most spells in this field. Beyond these, are a large number of pre- made charms and shikigami that can be released from the pack on command. These can serve as emergency wards, alarms and shields when in a bind. Moderately powerful on their own, they can hold off a demon or band of men for a few minutes while you escape. The shikigami, numbering a few dozen in small paper forms, are able to act as capable spies and messengers over long ranges. When combined into one, they turn into a large animal such as a tiger or wyvern, a powerful combatant that can defend you against even a decently powerful hero for a few minutes before crumbling. The charms and shikigami replenish a week after being used.

## (90) Embalming Solution [200CP] (Re-Animator)

This is a pair of syringes. In one is a perfect embalming solution which will preserve a corpse in the exact state as when they were injected; it will also act as a poison that will kill a living victim. An autopsy will reveal the cause of death, though. The second is a counter-agent which will undo the effects of the embalming solution to allow for re-animation. Each syringe refills over the course of several minutes when used.

## (91) Irradiated Sand [200CP] (Gojira)

The nuclear testing on Bikini Atoll spread nuclear fallout far and wide across the Pacific Ocean. This fallout was more concentrated in certain areas of the ocean and at some points covered to the very bottom of the ocean itself. This has left small patches of the ocean and ocean floor completely inundated with dangerous levels of radiation. This radiation will not spread from these areas and all wildlife will avoid these areas.

## (92) FEV Vats [200CP] (Fallout: Mutants)

It is undeniable that some of the worst, most dangerous creatures found in the Wasteland are those who have been altered with the Forced Evolutionary Virus, regardless of all their faults. But if you believe yourself capable of perfecting it, or are content as it is, you will find yourself in possession of five vats of the FEV. They will constantly replenish the green ooze whenever it's used, and can even be modified.

## (93) Herbert West’s Formula [200CP] (Lovecraft)

This incredible solution can restart the human body. You can now undo death quickly and easily with a single sip. However, re-animation is not the same as resurrection. Subjects retain limited cognitive function and will be highly aggressive. Subjects will listen to your orders to the best of their (admittedly weak) intellect. You receive a suitcase full of ten vials of the formula that refills once a week.

## (94) Organic Interface Virus [200CP] (SCP Foundation)

*Vive la rationalité. Vive l'athéisme.*

SCP-3859 is a parasite bolstered with nanotechnology, hybrid DNA, and specialized software, able to infect any humanoid being. When it is exposed to individuals with significant Crucifix Protein level of religion or spirituality, it activates. Any technology that the faithful use will be destroyed, especially that contained in their bodies. Prosthetics, pacemakers, teeth fillings, even hearing aids or wristwatches. Any internal objects undergo catastrophic (even explosive) failure in minutes after infection. If they want irrationality and spirituality so badly then they don't deserve what science has created. This can even deal damage to other devices they have in proximity, preventing the spread of their false ideologies. Though it can persist on surfaces, it does stop consuming any technology that isn't currently in contact or use by someone faithful. It can serve to keep them from using phones or computers. Most of this functions on pseudoscience, so you can replace the exact vector with just a parasite, nanotech, a virus, or something simpler. SCP-3859 can be countered with science – anti-parasitics or antivirals both allow for a cure.

## (95) Sealing Resources [200CP] (Bibliomania)

A collection of various woods, metals, papers, inks, tools and other equipment you may need to do any form of sealing magic you encounter. All of this is an infinite supply though the rarer the material and the more magically powerful the less you directly have available to the point that you only get a small box of the rarest materials an hour. Though always a usable amount.

## (96) Vats [200CP] (Dying Earth)

This is a workroom not for sorcerous spells, but for the creation of living creatures. It consists of rows of vats, and various reagents and nutrients used to grow creatures to the desired point of development within them. It is suitable for the creation of clones through scientific means should you possess the abilities, or the growth and creation of living forms through any supernatural or paranormal means you have available to you, adding the basic necessary tools for such a purpose. It will also automatically resupply itself with nutrient supplies designed to fill these vats and supply the growth of creatures within. You may still have to provide the genetic materials, or anything specific to a creature, but these nutrient goos will help the growth of any life form go smoothly and at a well regulated rate.

## (97) Librum Externus [200CP] (Generic Summoner)

Literally translated as The Book of Outsiders, this book has an infinite number of pages filled with information on extraplanar creatures of all sorts that can be found beyond the bounds of the base reality you normally reside within. This includes various weaknesses, strengths, common tactics, the effects they can have on a summoner, their potential abilities, the kinds of things that may entice them to become a summon, and even some information on where they can be found both in terms of their native habitat and what to look out for in other planes of existence where they may have crossed over into.
The book itself, however, has some additional magic to it. By studying an entry for a creature, you are imbued with some of the magic of this tome, granting you resistance to the abilities of the creature, guiding you to hit weak points, having a better ability to interact with it and not step on any landmines while speaking to it. This doesn't just apply to a single creature, however, as you will still benefit against similar creatures to the one you studied. The effects of this lasts for up to a week.

It is possible to study more than one creature, but this tends to be mentally straining and becomes exponentially more so as more magic is imprinted. You can, however, release the magic at any time.

## (98) Thermite Flares [200CP] (SIGNALIS Gauntlet)

The proper disposal of Replikas usually requires proper incinerators to remove health hazards in full. Yet, in an emergency like this alternatives can be used. This quarter-dozen pyrotechnic sticks burns hot enough to take out even Replika armour, placeable on either their bodies whilst downed or simply jammed into them, though the second method may be a bit more difficult when in direct combat.

## (99) Samples [200CP] (Fate/Legends: Garden of Avalon)

There are many dark works that require special ingredients, the sort not looked well upon by even those who understand magic and the strange ingredients it can sometimes require. You however, have quite the valuable stock of such things. Boxes of organs from those just at the ripest age, vials of blood from pure virgins and vile criminals alike, genetic material from a range of fit subjects and even bundles of human skin and bone for when your own emergency supplies run low. The prize of the collection however, is a significant genetic sample from an important figure in Britain, even one so highly placed as Arturia herself. This collection will quickly replenish anything short of the single sample described at the end, though that sample may be taken anew in each new world. You cannot import into this.

## (100) Witch's Staff [200CP] (The Owl House)

Usually awarded as part of their education, a witch's staff serves as both a focus for their magic and a reservoir of magical energy. They can be summoned to a witch's side or conjured from thin air, they can serve as a form of flying transportation, and perform all kinds of smaller functions. Now you are the proud recipient of such a staff. Additionally, every proper staff also comes with a Palisman; a sentient wooden totem carved from a rare kind of wood. Each Palisman takes the shape of a small animal of the witch's choice, and serve as the witch's familiar and friend. A Palisman is an independent, living magical creature, and while they can communicate with and follow the orders of their witch, they may also leave if they are treated poorly. Take care of them and they'll take care of you, Jumper.

## (101) Youmu Cores [200CP] (Kyoukai no Kanata)

A small crate of youmu cores, with about ten stones of varying quality, restocks monthly. This will never give you something above B class.

## (102) Grimstone [200CP] (Drakan)

Green , glowing and poisonous, grimstone is worked by slaves who have no one to raise a fuss when they die. This magical stone rots the brain of any human who is exposed to it, though beastmen seem to do just fine in its presence. It also breeds a desperate dependency in those who have their minds addled , causing them to crave the very thing that is killing them. Why would you want this nasty stone? Well , aside from the various qualities already mentioned , it serves as a potent magical reagent. Just don't touch it with

your bare hands. You get ten pounds of the stuff in a sealed lead crate. It restocks every time it is used up.

## (103) Stained Gloves [200CP] (Cultist Simulator)

A pair of black gloves. When worn, the hands behave with surgical precision, as if a lifetime of practice had descended upon them.

## (104) Vampire Regalia | Werebeast Regalia [200CP] (The Elder Scrolls Series)

**Vampire Regalia [100CP] (The Elder Scrolls)**

A set of enchanted jewelry crafted from black iron and embedded with rubies. Wearing these will improve the abilities of a Vampire, as well as Additionally, wearing them will lessen the negative effects of sunlight, but never get rid of them entirely

**Werebeast Regalia [100CP] (The Elder Scrolls)**

A set of tribal looking jewelry, made from bones and leather strips. Wearing these will improve the abilities of a Werebeast, as well as increasing their physical capabilities. Additionally, wearing them will allow a Werebeast to sleep peacefully, when they would otherwise be tossing and turning, their beast blood preventing restful sleep.

## (105) Demonic Eyes [200CP] (Dying Earth)

This is a pair of matching violet cusps which can be affixed to the eyes. When worn they allow the wearer to perceive the Over-world, which is the quintessence of human hope, visionary longing, and beatific dream. While they make no true change to the world, they affect the wearer's sensibilities to twist all things into the most pleasant and wonderful versions of themselves to the wearer's senses, turning the world around them into one of endless wonder and beauty. Of course this is all illusion and somewhat delusion, but if you want an accurate glimpse at reality around you you need but remove the cusps.

## (106) Cyclops Tears [200CP] (Adventure Time)

A small bottle of Cyclops tears. When applied to the body it heals all wounds and illnesses.

## (107) Sorcerous Supplies [200CP] (Hammer Horror)

This is a collection of the basic tools of any form of ritual magic you may know or possess. Unfinished voodoo dolls, ritual salts, the stuff to make various glyphs and sigils, whatever it is as long as it is not exceptionally rare, unique, or valuable. The supplies will regenerate slowly over time as they are used so unless you're wasteful you should never run out.

## (108) Heart Attack Solution [200CP] (Re-Animator)

This glass jar is filled with a sort of misty gas. Inside of it is a cloth, soaked in this gaseous solution. If you hold this cloth over someone's face and force them to breathe the gas evaporating from it it will kill them in a way that replicates a natural heart-attack leaving no evidence of the gas. The cloth will only be saturated with so much gas, and some beings

might not die from heart attacks, but there will always be a new cloth in the jar as long as it has been closed for a few moments and when you close it it will refill with this dangerous gas.

## (109) Retractable Fursuit [200CP] (Generic Analog Horror)

Now I know what you're thinking: you're worried about potential IP theft on our front, right? Well don't worry: this combination animatronic and wearable suit has been scrubbed of any potential lawsuit material. What, the springlocks were the concern? Don't worry about it, the failure rate on these things is… low, let's just leave it at low. If you wear this suit, which comes designed as any anthropomorphic animal you desire, you instantly gain an effect wherein children just adore you, and adults view you as harmless. Good for stealth! It can also go into animatronic mode, wherein it will automatically look after any small humans within earshot, taking care of them with whatever food and supplies are at hand, even playing a handful of pre-programmed songs. Only the best for the children!

(Editor's Note: Purchasing of the *Mire In Misery* perk and choosing to implement the *Anomaly* Drawback will cause this perk to be capstone boosted. Be warned that the *Anomalous Alteration* to perks originating *Generic Analog Horror* Jump can be overwhelming.)

## (110) Living Metal [200CP] (Death's Door)

These ingots of strangely organic metal can act as a vessel for a soul, given the right shape. By forging the metal into armor one can imbue it with a soul that can animate it. Such is how the Lords of Doors have made their successors in the past, therefore with enough skill you can also imbue these creations with your own abilities if you so desire. Theoretically, it is also possible to create a vessel that cannot move to trap a soul, but it hasn't been tested.

## (111) Cup of Flowing Blood [200CP] (Exalted: Abyssals)

This cup chalice of delicately carved ebony, patterned with scenes of Solars from the First Age fighting the foes of the Old Ream, is a powerful tool of healing. But it is also a treasure much desired by the Abyssal Exalted, as it is a way for one being to give their very life's blood to another. Rumors persist that the Lover Clad in the Raiment of Tears holds it in her private collection, and that she permits her Abyssal Exalted to sanctify marriages with it.
When it is held by a person who truly wishes to give of themselves for another's sake, it slowly begins to fill with dark blood, and as it does, the holder loses blood and health.
At any time, the holder may stop this process. If the blood in the cup is then given to a wounded person to drink, they will recover health in proportion to the blood they drink as they drink, until all the blood in the cup is consumed. It is possible for a person to drain themselves to unconsciousness and the verge of while trying to heal others with the cup, but on the flipside it also allows those on the verge of death to recover nigh-instantly as they drink of the red liquid.

## (112) Robe of Eyes [200CP] (Dying Earth)

This is a plain robe. Just simply a plain robe. Until you kill something. Whenever you kill a living being you may place the robe over their eyes to harvest them and add the eyes to the

robe. It will replace part of the fabric to fit these eyes and expand as needed, or if you find it getting too long and voluminous you may have the new eyes replace some of your old trophies. This is not just a grisly testament to your past victories, however, as when you wear this robe you may see through any of the eyes upon it as if they were your own, retaining the full visual sensory capabilities of the eye when it was still part of its original owner.

## (113) Card-Sharp [200CP] (Loop Hero)

Another, simpler way to give memories form. Be they your own memories or those of a vanquished foe, you can harvest them, thoughtstuff transforming into small cards displaying their contents. A useful way to keep their information organized, but more importantly, these cards can be used for any working that a memory in its original shape might.

## (114) Dino Skeleton [200CP] (Jurassic Park Books)

The only thing that we have from the dinosaurs is their skeletons which showed everyone the majesty of these creatures. This is a full size skeleton mirroring that of your dinosaur form. Alternatively if you don't have a dinosaur form or you do not want a skeleton resembling yourself you may choose a different dinosaur.

## (115) Necromantic Grimoire [200CP] (TES: Undead)

An ancient tome written by an unnamed necromancer, meant to help his students grow. This book is filled with a number of necromantic spells for you to learn, such as raising the nearby dead or summoning a spirit animal, but the amazing thing is that it will add new spells and rituals as you grow in both power and skill with necromancy.

## (116) Bone Flute [200CP] (Cultist Simulator)

A flute carved out of human bone. When 3 descending notes are played, silence falls and expands to fill any room around it. When 3 ascending notes are played, sound returns.

## (117) Luminol Spray + Black Light [200CP] (Song of Horror)

You have a spray bottle of luminol that never runs empty, as well as a blacklight that doesn't.

## (118) Azura's Star [200CP] (The Elder Scrolls Series)

The Daedric Artifact of Azura, Daedric Prince of Dawn and Dusk, takes the form of a large, intricately designed gemstone with prongs, making it resemble a star. It acts as a reusable soul gem of the highest quality, though it can only contain white souls within it.

## (119) Spiritual Sapling [200CP] (Princess Mononoke)

The difference between a curse and a blessing runs rather thin – really, what is a curse to one could very well be a blessing to another. This sapling has been blessed by a forest deity, and evidently the Kodama are rather fond of it. Though it's merely a sapling right now, the amount of spiritual power that surges forward from it is already palpable. Planted in a location and tended to carefully, it'll grow rather quickly until it becomes a massive tree – and the center of a new forest. Once it does reach this point however, it'll start spiritually

enhancing all of the plants around it as well, until the entire forest becomes a nest of spiritual life.
Kodama tend to pop up from this tree once fully grown and like other nature spirits, they seem happy to tend to plants around them. Just be wary that given enough time, the Kodama won't be the only spiritual creatures around, so be careful of what settles within the forest.

(Editor's Note: a simplified explanation of this and other perks/items can be found at the bottom of the Princess Mononoke Jump.)

## (120) Noonstone [200CP] (Cultist Simulator)

This minor tool can be used to call upon the Principle of the Lantern. It radiates like an overhead sun, and its light can shine even in supernatural darkness.

## (121) Blood Of The Mad Doc [200CP] (House Of Horrors)

Once a Red Specter consumes too much, they will fall into a slumber and increase in strength. However, the more powerful a spectre becomes the more they need to consume; eventually reaching a level where not even an entire normal Red Specter is enough. Thankfully, there is this, the blood of Doctor Gao himself containing such immense hatred that a few droplets contain more hatred than a normal Red Specter.

## (122) Bottle of Demon's Blood [200CP] (DC Occult)

A small bottle of demon's blood that replenishes once a week. Demon's blood is a useful ingredient for many potions and rituals, and if someone is given a transfusion of it, assuming they survive, they will be healed of any existing ailments, their aging process will be retarded, and their strength and stamina will be somewhat augmented.

## (123) Blood Angel Claws [200CP] (Hellgate London)

Claws of a Blood Angel, if implanted they would allow you to cast a sonic attack as well as giving you a moderate increase in mana. Hard and sharp enough to scratch grooves into steel.

## (124) Spellbooks [200CP] (Drakan)

These will teach you the basics of all the magical schools to be found in the world of Drakan – summoning, necromancy, enchanting, conjuration , illusions and more. Additionally, you will be given easy instruction on how to cast the following basic spells: Fireball , Ice Blast, Lightning Blast, Combust, Impale , Rejuvenate , Time Slow, Clone , Fear and Soul Steal . All of your magical workings will start out clumsy and weak , but with practice you will surely improve.

## (125) Ring of Erebus [200CP] (Anima: Beyond Fantasy)

An item common to the Magus Order, these rings enhance the magic of the bearer, increasing their magic accumulation as well as the range of their spells.

## (126) Thalasin Subscription [200CP] (Generic Analog Horror)

Fresh from the Blue Channel advertisements, these handy dandy little pills will let you experience whatever emotion you desire! Each one is clearly labeled, tasteless, kicks in immediately, lasts for hours, and is completely soluble in any standard liquid. Disclaimer: Jumpchain Technologies does not condone drugging potential partners in social environments. Even big businesses like us need some ethical boundaries. However, business environments and wartime environments are completely morally justified.

(Editor's Note: Purchasing of the *Mire In Misery* perk and choosing to implement the *Anomaly* Drawback will cause this perk to be capstone boosted. Be warned that the *Anomalous Alteration* to perks originating *Generic Analog Horror* Jump can be overwhelming.)

## (127) Bone Juice [200CP] (Shrike Twilight Legacy)

A glass bottle with a viscous, cloudy liquid inside. There's a label around the side, reading '100% distilled bones'. When you drink it, your bones and flesh are temporarily swapped, giving you a thick armored endoskeleton. Any damage you receive will remain when the effect wears off, although thanks to the differences in material all but the worst cracks and fractures will be translated to shallow cuts and bruises. Peeling back the label on the bottle reveals instructions on distilling bones to create more bone juice.

## (128) The Geminiad [200CP] (Cultist Simulator)

An extensive treatise in the Principle of Knock. This text provides knowledge on every lock, every door, and every barrier, and the many ways to open them.

## (129) Mutagenic Serum [200CP] (Fallout: Mutants)

Held within these ten vials are a useful concoction, meant to grant minor mutations to those who inject it within them. From improved eyes and improved regeneration, they each have their own benefits and downsides. Not only do they replenish weekly, but you will also have the notes on how to make more.

## (130) Experimental Drugs [200CP] (Faith The Unholy Trinity)

A set of experimental drugs which induces mania, insanity, delusions, memory loss, and overall loss of inhibitions in anyone who it is injected into. This makes it perfect for subduing potential vessels for demons or new cultists by crushing their willpower and making them easy to control. You can create these injections with common chemicals you find in modern hospitals.

## (131) Biome Chest [200CP] (Terraria: Journey's End)

A simple treasure chest that will change its appearance to match the nearby 'biome' you are in. If left to sit undisturbed for three months, it will create a powerful tool or weapon inside itself, based on the 'biome' it is currently occupying. Once said item is removed, the chest will start on creating another. Items will not grow more powerful from being left in the chest

longer. Comes with a matched key that will prevent anyone but the holder of the key from opening the chest.

(Editor's Note: It had a discountable option of 200CP for it to come with a Treasure Bag that had loot pertaining to a 'boss' or significant enemy, you had faced before checking the bag. It fills up three times per day. I'm paraphrasing it so check the Terraria: Journey's End Jump for information. But I feel like that would be too helpful.)

## (132) Familiar Binding Crystals [200CP] (How Not to Summon a Demon Lord)

A staple item for summoners, these crystals act like pokeballs for summoned creatures, allowing them to be stored discreetly on your person and carried with you wherever you want. Each crystal can house a single monster and releases that monster by tossing the crystal on the ground. If the summon is defeated or recalled it turns back into a crystal and returns to the summoner's hand automatically. Defeated summons cannot be re-summoned until they've had time to recuperate. This item gives you six such crystals but you can make more in this or future jumps using common magical reagents.

## (133) Cursed Cartridge [200CP] (World of Horror)

This mysterious cursed game cartridge does all sorts of creepy things when you put it into a computer and play it - I wouldn't recommend it. For whatever reason, it enhances the power of thrown objects when kept on your person! Your assailant will probably be a bit confused when you opt to throw bricks and broken bottles at them as a form of attack.

## (134) Goetia Grimoire [200CP] (Helluva Boss)

You have a Goetia given Grimoire, this book contains numerous spells that you can use to access the human world, disguise yourself as a human, or otherwise augment your powers as long as it's in your possession. This book is a necessary component of all the spells recorded within and none of them can be cast without it.
Now you may be thinking 'why is this cheaper than the Asmodean Crystal?' Well the answer to that is that it's extremely illegal to use this item for anything but the specific duties you require access to the Mortal Realm for. if you use it in any other context and are caught it's a serious crime even for a Goetia.

(Editor's Note: Changed the named from *Grimoire* to *Goetia Grimoire*, so as to not have it confused with another perk.)

## (135) Xenomorph Genetic Samples [200CP] (Alien: Dark Descent)

What you have here are biological samples gathered from the xenomorph in various stages, enough for talented scientists to do some truly astounding research. Given proper materials, you have enough here to successfully clone a specimen as well as recreate all of the Xenotech built by the Otago crew.

## (136) Dusty Old Notes [200CP] (Tsukihime)

You've hit some sort of jackpot, Jumper. It's a collection of journals and diaries that belonged to a now-deceased magus without an heir. It will take some time to decode and translate, but it contains knowledge of how to use common Magecraft practices such as utilization of the Elements, and some practical substitutes for some Formalcraft items, letting you execute effective rituals with common materials you could find in a modern grocery store.

## (137) A Collection of Paintings [200CP] (Cultist Simulator)

This collection consists of 9 different paintings created using rarefied pigments that can only be found in the strange side of the world. Each masterpiece depicts an Hour that best associates with each of the Principles of the Mansus. These paintings can be used in rituals as tools to perform magic, or to summon spirits. In future jumps, the subject of these paintings will change to depict a god-like entity that best embodies each of the Principles, and with the appropriate rites, it may be entirely possible to communicate with them and gain their favour.

## (138) Student Loans [200CP] (Re-Animator)

These 'loans' will cover the tuition of any school or organization of higher learning you attend. They won't cover other expenses, you'll have to deal with will always be able to get a 'loan' to cover the price of the actual education itself. Strangely enough you never have to repay these loans.

## (139) Page of Suffering & Flasks of Defilement [200CP] (Salt & Sanctuary)

Start with 1 Page of Suffering  and 1 Flasks of Defilement. Consumed equipment restores upon resting in a sanctuary. Gain another free purchase of this item by each other item of this creed that you own.

## (140) Magic Puppeteer Strings [200CP] (Junji Ito Kaidanroku)

A box of wire, so thin that even an expert eye would not be able to make it out when it is deployed. Like the wire used by puppeteers this tool allows you to seize control of an object from a distance – but it is intended for use on living beings rather than dead puppets. Once the wire is attached onto the target, you can control them from afar, and the wire's influence extends to an unbelievable distance.
With a single wire alone you can control general movements and whatnot, but with additional wires, you'll be able to take control of them down to very fine details such as moving individual digits or even controller the way they express emotions. While it is generally advised that you only seize control of one person at a time, it is possible to attach strings to multiple people at once. However, with each additional person you control, it'll take a much greater amount of finesse and mental concentration to maintain control over every individual.

## (141) Behelit [200CP] (Berserk)

You've obtained a behelit, an artifact of immense power which can call the Godhand to you, allowing you to sell your humanity for power, transforming you into an Apostle. Using the

power of a behelit requires you to sacrifice someone dear to you. Someone sacrificed in this way is condemned to Hell, caught in a swirling maelstrom of tortured souls for all eternity. This behelit is intended for you. As such, even if it were to be stolen from you, it will inevitably find its way back to your possession, likely at the moment you finally intend to use it. Once used, the Godhand will be summoned and you will be given the choice to sacrifice someone dear to you in order to gain the powers of an Apostle. If you choose to go through with it, you will condemn that person to Hell, and be transformed. At said time, you immediately gain all of the standard abilities of the Apostle, and you can choose up to 100 CP in Apostle powers.
If you so choose, when purchasing this item, you can spend more CP. Whenever you eventually use the behelit and become an Apostle, you will be able to choose an amount of Apostle powers equal to half the CP you spent on the behelit.
Strange as it may seem, even an Apostle may utilize a Behelit to further increase their own powers. However, any time a Behelit is used, a suitable sacrifice must be made, and most Apostles do not possess the capability or desire to form the intimate bonds required to be used as a sacrifice. If the Behelit is used, and the Godhand summoned, a sacrifice must be offered and accepted; else the summoner themselves is torn from the mortal coil and sent to Hell.
This item can be used at any time, even post-Jump. If used post-Jump, the members of the Godhand may not be the ones you remember, as they will reflect the setting you use it in. That said, the cost will always be the same.

(Editor's Note: The Apostle powers list can be found in the *Berserk* jump. And this item's effect can be enhanced with an amount of CP of your choosing.)

## (142) Red Specters Secret [300CP] (House Of Horrors)

The secret behind the door, this blood is said to be the most precious thing found behind the door within the Red City. It is this very blood that the Ghost Stories Society uses to control Red Specters.

## (143) Runecage [300CP] (Drakan)

A restraining device for a dragon . Locks and releases via a runestone. Could be useful for negotiations, provided you can get them in there somehow.

## (144) Phylactery [300CP] (Generic Necromancer)

A simple seeming item, this soul receptacle once belonged to a great lich and holds a whisper of its power, enough that any creature that touches the phylactery will develop necromantic abilities similar to those above. Should you, however, touch the phylactery and will it, the spiritual remnants within will disperse across the world, spreading necromantic abilities across the entire setting. If you do so, then you will gain another at the start of the next jump.

## (145) Badge of Office [300CP] (SK's: TDTS)

Whether you're in NYC or Meijis, you'll find officers appointed with power over the locals. Choose a community and position and it will be yours. (Recommendations: Mayor, Sheriff,

Priest) If you would like to use this perk in another jump, you may either activate it upon arrival or wait for a local election and win it in a landslide. Usable once per jump.

## (146) Incinerator [300CP] (OFF)

Enoch's method of Sugar production was crude and inefficient, relying on a large network of pipes to dispose of waste fat and large machines to purify the ashes of incinerated Elsen into the valuable and precious drug. With this compact appliance, you can feed it any corpse, and a fifth of the corpse's mass will shortly be transformed into pure, refined sugar. This abbreviated process does have a downside, however: the Sugar produced is only able to fully affect and addict the species that the Sugar is made from.

## (147) Sealed Breath Container [300CP] (Grime)

A special intact and secure object holding an unlimited supply of 'Breath'. Though it may be unlimited, there is a point where it gradually produces less and less the longer it is used without time to 'rest' per say...
...And yes, you could use this to study the properties of 'Breath', if you wish to do that.

## (148) Variant Grail [300CP] (Lord El-Melloi II Case Files)

A miniaturized, but effective, knockoff of the Fuyuki Grail System, complete with blueprints, which are edited as necessary. When provided by vast quantities of mana, this chalice can manufacture and dispense Command Seals, then summon a powerful familiar called a Servant, complete with modern knowledge. Unfortunately, it cannot maintain multiple Servants, grant wishes, or reach the Root. Furthermore, since the Chaldean system was never invented in this history, Servants do not remember subsequent summonings, though their main bodies on the Throne of Heroes will.

## (149) Soul Crystal [300CP] (Drakan)

A talisman meant to hold two souls together until death parts them. You receive one of these treasures and instructions on how to make more.

## (150) The Laughing Mirror [300CP] (SK's: TDTS)

One of the wicked pieces of discordia crafted by Maerlyn, this weapon of malice is now yours to deploy. Once per jump, shatter the mirror and hundreds of pieces of enchanted glass will scatter to every corner of the world, embedding themselves into people and magical items. Anything with a shard of the Laughing Mirror within them loses the ability to see the good in the world. Love shrivels on the vine; all altruism appears as naked grifting; and purity turns to naivete of the highest absurdity.
This corrupts magic as well, turning scrying instruments into tools that can only reveal upsetting or lurid secrets. Blessings fester into curses; healing magic worsens wounds; and sentient things spawn a core of malice.
Technically, the effects could be reversed if the microscopic shard were identified and completely purged. However, this is complicated by the fact that the corruption will simply appear natural to all magical scans and the wound rapidly heals around the original

penetration site. Identifying this tiny sliver as the source of the problem would take extremely sensitive tools / magic / perks. If not removed, the effects are permanent.

## (151) Festering Life Sword [300CP] (Jujutsu Kaisen)

The Festering Life sword is said to be an enchanted blade that mixes life and death. It is a short, thick, cleaver-like sword with a unique shape and a grotesque design appropriate for an insect to wield. Its most prominent features are six distinct firing barrels on the front of the blade that can launch close-range projectiles at its target. Even if the sword is blocked by an opponent's weapon, it's capable of shooting small eggs into the enemy's flesh to infect them. Shortly after being embedded into the target's skin, the eggs hatch, and small insect-like curses spawn from the wound. The same effect occurs if the blade slashes the target directly as well.

## (152) Suppression [300CP] (House Of Horrors)

The blood of a Demon God, this liquid can weaken all supernatural beings from Red Specters to lingering spirits. All you have to do is coat items with it and it will passively influence and weaken nearby supernaturals. Post-Jumps, this will weaken all and Ghoulies however the stronger they are the less weaker they will become.

## (153) Experimentation Logs [300CP] (Generic Creepypasta)

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

## (154) Ritual Knife | Necessary Sacrifices [300CP] (The Order)

**Ritual Knife [100CP] (The Order)**

A small, easily concealable knife that is always as sharp as it needs to be to cut through a sacrifice, whether that sacrifice is a restrained animal or your own arm. It’s a pretty normal knife if you try to use it in a fight, and it won’t kill anything a normal knife won’t, but this can be surprisingly useful.

**Necessary Sacrifices [200CP] (The Order)**

You have a collection of animals, such as goats, owls, and chickens, as well as other basic magical reagents. When sacrificed as part of a ritual or spell, even those from other worlds, these will significantly enlarge the margin for error and do a great deal to alleviate the dangers and costs involved, in addition to serving their basic role. Replenishes weekly.

## (155) A Ritual Knife [300CP] (Silent Hill)

Oh, now this is a surprise. This knife may not carry the stains of any of the numerous sacrifices that it carried out, but it nonetheless remembers them. Unnatural creatures will feel its bite much more severely than their natural counterparts, but in either case this knife seems as sharp as a scalpel. It will not break, and may be used as a magical focus; it’s especially useful for rituals, and can reduce their costs to mere maiming instead of mass slaughter.

## (156) Talisman Carving [300CP] (SK's: TDTS)

Like Eddie carved the key and ring, imbue ordinary objects with power - your power. Any perk you have may be bestowed upon a one-use item hand-carved by you and carried until a convenient time to deploy it. Other people may use it as well, so it could be a powerful boon for your companions. Once used, you may create another - but no sooner.
Perks that have a permanent duration are also eligible to be gifted in this way, but the limitation of one talisman active at a time still applies. In these cases, the item's benefits will last until the recipient lets go of it - willingly or otherwise.

(Editor's Note: An image of the key can be found underneath the perk's description in the *SK's: TDTS* jump.)

## (157) Open, Edit, Rename, Convert Soul | 1 Omnibyte [300CP] (SCP Foundation)

**Open, Edit, Rename, Convert Soul [100CP] (SCP Foundation)**

*SCP-2987*

This modified hard drive is purpose built for hosting an artificial intelligence file (or files). Despite the modest size, it's capable of hosting as many of such type of digital constructs as desired. More importantly though, is the feature that converts such data into souls. Following such a conversion, the resulting data is indistinguishable from a true soul for the purposes of negotiating with any beings that may require one. The primary purpose of these storage devices is to operate as currency when dealing with entities that trade in souls. Artificial intelligence within retain any ability to communicate had previously when connected to appropriate devices. The item itself is indestructible, and reusable if any souls are claimed during diabolical transactions.

**1 Omnibyte [200CP] (SCP Foundation)**

*Almost enough data storage.*

The last computer repair system you will ever need. It's currently stored on a convenient 16GB flash drive, though does not require any such USB port to interface with nearby devices. The device hosts an AI assistant with personality to your specifications – its intelligence up to the level of exceptional members of humanity. Regardless of IQ it flawlessly manages any junk data, repairs errors, and clears malicious programs such as viruses or other malware. As with many electronic storage systems in this world, the device has unlimited file space. Over time it may grow in processing ability, especially if linked to more advanced machines. Regardless of the personality choices you make the assistant is loyal to you and your wishes and will probably not pass judgement on whatever data you store within. Easily searching for specific files you've put within this infinite mainframe is handled quickly too.

## (158) Necronomicon Lite [300CP] (Generic Necromancer)

The book of the dead, the great grimoire, the eponymous tome of necromancy; this tome bound in human skin is a great source of necromantic power to any that can withstand the curse of madness it carries. Which, as you paid CP for it, you can. This tome holds instructions to further your understanding of any form of magic you may possess, but especially necromancy, curses, and other dark magics, and will accelerate your own rate of

learning for such magics significantly. It never seems to run out of ways to instruct you, either, always having more to share.
Additionally, it has a spirit within its pages, the source of the curse the necronomicon is known for, a powerful necromancer that can offer you personal instruction, provide access to his own necromantic power and abilities, and can possess an undead creature to give some personal attention to a project, though their time is somewhat limited as they must return to the pages of the necronomicon within a day and must spend ten times however long they spent outside the book within it.
Finally, there is an internal storage of sorts that undead creatures can be placed into, which can then have copies summoned by spending magical power from the book or your own reserves, with necromantically inclined power being far more efficient. The more powerful the undead to be summoned, the more costly it is, but it requires nobody to summon and only needs the raw power to draw on.

(Editor's Note: Changed the name due to there already being another perk with the same name.)

## (159) The "Tomie" Cells, Strain-B [300CP] (Junji Ito Kaidanroku)

At a glance this is just a sealed container, kept frozen at near absolute zero temperatures, which according to the notes is enough to at least stem the cell's aggressive multiplication tendencies. Originally taken from a young girl who had been brought to a local clinic after surviving a homicidal attack, these cells exhibit the same invasive properties that the anomaly "Tomie" boasts.
In an isolated environment, these cells are already dangerous enough due to their ability to undergo cellular division at rates far higher than anything known to man. Left alone under ambient conditions, the cells will be able to recreate a living human girl in days, with that time reducing down to hours if the cells are exposed to favourable conditions such as intense radiation or environments with a large concentration of nutrients. Unfortunately, this does mean that if the cells are transplanted onto a living being, they'll transform that creature into something that resembles a human female.
The lack of a complete transformation is a sign that these cells are "defective" to a degree. Whereas the original Tomie's cells would never fail to recreate Tomie, the subjugation trait of these cells only extends so far as to create an approximation using provided "victim" sample. Thankfully, the "possessive" beauty trait that Tomie is known for is also expressed to a slightly less intense degree, so at least you don't need to worry about people becoming homicidal maniacs because of your creations.

## (160) More Essence | Fewer Side-Effects [300CP] (Darkwood)

**More Essence [200CP] (Darkwood)**

Essence is the substance derived from mushrooms and other mutated objects found in the Darkwoods, which when injected can cause startling improvements to the human body- as well as some increasingly bad side-effects to go along with your increasingly good mutations. Whether you want to roll the dice or not you'll find that you are able to get more out of your mushrooms, strange meat, and other Essence sources- roughly double what you'd normally get. With the possibility that you'll find more advanced ovens and tools to

extract more Essence anyways, this ensures that you'll have a rapid progression on your treatments. For better or for worse. Post-Jump you'll find that this works on "experience", as well as other similar forms of progression.

**Fewer Side-Effects [100CP] (Darkwood)**

You may wish to take away some of the anxiety that comes from injecting strange substances. With this, you'll find that the side-effects of using Essence- and other drugs, such as alcohol if you're the type that drinks moonshine from the bottle- have been reduced in severity. For example, it's possible that others who inject Essence might find that their sensitivity to poison has doubled, which would make stepping on a mushroom patch a death sentence without medical aid. But if you were to gain the same vulnerability, the effect would be much less severe; you would still get hurt worse than a normal person would, but not as badly as someone with the undilute vulnerability. With alcohol, you might find yourself sobering up in just a half hour after getting drunk on moonshine.

(Editor's Note: *Fewer Side-Effects* perk is an upgrade to the *More Essence* perk, and may require you to purchase it first to then but it's an upgrade.)

## (161) SCP-001-α-TOME | Relics of Bygone Age [300CP] (SCP Foundation)

**SCP-001-α-TOME [100CP] (SCP Foundation)**

*The Last Remaining Star*

A memorial for every single being you kill. All data about them is saved here, with a strong focus on their last words. This is a focus and not a limitation. The item also including anything else that appears even remotely relevant (historically or sentimentally) to the defeated parties. You can choose between a towering monolith, magical tome, or some kind of computer system. If it does take a more physically spacious form (like monolith or graveyard) the life details are probably accessed through some kind of anomalous feature, rather than having everything etched on. For every conscious life, and each civilization your purge, the details will be recorded eternally here. If it is only used as a record it can be fully concealed from detection by your enemies. It sends out no signals and gives no outwards signs of power, but continues to receive information and update itself. No matter the extent of erasure you use against a foe, this can still preserve a memorial for your personal viewing delight. Any information you truly don't want here can still be destroyed. Plug a database like this into the Seed of Life A.K.A. "Project Lazarus", and your games never have to come to an end.

**Relics of Bygone Age [200CP] (SCP Foundation)**

*An SCP-4002, all for you.*

One monument is not enough for a cosmic force. Especially not a cosmic force with an ego and mind for games. In the ancient past, deals were struck. Your name was engraved onto those tablets, so that none would forget the weight of the accords they struck with you. There are several antediluvian records of your existence across many dead civilizations. From the ages of ancient kings and pharaohs, describing you in more fear than esteem. These are often so old as to be unrecognizable except to a small handful of specialist linguists in the world. But the image they paint is one of total terror. Those who study these tablets of your history will be overwhelmed with need to prevent you gaining power. The

extent of this fear is enough that it could compel a conspiracy to implant all future generations with genetic triggers, forcing them to warn if you had ever influenced them. It is enough that humanity would sooner eradicate their own species before surrendering to your deal. And of course, there is just enough eerie circumstantial proof around each of these lost sites to prove that you were no mere myth. And enough lingering magic to give them proof your time to rise is coming. Once one becomes aware of the contents of these records, even if they haven't read them directly, you are able to communicate with them over any distance as if by prayer.

## (162) Puzzle Keys [400CP] (Horror Midnight Movie Marathon)

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.

## (163) Liche Staff [400CP] (WHF: Tomb Kings)

An ancient copper staff, twisted in on itself at both ends. It has been engraved with the names of all the Gods of the desert and grants a significant boost to the power of any magic cast while it is in hand. The Liche Staff's real power however, is that it allows the user to avert catastrophic failures in their casting, making the caster aware of when their attempt is about to fail and bolstering their skill with its own to try and avert it if the caster does not decide to stop.

## (164) Asmodean Crystal [400CP] (Helluva Boss)

This is a Crystal used by Demons of the Lust Ring to legally access the Mortal Realm to carry out their business- perhaps a friend of yours pulled some serious strings? Because you have a fully registered Crystal of your own to use as you please. Activated by a simple touch this Crystal can make a portal between the Living World and Hell with no perceivable energy cost- with time and effort you may be able to 'tune' it to travel between other dimensions you have access to.

## (165) Power Limiter Coat | β Hetero Nonserotonin | P30 Injector | Connection Chip [400CP*] (Resident Evil)

**Power Limiter Coat [100CP] (Resident Evil)**

Sometimes you just need to go with style along with purpose. This large, black overcoat (or any color really, it's your call) is usually given to the Tyrant series of B.O.W.s in order to control the mutations they may experience, and to keep them from going into a 'Super Tyrant' mode. But for you, it can be utilized to limit any abilities you may possess, even being altered to limit specific abilities and not others. As a bonus the coat is also extremely bullet-resistant, giving a great deal of protection to the wearer. Just watch your head. Should

you desire it, this coat will also come with an exceptionally stylish hat which will release a small amount of your ability if someone's stupid enough to knock it off.

**β Hetero Nonserotonin [100CP] (Resident Evil)**

Umbrella has done some pretty nasty things for the sake of creating and improving their bioweapons. For instance, take a special hormone secreted from the pituitary gland during the later stages of puberty. Using it on something like a B.O.W. would significantly increase its levels of ferocity and brutality and make them better weapons. Only problem is, it can't be harvested from corpses and taking it from patients under anesthetics would dull the results. So Umbrella often just takes it from vivisections on conscious children. You however, have a nice supply of the stuff that replenishes itself when you run out. There's a manual to dictate how to... procure it from people if you're into that sort of thing, though.

**P30 Injector [100CP*] (Resident Evil)**

If you're the type to simply want obedient soldiers who never question you, then you're probably going to want this. A red device that's surgically grafted onto the chest of the recipient, this device would continually subject said recipient to a chemical that not only improves the user's strength and agility a little beyond peak human performance but also renders them very obedient and subject to control. In effect, this would make someone the ultimate super soldier so long as they had this device on their chest. It also comes with the formula to make more P30 and more Injector devices.

**Scarab:** But for an additional +50CP it can be upgraded to a mobile 'Scarab' device which can latch on to a host by themselves and give the benefits above.

**Connection Chip [100CP] (Resident Evil)**

Not everyone wants to deal with nasty parasites in order to control their weapons of mass biological destruction. Sometimes they want a more stable solution. This computer chip can be planted in a B.O.W.'s brain, and as a result linked up to a computer through which to control your minions as needed, or even just to gather combat data. If you like, it can even just be used to feed additional data and help improve a B.O.W.'s combat prowess while leaving any sapience intact. Just beware they don't mutate to the point where it breaks the chip.

## (166) White Phial [400CP] (The Elder Scrolls Series)

A legendary bottle, forged in the days when Skyrim was just starting its turn to ice, it is made of the magically-imbued snow that first fell on the Throat of the World. Each day it will refill itself with one kind of liquid you place within it, be it water, a healing potion, or even human blood. You can change what liquid is inside of it every ten years.

## (167) Fragment of Ancient Times [400CP] (Death's Door)

The Urn Witch has a crystal formed in the heart of living magma. The King of the Swamp (etc, etc...) has the armor and arrowhead of an ancient legendary titan hunter. Betty was descended from a line of ancient powerful beings. Each of these people became incredibly powerful in their own right. A similar item has fallen into your possession. What it is exactly is up to you. Given time, research, and perseverance, you may become a Great Soul in your own right.

## (168) Chemical Soup [400CP] (Horror Midnight Movie Marathon)

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.

## (169) Embryo [400CP] (Darkwood)

The larvae of some immense bug, and one of the purest forms of Essence that can be found in the Darkwoods- offering four times the amount than what you would get from a patch of mushrooms. It doesn't seem to decay, making it ideal to save it until the final hideout- that is, if Essence is what you're after. Eating this, as unappetizing as it may seem, will not only give your body a powerful regenerative effect for a few minutes; it'll also allow you to survive dying, once, with you waking up in your hideout covered in white fluid- a few items missing from your pockets, but a small price to pay for continuing your adventure.

## (170) Goblet of Blood [400CP] (World of Horror)

An incredible item that might be seemingly useless beyond a nice looking shelf accessory. It currently seems filled with a liquid that looks and smells like blood but seems slightly off, but when you bravely imbibe the contents your injuries seem to disappear and your mind clears, restoring your sanity. Even more incredibly, it seems to safely hold any liquid without harming the goblet or the one that holds it regardless of the dangerous properties it might otherwise have. Depending on what sort of power of what you drank had, you'll gain a similar boost to your health and mind. The blood of a normal human gives a small boost - the blood of an ancient deity wipes away all the stains on your body and mind.

## (171) Summoning Books [400CP] (Shin Megami Tensei II)

You do need to be summoned in the first place to appear before humans most of the time, however. Good thing you have these: Several ritual books with detailed instructions to allow even the most green occultist to call you or your companions forth into this world. Once executed, you will receive a telepathic signal that you are being summoned and have a rough idea of who the summoner is and what their intentions are. If you wish, you may instantly bring yourself before them in your demonic glory.
Of course, unlike some of the smarter demonic grimoires, you're not actually bound by any obligation to listen to the summoner nor do you need them to stay in your new location if they happen to meet a tragic accident at your hands. Such a shame.

## (172) Jar of Demonstuff [400CP] (SK's: TDTS)

*What's in the jar, Jumper? What's in the jar? What's in the jar?!*
A creeping cloud of death retrieved from the dungeon of Castle Discordia. Red Death. Remove the lid from this jar and the evil vapors will slowly disperse through the area; roughly that of a small city. All mortal inhabitants will be dead in three days time, human or otherwise. Only usable once per jump.

## (173) Enhil's Kanopi [400CP] (WHF: Tomb Kings)

The Kanopi is a small jar, holding the heart of a High Priest from long ago. A powerful tool for and against magic users, opening the jar will result in all magical energy in a small area being sucked into the jar, though the storage space is not infinite it can still hold enough to drain a number of high level magicians of everything they have. It only affects magical energy in the air already, allowing it to destroy active spells and enchantments in an instant. It can also be utilised by magic users by drawing out the magic energy contained within, though such is an often risky process as if the jar breaks, it will release all it stores in a great explosion.

## (174) Holy Grail [400CP*] (Fate Grand Order)

It seems you've gotten hold of a peculiar goblet. Golden in both mundane and mystical glimmers, this little cup shimmering with magical energy is nothing more than a Holy Grail, an immensely powerful artifact, commonly held to be a wish-granting object due to its vast powers. Fundamentally speaking, Holy Grails are incredibly powerful generators of magical energy, and possession of one makes the usage of said energy easy even for those unskilled in magecraft. Perhaps some examples of their use should be presented.
One of the foremost and most iconic powers of these Grails is the summoning of Servants, which also allows you to modify them slightly such as giving them the Madness Enhancement skill. If you do not have the time to gather the energy required for a Servant summon, you can still use it to quickly conjure a number of phantom Servants, little more than shadows of true Servants, useful as mooks if nothing else. Additionally, one of the major uses of them you might see in this world is the support of a Singularity, which shall be explained later in the Distortion In The Timeline section. Of course, the Holy Grail is called wish-granting for a reason, although the 'wishes' it can grant must still be relatively grounded in the physical world. Summoning endless amounts of nutritious and delicious food would be trivial, as would redecorating a room in seconds. They can also be utilized to reinforce magical effects and rituals, providing vast amounts of magical energy and mystical stability. The Holy Grails are the core of Goetia's plan to incinerate history, and Chaldea will gather quite a number of them in the time to come. As such, you can also purchase additional Grails after this first one by spending an extra 200cp per Holy Grail. Should you have discounted this item, this extra surcharge will be reduced to 100cp per additional Holy Grail instead. And finally, your first Grail also comes with some knowledge on how to make more of them, as difficult as it is even while possessing one already. What shall you do with such power in your hands?

## (175) Kandive’s Amulet [400CP] (Dying Earth)

This is an amulet carved of some blue stone which seems to crawl and move when touched by hand. No further description of its appearance is known, for even the smallest glance upon it assaults the mind. A mere momentary glimpse through tightly grasping fingers is enough to leave a wizard, trained in handling strange psychic forces within their brain, in a daze as strange voices whisper in their mind, and to look plain upon it can repulse even demons which might threaten Pandelume the wise. To gaze directly upon it is to have your mind assaulted with a force to drive one mad and break the mind, and even protections against spells and magic seem to be of no avail against this psychic assault. Some sufficiently alien creatures may be immune or resistant, but even demons born of the worst horrors of the human imagination are driven to horror and flight from looking directly upon it for a brief moment.

## (176) Alchemical Apparatus | Enchanting Table [400CP] (The Elder Scrolls Series)

**Alchemical Apparatus [200CP] (The Elder Scrolls Series)**

This is what every alchemist needs to truly bring out the best of their craft. This master crafted set of mortar and pestle, calcinator, alembic, and retort allow you to make more substances at a higher quality than you otherwise would have. Alchemical ingredients sold separately.

**Enchanting Table [200CP] (The Elder Scrolls Series)**

Being an enchanter isn't much use when you don't have the equipment to do it. Not only does this table allow you to enchant weapons and armor, but any enchantments you do place are stronger than they otherwise would have been. Does not come with soul gems.

## (177) Book of Going Forth by Night [400CP] (Wizard 101)

A tome of indeterminate page count and without any index a mortal mind can comprehend. Written on its pages are every creation that does not exist in the Spiral. Every dream and nightmare that Bartleby and Grandmother Raven did not see fit to include in their creation. Off-tune songs and twisted abominations, the things contained in this dark grimoire were never meant for the light of day. Think very carefully before allowing any of them into your shadow.

## (178) The Cursed Bow | The Cursed Flintlock [400CP] (Princess Mononoke)

**The Cursed Bow [100CP] (Princess Mononoke)**

It is very evident that there is something wrong with this bow. If the Kodamas staying far away from it wasn’t a good enough sign, the strange fashion in which the bow seems to writhe and pulse should be more than enough to set off warning bells. The draw weight of this bow is immense, even if the actual effort required to fully draw the bow is much less in actuality – in essence the bow seems to amplify the effects of the draw, changing normal arrows into body splitting projectiles. The wounds from this bow seem to fester and become infected easily – so it would perhaps to wise to use this prudently. If you grow accustomed to

using it, you might start hearing voices...voices that seem to come from the bow itself. A bow can't be sentient right?

**The Cursed Flintlock [300CP] (Princess Mononoke)**

The people who went across the sea came back with weapons that spewed out fire and steel, but it was the people of this land who took those weapons and turned them against the old gods. This weapon has seen to the end of several such spirits and with each one that it devours, the weapon itself seems to grow more deadly, its reach seems to grow further. As it happens to be just a little bigger than a flintlock rifle, even a young child could wield this with practice.

As a weapon that was made to take down any foe be it man or spirit, this weapon consumes spiritual energy for each shot, but also absorbs spiritual energy from its kills. By consuming larger amounts of spiritual energy, it can handily pierce not only magical barriers – but it can also render ineffective the natural regenerative abilities of magical and spiritual creatures. The curse itself seems to hold the projectile in place, rendering your aim true for longer ranges – and as the curse itself grows in strength, so too does the effective range of this flintlock. Be wary however, that the more you feed the beast, the more it will demand.

As such, it is best if you remember to be a stern master and not yield to the flintlock's thirst for death too often. Keep the flintlock's hunger under control, and it should prove to be a useful asset. Let it run wild...and you may have a hard time controlling it from killing everything in its path. And of course, even if you're confident that you can keep this murder tool under control – you should probably be wary of others, should you let them utilize this weapon.

## (179) Vials of Petrification Disease [400CP] (Lies of P)

A collection of 10 vials each containing a sample of the petrification disease. Comes with complete notes from the alchemists on their discoveries on the disease, including how to create enhanced lifeforms and cadaver monsters using the disease and elixir.

## (180) Bloodworm Helm [400CP] (TES: Undead)

The King of Worms was said to have left behind one of his prized possessions, the Bloodworm Helm, after his ascension. The Helm is a construct of magically formed trollbone, and though beautiful to behold, many find the artifact repulsive due to its morbid nature. It will allow the wearer to summon numerous skeletons for no magicka cost and grant then better control of the undead, as well as dealing more damage to them.

## (181) Meteorites [400CP] (Mistover)

Several dozen meteorites, each the size of a large dog and glowing with power. Veins of strange, blue minerals run through them, glowing with mysterious energies. Not only are they a great material for forging magic items, but walls between dimensions grow weak in their presence, allowing you to easily breach them. Every meteorite depleted of its minerals will be replenished within several days, and any smelted down in full will reappear within the week.

## (182) Dr. Jekyll's Formulae [400CP] (Hammer Horror)

You possess a replenishing stock of two special drugs made by two different Doctor Jekyll's. Or well not quite, since you're paying a premium these formulae have been improved somewhat from Dr. Jekyll's own. The first releases a person of their inhibitions, freeing them mentally to act on their own personal desires with little care or heed of others; the small minded might say that it strips them of their good leaving only their evil. In addition the formula changes their appearance somewhat. The second drug instead changes a person's sex transforming male to female and - since you're paying a premium here - female to male. You may choose whether it also changes their mental gender and sexuality. It also prolongs the life of those who take it on a regular basis. Both drugs last for up to 8 hours at a full dose, and you get 7 doses of each with one dose of each drug restoring itself each day.

## (183) Mask [400CP] (Rise from Ashes)

The high crow must've seen true potential in you to bestow this. Or maybe you acquired it through other means. The birdlike masks of the crows are given to only those who've proven themselves to be the best and brightest. This is a heirloom sewn personally by the first crow. While it appears to be a simple badge of honour among your colleagues, the truth is that the power of the masks runs far deeper. Every mask holds a fragment of the soul of the first crow, one that guides them in some way. For some, it compensates for disabilities such as lost senses. It provides others with ancient advice on mediumship. Your mask does the same. The pieces of the first embedded within are quite sinister and ruthless, and yours is no exception. However, it is entirely loyal to you and will always do its best to help you.

## (184) Black Cross [400CP] (Horror Midnight Movie Marathon)

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 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.

## (185) Fake Necronomicons [400CP] (The Evil Dead)

Far from the true Necronomicon in power, yet not without their own magical powers, these books could convincingly pass for the true Necronomicon Ex-Mortis. Several of them have mouths, filled with sharp teeth; they are capable of autonomous movement, but they'll happily lie in wait for years before attacking. You can also direct them to attack your enemies. They can flap their cover and pages to fly around at high speeds in a manner reminiscent of a bat. The other book is more interesting; when opened it creates a powerful suction effect, drawing nearby beings into a deep, extra-dimensional hole within it that leads to places unknown. While it's possible for this to be resisted or even escaped, most normal people will find it impossible to escape.

## (186) Lorenzo's Crown [400CP] (Fallout: Mutants)

An artifact that may possess otherworldly origins, it was uncovered by Lorenzo Cabot in the Rub' al Khali desert in 1894, and has kept him alive all the way until 2287. This piece of headwear will not only halt your aging, making you effectively immortal, but it will also focus and empower any psychic powers you may possess. Even when worn by someone who isn't a psyker, it will give them a minor telekinetic ability.

## (187) Running Sneakers [400CP] (Song of Horror)

Speed and stealth don't often go together easily, but with this comfy pair of shoes that is less of a worry. While wearing them, they produce no audible noise themselves.

## (188) Mystic Tradition [400CP] (Symbaroum)

You have trained in the mystic arts – and more than simply learning spells and rituals, you have been tutored in one of several different traditions. This makes it so that you no longer gain permanent corruption when learning powers from that tradition, and you greatly reduce the temporary corruption suffered when using magic of that type. Some traditions also grant extra benefits, and one tradition corresponding to your Background may be Discounted.

(Editor's Note: The choice can be found within the *Symbaroum* jump. However the only you may choose is *Sorcery* being that it is the only magick available for the cultist background.)

## (189) Herbert West's Research [400CP] (Re-Animator)

In this black doctor's bag consists a copy of all of Herbert West's research on the re-animation of dead tissue up to the point of the film, as well as a small supply of his reagent. Post jump these notes will update to include copies of all of Herbert West's research in any of the three films, the original story by H. P. Lovecraft, his reagent, a device to capture Nanoplasmic Energy, and the formula from the original story. In addition the supply of the reagent will now regenerate, meaning you will always have a steady supply to continue your studies. This does not include his research into embalming solutions or heart attack inducing drugs; though if you bought those items you will have notes for replicating more included.

## (190) WCS Supply [400CP] (NieR)

A small box containing a seemingly ordinary pile of dust. This is the last source of White Chlorination Syndrome left in the world, a horrifically deadly substance born of magical beings crossing into a mundane world. The box contains a small interface that will allow you to program limits and commands into the dust, allowing you to use it to infect and destroy or control as much or as little as you desire. The supply you have here is limited in that it cannot self-replicate, not without study on your own behalf, but would be enough to wipe out an entire town within days or convert them all into loyal salt soldiers. As long as you have the box, you can recall the WCS.

## (191) The Shining Trapezohedron [400CP] (Lovecraft)

Whenever you stare into this shining crystal you can see a small creature made entirely of fangs and claws. This beast will show you anything in the universe for a price. You must suffer horrible pain or the little monster will refuse to show you anything. It has to be you, and it has to hurt terribly.

## (192) Hole's Saint [400CP] (Dorohedoro)

A great doctor such as yourself would without doubt be a great blessing to Hole, or even the poorest layers of the Magical Users' Realm that can't afford healing magic. Your expertise goes even beyond mere 'human' biology, as you are also able to treat magical experimentation victims to better alleviate their suffering, although not to completely nullify the magical effects. More curiously, those who you help rarely forget what you did for them, and you will often find yourself encountering former patients in the future who will gladly help you to the best of their abilities if you are in need.

## (193) Bioresonance Module [400CP] (SIGNALIS Gauntlet)

Perhaps you've sourced this tool from the Empire? This chip, or headset-esque device if you're a Gestalt, can be activated to tap into bioresonant networks, even if one is not bioresonant oneself. This has additional use with Replikas, as a bioresonant network is a crucial component for data storage, communication and maintenance of the mind for them. Of course, the local one is all but collapsed after the Kolibri population was infected. Perhaps you can still grasp at snippets of information from the intact minds, but even that is a risk. However in future worlds you'll find this capable of tapping into other analogous mental networks, taking information from them as if one were a fully authorised/capable member.

## (194) Maximum Level Clearance [400CP] (Lobotomy Corporation)

This master key card allows you to go anywhere in the corporation. Outside of the jump, the keycard becomes a sort of skeleton key, compatible with all electronic or futuristic locks. This comes free for the manager origin, but must be bought to keep with future jumps.

## (195) Atlas of Dreams [400CP] (Cultist Simulator)

An occult journal that maps the dark side of the world. This atlas can guide anyone to anywhere, even places outside of reality, provided the user has a destination in mind. Do remember that some places are harder to reach than others.

## (196) The Talisman [400CP] (9)

The item that made everything possible, a little device that allows for the channeling of mind and soul between bodies. It also has the capacity for taking and storing souls, with the version you purchase here able to store an unlimited number of souls. That 'taking' involves forcefully tearing the soul out of a target, helplessly flailing in pain before falling limp with smoking holes where their eyes and mouth were. The Talisman can also jumpstart life on a planet by releasing stored souls into the sky, with even a little over half a soul causing microbes to appear.

## (197) Embrace of Decay [400CP] (Exalted: Abyssals)

After centuries of experimentation, Eye and Seven Despairs figured out how to integrate disease and reanimation. His efforts culminated in the creation of the disease called the Embrace of Decay. Unfortunately, an escaping ghost named Voice in the Grass stole his only sample of the disease. Well, maybe not the only sample. This strange soulsteel cylinder contains a green soup that reanimates any dead who touch its putrid vapors, and unlike its counterpart, does not have a small crack. Anyone who suffers a wound from a zombie infected with this plague is exposed, whereupon victims first feel the disease's effects after a mere handful of hours. The victim's skin grays. Necrosis of thin tissues occurs, and the skin starts to peel away. The victim grows hungry but cannot be satisfied. She grows frail and is increasingly easily fatigued. Eventually, the victim drops dead. No more than a minute later, she rises again as a zombie, hungrily attacking and consuming any living creatures it can find. Anyone whom such a zombie kills or who dies from the disease rises again, carrying the zombie plague themselves. Worst of all, there simply is no mundane way to treat this disease. Filling a victim's body with the cleansing Essence of the Unconquered Sun, through magic, prayer or Solar anima, supplies an effective counter-agent; magical treatment usually revolves around that principle. Most of the time, the only way to stop this plague is to kill its victims quickly and burn the bodies before they can rise again to spread the disease.

## (198) Vial of Rot [400CP] (Bibliomania)

This is a small 100 millilitre vial of pure concentrated Rot which is as potent as someone moving from Room 100 to 099. Simply exposing someone to the liquid will rapidly mutate and kill them. This can be used in a list of ways and a smart enough person can find dozens of uses of this beyond just instantly receiving poison. The vial refills when used.

## (199) My Weird Collection [400CP] (World of Horror)

Through active effort or just plain chance you seem to occasionally come across items with magical properties. No one but you ever seems to find bloody ritual daggers in their trash can, but if you start stockpiling and using these items you'll find you have quite a little occult arsenal at your disposal. Just be mindful who finds out about it.

## (200) Goetia [400CP] (Hellgate London)

The lesser key of Solomon, contained within are secrets to binding demons to your will, or so it seems. Hidden within the text are actually secrets to crafting anti-demon nodes, when two or more are placed within ten feet of each other they form a field that nothing short of a greater demon can cross. There may be many more secrets to anti demon magitech, but it will take a long time to decode and translate them.

## (201) Forceful Entry Kit [400CP] (Song of Horror)

Here you go, a set of equipment that a single person could use to force open any normal door. This includes a sturdy crowbar, a fire axe, a plasma torch, handheld ram, Jaws of Life, bolt cutters, and a set of lockpicks - if you'd prefer to go that way.

## (202) Mortal Quill [400CP] (Lollipop Chainsaw)

Knowledge is power, as the Necronomic demonstrates. Knowledge must be recorded, however, for its true power to manifest. This quill will aid you. Occult words and symbols, particularly those written in blood or onto skin, are empowered when drawn using this raven feather. They are more persistent, powerful, enduring... and malicious. Be careful with your manuscripts, lest your curses rebound upon you.

## (203) Mariphasa Blooms [400CP] (Generic Universal Monsters)

These three flowers have the ability to halt unwanted physical and mental transformations. Valued by this world's werewolves, they can stop mutating viruses, magical curses, or the mutating effects of alien dimensions equally well. Each one is good for stopping a single transformation, but you'll get three replacements a month and can use their seeds to grow your own specimens.

## (204) Division Bell [400CP] (Cultist Simulator)

A handheld bell that rings with dissonant tones. Pointing this bell at something and ringing it can divide that which has been put together. Through this, and with enough haste, even the Worms can be separated from the still unwilling host.

## (205) Lich Hand [400CP] (Adventure Time Jump)

This artifact contains a fraction of your powers. In case you ever die or are otherwise vanquished or bound for a chain-failing condition, this hand can save you from this fate once per Jump (or every ten years post-Chain).

(Editor’s Note: It will act as a save state upon purchasing it. But it will not save any biological changes or abilities gained after its purchase.)

## (206) Brain Flower Seeds [400CP] (Fear and Hunger)

A pouch, containing 50 brain flower seeds. The brain flower is a curious plant, found in the Dungeons of Fear and Hunger. The black and the darkness found within the dungeons themselves affect all manners of life, including plant life. They bloom from the dead but have also been seen to have latched onto others, acting as a parasite. Once latched onto its host, it will spread its tendrils into the brains of the host, controlling it and making the host do its bidding. The host will then try to spread its affliction onto others, further spreading the flower to every part of the dungeon and possibly the world outside. They do this until the host dies and becomes a seedbed for many of the brain flowers to come. Beware, if you do not have a way to protect yourself or control them you may end up unleashing horror onto future worlds you visit.

## (207) Fossilized Carrion Specimen [400CP] (Carrion)

*How could you have possibly obtained this?* This Containment Unit contains the fossilized remains of a carrion specimen. By studying the Fossilized remains of this specimen or eating it, you can gain more insight into how the carrion species has evolved over the decades. This specimen is unique in that, while it is at first a prehistoric version of the carrion species,

as you study it more or eat it and wait five years, the specimen will evolve into a more advanced carrion specimen.

## (208) Partnered Content [400CP] (Generic Analog Horror)

This simple company sticker has a powerful effect: if applied to any one object, it will make that object a Jumpchain Technologies affiliate limited time prototype! What does this mean? Well, the object and anything it produces gain a few useful properties: they are all of the highest quality they can be, perhaps even a step above what's possible. They are also almost hypnotically pleasing: food tastes amazing, images really pop, even simple numbers on a barcode can be stared at for hours. And, perhaps most importantly for your purposes, no outside effect can stop the item from working: EMPs, antimagic fields, a breakdown of physics to the point anything more complex than a clock won't function, it will just wash off this object. Because that's the Jumpchain Technologies guarantee!

(Editor's Note: Purchasing of the *Mire In Misery* perk and choosing to implement the *Anomaly* Drawback will cause this perk to be capstone boosted. Be warned that the *Anomalous Alteration* to perks originating *Generic Analog Horror* Jump can be overwhelming.)

## (209) Bloodshards [400CP] (Ravenwood)

This strange substance came from beyond the demiplane in the form of a meteorite that appeared during the blood moon and landed in the Crimson Fields. The shards of this meteorite were collected and forged into powerful artefacts by the volkan artisans of the fields, resembling nothing more than intricately carved spikes. You own five of these artefacts.
By plunging one of these spikes into a person, animal, or even yourself, the spike will imbue them with power and causes no damage at all to the one affected (you could stab them in the head and they would function just fine). This causes the one stabbed to grow in muscle mass and size, bones to harden, and skin to thicken to the point of blocking common swords. More than that, the spikes imbue a supernatural awareness and swiftness. Using multiple spikes will amplify this boost, to the point someone using all five could hold their own in direct combat against several berserkers and gladiators from the Crimson Fields in direct combat using only what these spikes provide.
However, this comes with a side effect, the spikes warp instincts to be more animal, increases the aggression of the recipient, and amplifies negative emotions, using all five without the will (or another defense against such) to hold this back could render the user a mindless rage monster.
Pulling the spike out after using it leaves no wound, just a mark lighter than the surrounding skin, repeated use in the same spot leaving it pure white. You are able to remove the daggers with ease, but others trying to remove them by force find it incredibly difficult without considerable strength and proper leverage. You can choose whether this applies to the recipient of the spike.

## (210) Frangiclave [400CP] (Cultist Simulator)

The master key of the world, and the most powerful tool of the Principle of Knock. The Frangiclave is a key that doesn't so much open locks, but rather utterly destroys them.

## (211) Maxwell's Lucky Coin [400CP] (Song of Horror)

When you ask this coin to decide between two options it will always land on the side that would grant you the greater profit. For purposes of this coin assume death is negative infinity profit.

## (212) Orb of Presence [400CP] (Gemcraft: Frostborn Wrath)

The cornerstone of a gemcrafter's power. The Orb of Presence is a single, perfect sphere of mana the size of a large house. It acts primarily as a mana battery and mana generator with synergistic effects on the mage that is connected to it, as well as the stable spells that are within range of it. Casting the spell that creates an Orb of Presence is physically and magically exhausting and takes several minutes of intense concentration, regardless of your power level or expertise. It starts out with a mana regeneration rate and mana storage limit similar to the caster, but it's strongest power is that it is self improving. Any time the orb fills with mana, it collects the spillover into a spell of self improvement that will increase its capacity and regeneration by about a third. This improvement is permanent, and will compound with future improvements, until the orb is destroyed, or the wizard unlinks from the orb in order to create a new one or by traveling too far out of range.

The secondary power of an orb is to act as a foci, allowing spells to be cast on a much larger scale than would otherwise be possible. While gemcraft is normally performed within about 100m of the wizard if they do not have access to an orb, connecting to an orb will grant the wizard an awareness and casting range boost of nearly 100 times their personal range. This boost applies to any magic cast through the orb, so any spell known by the wizard can be cast on the field of battle within range of the orb. The wizard can also safely store a few spells within the orb, ready to cast, and can re-absorb existing spells on the field into the orb. The most common use of this ability is to reposition the massive gems on the field of battle, but the wizard can also just absorb the mana from the spell directly into the orb in order to get most of the mana back.

While the Orb of Presence is incredibly powerful, it is also quite fragile. Other than a single defensive ability called banishment, the orb remains unprotected from attack, and can be shattered by a single strong blow. Banishment is an automatic defence that teleports anything striking the orb to the outer edge of the field of battle at the cost of some mana. The mana cost scales with the strength of the soul of the attacker. Fortunately, this means that most ranged attacks are basically free to banish, but it also means that if a powerful enemy gets close to your orb, it can cost an exorbitant amount of mana to prevent destruction, and if you do not have that mana available, the orb shatters.

## (213) Necromancer Amulet [400CP] (TES: Undead)

As with most artifacts associated with necromancy, this one was believed to have been crafted by Mannimarco, and it's easy to see why. This enchanted amulet heavily boosts the magicka reserves and grants an easier use of necromancy to any that wears it. Unfortunately, it stunts the regeneration of any living thing that wears it. Luckily, this drawback is ineffective when worn by the undead.

## (214) Tana Leaves [400CP] (Generic Universal Monsters)

Sacred leaves of the tana plant, these can be brewed into a concoction that will allow you to revive a corpse into a mummy. The mummy will require more of the mixture on a monthly basis, or if it is injured severely, in order to stay active. If left unused, the brew will attract nearby undead, who will try to drink it for themselves for nourishment. You'll get another satchel of the leaves every month.

## (215) Evil Eye [400CP] (Shrike Twilight Legacy)

After performing a magic ritual you found in a dusty old book, one of your eyes was replaced with a sphere of pure, crystallized magic energy. Glowing in whatever color you associate most with yourself, the evil eye allows you to tap into your mastery of arcane forces through your sight alone. You can cast any spell you know on whoever or whatever you're looking at, and while you'll still have to supply the mana cost, you won't need to perform any incantations or somatic components by casting this way. Comes with an eyepatch, which you're going to want to hang on to. Despite its name the eye isn't inherently evil, but it certainly has a reputation.

## (216) A Crate of Ingredients [400CP] (Cultist Simulator)

This 3m x 1m x 1m wooden shipping crate can contain any assortment of ingredients that could be useful for your occult rituals or other activities. They don't need to be magical in nature. This includes, but is not limited to: powders, poisons, tinctures, extracts, plants, body parts, ores, or even gemstones. You could even find an entire corpse inside it, provided it fits. To claim them, simply think of the materials you need and open the crate. The crate will be neatly organized and filled to the brim with everything you asked for inside it. This crate will restock exactly 1 week after being emptied.

## (217) Thousand-Men Pins [400CP] (Made In Abyss)

These small white pins grant the user great strength and longevity when thrust into the skin-removing them would remove their benefit. Despite the Relic's name, a single pin would only grant the user the strength of 10 grown men (in addition to their existing strength). This purchase gives you a supply of 50 pins. The strength these pins endow you with comes with a downside- a corresponding appetite (or, in the case of Interference Units, an increased need to recharge).

## (218) Cursed Scissors [400CP] (World of Horror)

Seemingly normal pair of scissors, if you ignore what appears to be blood at the end. The shopkeeper will enthusiastically regale you about a tale of a woman with a very wide smile and even sharper scissors, but a few cursory snips will show nothing off about them. Is this weirdo crazy enough to think you'll pay this much for scissors?
You'll be proven wrong the moment you attempt to use it as a weapon. These scissors are supernaturally sharp - enough to slice through cheeks and flesh with ease and is an extremely formidable weapon and absolutely indestructible. Supposedly, trying to use the legendary scissors will corrupt your mind to mimic the Scissor Woman of legends, but these seem absent of that little detail. sMile...!

## (219) Black Books [400CP] (TES: Magic)

Created by Hermeous Mora, Daedric Prince of Knowledge, these eight books are tomes of esoteric knowledge with a special property to them. By reading them, you will be taken to an island within the realm of Apocrypha, and subjected to a test. What this test is differs from book to book, ranging from complex puzzles to a gauntlet of combat. If you die in the books, you will be returned to the real world unharmed, but should you succeed, you will be granted powerful abilities.

## (220) Determination Orbs [400CP] (Glitchtale)

Every human soul has an amount of Determination inside them, regardless of their Soul Trait. The red souls are the souls with the highest concentration of it. There is a machine in the True Lab capable of draining the Determination from a soul and, after the process, the substance becomes a glowing white orb with an outline of the same colour of the Soul Trait that it got removed from. Somehow, you acquired seven of these orbs, one for each natural Soul Trait. After absorbing one of these orb, you acquire temporarily the regeneration factor used by the bearers of the Determination soul, a significant power boost (equivalent to fusing with a single human soul) and temporary access to the Soul Trait's magic (for example, absorbing the green orb will let you use the defensive replaced at the start of each Jump or after 10 years of usage.

## (221) Springlocked Suit [400CP] (Five Nights at Freddy's Movie)

A suit, powerful and well kept as the one belonging to the Yellow Rabbit himself, thought this doesn't necessarily have to be a Rabbit, it could be a bear, a fox, a dog, a chicken, a wolf, a gator, or even a Marionette if you wanted it to be. Unlike Aftons, this one won't accidentally springlock murder you, not unless you wanted it too. This thing offers a great disguise, enhanced strength, durability and also proves a good way to gain a new alias. How does Sparky the Killer Dog sound?

## (222) Divine Carcass [400CP] (Witch on the Holy Night)

The corpse you found somewhere in the wilderness could either be breathtakingly beautiful, the pinnacle of the human form and then some, or an incomprehensible distortion to reason and logic. No matter, it is what is left of a god. Less than a Divine Spirit, less even than an Elemental, yet unmistakeably steeped in Mystery predating the rise of mankind. It's blood, it's spinal fluid, it's bile-all of them are unspeakably valuable as reagents for rites in the world of magecraft. A certain witch might find a particular use for its abdominal fat. Best of all, not only does the thing not rot but it regenerates it's parts slowly when left alone-taking perhaps a month to regenerate a major organ.
...it's probably dead, and whether or not that was a wink you saw just now it's guaranteed not to move or resist unless you attempt to revive it with a greater magecraft ritual or something. It's anyone's guess what it would do if it was. The gods are fickle, not least when diminished into something technically less than one.

## (223) Aglaophotis [400CP] (Silent Hill)

As detailed in the Kabbalah, this refined herb, sourced from Arabian deserts, has been

distilled into a liquid. If cooled, it will crystalize. Aglaophotis is commonly used to dispel and ward against evil spirits and demons. You may use it as a panacea against corruption, perhaps by drinking it or splashing it on the affected individual. Take care; even some proclaimed gods find it unbearable, and if you are seen with it, Silent Hill's denizens will take offense. Contains one dose to start, and you'll find another every week regardless of if you've used your current stock.

## (224) Ritual Candle [400CP] (Cassette Beasts)

A candle with a black flame. By burning a recorded cassette in its flame, you can either focus on the species of creature and gain a high chance for creatures that species to appear as bootlegs, or focus on the type and cause creatures in general to have a high chance of appearing as bootlegs of that type. This effect will last until a bootleg is recorded or eight hours have passed. Burning another cassette will replace the effect. In future jumps, you can use this candle to enact similar type shifts on sought after targets, such as burning a piece of ore to gain a strong chance for mined ores to change into that type of ore.

## (225) Lysine Supplements 400CP] (Jurassic Park Books)

All of the dinosaurs inside Jurassic Park require lysine supplements due to their inability to create them. This is a large supply of lysine rich food including crops, livestock, and any other sources of food. This food supply is large enough to feed as many individuals as you need to. The best part is that in addition to the lysine this food will always contain any necessary vitamins and minerals. This food is very useful for treating patients who are malnourished or suffering from some sort of deficiency.

## (226) Root of Blasphemy [500CP] (Elden Ring)

Grander in size than a man and yet far less in nature, words fail to describe this abomination. Piscine yet humanoid, eternally rotting yet preserved, whether another demigod shared Godwyn's tragic fate or some strange aberration once naturally looked like this it appears there is now a second font of Destined Death equal to the original one spreading Death Blight throughout the Lands Between. Soon, deathroot will be seeded across the land. The dead shall rise twice as fast and surely as they originally had, whether as rotting corpses, ghosts or stranger things and in time may amalgamate or alter into things barely resembling the living they once were. This place is itself sacred to the mystic forces of death in this land, empowering your death-based magic greatly; even a dragon of this world could be corrupted in mind and nature by the intensity of the rot here, and this would be a fine place to enact rites like contemplating the dreams of a long-dead demigod in order to embed the principle of life within death back into the Golden Order. By the same token however, there is no place that Those Who Live In Death and similar undead beings would feel nourished both mystically and spiritually. There is no greater horror to be levied against the Golden Order, but perhaps that is your intent after all. In future worlds, if you wish not to unleash plagues of undeath you may choose for this to be confined as a property behind a door of damp, mouldy wood in your Warehouse.

(Editor's Note: Depending on if you do not have the Darkest Tome perk, *Darkhold*. Then you may simply opted to have the *Root of Blasphemy*, be wrapped in damp, mouldy wood.)

## (227) Abomination Blood [500CP] (Ravenwood)

Dark beasts from beyond the planes, abominations are a threat that the demiplane actively fights, both for the threat they represent... and for the power held within the little bits of blood they shed when wounded. You possess a vial of blood harvested from an abomination. This blood has several uses due to the power held within it. When imbibed or injected as is, the blood has mutagenic properties that reinforces the body to the extent that even normally critical or mortal wounds can be survived long enough to heal, though instantly fatal wounds, such as the brain being destroyed, cannot be survived with this alone. However, this doesn't improve the rate of healing, though it does prevent scarring and allow for a limited form of regeneration. This has a secondary effect of extending the lifespan of the drinker by several centuries.

The blood can be distilled into a form of potion that augments the magical capabilities of the drinker. Those uninitiated in the use of magic are granted a sizable pool of mana and a basic instinct for its manipulation while those already possessed of mana will have their reserves expanded and improve their ability to manipulate mana.

A treatment of abomination blood will greatly enhance the magical properties of materials, objects, or creatures, which only takes a few drops of the blood. Artefacts and potions created with alchemy are empowered to be nearly triple their normal power, permanently, though this can only be done once. Objects with inherent magical properties have those properties reinforced to the point they can be used with witchcraft without crumbling to dust. Creatures with inherent spell matrices have those spell matrices empowered to be doubled in power.

Magical viruses, such as vampirism, therianthropy, and the ghoul virus, can similarly be augmented through the use of abomination blood, which can make even a weak vampire or therianthrope the equivalent of the oldest and strongest example of their kind. Finally, abomination blood can be used to fuel rituals, replacing any other material requirements, including any living sacrifices that would normally be necessary. The blood increases the power of the ritual as well, and can nearly quadruple the power involved if the blood is added rather than replacing the material requirements.

You gain another vial of blood at the start of each year.

## (228) Titan Spinal Fluid | Armor Spinal Fluid [500CP] (Attack on Titan)

**Titan Spinal Fluid [100CP] (Attack on Titan)**

Eighteen syringes filled with spinal fluid extracted from Pure Titans. When injected into the blood of or ingested by an Eldian, they're transformed into another Pure Titan. The spinal fluid can be replicated, but it would take specific materials and an expert in titan science to do so. Comes with instructions on where exactly to inject in order to create a titan of the desired size, and what not to do to avoid creating Abnormal Titans. The spinal fluid will begin to evaporate if exposed to air. These are restocked once a month.

**Armor Spinal Fluid [400CP] (Attack on Titan)**

A special sample of titan spinal fluid that, when consumed by a titan shifter, grants the ability to convert their entire titan form into hardened titan flesh. This is distinct from the learned skill possessed by the Nine Titans, in that it can only be used once per transformation as it permanently hardens the entire body at once. It can either harden the body as-is, creating a statue or wall, or shape the flesh into structures, such as pillars and rafters to support a

collapsing cave. Seeing as it renders your current titan transformation immobile and may require a whole new transformation afterwards depending on the situation, it can only be used so often.

## (229) Ice Crown [500CP] (Adventure Time Jump)

Gives you cool ice powers, like making weak snow monsters, bringing constructs to life, mind control rings, or instantly freezing people in a block of ice. You can easily unfreeze them as well, either some or fully. It will give you light blue skin, extreme hair growth, the ability to fly by flapping your long hair, a longer nose, and an extremely long lifespan.

(Editor's Note: Because of the item itself, I have increased the price from 400CP to 500CP.)

## (230) T-A.L.O.S. Plans | Red Queen Computer [500CP] (Resident Evil)

**T-A.L.O.S. Plans [200CP] (Resident Evil)**

In order to have power, one must have order. To have order, one must first have control. This assortment of schematics and plans will grant you such control over any B.O.W. you use it on, or augment yourself should you wish to install it on yourself instead. Methods to artificially enhance the cardiovascular system to give greater mobility than the size would normally allow, a metallic alloy for armor that grants significant protection against projectiles while preventing runaway mutation, and additional cybernetics such as robotic claws on tentacles or means to connect to a network for updates or use of facility equipment. B.O.W.s can decide if they start with all of this installed or not. You are the next generation.

**Red Queen Computer [300CP] (Resident Evil)**

This machine was probably one of the more successful products that Umbrella has ever devised, and that's saying a lot considering their viral legacy. This highly-advanced computer is capable of running an entire facility by itself, and when given the right machinery can even control B.O.W.s to increase their effectiveness. A word of warning, however: The intelligence within this computer is self-aware. So keep that in mind when programming objectives.

## (231) Zoaholic [500CP] (Made In Abyss)

This massive Relic resembles a flower or vulva. It allows the user to implant their consciousness into multiple bodies. All minds which have been connected to the user may also share thoughts. A human may only use it safely if they take care to only implant their consciousness into willing hosts. Otherwise, Zoaholic will surely drive the user insane and tear their soul apart. Zoaholic is activated upon touch, and can be used both by and on Animals. It can safely be utilized by those without human souls, even on unwilling Subjects. The user of Zoaholic may choose to totally overwrite a body's mind in order to "become" that person, if their original body is destroyed. Perks transfer along with the mind, in such a case.

## (232) Toolkit | 'Mana Batteries' [500CP] (Fate Apocrypha)

**Toolkit [100CP] (Fate Apocrypha)**

You are equipped for your specialities. If you're a Necromancer, maybe you have a set of heart grenades, a shovel and a pistol that shoots magically guided bones. If you're an

Alchemist, you have a few useful chemicals and a repair kit for any Homunculi. Whatever it is, it's about the size of a suitcase and while not a workshop by itself it could be the starting point of one, or a useful field-kit. Refills every hour.

**'Mana Batteries' [400CP] (Fate Apocrypha)**

You might want to keep these in a basement or something similar, otherwise it could raise awkward questions. What you have here are approximately 1000 large tanks filled with green fluid, each containing a high-quality homunculus with large amounts of Magic Circuits in good condition. The lot of them would be enough to keep 7 Servants with reasonably high mana costs active during a full Grail War, freely able to use their Noble Phantasms as long as it isn't too ridiculous, and you can key this network to any allied Servants or anything else that requires large quantities of magical energy. For those concerned of moral implications, this is a bit of a Schrodinger situation – while they're just being used as batteries they might as well be mindless and soulless husks, and you don't even need them to look humanoid if that's a problem. If, however, you decide you want to take them out and treat them as people, only then will they begin to actually have minds and souls of their own with free will and all that entails, if that's what you want. Any you take out won't mind about their condition or any that you won't take out, and they could be used for staffing a reasonably sized facility if you like since they seem to have basic maintenance capabilities programmed into them, and they're 100% loyal. I suppose you could use them in combat, but honestly, they'd do poorly at the moment even up against largely mindless enemies with no real ranged weapons. Maybe you can change that? They'll still count more as Followers or NPC's rather than Companions, unless you have some way to change that.

## (233) Kunihiko Asou's Notes [500CP] (Fatal Frame)

For many years, it was wondered how a man could use technology to interact with the spiritual realm. Wonder no more. Somehow, you have obtained Asou's complete notes on all of his creations, from the first theory to the final blueprints. In addition to allowing you to create your own Camera Obscura and the like, these notes also explain the fundamental theory of spiritual-material interaction, allowing you to give any of your personal creations the ability to interact with both realms as you wish. I bet those pesky hauntings will be a thing of the past once you get that ghost-proof fence up around your house.

## (234) Abomination Egg [500CP] (Ravenwood)

One of the rarest objects to ever be found in the Demiplane, this man-sized object is a perfect sphere of an obsidian-like material that was left behind by the only abomination to ever be, seemingly, slain in the Demiplane and only one was ever found. You have the second. The sphere is impervious to all attempts to harm it, even by gods, makes a melodic, ringing noise when struck, is cool to the touch, and has a steady pulse within that can be heard if you put your ear to the shell. This sphere, thought to be an egg by some, a heart by others, and a brain by still more others, is able to take in powers and objects, but doesn't seem to do anything with them. Until you leave the demiplane. All the powers and objects put into it incubate and shape themselves over time within the shell and, once you leave the demiplane, it seems to fold space around itself and vanishes from sight.

This creates an entirely new demiplane that is linked to you, influenced by the powers and objects put into it, with creatures and abilities based on them. You may open a portal to this demiplane at will and may add any properties you own to it to expand it. You can also open a

portal to the egg where you can add more powers or items to it to further expand on this new demiplane and allow it to grow in size. With time, you may learn to grab individuals or locations from the world to add them to this demiplane, expanding it and adding new elements to it.

## (235) Joy | The Vaccine [600CP] (LISA: THE CHAINFUL)

**Joy [200CP] (LISA: THE CHAINFUL)**

The pill that made the apocalypse even worse... Joy comes in the form of a bright-cyan, spherical capsule. Now, you've got an orange plastic drug bottle that seems to spawn Joy whenever you need it. Sell the pills for mags... Or feed your pathetic addiction. Be warned that mutating will count as a chain failure.

**The Vaccine [400CP] (LISA: THE CHAINFUL)**

This bright pink pill is the solution to what ails you... Probably. No matter how far-gone you are, a dose of the Vaccine will stop any and all forms of unwanted mutation and cure all forms of chemical addiction and withdrawal- it will even prevent them in the future. Originally, this pill was created by Doctor Yado as a form of payment for Buzzo's loyal service. Now, it lies in your hands, along with instructions to manufacture more. Naturally, this prevents Joy's deleterious effects from taking hold, though its strength-boosting effects will continue to benefit the user.

## (236) Miasma [600CP] (Fear and Hunger)

Miasma is an otherworldly sword that oozes toxic gases. The weapon is rumoured to house the strength of six men. Despite its impressive might, Miasma's most notable trait is not its power: the sword possesses sentience and can communicate with individuals by projecting a voice into their minds.

It was forged with the intent of sowing chaos, pain, and misery. This weapon is cursed, and will damage ghosts and incorporeal beings. Because it is being bought with cp, the spirit inside the blade will recognize you as its master and will not attempt to take over your mind. It will still cause a sharp increase in bloodlust and desire for violence, however.

(Editor's Note: Alternatively you can ignore the last part of the perk to make it more dangerous to use.)

## (237) Hades Gate | Purgatory | Acheron | Deathnomicon [600CP] (GrimGrimoire)

**Hades Gate [Free] (GrimGrimoire)**

From the grimoire's pages black and old, Unleash the spirits that death did hold.
Without form they roam and glide, Insubstantial - they can't be denied. Ghosts that pass through walls with ease, Feasting on magic as they please. Their sublimated nature, a fearful sight, Evil trembles before their haunting might. A phantom knight, ethereal dread, Calls upon a soul from the dead. Swift and powerful, a spirit to fear, A ghastly apparition that silences the devils' jeers.

**Purgatory [100CP] (GrimGrimoire)**

Within this tome of ancient lore, The spirits of sinners doth adore. Dark power flows through ev'ry page, Strengthening the dead in their dark cage. The

Skullmage is a fearsome sight, Able to smite astrals with his might. With ghostly blessing or damning curse, He grants the gift of the immaterial verse. Obelisks stand tall and proud, Alone the ghosts can join their crowd. With powers to heal and grant respite, They keep astral spirits in their sight.

**Acheron [200CP] (GrimGrimoire)**

In the folds of darkness and despair, Lies a tome of ancient lore so rare. A grimoire, calling forth a realm of death, With spirits who ferry souls beneath. The psychopomps, their power to invoke, The armies of the undead to provoke. Charon, the ferryman of Hades, Swift and ghostly, through the underworld grades. His boat, a vehicle of souls, Taxis familiars to their rightful roles. Large troops at once, he can send, A power that knows no end. But beware his anger, for it's fierce, Through his passengers' lives, his curses will pierce. For in this dark and ominous tome, The reapers of life and death have found a home.

**Deathnomicon [300CP] (GrimGrimoire)**

Behold this ancient grimoire that uncovers the arcane secrets of death, stripping bare the innermost workings of the underworld. With its invocation, you shall command the attention of the very gods of death, bending the very fabric of existence to your will. The magics of boundaries shall be your servants, and life and death mere pawns in your dark court.

(Editor's Note: I changed the original name of *Deathnomicon* from *Necronomicon so as to* not have it confused with other perks. Each tome needs its predecessor in this order. While *Hades Gate* is free, it requires *The Arts of Necromancy* to be taken, though if you wish you can alternatively pay *100CP*. Also there isn't much info on Magic from *GrimGrimoire*, there is a small blurb in the *Notes* section of the Jump if you wish to look.)

## (238) Trump Cards [600CP] (Witch on the Holy Night)

This is the magecraft equivalent of a missile arsenal, passed down to you from some illustrious ancestors. Be they bizarre familiars like the Ploy Kickshaws belonging to Alice that are protected by a form of fairytale logic preventing them from taking harm that does not abide some sort of rule or more solid Mystic Codes, even the least among them has some unique advantage in the world of Magecraft. Among those, one is a puny but sentimental thing that has little to offer you other than loyalty. The majority run the gamut from offence to utility; think of each as a powerful magecraft spell with loose rules incarnated into a physical vessel that can repeatedly cast itself whether you want to trap a person inside a tiny bottle, lower local conditions of reality to empower fantasy-based effects, distort space or monitor a whole city at once. Finally, three of them are catastrophically powerful or life-changingly miraculous constructs on par with the Great Three Ploys Flat Snark, Wandersnatch and Thames Troll. Even if their Mystery is strictly speaking inferior to that of a truly ancient Phantasmal, each operates on a scope resembling more a mythological miracle than anything conceived of by modern civilization. Only the safest hands can be trusted with such power. And only the most foolish would try to pry them from you, their rightful wielder.

## (239) Nootropic Drugs [600CP] (Horror Midnight Movie Marathon)

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.

## (240) Casket of Souls [600CP] (WHF: Tomb Kings)

An ornate casket, summoned and dismissed at your will to appear before you at any time. Normally stored in some distant tomb, it is always accompanied by two elite undead guards. The Casket of Souls, one of many of its kind, was used to store away the souls of all of a Tomb Kings' enemies, though only the greatest and richest of Kings could afford such an artefact. Among the most powerful magical items in Nehekhara, you are one of the Casket Keepers and thus have the right to summon it and its guards to your aid. Whenever it is summoned you find your magical energies empower significantly, though only once you incant a short ritual to open the Casket's lid does its' true nature become clear. Once opened, countless thousands of tormented, angry spirits will race out to devour the life force of any of the Casket Keeper's enemies, leaving no physical wounds and yet destroying the souls of all but the truly powerful warriors and monsters. Even witnessing the light emitted from within the casket is enough to burn away at a man's face, even if he is spared from the furious spirits within. Another incantation is all that is required for the spirits to be recalled to the Casket and sealed again. You also know the rituals to seal more souls into the casket, though be aware that its wards cannot hold everything, whether that is measured in power or quantity.

## (241) Darkness Virus [600CP] (The Darkness)

What you have here is a container of blood. Blood infected by the Darkness itself. Feed this blood to someone, and they will begin to undergo a change. They start to bleed from the eyes and mouth. A few seconds later, they will become fully infected by the virus, and their eyes will turn red. Once infected, the host will wander until it enters a highly populated area. It will stay there, not doing anything, until approached by a non-infected. At which point, it will vomit out a swarm of bugs that will immediately seek out new hosts to infect. The Infected act and look like zombies. They move in herds and are obedient to The Darkness and its Emissary. In this case, you. Whoever releases this plague can at any time choose to end it, causing all those infected to melt into puddles of biomass. Or, if the person controlling them is killed, the same thing happens. A new vial appears in your inventory at the beginning of every jump.

## (242) Hell Gate | Gehenna | Chaos Nest | Lemegeton [600CP] (GrimGrimoire)

**Hell Gate [Free] (GrimGrimoire)**

In darkness and despair we seek, The grimoire that will call the beast. For hell's gates we will unseal And summon demons, powerful and real. The imps, agile and quick, Gather mana to strengthen our tricks. Raising runes for attacks so grand, All at the command of the sorcerer's hand. But beware, for demons are not meek, With claws sharp and bodies so sleek. They wreak chaos and destruction, Our mortal minds unable to function.
Dark sorcerer beware, Lest damnation become your snare. Master the hellish powers, or be mastered instead, For the price of failing is eternal dread.

**Gehenna [100CP] (GrimGrimoire)**

This grimoire of the dark abyss, Awaits the brave, the damned, the fierce, Teaches secrets of the sorcerer's race, From imps that summon spirits to plague a place. The vermin of hell upon their call, Empower attacks beneath the fireball, Of demonic guardians, fierce and bold, Whose wrathful strike will make foes fold. But the sorcerer's sight does not end there, For foul wisdom does its pages bare, Revealing secrets beyond the veil, To see the world through a darker tale. So heed this tome with caution and care, Lest ye fall to the grasp of despair, For the power it holds is not for the weak, But for those who dare to delve in the bleak.

**Chaos Nest [200CP] (GrimGrimoire)**

Within these pages, the secrets lie Of demons, dragons, and cats with an evil eye A grimoire, bound in leather and ink Its power enough to make even the bravest shrink Awaken the chaos that lurks within And let the dragon's reign of terror begin Summon the Grimalkin, a feline with claws That knows the blackest magic, and all of its flaws The dragon's egg, a deadly prize Nursed and cared for with fire in its eyes But once hatched, destruction is near And nothing can stop its fiery fear Oh, dark and twisted book of spells Infernal knowledge, its secrets tell.

**Lemegeton [300CP] (GrimGrimoire)**

The tome of Solomon's lore, the power to summon devils galore
With methods taught to bind and control, the hellish forces to behold
Curses invoked and maledictions sent, the dark empowered with dark intent
Magic twisted and warding spells set, the hellish imprisoned with no regret
This ultimate tome of sorcery, a dangerous path with no mercy
For even with its powerful sway, sorcery is not safe to play
So heed its warnings and tread with care, for the Lemegeton will not spare
Those who seek its power and grace, beware the devil's embrace.

(Editor’s Note: While *Hell Gate* is free, it requires *The Arts of Sorcery* to be taken, though if you wish you can alternatively pay *100CP*. Each tome needs its predecessor in this order. Also there isn’t much info on Magic from *GrimGrimoire*, there is a small blurb in the *Notes* section of the Jump if you wish to look.)

## (243) IOUN Stones [600CP] (Dying Earth)

These floating stones, harvested by archveults from the heart of neutron stars broken open when crashing into the Nothing at the edge of the universe, possess a strange inner fire and many colored glows, coming in a variety of shapes and sizes. You have a collection of a dozen such stones, a collection there are wizards who would kill for.
These stones serve many purposes beyond their mere beauty. They can absorb magical energy like sponges, and do not seem to be limited to magic, as they seem to be able to absorb memories and the emotions associated with them with long enough proximity, and will absorb other forms of spiritual or personal force. They can even be coaxed to float protectively around an individual, absorbing magical force directed towards them. The stones do have a limit, and will not endlessly absorb energy, but just like a sponge can both absorb and release water, they are able to release stored energy whether magical, emotional, or something else. With well charged IOUN stones powerful emotions alone could be translated into bolts of destructive force, or they could provide motive will to a simulacrum of a man allowing them to make use of the knowledge of books poured into their 'mind'.

## (244) Skeleton Key [600CP] (The Elder Scrolls Series)

A Daedric Artifact of Nocturnal, Daedric Prince of Night and Darkness, this key is her most well known and sought after artifact. The Skeleton Key can open any lock, be it mundane or magical. You can also use it to relock stuff once you're done. Should you channel magicka into it, you can even unlock a person's potential.

## (245) Paired Mirrors [600CP] (Silent Hill)

This is a pair of antique mirrors. Tall enough to show an entire person from head to toe and ornately decorated with alchemical symbols. Supposedly utilized in summoning rituals in the 1700s, these mirrors possess a unique link to one another. This link allows one to, by expending a bit of mental/magical/or psychic energy, traverse through one, and exit the other. However, if one of the mirrors is covered or its view is otherwise obstructed, traveling into the mirror will send you into a reflection of the room it... well reflected. This space is semi-consistent, and can be used for storage, as any items brought into it will persist, even if the mirrors are moved. The caveat is that the items have to be carried into the mirror. Each mirror accesses the same storage space.

> **Capstone Booster:** Mirror Maze. How peculiar. It seems that instead of just two, you are in possession of 10 mirrors. Now, entering one of these mirrors takes you into an 'in between' space that acts as the storage room. Not only that, but you can exit from any of the 10 mirrors, meaning that you don't have to have the storage functionality and the travel functionality separate. Additionally, this storage space is roughly the size of a sports stadium.

(Editor's Note: The perk *Shattered Memories* acts as a capstone booster for this perk.)

## (246) Axis of Prophecy [600CP] (Shrike Twilight Legacy)

A twisted ironwood staff, topped off with an eyeball embedded inside a crystal. The Axis is a

very powerful magic item that was forged in the lifeblood of a hundred innocents. When enough mana is channelled through it, the staff uses sympathetic magic to take on the role of the Axis of the World, the tower where Fate rules over the future, for a single moment. This allows you to preordain a prophecy. Whatever you say will become as inevitable and irrevocable as time. Choose your words very carefully. As the one who stands in the tower, you and your companions cannot be directly involved in the prophecy, and likewise it cannot be used by another to control your own fate. The mana cost is enough to drain a master archmage of his magic and strength for a week, and will kill any lesser mages attempting to use the staff.

## (247) Toy Makers Apprentice | Necromancy for Dummies: Volume 8 | The Anarchists Cook Book to Dolls [600CP] (Nechronica)

**Toy Makers Apprentice [200CP] (Nechronica)**

Upon waking up in the world of Nechronica, you find a worn book next to you and your head filled with weird, abstract memories. The book is filled with crayon doodles that are barely legible. You find with each passing day and every one of the undead you break apart, the doodles and memories become clearer. By the end of year 10 here, you will fully understand how to replicate the Slime Mold Nanomachines and to craft Dolls of your own from human and non-human body parts. Early on you start with the understanding on how to better repair them. Now if only you knew how to copy and download peoples' minds....

**Necromancy for Dummies: Volume 8 [200CP] (Nechronica)**

Waking up here, you find a partially burnt book titled 'Necromancy for Dummies: Volume 8'. It's mostly crusty pages, crayon scribbles, and reads like stereo instructions. Every day you spend reading it, you learn a bit more about how the basics of creating the undead works. It'll take years to figure any of this stuff out but should you dedicate yourself to it then you will learn how to copy minds and then download them into a suitable host or storage device. Now if only you could find the first 7 Volumes.

**The Anarchists Cook Book to Dolls [200CP] (Nechronica)**

Reinforcement Parts always breaking down? Running out of spares? Wish you could craft your own? One part Alchemy, four parts Science, and several parts things I can't mention on the internet without attracting attention from the Government. The first couple chapters is all about crafting Armaments. Most of them are fairly simple to make with the right ingredients and parts. Starts with Molotovs and ends with crafting Mono- filament wire. Next comes Enhancements which comes with a crash course in robotics, metallurgy and alchemy to create the fascinating mechanical Parts here. The last part of the book seems to have been crudely stapled on and written in crayon. Its filled with crawling script, obscene formulas and often indecipherable runes that seem to be cooking instructions for Mutations. Seems this section will take several years at least to figure out and require a well stocked laboratory.

(Editor's Note: There is a *Special Notes* section where the Drop-In perks are. It details a few things as well as what happens when you purchase all three perks above.)

## (248) The Ancient Book [600CP] (Fear and Hunger)

This grotesque book bound in human leather is the greatest grimoire to be found in this land. Hailing from the accursed black continent it possesses the instructions to all of Gro-goroth's spells.

There are another two notable abilities it possesses. The first is that it acts as a catalyst to magical powers, serving in place of the usual staff or wand, and amplifying the power of any spell cast or ritual conducted.
And the second is the ability to absorb any book, scroll, plaque or grimoire that contains magic, esoteric, secret, forbidden or eldritch knowledge into itself, growing its own power and adding their contents to its pages. The more occult and magical knowledge it contains, the greater the amplification it provides, with no limits.
These two abilities will work on any other world you visit. This is no mere book, Jumper.

## (249) The Necronomicon [600CP] (Lovecraft Midnight Movie Marathon)

This is THE book in most of these films, the book in whose pages can be found the answer to save the world for another lifetime, or the spells needed to end it. This book is the foremost tome of lore on the Great Old Ones and the Outer Gods containing dread secrets and instructions for magical rituals. These rituals include spells both to summon and banish the elder things, and while its black magic tends to be the best known it contains many of the spells that work to counter the servants of the Great Old Ones. This book could be apocalyptic in the wrong hands, and it will only grow as you travel worlds. In future jumps it will update with magical knowledge from those worlds so as to always remain one of the most complete books on magic you can find in a setting.
And since you're paying CP for this you can read it even if you don't know archaic Arabic or the languages the new text would be written in.

(Editor's Note: If you'd like to make things harder, you can remove the last bit of this perk.)

## (250) The Shadow Ichor [600CP] (Ravenwood)

The only artifact of power to actually be created by intelligent hands, the archivist created this substance through an empowered alchemical distillation of the Ink itself, taking the beneficially corruptive nature of the Ink itself and turning it into an oozing ichor. The bottle this Ichor is stored in is enchanted so none will fall out unless it travels through a solid medium, which is how the ichor is used, by allowing the ichor to travel up your hands and out of the bottle until it binds fully to you, a process that leaves your hands stained blue-black for a few days before it fades. Once this color fades, only vein-like markings remaining, the bonding is complete and you can access the power of the Shadow Ichor in full. This makes you fully compatible with the Ink and greatly enhances your ability to understand it just based on this alone, something you can access even before the stains fully fade.

(Editor's Note: The full details to this perk can be found within the *Ravenwood* perk.)

## (251) The Poppy Serum [600CP] (Poppy Playtime)

Apparently in the Poppy Playtime Universe, the belief that poppies have life-altering effects is indeed fully true…somehow, this flower is extra special. When a normal poppy is used, life to toys can be brought into existence, however, is a vial of a purely concentrated dose of poppy, that has been experimented with and enhanced in all way pseudo-science possible. By pouring this inside of a dead creature with a mostly intact body, or on an object with a head and appendages, it comes back fully revived or to life, respectively. You get a new vial every year.

## (252) The Krivbeknih [600CP] (Fallout: Mutants)

An ancient, evil book that no god-fearing man should own. Upon its many pages are rituals, ones invoking eldritch entities for untold purposes. Most interestingly, there is a very specific ritual within, opening the mind to the eldritch energies of the cosmos, and transforming someone into a powerful psyker. Should you already be a psyker, then this ritual will instead double your psychic might.

## (253) Shard of the Boundary [600CP] (Kyoukai no Kanata)

You have a piece of one of the strongest youmu in existence, Kyoukai no Kanata, in the form of a small, worthless looking youmu stone. You have increased spiritual energy and physical abilities (about as much as an A rank exterminator for a normal person), limited pyrokinesis in the form of exploding fireballs and a degree of unconscious control over space and dimension. Not enough to warp space as you please, but you can physically break through dimensional barriers and you are more difficult to affect with space-based phenomena. Alternatively, you may craft it into an item or feed it to the Youmu Weapon, which will grant it a slightly lower degree of these same abilities.

## (254) Marlow's Research [600CP] (Aliens: Dark Descent)

You have here the sum total of Dr. Marlow's work into the xenomorph specimen. This includes such research as the process to create Guardians, methods to exploit telepathic individuals to influence the Xenomorph hive, and detailed explanations of various xenomorphic stages. On its own this research could lead to great breakthroughs in various fields of biology, but outside of that this research has a high monetary value to the Weyland-Yutani company and their rivals. 'Buy whole star systems' kinds of value.

## (255) Seeds of Destruction [600CP] (Drakengard One)

Playthings left behind by the Gods, a nest of ten massive white orbs appears to you in a secret location. The mythical Seeds of Resurrection that mankind had hoped would lead to a new, better form of man are just a cruel trick of the divine. Each one is an engine of doom for mankind, though you have found a way to take better control of them. Placing a creature into one of these seeds will forcibly evolve it, turning it into a far more powerful being with an all consuming obsession for the extinction of a species you choose, though by default it is targeted towards it's own species. Even a weak human girl would become a terrifying foe for a dragon. When a being is placed into one seed, it can be replicated across all of the seeds, resulting in numerous identical clones emerging with the same power and desire to exterminate. The room will add another seed at the end of each year and appear as it was before in future jumps.
It may be possible, with the right arcane knowledge, to learn to use these Seeds of Destruction as Seeds of Resurrection, allowing one to bring back those that have passed away or even create new, stable and sane life from combining elements from existing creatures.

## (256) Genetically Engineered Black Death [600CP] (Hammer Horror)

A biological wmd created through combining satanic sorcery and 20th century genetic engineering, you possess a sample of a supercharged version of the black death. If this sample were released into the world it could - in a world with modern medical capabilities and connectivity - cause a pandemic which could wipe out over 90% of the population of the Earth within a matter of years. In a world with reduced connectivity it will of course take longer to spread and isolated communities are more likely to escape it, and sufficiently superior medical science might be able to cure the plague, but even then it is a hyper-deadly and hyper-virulent disease. While it is the bubonic plague - at its base - here in future jumps you may choose to have it be a hypercharged version of a disease that affects any one (or more) sapient species in that setting (of your choice). You only get one sample, but if used or destroyed you will get a new one at the start of the next jump.

## (257) Silver Hand of Lilith [600CP] (Hellgate London)

This silver gauntlet can be worn over or in place of a hand, those who use it gain access to a massive supply of mana as well as the ability to completely heal those within twenty feet around them and command over undead which scales to the power of the undead in question, a single vampire, A couple of wraith, or a hundred zombies. The power contained replenishes quickly, and where a normal cabalist can turn a handful of rocks into a shotgun blast you could hurl a truck with impressive force before using all its reserves. Takes about a day to fully replenish its inherent mana.

## (258) Oghma Infinium [600CP] (The Elder Scrolls Series)

The Daedric Artifact of Hermaeus Mora, Daedric Prince of Knowledge, this is an ancient tome of knowledge written by Xarxes, the wizard sage and scribe also known as "The Ageless One." Upon reading it, you gain the eldritch knowledge of one of the three paths of Shadow, Spirit, or Steel. Each person may only be affected by this artifact once, as more than that can and have driven men to madness. Still, many who have read it have achieved near demi-god abilities.

## (259) Book of Blood | Red Grail [600CP] (Sarkic)

**Book of Blood [200CP] (Sarkic)**

A book containing every single application of blood and other bodily liquids known to the Daevite Empire. Alchemical uses, magic rituals, medicinal uses, etc. Also detailed within are properties of various kinds of blood - animal blood, ichor of insects, human blood, different blood types, etc.

**Red Grail [400CP] (Sarkic)**

An ancient artifact taking shape of an ornate chalice filled with blood. It never seems to run out of contents. Those who drink it are said to become immortal, far stronger than any normal man, and come in possession of strange abilities, but become vulnerable to the sun, silver and religious iconography.

## (260) P-Organ [600CP] (Lies of P)

The P-Organ is a special device contained within the puppet P and now you have one as well. While the normal P organ uses quartz to fuel its growth this one does so solely via experience. The organ can be implanted in any artificial lifeform and allows the being to grow and evolve in its capabilities. This functions as a lesser version of the designed to grow perk, raising the limits on the capabilities of the implanted being tenfold. This also speeds up the bearer's growth in the directions it focuses on. The more it moves, the faster it finds itself. The more it attacks, the more focused and precise its attacks become. The P-organ takes all of it's bearers development and enhances it.

## (261) The Phaezroot [600CP] (Ravenwood)

One of the stranger artifacts of power on offer, the Phaezroot is said to be a cutting from the roots of the World Tree, the Tree of Life, or any number of other legendary plants, no one knows for sure though. What is known is that it is a living, symbiotic plant that bonds closely with its host and is at least mildly intelligent, enough to actually choose a proper host. The plant itself resembles nothing more than thin white roots that branch constantly and reconnect in odd ways coiled into a sphere, which rolls around like a tumbleweed until it finds a host, at which point it will approach and "observe," for lack of a better term, until it decides if the potential host is a good fit or not, at which point it will attempt to bond, unfurling and sinking through the skin to join the nervous system of the host. Once this is done, which takes only a minute or two depending on the size of the host, the Phaezroot starts to drift through the body to optimize its functionality. Its rudimentary intelligence fades once bonded and the instincts on how to use it are imparted into them. You in this case.

(Editor's Note: The full details of the perk can be found in the *Ravenwood* jump.)

## (262) Dr. Frankenstein's Research [600CP] (Hammer Horror)

Oh you didn't want to be Frankenstein's equal intellectually, you simply wanted to have his scientific knowledge? Well this is for you. This is a collection of notes, treatises, and research that amounts to the sum total of all of Frankenstein's scientific knowledge and accomplishments in detail and now it is yours to do with as you please. Instructions on how to transplant brains, to reanimate dead tissue, and capture the soul as it leaves a dead body and implant it into another body to list a few highlights. What you do with these notes is your choice.

## (263) Dead Gods Essence [600CP] (Old Man Henderson)

Curious. This is the essence of a deceased, or at least very soon to be deceased, God. With this whirlpool of energy you can contact the gods of the local setting, communicate with them and if they agree even revive them. Should you have the power to do so you can revive them as well of course. The revived god will be a normal human however you can help them get back their memories and if they accept it they can return to their divine rank. You can import a dead god of the setting you are in, into this Item. Otherwise you may simply use this as a well of divine energy, holding power to craft a whole new Lovecraftian deity.

## (264) Codex of Symbar [600CP] (Symbaroum)

In the latter days of Symbaroum, the sorcerers of that mighty kingdom made advances in the uses and abuses of corruption that no other people have ever known. The flesh-crafting rituals used by heretic cults in the modern day are but the tip of this iceberg – and in the strange, black tablet in your hands, written with Symbarite glyphs and shifting with a touch, is what's below the water. This artifact contains the lore and knowledge of the greatest sorcerers of old Symbar. The shaping of flesh, the twisting of dimensions, the cultivation and command of cosmic rot and nature's rage as an engineer commands a river – and, perhaps most importantly of all, the secrets to crafting greater artifacts; not the mere trifles made in the modern age, but the treasures for which adventurers daily risk their lives beneath the boughs of Davokar.

## (265) Necronomic [600CP] (Lollipop Chainsaw)

Unquestionably the most famous book of the dark arts. Some of its imitators are among the most potent grimoires ever written. This book contains all the lore of the Rotten World, as well as every spell and ritual which might summon, bind, control, and raise the dead. The knowledge in this book is enough that a thoroughly non-magical person might eventually conjure Dark Purveyors and zombie gods. The contents are considerable on their own, but the book itself will serve as a conduit to the Rotten World, allowing you to summon its inhabitants wherever your travels lead you.

## (266) Devil's Bible [600CP] (Horror Midnight Movie Marathon)

Whether it's the Necronomicon, a witch's Book of Shadows, or literally the Devil's Bible written in his own hand, this is the 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.

## (267) Mindless Book of 666 Souls [600CP] (Bibliomania)

This is a book similar to Serpent only it's brain dead and effectively just a prison for souls already full to capacity. It contains 666 blank souls which can be used however you desire, whether you use them for magic, for forging or even just food if you have the means. All these souls are slightly above average but have no mind or independence and due to the properties of the book are perfectly receptive for any form of use being twice as effective

than a normal soul for any situation a soul might be used for. Once empty it's just a plain silver and copper colored book but once a year it seemingly refills itself instantly with more blank souls even if you only used 1 soul in the year. It will only refill to 666 souls though and when it's full the book becomes a more radiant silver with gold and turquoise colorations and will steadily fade to the silver and copper color with less souls retained.

## (268) ‘Leather’ Bound Spell-Book [600CP] (Horror Movies)

An old book made out of some sort of skin. Gives off an eerie vibe. Seems to have the instructions to create various monsters. You don’t want to do that though, right?

## (269) Magicknomicon [600CP] (Magick)

The masterpiece of a madman who delved deeply in lore beyond this world. It contains many rituals, ceremonies, and random trivia of the old ones. A wonderful tool to aid with Summoning!

(Editor’s Note: The name of this perk has been changed so as to not be confused with other perks.)

## (270) Wabbajack [600CP] (The Elder Scrolls Series)

A Daedric Artifact of Sheogorath, Daedric Prince Madness, this magical staff is completely unique. Just like the Mad God who made it, it's effects are impossible to predict. It may shoot a fireball, turn the target into a chicken or dragon, heal them of all wounds, make them explode in a shower of gold and sweetrolls, or an infinite number of possibilities. I'm sure you'll have a lot of fun with this.

## (271) Dino DNA [600CP] (Jurassic World Dominion)

Now what is the most valuable thing you can think of when it comes to dinosaurs? Well the correct answer is their DNA. This is a set of genetic samples from every prehistoric creature and hybrid from the setting. In future jumps this will update giving you a sample of every species within the setting.

## (272) Glass Box [600CP] (Twin Peaks)

A strange box that seems to house a boundless nothingness within it. Functionally, the box acts as a garmonbozia generator, allowing for the harvesting of immense amounts of the substance so long as a few victims are offered to it every once in a while. Species does not matter, but creatures more capable of generating and experiencing active suffering are better sources. The Glass Box may be rendered inert so long as you do not offer it any victims, if you instead wish to harvest your creamed corn in the old fashioned way.

## (273) The Idol of Aspects [600CP] (Ravenwood)

No one knows where the Idol of Aspects actually came from, though speculation about it is hotly debated, with the leading theory being that it is the leftover bits from when the Gate and the Keyholder first formed. Little more than an ornate stone statue of what looks to be basalt woven through with bronze, the statue has no signs of tool markings and is perfectly

formed into a knight with a rusted iron key as a sword and a lock as its shield, an obelisk of stacked masks behind it, standing roughly the size of a human forearm. The key can be removed from the knight's hands and placed into the shield lock, and when unlocked, the entire structure simply crumbles to dust that swirls around you as you are dragged, mentally, into your Inner World where the dust flies into to form a door, with a key sticking out of it. They key is Claimed as a part of this process and allows you to instantly enter and exit your Inner World with but a thought, rather than having to meditate in order to do so.

## (274) Henderson's Necronomicon [600CP] (Old Man Henderson)

A totally safe version of the most infamous evil book in history. While you could use it for smoking, it can offer many other benefits. It holds all the twisted knowledge of the twisted gods, updating this information per Jump for the local mad deities. Besides this information it describes spells to inflict madness, illness and enact necromancy. It is also much easier to reach such eldritch beings, summon them in rituals and will boost any of your abilities that are related to eldritch. If you happen to be an Eldritch God you may use this Book to channel your power through and as a way to communicate with whoever so much as looks at it.

(Editor's Note: It was renamed from simply *Necronomicon* to its current name. As to not conflict with the names of other perks.)

## (275) The Crown Upon My Head [600CP] (FNAF Personalized)

This crown signifies you as a ruler amongst the machines, spirits, and what-have-you supernatural creatures of the world. It won't make them obey you necessarily, but they'll certainly respect your authority.

## (276) Customised Cell | Steady PE-Box Supply [600CP] (Lobotomy Corporation)

**Customised Cell [200CP] (Lobotomy Corporation)**

A small 6m-square room tailored to your needs. Provides food, water, plumbing and lighting. While you are here, the cell will accumulate energy. You may seal it shut provided at least you are inside. After the jump, your cell becomes an attachment to the warehouse, and the energy supplied can be stored in special PE-Boxes, or used to power your warehouse. You may freely deploy it to a location of your choosing once per day.

**Steady PE-Box Supply [400CP] (Lobotomy Corporation)**

A cargo box full of PE-Boxes will frequently be delivered to your warehouse. The energy is generic and can't be refined into E.G.O, but a single box can power a small city for a day. If destroyed, the energy is harmlessly released. You or another abnormality may personally refill the boxes by simply being in their presence. Attempting to disassemble or smelt the boxes will get you nothing.

## (277) Grimnir's Notes [600CP] (Magick)

Ah, it seems you've discovered some of Grimnir's research notes describing the creation of new Magicks, making it significantly easier to create new magicks, potentially cutting development time by half.

## (278) Dragon's Teeth [600CP] (Hellgate London)

This small bag contains five dragons teeth, planting them in soil will cause undead warriors clad in bronze armor to spring from the ground. Each tooth summons ten warriors. The bag refills at a rate of one tooth every two weeks but will never contain more than five teeth. These warriors will follow your commands but are not very clever.

## (279) Heathers Amulet [600CP] (Old Man Henderson)

Have you heard the tale of Eli Burning and his childhood friend Heather? Also known as the reborn Henderson and Hastur? Yeah, that was a thing. Nyarlathotep held onto Hasturs power till the day the King... or Queen in Yellow demanded it back. Henderson tricked him by making her drunk, then getting her to reclaim it and instead sealing it within this Amulet. You have a copy of it, but it starts off empty. However you can easily store any means of power into this with no upper limit, and it can practically suck up blessings with the one who did the blessing being none the wiser. While wearing the Amulet the wielder gets the power within without any drawback attached.

## (280) Index of Worlds [600CP] (Coraline)

This Book contains within it secret information. A list of possible worlds around your current location along with maps to various key locations and weak points between the worlds. Even without the ability to see them yourself, you could use them to travel.

## (281) NE-α Type Parasite Sample | Plant 43 Sample | Las Plagas Parasite | Mold Sample [600CP*] (Resident Evil)

**NE-α Type Parasite Sample [100CP*] (Resident Evil)**

Eugh, this is kind of creepy. Not satisfied with using viral agents, Umbrella designed a parasite which was capable of affecting the host's brain and enhancing its intellect while increasing susceptibility to suggestions... making the host a perfect soldier. At least, if it was compatible... if it wasn't, the host would die within twenty minutes.

> **Beta:** For an additional +100CP you may collect a NE-β Type Parasite instead, which is a larger spider-type parasite that increases the speed, intelligence, strength and durability of the 'host', be it zombie or human.

**Plant 43 Sample [100CP] (Resident Evil)**

It’s one thing to be worried about anything breathing, but once you start weaponizing the flora of the world then all bets are off. Enter this genetically engineered plant that Umbrella created based off of data from Plant 42. Not only does this plant attack others and feed off of their blood if given the chance, but it can also implant seedlings inside people or corpses to infest them, turning them into Ivy Zombies that only flame can truly eliminate. Such a parasitic nightmare will make one think twice before braving the outdoors.

**Las Plagas Parasite [200CP*] (Resident Evil)**

What is it with these people and parasites? Well, if you wish. The Las Plagas Parasite is a creature that attaches itself to the nervous system inside the body, ensuring there's no outward signs save for coughing, occasional bleeding, or reddening of the irises among other things. But once implanted and developed, the host gains a tremendous resistance to

pain and damage along with increasing the strength of the host... to say nothing of potential mutations, voluntary or otherwise. As a bonus they also can form a hivemind via ultrasonic frequencies. Just watch out for that UV light weakness.

**Queen:** For an additional +100CP, you may also gain a Queen Plaga sample, which allows one to produce both Dominant and Subordinate-type Plaga.

**Mold Sample [200CP] (Resident Evil)**

There's been viruses and there's been parasites. But this takes the ideal of biological warfare and turns nature itself against humanity, all in the name of advancing profit and control. This little item is a sample of the pathogenic fungus known as the Mold, and it is capable of helping the host regenerate as well as getting some strength. However, there is a price. Most infectees end up becoming monstrous creatures, while even the human infectees are controlled by the primary 'host' akin to a hive mind. It's heinous, but extremely effective in skilled hands.

(Editor's Note: The full details of this perk can be found within the *Ravenwood* jump.)

## (282) Elder Scroll [700CP] (The Elder Scrolls Series)

They have no known origin or author, and upon their divine parchment one may find archives of the past as well as auguries of the future. They are believed to be fragments of creation that are said to exist outside of time and space, extricated from the limits of the mortal realm. Upon reading this, the reader receives a portion of a fraction of its knowledge in return for temporary blindness, but it may be possible to utilize its unique nature for other ends, should you be daring or foolhardy enough to try.

(Editor's Note: The price has been increased from 600CP to 700CP)

## (283) Necronomicon Ex-Mortis [700CP] (The Evil Dead)

Also known as the Naturom Demonto- the Book of the Dead. This book, bound in human flesh and written in human blood, is a powerful magical artifact; found within its pages are numerous rituals that can be used to summon demonic entities, including the Kandarian Demon. It has rituals for reviving demons from death, giving them corporeal forms, and can even open portals to the ancient past. Though there isn't a ritual for returning to the future directly, there is a recipe for a potion that can put a person to sleep for hundreds of years, depending on how much of it is consumed. As you venture to new worlds, the Necronomicon will gather new rituals for its pages, ensuring that you always have the ability to summon the demons and perform the dark acts of that world. It should be noted that these rituals don't necessarily give the ability to control or command what you summon.

## (284) Type-61 Film | Type-00 Film | Type-90 Film [700CP] (Fatal Frame)

**Type-61 Film [100CP] (Fatal Frame)**

The second weakest type of film, coming ahead of the Type-07. Loads faster than Type-07, but not by much. You get 100 shots worth.

**Type-00 Film [200CP] (Fatal Frame)**

The strongest film for the Camera Obscura, capable of exorcising most spirits in a single shot. The downside is that reloading takes just as long as it does for the Type-07. You only get 10 shots worth

**Type-90 Film [400CP] (Fatal Frame)**

The second strongest type of film, coming behind Type-00. Loads very fast. You get 30 shots worth.

(Editor's Note: Better used with the *Camera Obscura* freebie perk.)

## (285) HATE | Animosity [800CP] (Glitchtale)

**HATE [600CP] (Glitchtale)**

HATE, this Horrible Substance. HATE is an extremely powerful and dangerous dark substance, generated by the accumulation of hate, the emotion, generated by an entire species. This substance attaches itself to a host and grows within them, while working as an enhancer to their soul. Now, you're the host to a portion of HATE. The HATE increases your abilities, especially your magical and soul-based abilities, by a tremendous amount, up to 10 times your original power. The substance repairs any damage done to its host, you, capable of regenerating limbs in less than a minute. You can also generate and manipulate how the HATE manifests outside your body, being able to create barriers, domes, tentacles and weapons to be used for attack and defense. Your attacks can also be enchanted with a lightning-like darkness aura, giving the darkness element to them. If you have some way of acquiring the souls of those who died, you can use the substance to generate a body to create loyal servants from these souls. Your servants receive a weaker version of this perk while maintaining their original power. It's possible that the loved ones of your servants make them purge the HATE from their souls, but doing it, they will just die again and you won't be able to revive them again. HATE is also capable of absorbing the abilities of its host, if it totally consumes them. If you let this substance enter inside your own soul, your Soul Trait can be inverted. Such power isn't free. The HATE inside you will try to take over your body and mind, influencing your actions. The more you use it, the more it will grow, the influence will become stronger and you will become more corrupted. Just willpower and love, the emotion, can help you counteract it. It's also possible to use raw magical energy to maintain control over it, but this way isn't very efficient. The HATE inside you isn't the same that infected Chara and Betty and isn't sentient or alive, but still has its own will. It won't become sentient, unless you want, if you're feeling suicidal. You must take This Horrible Substance drawback for no points. Don't underestimate the HATE. Don't make the exact same mistake that Betty made.

**Animosity [200CP] (Glitchtale)**

The power granted by the HATE isn't without a price, but imagine having this power totally under your control. You managed to do this near impossible feat: you tamed it, putting your will over its goals. The "tamed" HATE inside you became a new thing: Animosity. This dark substance is totally under your control and won't try to take over you again, without any of its downsides. As long as there is still Animosity in your soul, the dark substance will regenerate any damage done to your body, even if your body is completely destroyed. Your control over it lets you infect others with the substance to slowly take over their bodies and mind, transforming them into loyal servants, like your revived servants, or letting Animosity absorb them totally and creating a dark creature with any of the host's power, under your control. The

Animosity inside you protects your mind and your soul from external attempts of controlling them. Lastly, this perk negates the effects of This Horrible Substance, removing the requirement of taking it.

## (286) The Ring [800CP] (Twin Peaks)

An odd inscribed gold ring, with a symbol set into jade, or some similar substance. The ring seems otherwise completely normal, but you feel an almost tangible force hanging over you as long as it is within your possession. The ring's effects on spirits and other entities seems to almost cause them fear, with the vast majority of them either deciding or leave you be or furiously attack you in an effort to remove the object. Aside from this, it seems to be just an ordinary ring.

## (287) Book of the Darkhold [800CP] (Marvel Magic)

On the other hand, we have the Darkhold. The Book of Sins, the Shiatra Book of Darkness. As you can probably tell, this is not a book of white magic. The equal and opposite of the Book of the Vishanti, this dark and terrible tome was created at the dawn of the earth when the Elder God Chthon first scribed spells onto its indestructible pages with dark fire. Everything that its brother book is to white magic, the Darkhold is to the dark arts. However, the evil tome has a malevolent will of its own and will attempt to corrupt the user if their will and discipline are not hardy enough to prevail.

## (288) The King In Yellow | Mysterious Artefact [800CP] (SIGNALIS Gauntlet)

**The King In Yellow [400CP] (SIGNALIS Gauntlet)**

A properly dangerous thing, a tome forbidden in the Eusian Nation. This ancient looking book is mainly interesting for its cultural value to most. But upon perusing it you shall find references to lucid dreaming, symbolism within such dreams and even more esoteric elements of mindscapes - even teaching one how to manipulate them. This final element may be of much interest to you now; as another Gestalt has done, you may use the ritualistic elements found here to cause some changes to the Nightmare here, other dreamrealms in worlds beyond. Perhaps you will find a ritual that allows you to resist becoming one with the realm, or some preparatory “spells” that make you more durable than in reality.

**Mysterious Artefact [400CP] (SIGNALIS Gauntlet)**

Hm. A tesseract-shaped rainbow gem, unknown in origin. Its implications are quite staggering to the Union, but what it’s truly capable of is unknown. What IS known is that it allowed the Infection to spread all the way to another planet through it alone. Thus, with research you may be capable of replicating what was done with it. Perhaps you’ll find it a massive bioresonance amplifier, or it being a key to a teleportation method. Either way, I’m sure you’ll find plenty of use for it.

## (289) Heart Extraction Device | Ansem Reports | Xehanort Log [800CP] (Kingdom Hearts)

**Heart Extraction Device [200CP] (Kingdom Hearts)**

This blue hospital bed is rather close to the ground, probably so the accompanying machinery can be properly set up overhead. When activated the machine can ‘catch’ the patient's Heart as they die, allowing you to store it in one of the three accompanying Heart Storage Devices. These large tubes filled with a bubbling blue liquid are one of the few ways to properly contain a Heart, so be careful with them; if broken or lost they’ll only be replaced at the start of a jump. The scanners and extraction equipment are quite modifiable, so you could fit some of your own test equipment in with relative ease. What you do with the Hearts once you’ve extracted them is on your hands.

**Ansem Reports [300CP] (Kingdom Hearts)**
You gain a complete chronicle of Ansem the Wise’ (and Seeker of Darkness’) research papers. Lots of fancy diagrams and notes on how hearts work in this setting. Weirdly enough, from what you could decipher it has a striking similarity to how souls work in other settings.

**Xehanort Log [300CP] (Kingdom Hearts)**
For an extra 300CP you gain access to Xehanort’s research notes. This isn't nearly as focused on heart/soul anatomy as the Reports. It does however go into detail about the history of the Keyblade war, the lost masters, Kingdom Hearts, and theories on how to unlock it. Not exactly accurate since it was written by an amoral scientist but useful in gaining insight on this world and its more hidden dangers.

## (290) Ritual Dagger | Bronze Crucifix | Holy Candles | Ritual Mask [800CP] (World of Horror)

**Ritual Dagger [200CP] (World of Horror)**
Rather popular among the dark robed individuals frequently gathering in the woods at night. Being a sharp knife aside, this weapon seems to have the interesting property of potentially restoring some of your sanity upon killing an enemy with it. There doesn’t have to be a ritual involved ironically enough, just end their life and you’re done. Useful for, say, an up and coming witch...

**Bronze Crucifix [200CP] (World of Horror)**
An item that belongs in the hands of a holy man, this symbol of God seems to still have power over the immaterial, regardless of what lack of faith you may or may not have. Pointing this at an enemy with no physical form will render them vulnerable to physical harm regardless, making more direct methods viable against them. The power of Christ compels you.

**Holy Candles [200CP] (World of Horror)**
An item that belongs in the hands of a holy man, this symbol of God seems to still have power over the immaterial, regardless of what lack of faith you may or may not have. Pointing this at an enemy with no physical form will render them vulnerable to physical harm regardless, making more direct methods viable against them. The power of Christ compels you.

**Ritual Mask [200CP] (World of Horror)**
A mask worn frequently by those who wish to give praise to the Old Gods, this mask is frequently seen on the faces of cultists when they strike openly, which is rarely,

although it is also worn during some ceremonies. Having this mask on can have a strange effect on your mind in that it helps you view horrors with less of a chance of damaging your sanity. Although it does not prevent it completely it will help you fare much better when you stare into the darkness.

## (291) Specimen Bio-Tank | Viral Collector | B.O.W. Data | Containment Room | Cloning Technology [1000CP] (Resident Evil)

**Specimen Bio-Tank [100CP] (Resident Evil)**

Well, your B.O.W. specimens have to come from somewhere don't they? They don't just pop out of the ground like those plebeian zombies, and what if you need to make some adjustments? Upon purchasing this, you gain access to a sophisticated bio-tank which is filled with a special fluid. This will not only ensure the B.O.W. is docile and unconscious while immersed, but it also comes with the tools and devices to monitor and make adjustments to the subject inside as needed. Evil laugh not included.

**Viral Collector [100CP] (Resident Evil)**

What does a monster with power often seek? More power. Which in this world, means you need to find the right virus or parasite and start stuffing yourself like a potato sack stuffs itself with bugs... which, take it from me, it's not pretty. But everything starts somewhere, and with this special briefcase, you'll have the tools needed to extract and sufficiently store any biological viruses or parasites that you could desire, with keeping for a long time too! Keep in mind however, that mooks will not give the best results. If you want top dollar, you'll need to find the bosses or more powerful monsters for proper samples.

**B.O.W. Data [200CP] (Resident Evil)**

Umbrella has done a lot of work in regards to B.O.W.s, and their creation, to say nothing of their combat potential. They’re dangerous, and the viruses involved tend to make them all the more worrying when they’re on the field. This data file is a treasure trove of that work, containing lab work and loads of combat data for each of Umbrella’s monsters to be used and abused as you see fit. Maybe you’ll pull one over them with this, or succeed where they failed.

**Containment Room [300CP] (Resident Evil)**

It's not exactly proper to be working on a creation without some means to contain it... I mean, whoever heard of someone being killed by their own creation? That would just be silly! This room comes equipped with blast doors, various sterilization protocols in the event something goes wrong, and even a tank which you can drop your unwitting creation inside to monitor and alter as needed. You'll have to supply the medical tools yourself, but at the least you can try to keep something in if it tries to break out? Just be wary about making anything that can survive the protocols...

**Cloning Technology [300CP] (Resident Evil)**

You ever wonder how Umbrella managed to make so manyTyrants despite there only being one in ten million people having the potential? Or how they sometimes manage to get so many test subjects for their more unethical practices? Well, the answer is due to cloning. After all, a Tyrant plant was only successful due to the cloning of Sergei Vladimir who had the correct genes. You have six tubes here that can successfully create and gestate clones

using whatever genetic material you place in the tube, and a helmet to scan for memories that you can program into the clones too... with any tweaks you may desire from those memories, of course. A fair amount of unethical practices there, but hey, who cares? Private army!

## (292) The D6 | Death Certificate [1200CP] (The Binding of Isaac)

**The D6 [600CP] (The Binding of Isaac)**

The most iconic active item of them all. The D6 is an active item that allows you to reroll an item into another item. It's simple, but don't let that fool you - being able to change your fate isn't something to scoff at.

**Death Certificate [600CP] (The Binding of Isaac)**

Even with all these options there's still something you want that isn't listed? Very well. Upon purchase, this item will become any one item you wish that isn't listed here. If you wish to buy Rock Bottom with this, this option instead costs an undiscounted 800CP. The possibilities are truly endless.

(Editor's Note: The D6 works post-jump. How it works is that when you use it on something, it will reroll it into something in the same pool/category, so a Noble Phantasm, for example, would reroll into another random Noble Phantasm.)

## (295) Far Caress | Gangway | Sparagmos [1200CP] (Made In Abyss)

**Far Caress [300CP] (Made In Abyss)**

A cylindrical Relic capable of generating and manipulating pitch-black tendrils similar to webbing. These tendrils are incredibly strong and flexible. Far Caress is useful both for immobilizing targets and as a living grappling hook. The learning curve for Far Caress is quite steep, and even fast learners will struggle to use it effectively at first.

**Gangway [300CP] (Made In Abyss)**

A Relic that generates a splitting light which damages targets. The light reflects and hits the user's intended target, and can be fired upon multiple targets at the same time. It can be fired rapidly with no repercussion, and is small enough to be integrated into someone's Clothing. Despite its upsides, Gangway's light is no more damaging than the shot from a pistol. It is ineffective against the most powerful Abyssal beasts.

**Sparagmos [600CP] (Made In Abyss)**

Incinerator. Essence-Returning Light. Cremation Cannon. This small canister of a Relic has many names, but its power to unmake that which it touches is absolute. Sparagmos fires a great beam of light that destroys everything it touches, without exception. A secondary force at the edge of this light burns and melts all it touches. The energy requirements of Sparagmos are great, and even with infinite power it is slow to charge and fire.
If integrated into the body of an Interference Unit, Sparagmos gains new abilities and drawbacks. The thickness of its beam may be tapered or widened at will, and it can be made to only unmake unliving material (the beam counts intelligent machines as "alive" for this purpose). The downside is that the immense power drain quickly renders its mechanical user unconscious.

## (293) Heart of Lorkhan [1400CP] (TES: Magic)

Ripped from the chest of the Doom Drum and fired across the sea by the Time-Dragon's bow, there are few artifacts that could match the heart of a dead god. This crystalline heart can be heard beating, a steady rhythm, pushing out a stygian liquid that, when hardened, will result in what we refer to as ebony. That is the least of its uses, though, as the divine spark of Lorkhan still resides within the Heart.

## (294) Book of Lost Memories | Flauros [1200CP] (Silent Hill)

**Book of Lost Memories [600CP] (Silent Hill)**

What an odd find Jumper. This book seems to detail the history of this land, and yet, every time you open it, it seems to hold different passages. The name of this town comes from the legend of the people whose land was stolen from them. They called this place 'The Place of the Silent Spirits'. By 'spirits', they meant not only their dead relatives, but also the spirits that they believed inhabited the trees, rocks, and water around them. This item acts as a capstone booster for items, and has the ability to hold secret or forgotten lore about the worlds you visit in the future.

(Editor's Note: *Book of Lost Memories* acts as a Capstone Booster for items from the Silent Hill Jump. Alternatively instead of the book holding secret/forgotten lore of the world you live in. You can change to hold information about a Silent Hill-esque area created from perks that create the user's very own Silent Hill. Detailing the importance of locations, as well significance of the Monsters there and what they represent.)

**Flauros [600CP] (Silent Hill)**

Excavated from ancient ruins deep beneath Toluca Lake, this triangular pyramid shaped object is a power artifact capable of both amplifying psychic power and neutralizing it. Upon its use, it splits into several pieces, Past, Present, Future, Falsehood, and Truth. If used to amplify, these pieces are drained and travel to sites connected to natural leylines, much like the ones that Silent Hill sit on to recharge. If they are used to neutralize, each piece contains a fragment of the power, converted into a monster that can be defeated to complete the nullification. Either way, it takes at least 6 months before it can be used again.

> **Capstone Booster:** True Flauros. The Flauros has been strengthened beyond its previous power by the Book of Lost Memories. Its recharge rate is now reduced to a day, and the pieces simply collapse in front of you. In addition, the Flauros can be used to completely seal something in its entirety ranging in size and power from a girl, to a demon, to a town. Stronger beings might be able to fight against this effect, causing a battle of wills to take place, but for the most part, it can be used to deal with even the most dangerous beings in this world. Just be ready to explain to everyone why an entire town in Maine just ceased to exist. It can only seal something away like this every 10 years, and it can only do so 5 times until you have to release one of the sealed things.

## (295) The Being [1500CP] (Darkwood)

The true source of the Darkwood. In 1975 a meteor brought the Being to Earth, where it soon took hold in the earth- spreading the white substance throughout the valley it landed in, forming roots which continued to grow throughout the soil, cloning themselves. That they

appear tree-like is misguiding; if anything, the Being is more similar to a mushroom than a tree. To give an idea of how much it has spread, only 15% of the trees found in the Darkwood are “real”; the rest are merely clones created as a result of the Being’s growth. This same substance is what gave life to many of the monsters- and some of the people- found in the Darkwood. The Wolfman is the clone of a hunter who lived in the Old Woods, fused together with one of his old hunting trophies. The Mushroom Granny is a copy of an old woman who died after crawling into the woods in search of her family members. Even the Night Trader is a replica of the Stranger, created while the man was tied to a tree; his helmet is a part of him, for while the Being can duplicate the appearance of inanimate objects it doesn’t differentiate them from living beings. It was even able to broadcast radio signals, albeit spotty ones, by taking over an old radio tower. The motives of the Being- if any- are difficult to comprehend. It often takes the appearance of a young baby when it decides to create images of itself in the dreams and hallucinations of those infected with the Plague, and in some ways it appears that some aspects of its growth are unintentional- seen in the growth of the Talking Tree, which blocks one of the two avenues through which it is possible to reach the Being. On the other hand, when it does communicate through indirect means like dreams, hallucinations, or radio waves it does seem to have some awareness of what is happening, even asking questions. In any case, one thing that is known for certain is that it calls those infected with the Plague to it; making them wish to “return home”. Once they find themselves in the valley where the Being resides, most quickly succumb to a deep sleep and slowly waste away until they expire, a process which may take an untold amount of time due to the effects of the Plague. What benefit it receives from this is not known, if there even is one, but the people who come to rest beside it often have happy, peaceful expressions on their faces. Its control may be psychic in nature, due to the nature of its hallucinations sometimes showing the past of other people, or it might just be that the pathogens exert extraordinary mental effects upon others. In any case, you have a choice to make. The Being, if you ever even encountered it, has been placed into your hands: now with the size and appearance of an actual baby instead of the monolithic creature it once was.

(Editor’s Note: This was originally an award for the *Darkwood* jump, but I’ve decided to make it a purchasable perk. There are other alternatives that you can do with it, with there being an explanation for what it will do. The first is to adopt it, and the second is to eat it and become similar to the entity. More info on the *Darkwood* Jump.)

## (296) Devil Parts [2000CP] (Chainsaw Man)

A regenerating (once monthly) supply of devil flesh chunks with an amount that depends on the power of the devil you choose. Primal-tiers will have only a tennis ball worth and the bottom tiers will give enough to fill a room. You can choose which devil’s parts are generated each year. Consuming the flesh will empower you and your abilities in a way related to the concept the devil represents, with abilities that were already related to said concept getting the greatest buff. At the start of each Jump you have the option to adjust the effects of this perk to the setting or opt to keep things how they were in this world. For example, a Ninja Devil might be massively stronger in Naruto than they would here but choose to go back to this setting’s level when they visit a world without ninjas.

**First Tier Devil [100CP] (Chainsaw Man)**

The first tier allows you to choose any obscure fear to represent such as the fear of

tomatoes or pillows. You will be strong enough to take on most civilians and have a few unique characteristics related to your name but little in the way of supernatural powers or abilities. Any Devil Hunter worth their job title will be able to make short work of you, at least if they're semi-prepared.

**Second Tier Devil [200CP] (Chainsaw Man)**

The second tier grants you a more significant fear and one or two useful and decently powerful abilities on the physical side. Things like the fear of bats or leeches are included. You can bring down small buildings with your best attacks and are a tough fight for inexperienced Devil Hunters.

**Third Tier Devil [400CP] (Chainsaw Man)**

The third tier is when you start becoming a true threat. You represent either a universally understood fear or a more local and potent one. You are sought after for contracts from people all around your country seeking to gain a portion of your power in exchange for life and limb. Includes things like the fear of ghosts, snakes, and curses. You have either one or two extremely potent abilities or an assortment of lesser ones. You might be able to devour other devils and regurgitate them as minions later or cause instant death to those who you pierce a few times. It would take a team of experienced and prepared hunters to take you on with no sacrifices, and you can easily bring down skyscrapers and then some.

**Fourth Tier Devil [500CP] (Chainsaw Man)**

The fourth tier puts you on the scale of a global threat. You can bring cities to ruin within the hour or travel across the world in minutes. You represent something that humans struggle to confront and cause real terror in the minds of people spanning the globe. Includes things like the fear of nuclear bombs, guns, technology, the cosmos, failure, and betrayal.

**Fifth Tier Devil [800CP] (Chainsaw Man)**

The fifth tier makes you an unimaginably powerful ancient entity that even the strongest Devil Hunters cannot hope to match. You either embody a primal fear or have abilities that within time allow you to match or surpass them. Includes things like the fear of control, death, or darkness. You have abilities on the scale of hemorrhaging living beings to death with a glance or mentally dominating any beings you consider lower than yourself on the lower end. Physically, you could devastate countries on a casual walk leaving tens of millions dead. It's recommended you start in Hell for this.

(Editor's Note: Originally this item was 400CP, but I changed it a bit to incorporate the descriptions from the **[Embodiment of Fear]** perk from the Chainsaw Man Jump. Which tells you what kind of power a devil conceptual at each tier would be and could do. I gave the third tier the original price of the item so that all tiers can have a price on them. If the Author wishes, they can remove the monthly and or regenerating parts of the item itself to make it more scarce and important.)

## (297) T-Virus Sample | G-Virus Sample | T-Abyss Sample | A-Abyss Sample | T-Phobos Sample | T-Veronica Sample | C-Virus | Uroboros Sample | Prototype Sample | Progenitor Sample [2300CP] (Resident Evil)

**T-Virus Sample [100CP] (Resident Evil)**

This... are you sure this is what you seek? It's a bona fide sample of the t-Virus, the first successfully mass produced derivative of the Progenitor Virus (and easily the most prolific version out there). Highly mutagenic (and hardly leaving anyone looking human), this is what causes the usual mass zombie outbreaks with extremely few candidates ever naturally becoming a 'Tyrant'. Choose your actions wisely with this.

**G-Virus Sample [100CP] (Resident Evil)**

Ho boy, I'm starting to wonder if this is a bad idea. This sample of the G-Virus is different from the t-Virus, working with trying to spread from the primary infectee by implanting embryos in people using an organ on its hand. Compatible hosts lead to assimilation, and rejection... well, you've seen 'Alien', right? I'm sure it won't be bad. Just be mindful of all the eyes that tend to grow as a result, but at least the impressive regeneration properties you get could be a good trade-off. Maybe.

**T-Abyss Sample [200CP] (Resident Evil)**

I'm not sure if this is a good idea to offer to you, but... if you insist. This virus is a testament to potential cross-species infection vectors, infecting mammals just as efficiently as aquatic forms of life. A mix of the t-virus along with a seaborne viral agent that could let fish survive intense pressures, this mutagenic virus heavily corrodes those who it infects, turning them into aquatic themed monstrosities. Just one dose is terrifying enough, but multiple doses can lead to the victim becoming completely unrecognizable.

**A-Abyss Sample [200CP] (Resident Evil)**

Perhaps a symbol of how biotech and viral weaponry has come in this world, the Animality Virus is a devious virus that has mixed the deadly aspects of the t-Virus and mingled it with the horrid genetics of the Las Plagas parasite. Together it has created a multi-stage virus that allows for easy infection through the first stage, and then actual activation of the virus the second stage. The third stage is a vaccine to actually cure the infected or make them invisible to zombies made by it. Creepy, huh?

**T-Phobos Sample [200CP] (Resident Evil)**

Out of all the different viral agents I've seen in this world, this is one of the most unusual. Being infected does not mean an immediate transformation, but instead it reacts to the mind of the victim. So long as the victim is calm and composed, everything is fine... but when they start feeling intense fear and stress, the virus begins to activate and spread within seconds, turning them into grotesque creatures that seem right out of a nightmare. Those with strong mental strength are capable of overcoming this effect, but everyone has their breaking point. ...do be careful.

**T-Veronica Sample [300CP] (Resident Evil)**

For when you really need to heat things up. This viral strain was a combination of the Progenitor virus and an ancient retro-viral strain found in fossilized queen ants, and it shows with all the arthropodic themes that sprout out in the various mutations. On the plus side, it grants tremendous strength and combustable blood which allows you to spread fire all over the place. On the downside, it severely degrades the mental state of the host unless the virus is forced to spread very slowly over a number of years and bond with the host as a result... such as cryogenic suspension.

**C-Virus [300CP] (Resident Evil)**

When it comes to adaptation, you won't want to look further than this. A mixture of a custom t-Veronica virus and the G-Virus has lead to this mutagentic agent capable of allowing B.O.W.s to mutate and transform to what the situation demands, and even regenerate wounds quickly. However, if one takes too much damage, their bodies will heat up and even set ablaze as they die... not to mention the eye problem the G-Virus has. But hey, random chance of a chrysalis forming and letting the B.O.W. to come out stronger than ever! Even if the heat is still a problem. If dispersed through the air however, it will merely turn anyone it infects into a simple zombie, so keep that in mind.

**Uroboros Sample [300CP] (Resident Evil)**

This really isn't a good idea. Out of everything else, this is one of the worst ideas. I won't stop you, but I'm just giving fair warning. This extremely advanced Progenitor-strain virus was further enhanced with powerful t-Virus antibodies, and as such suffers the problem of extremely few candidates. Anyone who it rejects will die and turn into a tentacle-filled monster, but the few that bond with the virus will become quite superhuman... so long as you don't mind heat vulnerability and tentacles.

**Prototype Sample [300CP] (Resident Evil)**

Are you sure about this? This isn't a good… alright, whatever. Your call. This prototype viral strain is an engineered, experimental Progenitor offshoot that comes with some rather curious abilities. This virus increases the metabolism of its host, giving them incredible superhuman strength, speed and agility to the point of temporary strong bursts, increased endurance, and even a healing factor. However it has the issue of requiring a serum in precise doses at precise times to keep it from atrophying, so there's a concern you'll need to keep in mind when you're stomping everyone down.

**Progenitor Sample [300CP] (Resident Evil)**

The original virus that kicked this whole damned nightmare off, and the one thing a majority of this world's viral agents are derived from. This ancient West African virus is quite deadly, killing off anyone who doesn't have the correct, extremely rare genes required for the virus to bond to its host. But once the virus finds a proper host, they were rumoured to become quite powerful and even rule over the local culture as a legendary King... even for centuries, but this is unconfirmed. There's a reason why it was used as the basis for the t-Virus. Unlike the version found in the Stairway of the Sun, this sample can be replicated. So do be careful.

## (298) The First Trumpet [2400CP] (Gabriel Dropout)

A golden trumpet signifies the apocalypse. Its sound resonates across the globe, and

once you play it, seven additional trumpets will follow, heralding a series of catastrophic events. Once the trumpet is played, hail and fire mixed with blood will rain, devastating one-third of the world's nature. After this, a second trumpet will sound, and a burning meteor crashes into the ocean, turning one-third of its waters into blood, resulting in the destruction of a third of all sea life and ships. The sound of the third trumpet announces another meteor's descent, poisoning one-third of the planet's freshwater sources, and rendering it undrinkable and lethal. The sound of the fourth trumpet's call darkens one-third of the light from celestial bodies, plunging the world into complete darkness for a third of the day, even during nighttime. Before the fifth trumpet sounds, an angel will appear to warn of the impending calamities from the last three trumpets. Upon the fifth trumpet's sounds, another meteor crashes, creating a massive pit that emits endless dark smoke, obscuring sunlight. This smoke summons monstrous locusts that torment the living without killing them. The sound of the sixth trumpet summons four angels and commands a force of two hundred million mounted troops whose horses emit deadly plagues. The plagues from the horses will kill one-third of humanity. Finally, the seventh trumpet sounds, bringing forth a blinding white light that will destroy the world. You are immune to the effects of the calamities that the trumpets bring and can control the beings summoned by the trumpet. This trumpet is unbreakable and can only be played by you. You can only play this trumpet again once the effects of the seventh trumpet have finished.

(Editor’s Note: I’ve increased the price from *600CP* to *2400CP* due to its purely destructive nature.)

## (299) Black Symbol [????CP] (Twin Peaks)

A card with a strange black circle with two protruding "antennae" on it. Just holding it makes you feel as if everything has gone wrong, and it's all coming apart. You do not have to pay any CP for this item.

(Editor’s Note: More of a joke/potential thematic item I decided to add. It is up to you what you would like to do with it. Potentially you use it to enact the last drawback within the *Twin Peaks* jump.)

# Malevolent Estates

## Mechanisms by which to Grant Properties
## [60,350CP] (113 Purchases) - Perk Total: 85

### (1) Calabasas Chain [100CP] (SCP Foundation)

*A throne fit for scarlet spawn.*
Ancient metal. A great pillar and chain, once part of a set but now only one remains. As for containing you, they do nothing. Any appearance of bondage is trickery. They are but a small mercy for those that will come to fear you and the power you bring. Seeing you, either bound or wearing these shackles, will give the witnesses hope that your power can be contained. If you are sufficiently formidable, you can expect rituals to be conducted in the spirit of keeping you trapped. A very authentic-looking Codex detailing the appropriate mystical rites to keep you trapped can be found nearby – including whatever sacrifices you might wish to gain from this ploy of imprisonment.

### (2) Graveyard & Morgue [200CP] (Generic Necromancer)

A simple item, all things considered, a source of fresh and not so fresh bodies for you to use with your necromancy. These corpses are simplistic, common animal and humanoid corpses, nothing magical or particularly powerful, even an ogre would be too much for this particular item to provide. However, it can provide an endless supply of corpses that are receptive to necromantic magic, making it far easier for them to be raised as any number of undead forms.
This comes in the form of an actual graveyard, which can be attached to your warehouse or imported into the setting, and a morgue that is a warehouse attachment by default. The graveyard provides primarily skeletal remains while the morgue will provide those that still have flesh. Finally, there is a mausoleum that can house the remains of those close to you, allowing you to visit their graves even after you leave their worlds behind. In some cases, they may even be able to speak back to you.

### (3) Deplorable Forge of Tormented Souls [200CP] (Exalted: Abyssals)

Proper soulforging is a highly specialized art that requires rarified equipment, access to Labyrinthine materials and a willingness on the part of the soulsmith to condemn another ghost to eternal torment. While the willingness to do so must come from yourself, almost everything else can be bought right here, providing you with equipment and inexhaustible supplies of the raw materials ones need to forge a soul into steel. Full usage of the craft requires artifacts to forge the metal, a hammer and anvil composed of soulsteel or jade (whichever you prefer) to hammer the molten ghost-alloys into shape, another artifact known as an Essence-forge to melt down the unfortunate ghost's corpus and other materials, soulfire crystals replete with essence to stoke the forge, and black ores taken from the Labyrinth to grant it the ghastly, magical strength of soulsteel. Even the alchemical agents, wrought from the Labyrinth, which are needed to create the rarefied void-coated plates of Oblivion's Panoply are in refilling supplies amongst these, should you have need of them. With this, the only thing you would still require for your dread craft is a supply of souls to feed your forge.

## (4) Ur-IKEA [200CP] (SCP Foundation)

SCP-3008: A Perfectly Normal, Regular Old IKEA
There's no windows, and no exit in sight. An infinite furniture nightmare. Those lured here will become lost in a labyrinth of chic couches, bookcases, and bed frames. Their only reprieve from the maze is the fresh Swedish meatballs. You must be thinking… isn't this just a perfectly normal, regular old IKEA? But it gets weirder. This goes far beyond the realm of Bed Bath & Beyond. It is a space not tied to just one location, and entraps people from all worlds where one might get lost in IKEA. Whole communities of survivors have formed in here, some who have been trapped for years. The store has its own distorted version of staff, though they are decidedly inhuman on close observation. These beings will aggressively attack any trespassers after closing time or shoplifters. Don't bother trying to use the phones, the mad babbling from the other end won't be of any help. You don't need to be in Fishkill, NY to find this Ikea. This maddening realm could be linked to any IKEA. Getting out again could be another story.

## (5) Laboratory [200CP] (Generic Necromancer)

A large and expansive laboratory that has all the tools you'd need for scientific and magical pursuits, particularly in regards to the study and creation of various forms of undead, including a supply of materials that will replenish themselves over time, some replenishing after a day while the rarest will only restock once per jump. You can add new materials to this replenishing supply by dumping a good sized portion down a chute in a side room. Everything will automatically clean itself once you are finished with it without affecting what you are still working with.

## (6) Red Realty [200CP*] (SCP Foundation)

*Red Reality or Red Reservoir?*
Option A: SCP-3001. This endless empty space measures a record-low 0.032 Humes. There's nothing else here now save for a single blinking red light. At such low levels of reality, spacetime and normal concepts do not operate as expected. Prolonged exposure may cause matter to breakdown and degrade as it slowly begins to match local Hume levels. A person can survive here indefinitely without the majority of their body, sustenance, or air and suffer no decay over time. The experience may be uncomfortable with extended stays. You can enter this dimension using a wormhole generated by Lang-Scranton Stabilizer, allowing risk-free storage. You can safely leave at any time.

Option B: SCP-354. An ectoenthropic pool or red ichor with a consistency likening it to human blood. Periodically, random monsters will rise from the fluid. These creatures don't tend not to stick to any consistent pattern between manifestations. This location is linked to the owner so the various random entities will be ones you consider cool. If the liquid body is threatened it will also make psychic attacks against those that endanger it, forcing threats to turn on each other or abandon attacks against it. It can either be a part of the landscape that provides you with randomized enemies for training against, or provide you with a host of interesting monsters. Though none of the beastly beings it creates will exceed the overall power of those listed in Document 354-1-a. This means they're mostly large monsters or even advanced technological weapons resembling "Terminator".

(Editor’s Note: I assume you choose only one, otherwise I guess you can buy both separately.)

## (7) Phagia [200CP] (Sarkic)

You gain access to a pocket dimension that you can shunt your mass and other substances into. You can use this shunted biomass to instantly heal injuries, create weapons, etc. You can create small portals to this dimension, through which parts of your hidden body can exit, but nothing can enter. The only way for something other than yourself to enter this pocket dimension is through your mouth.

## (8) Containment Barrier [200CP] (Outlast)

You might need something to stop your experiments from escaping if things go wrong or somehow prevent disastrous contamination. This will help to accomplish such a goal. When you have a laboratory to work in, either leant to you or otherwise owned, you can establish airlock-like structures at the access points. These spray a decontaminating gas on whatever passes through them, eliminating stray nanomachines and micro-scale threats such as diseases or viruses while not harming yourself or your fellow researchers. Even with the reinforced metal security doors retracted, so long as the transparent doors remain closed no sort of contamination or experiment you are working on will be able to pass through them. Even highly advanced nano-hazards will not be able to pass through these chambers or burrow around them. Just bear in mind that more intelligent problems will try to find any ways around such measures you may have overlooked, such as ventilation ducts or other barriers that have been sabotaged.

## (9) Temple of Power [200CP] (Generic Necromancer)

You have come into ownership of a temple, whether through building it yourself or claiming it from its original owner, that is designed to act as a repository and amplifier for necromantic power. The temple will naturally absorb and filter necromantic energies that occur within a hundred miles of its center and store it for later use, though this power can only be accessed while in the temple and cannot be used to refill your own reserves. The temple can store a near limitless supply of necromantic power and use it to fuel curses, wards, and other defenses you set up, as well as fortifying any undead raised within the temple's bounds.

(Editor’s Note: Full details can be found in the *Generic Necromancer* jump.)

## (10) Eternal Labyrinth [300CP] (Bloodborne)

The Chalice Dungeons lying beneath Yharnam, known as the tomb of gods by some, are the root of this calamity that afflicts the city now. While Byrgenwerth and the Healing Church before you have plunged into their depths, the question must be asked. Will you? Think of this item as opportunity; appearing at first as a series of half-buried altars that you may place as desired. To go with them, a series of chalices required to perform certain rituals. With the chalices places on the altar, and different materials used as sacrifice, you may travel to these ancient dungeons. Each Chalice Dungeon sports different features: horribly trapped halls, swamps of fat that have leaked from stacked corpses, especially great numbers of specific enemies like ancient workers or beasts, great and powerful foes that stand over the

rest, and treasures yet uncovered. Even now however, the ancient Pthumerians monotonously continue to dig out and expand the labyrinth beyond any reasonable dimensions. Perhaps it exists partway into the dream lands? It would certainly explain how disparate lands could be so interconnected. In each future world, a new altar, and a new chalice will appear. Locate the proper ingredients within that world to offer as sacrifice, and plunge into a new dungeon. Treasures and threats relating to that world, warped by the nature of this one, will be encountered if you dare search for them."

## (11) Red Door [300CP] (House Of Horrors)

When a person is at the lowest point of their life, when they fall into the abyss and cannot walk out, they open the door into the Red World. The door leads directly into the door pusher's heart, it becomes a space that represents the trauma and door pusher. Once the door is opened,a mirror copy of the building that the door is located in appears in the Red World. The inside of the door varies from one pusher to the other as the world within the door is a representation of the pusher's heart. A Red Door usually contains spirits and ghosts belonging solely to that door created by the Pusher's heart, if the pusher is strong enough they can rule the world behind their door and raise armies of ghosts. The pusher can also decide whether the ghosts live or die and can enforce rules that all within the door must abide by.
As the door is technically a living entity, any who enter the door, living or otherwise, begin to be assimilated by the door and unless they leave within a certain time limit they will be unable to leave however, if they are able to follow the rules set by the door pusher, they can gain the favor of the world behind the door and reduce the assimilation process.
Finally, if the door pusher is ever to die in real life they are resurrected as a Red Specter within the world of the door with twice the amount of power they possessed in life and can grow in strength via collecting resentment. However, your door is different Jumper, when you die it resurrects you not as a Red Specter but as you are nor with an increase in power as well but only once. (P.S., your door is infinite in size and unlike in canon, there is no possible way for it to be invaded by denizens of the Red City).

## (12) Big Rock [300CP] (Gorefield Horrorscopes)

What it says in the title; this is a very large rock, how large? Large enough that it can crush your Gorefield. It will be placed nearby your starting location and you will know where it is. Despite the simplicity of this item, it does have special traits: 1. It is like a fate magnet on your side, for some cosmic karmic reason it has a metaphorical gravitational pull on crushing anyone that is your fated enemy, that isn't a 100% guarantee by any means, but it is a pull. And 2. It's capable of destroying your Gorefield, no matter how strong. Post-Gauntlet you keep the rock, it doesn't get any larger but somehow it gains the ability to kill, or at least seal, even cosmic creatures. For the specific case of Taurus, this "rock" is now a comet that HAPPENS to be landing on Gorefield's weak spot, if you manage to distract Taurus Gorefield long enough, he will fail to notice the meteor and perish.

## (13) Island of Monsters [400CP] (Horror Midnight Movie Marathon)

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.

## (14) One Hell of a Shop [400CP] (Horror Midnight Movie Marathon)

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.

## (15) Abandoned Space Station [400CP] (Horror Midnight Movie Marathon)

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.

## (16) Those Twisted Pines [400CP] (SCP Foundation)

*Do robots die when they are killed?*

A portal itself shaped like an ellipse made of white fog. Inside leads to a monochrome forest world locked in dim twilight. The forest itself requires no light or other source of growth, while biologically trees they are perfectly suited to this space. Amid the trees roam robotics and machines of all sorts. The total area within unknown and may continue to grow as more souls are added. Souls? Yes, you see, this is an afterlife realm. The residents however, are most unusual. Destroyed androids and robots may come here after their time is up, each soul within belonging to a machine (generally in state of clear disrepair). These robots will be hostile to intruders in their afterlife if you direct it, keeping the area secure. Such souls will not allow themselves to be removed from this afterlife, and if forcibly taken out will disappear and rematerialize within. Any soul-bearing machines you allow will also be permitted to come here once their product life concludes.

## (17) Factory [400CP] (9)

A massive facility that's designed to be the ideal workspace for an AI core in a chassis to manufacture all kinds of things, but primarily things like the Steel Behemoths. This factory is, by default, outfitted to automatically produce all the parts and supplies to build, maintain, and supply Steel Behemoths, including a steady supply of the raw materials. If you put in the necessary work, you can even retrofit the place to produce pretty much anything you know how to make, even benefitting from any relevant perks you had at the time of the retrofit. The raw material supply adapts as well, though you'll need to provide anything particularly unique or work the required processes for synthesising them into the assembly line.

## (18) Womb of All Evils [400CP] (Fate Stay Night)

You discovered an immense cavern years ago, which you laid claim to upon realising the unnaturally powerful aura that was embedded into the very ground. Hidden underground near your starting location or on a property you own, this huge cave amplifies the power of any 'Evil' magic four times over when the caster is inside, including rituals for dark purposes or spells to summon evil beings. The enhancement is quite clear cut and intending to use evil for good will not take effect, only evil magic used for evil purposes will be enhanced. The cavern emits a terrible aura even beyond the cave itself but at that distance it only serves to ward away anyone not specifically travelling to the cavern.

## (19) Den of Sin [400CP] (Horror Midnight Movie Marathon)

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.

## (20) Higher Learning [400CP] (SCP Foundation)

*A recognized university.*

You're the graduate of a prestigious university of your own design. It doesn't need to be something anomalous like Deer College or the International Center for the Study of Unified Thaumatology. It could just be something a little closer to mundane like Oxford or just Penn State. It might be safer to choose something that isn't overflowing with anomalies. Because your institution will continue to exist in future settings, validating whatever academic credentials that you or other companions have achieved in previous worlds. It will maintain records of each academic accomplishment, letting you avoid repeating the same phases of education again and again as you reincarnate into new worlds. If you get a reputation as a prized alumni, they might invite you back to give a speech to guide young minds? It will continue offering teaching to new students too. If you have (or gain) the appropriate teaching credentials, you could take up a role as one of the professors or dean. Any such job position can be kept until relinquished.

## (21) Magical Lodge [400CP] (Devil May Cry)

A place something for[sic] the more intellectually-minded among us. This private library contains more instructional manuscripts, legends about demons, and reagents than you can shake a stick at. It's pretty reasonably secluded, to the point where most normal folks won't be able to find it, but from time to time, you might get a couple visitors looking to exchange knowledge.

## (22) Gateway to the Spirit World [400CP] (Horror Midnight Movie Marathon)

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.

## (23) Beldam's Workshop [400CP] (Coraline)

A personal workshop which you can use to make various dolls and items using your Sewing Magics. It comes fully stocked and will restore at the start of each new Jump including a supply of Soul Sand which can be used to bring your projects to life.

## (24) Ayleid Well [400CP] (The Elder Scrolls Series)

Dotted all throughout Cyrodiil, one will find these wells, and now you yourself own one. Not only does it completely restore and temporarily enhance your own pool of magicka when used, but it can grant those without their very own pools of magicka! Perfect for any Companions you might pick up in the future.

## (25) Wizard Tower [400CP] (TES: Magic)

Though it may just be a cliche, there is something to be said about owning your very own arcane tower. This property has multiple levels, each for a certain purpose. You've got the entry level, library, larder, kitchen, garden, storage, basement, vault, study rooms, practice areas, guest rooms, a master bedroom, and even a few bathrooms. It's also got a good amount of magical protection, reinforcing the walls and making them highly resistant to magical damage. Additionally, it's self cleaning. You can combine this with any properties you own, or even those that you purchase here.

## (26) Yellowstone National Park [400CP] (SCP Foundation)

*Never heard of it?*
SCP-1422. You have an anomalous region of over 6000 sq. km in size. Approaching 9000 sq. km if you want this to be Yellowstone specifically. You might also consider Reserva Comunal El Sira, Banff National Park, or a similarly sized territory in the Himalayas. It's vast and beautiful in any case, while not truly untouched by human civilization it has protections preventing any major reduction or damage of its natural wonders. But it is also anomalous, and you can choose to guarantee that enemy organization in the world have never heard of it. To use Yellowstone as an example... they'd not be aware of it even if their organization was composed of avid travelers, deeply embedded into the National Park Service, or had a significant number of agents who lived in the state of Wyoming. The region itself is practically devoid of any supernatural activity that isn't there by your design. For a world like this, it might frighten people for being too calm and quiet.
Though all companions are residents of the park and share the origin, they don't have to be actual SCP-1000 instances just for having the origin. They are involved in cryptid hunting or promoting the Yeren return to society in some way. All companions receive a bonus of 100SCP for use on Lucidity, Liberty, or Wild Thing (sapient fauna or flora). For an additional 200SCP (1 discountable) you may add in the Heart of Titania / SCP-2932 (Death Row) or SCP-2000 stored here as well. If so, any of the dozen imported companions can choose which items' import rules apply to them.

## (27) Dark Ritual Chamber [400CP] (Outlast)

Somewhere that certainly isn't hallowed ground. This cavern, hidden somewhere far from prying eyes, enhances any dark rituals that take place within it, with sacrifices gaining more in exchange for what is given up. Dark, infernal and otherwise distinctly unholy rituals are much more effective when carried out here, and it is much easier to accomplish the intended results than it would otherwise be. It even has self- cleaning, should you want to not keep around the gore and other mess that likely results from what can go on in here.

## (28) Occult Library [400CP] (The Miskatonic)

Libraries are great. The smell of books, the taste of knowledge, the sound of a fireball spell shooting out of a book and into someone's eyes. That last one's real, by the way, so be careful. Some of the spell books can get kinda crazy. On the bright side, there's thousands of books in this place, each related to the occult or some other eldritch weird stuff. Overall, I'd say it covers just about every topic available for study at the Miskatonic, and just so happens to have the original necronomicon. I'd suggest not spilling any coffee on it.

## (29) Ritual Site [400CP] (Horror Midnight Movie Marathon)

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.

## (30) Nowhere [400CP] (SCP Foundation)

*SCP-3930?*
This region doesn't exist. It is not physical, nor is it a vacuum, it has no concept of time as it meets no criteria that could be described. Due to its nature, it can't contain anything that exists. Naturally, exploration by real people is impossible as by entering it they will cease to exist. Despite all this the area can be recognized as something that exists, consistent with the area nearby. In a mountainous region, it would seem like it has similar terrain, flora, and even fauna. There could even be people, if you wanted this unreal space near civilization. While it isn't real, it is perceived as such by those outside. People who enter it and cease to be real can still be observed and may be able to send out "transmissions" if a perception exists that they have some ability to do so. As soon as observers grasp the reality that they're just trying make sense of oblivion, ability to communicate fades. A non-being might have this as a perfect sanctuary that can be whatever they can visualize without ever having bothersome intruders. Even a being may see the utility in having a near-undetectable zone of annihilation to bring enemies. It might be wise to set up a perimeter, since nobody can remain inside to warn others.
Their bonus 100SCP stipend can be used as part of the payment for: Boogeyman, Nostalgic, or any Oneiroi Collective perk.

## (31) Manor [400CP] (Helluva Boss)

You have an enormous and luxurious Manor, filled to bursting with Imp Servants and bodyguards who are completely loyal and subservient to you. All their wages are automatically paid without even a dip in your coffers and you'll find your enemies never seem to attack you here (though this minor protection will fade if you never leave).

## (32) Library of Labyrinthia [400CP] (Exalted: Abyssals)

This building-spire is a piece of the Labyrinth protruding into the world, walled with black stone and metal, and echoing with the Whispers of the Neverborn. Within its warped halls, one can find a library of the lost. Welled up from the Neverborn's dreams and nightmares, it

contain much of the forgotten or forbidden secrets and lore of the world, most especially those that would tear down what is, so as to hasten its fall into Oblivion. But the library is stocked not only with black volumes that reflect the nightmares of the Neverborn, as the civilizations of the Underworld have added their our wraithly works to the collection, and much of those text that were lost in Creation were added too. The shelves are replete with scrolls from sacked libraries, ancient manuscripts lost at sea, books burned in religious censorship, and many more. Even some of the Deathlords' private manuscripts have found their way into hide-bound works to further the knowledge offered in the library. History and necromancy, medicine and necrosurgery, even the occasional sorcerous secrets are only some of the many things a student of the library could learn. For it would take lifetimes to study even a fraction of all that is on offer here, and should you bring it to other worlds, it will accumulate appropriate literature from those places as well.

## (33) Ancient Gates [500CP] (Drakan)

A set of large , ornate circles that magically link together to create a network of portals all across the world. The originals were sealed against unwanted use and tampering, but your copies are working just fine. You do not require an Elder Breed Dragon to get them up and running either, just a runestone. When open , you could use them to travel great distances. You could enter a gate from Surdana and leave through the one outside Ravenshold , for example. More impressively, the main gate – the Mother 's Eye – can also open into the spirit world, allowing spiritual entities to walk the physical plane without the use of a summoning spell and vice versa. You gain a set of one dozen gates, including one main gate, to be placed where you wish , as well as a control runestone to ensure only those you wish can have access to their use.

## (34) Shidra Statue [500CP] (Grime)

This is not the real being, but rather a finely crafted likeness of the Breathsmither that can perform their functions. While their main focus is creating, especially with making forms for others to use...
...They can also make weapons and armor stronger with whatever materials you can give them, while letting the many multi-armed and multi-handed likeness handle the work. If in case you do wish to work on your stuff with your own hands (and equivalent), then the likeness will assist however it can.
And while they have to remain rooted to be active, they can be unrooted, moved, and integrated into any terrain, ground, or property. It also will help that if the need to defend you or your companions is needed, this will aid in combat as well. Also, for the record...You can have this 'statue' sized akin to the dimensions of the real Shidra or minimize it as needed without impacting its functions and efficiency.

## (35) Local Monument [600CP] (Generic Analog Horror)

Well lucky you! Turns out you're the estranged descendant of a notable US politician, who in his last will bequeathed you a plot of land containing a famous American landmark! It's not habitable, unfortunately, taking the form of a large statue or obelisk or the like, but it does come with a lovely patch of eternally mown grass around it. And hey, no matter the season or universe, visitors will flock to the monument, and will always be willing to pay for tours!

(Editor's Note: Purchasing of the *Mire In Misery* perk and choosing to implement the *Anomaly* Drawback will cause this perk to be capstone boosted. Be warned that the *Anomalous Alteration* to perks originating *Generic Analog Horror* Jump can be overwhelming.)

## (36) Ancient City [600CP] (Dying Earth)

This city is in ruins now, though it can be fixed easily enough. Moving sidewalks run through it, and its toppled towers even now possess Shafts of No-Weight which lift or lower those within them to the desired floor. Fleets of air cars lay docked in some of these towers, though some have fallen to the ground, and receive power for their flight from the city itself.
At its heart there exists a tower of fate where a control system constructed around an oversized brain manages the city's systems. This organic control system is capable of controlling the entire city's infrastructure, including its mysterious energy source - with a half-life of 1200 years - numerous tentacle manipulators, lights, and all the treasure of ancient, and perhaps magical, technology within. If activated, this control system could repair the ruins in moments, casting out any and all who it saw as undesirable from the city. And unlike Rogol Domedonfors this control system does not seek to rule as a god, but to serve you loyally.

## (37) Tomb of the Star [600CP] (Jujutsu Kaisen)

This is really cool. It's a tomb. The tomb Master Tengen resides in. There is only one door leading to the corridor but there are over a thousand doors that continuously shuffle. The correct door opens to a massive drop with tall old trees with no foliage below. This leads to the space between the entrance and the actual tomb. It is an indoor forest area with trees, grass, and dirt. Jujutsu High's cursed warehouse where they store cursed objects is located in this area. Deeper inside is an elevator that descends underground to the main corridor. The main hall consists of a compound of old buildings that circle around a gigantic tree. There is a path that leads directly to the base of the tree where Master Tengen resides. There is also another barrier at the entrance to Master Tengen's shrine that prevents anyone from intruding other than those directly invited. If one were to enter and be rejected, they would walk into an empty white space void of Master Tengen's presence. You are now the master of this place giving you fool control and rights over all the objects and things inside. You can change up the area as you like but it has to keep some resemblance.

## (38) A Murderous Tree [600CP] (Generic 50s Sci-Fi Movie)

By default a carnivorous tree, but that's actually optional, it could be a strange apparatus, voodoo altar, or something else. The central function of this object is that if you feed living people to it, it can produce minute amounts of a serum which in sufficient quantities will revive the dead as long as their body is mostly intact and has not proceeded too far into decay. Even sacrificing its preferred victims (beautiful, young women seem to produce more of the serum) you won't come anywhere near enough serum to revive a person with a single sacrifice, maybe a small animal. The serum might also be able to be used to heal injuries and other damage to the body in lesser portions but that will likely require some research on how to stabilize it so that it's safe for the still living.

## (39) Forsaken Countryside [600CP] (Horror Midnight Movie Marathon)

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.

## (40) Flesh Prison [600CP] (ULTRAKILL)

Many would consider this thing an aberration. A fusion of holy and damned that should not exist. A machine of flesh and bone, made to contain the most dangerous of beings. You have gained yourself access to a Flesh Prison, loyal to you. The angels created these 'beings' for use in the prevention of Prime Souls from ever fully forming. These prisons can effectively hold a God hostage within. And that's not to mention it's abilities to defend itself from a potential break-in as well. Using the magic of both divine and damned, it can conjure horrifically large beams of light in tandem with swarms upon swarms of hellish energy, topping it off with massive vortexes to consume the life of foes while it's swarms of drones and miniature Malicious Faces beside it pepper foes with bolt and explosion. And if left for long enough, the drones can assist in healing the Prison to prevent true damage from ever occurring to it. It is not impenetrable, but it will certainly stop all but the insane, desperate, or absurdly strong, and even then, it's power may give even them pause.

(Editor's Note: Excerpt from the Notes Section: *Yes, like the rest this comes with the blueprints to make more. Just note that to make something like this abomination will probably take some pretty heinous things. And likely be rather unstable. Just giving the warning these things aren't to be messed with lightly, even when creating them.*)

## (41) Blood Pool [600CP] (House Of Horrors)

A pool formed from despair and resentment, this pool was formed from power accumulated over years by the Red City enough to completely repair a broken soul to welcome a new life. Any being that bathes inside this pool is completely healed of all injuries no matter physical, mental or spiritual and if the deceased e.g. a Red Specter we're to bathe within this pool will be given life once more and become human again. Now, the canon version of the pool possesses two limitations; one is the fact that the stronger the being e.g. a Demon God the lower the success rate of rebirth and the second is that if a spectre or broken soul were to be reborn and healed they would require a body to be constructed for them to inhabit. As you are paying CP, the limitations are waived no matter how strong the entity bathing the success fate will always be 100%. The aesthetics of the pool is up to you.

## (42) One Hell of a Home [600CP] (Horror Midnight Movie Marathon)

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.

## (43) Nest of Flesh [600CP] (Carrion)

This nest of flesh acts as a repository for excess biomass, allowing you to gather more biomass than you can absorb into yourself. When you fill this Nest with a certain amount of flesh, if you are ever killed, you can gain a single revive per jump. This nest also lets you use your biomanipulation much more freely. This also gives you a garden made of flesh. Everything inside this garden is yours to control, just as you control the biological monstrosities of the garden.

## (44) Venom Virus [600CP] (Marvel Comics: Symbiotes)

A cloaked orbital satellite containing three orbital bombardment payloads of a bio-weapon developed from a sample of the Venom symbiote, once deployed an airborne virus rapidly infects everyone in an area the size of Manhattan via the spores and spreads from there, causing them to generate a suit of symbiote bio-matter and begin rampaging mindlessly. Expended payloads replenish at the beginning of the jump and this comes with a remote to relocate the satellite and deploy the bombs and a machine to synthesize cures and vaccines. Note: Infected do not have codices, and certain types of superhumans are immune for one reason or another.

## (45) The Anti-Life Machine [600CP] (Glitchtale)

You gain a large room with a technology similar to the Nullifier Room, found on the CORE expansion. When activated, the room will lock itself, barring any being from getting in or out and will send an extremely lethal wave of energy against any living being inside it, killing them. Unlike the original Nullifier Room, your version doesn't kill just monsters and humans, but any being with a concept of life and/or death, but consumes a large amount of energy to properly work, requiring something on par with the CORE to fuel the machine. Try to not be stuck inside this room.

## (46) Abyssal Zone [600CP] (Gojira)

The deepest, darkest pits of the ocean are between 4,000 and 6,000 meters deep. Within this watery hellscape there is a 50 by 50 kilometer region that you call home. It's an area that seems to be stuck within the time period in which you were born: the era in between the Cretaceous and the Jurassic. Giant beasts roam the region with wild abandon as it is undetectable to humans above the water. It simply shows a dark abyss on detection equipment. However, the beasts that roam these waters know that there is at least one creature that towers above them.

## (47) Hell House [600CP] (Horror Midnight Movie Marathon)

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.

## (48) Chinjugami「鎮守神」[600CP] (Princess Mononoke)

The humans are known for wandering about and spreading their influence across the land, but the vast majority of Mononoke are content to remain within a specific area and safeguard it from external influence. It isn't uncommon to find Mononoke who have remained within a single forest for centuries and built up a tribe there. When Mononoke do migrate, it often is not out of choice and the consequences are often quite extreme.

Hopefully it won't come to that for you during your time here. As a Mononoke however, you can claim a piece of nature as your own to guard. With the presence of the Mononoke, the natural landscape can transform, allowing trees in forests to grow to massive heights or allowing mountains to possess remarkably rich ores. Even living beings within the domain can be affected, allowing them to grow slightly larger than normal. However, the process of claiming a domain requires an infusion of spiritual energy from your body into the land itself – so naturally you can't go about marking a large chunk of land without an appropriately large donation.

When it is established however, it isn't so easy to spread the domain beyond its existing boundaries. Any additional energy infused into the domain will reinforce its strength, and enhance the rate at which spiritual energy is produced from the natural elements within, but true expansion requires new life to take root. In the past, the various Mononoke would plant new trees to expand forests, or dig out caverns to spread mountains. But with the humans going about torching down forests and pulling the veins from mountains...well, this is no longer quite as effective as it once was. As a Mononoke, should you wish to expand your domain, you should always be wary of external influence from beings such as humans.

The Mononoke's domain might as well be their home, so it isn't too strange that they possess a natural advantage while inside. Mononoke tend to be far stronger while within their domain than outside it, and the tales of humans getting lost in a Mononoke's forest can be attributed to the Mononoke's influence more so than the human's unfamiliarity. In the past when the Forest Lord's influence stretched all across the land, it wasn't uncommon to hear of Mononoke with several domains under their jurisdiction. However...in modern times, this situation is largely unheard of, partly due to the Mononoke receding from this world and partly due to the expansion of the humans. For a Mononoke such as yourself, it's probably best to stick to a single domain at first.

## (49) Bio Lab [600CP] (Horror Midnight Movie Marathon)

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.

## (50) Monster Forest [600CP] (Drakengard One)

Even with the Empire and Union both killing most of the non-human life they encounter, there still remain pockets of these civilisations. Forests where elven villages and fairy kingdoms still reside, mountains where the golems silently wait for the call to war, even coral coves where sea beasts gather for rest. You find yourself the leader of such a supernatural enclave, a difficult to locate and comfortable home for you and a significant number of your species. There may be thousands of lesser fairies if that is your race but a dragon or giant might only find a few dozen making up their new family. You're seen as the ruler of the location, with your people heeding your words, though they are not obedient soldiers of an army. In future worlds, you can either take along this place as is or find a new one fitting to the new race you take on.

## (51) Library | Ritual Chamber | Testing Chambers [600CP] (Generic Creepypasta)

**Library [200CP] (Generic Creepypasta)**

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

**Ritual Chamber [200 CP] (Generic Creepypasta)**

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

**Testing Chambers [200CP] (Generic Creepypasta)**

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

## (52) Mountain of Madness [600CP] (Lovecraft Midnight Movie Marathon)

Rising miles above the surrounding ground this great, black mountain towers above the others nearby it in the depths of Antarctica. There is something odd about the stone it is made from, however. Notably it is not stone. This entire mountain, stretching miles upwards and miles wide at its base, is in fact a singular, gigantic creature of black slime, able to twist its form into a variety of tentacle-like appendages, as well as forming innumerable mouths and eyes. It is a creature more commonly known as a shoggoth, and this one is immensely massive even for its kind. This living mountain has taken a liking to you, and has attached itself to you almost like a cat might attach itself to a person. Though do not underestimate its intelligence. While not a tool-using species or a social one by nature, and thus having trouble with such behaviors and ideas, it is intelligent and able to learn and may have been one of the original rebels against their makers whose society had reached heights man can only aspire to.

## (53) Black Throne [600CP] (Marvel Comics: Symbiotes)

A twelve-foot spire sculpted from Living Abyss, with a sizable throne built in. In addition to being a most badass place to park your posterior, sitting in this thrown vastly expands the range and fine control you have over any “hive mind” related abilities you may possess, allowing you to micromanage multiple individuals simultaneously for example, or dividing your attention between two massive groups on opposite sides of a continent.

## (54) EGO Machine [600CP] (Library of Ruina)

A perfected version of the research of a former associate of Lobotomy Corporation, this machine draws in the volatile forms of Light emanating from those progressing towards distortion, and concentrates them. This has the effect of reducing the impact of their fears and traumas upon their thought process, but more importantly it refines and concentrates the Light, creating armor and weapons themed after the polluted mindsets it takes in. These items are more akin to the EGO of Lobotomy Corporation, allowing one to wield them with no prior training, so long as their mental fortitude is great enough to overcome the embodied trauma. These weapons lack the potential for growth of a personal EGO, shorn as they are of context and stripped from their originator. Still, with enough trauma and loss, one could even make EGOs equivalent to those of Lobotomy Corporation’s Alephs. As a side note, whereas the original machines were less than healthy for those they were used on, these ones do have safeties to ensure that those used as fuel for the device will remain fully cognizant. Of course, if those safeties were to be disengaged, the process would be somewhat more efficient.

## (55) Man-Made Behelit [600CP] (Berserk)

This massive structure (for lack of a better word) is physically composed of the bodies of still-living Apostles, sewn and chained together, then filled with strange liquids. Also known as the Demon Womb and Reincarnator, this vessel can be used to transform those put inside it into monstrosities. When a pregnant woman is put inside it, their fetus is possessed and transformed by spirits from the deepest reaches of the Astral Realm, transforming them into Daka. Other beings can use the Man-Made Behelit to likewise gain power, but doing so is exceedingly dangerous, as it is inviting powerful demonic spirits to possess their bodies.

The Man-Made Behelit is massive, easily taking up the entirety of a barn. As such, your Warehouse is automatically upgraded with an addition capable of holding the Man-Made Behelit, along with the physical apparatuses necessary to lower creatures inside it. While massive, it is possible to move, and so you can take it out of the Warehouse, should you desire.

## (56) Grand Archive [600CP] (Dark Souls Series)

For scholars and sorcerers, there is no resource more precious, more vital, more valuable than knowledge itself, either of the mundane or magical variety. There is no lack of stories of scholars all searching for repositories of knowledge, whether it be in the hands of lords or in the hands of dragons. Thankfully for you, this Warehouse attachment should satisfy that desire of yours for knowledge, at least initially.
A grand archive that would be the envy of any aspiring sorcerer or scholar, this archive contains a collection of books, scrolls, and tomes that would rival even that of Seath the Scaleless' own archive. In addition to the frankly, and sometimes literally, maddening knowledge found within the archive, particularly of the sorcerous variety, there are rooms and spaces found within to be used for all manners of tests and experiments.
More than just information however, the library is home to many of your own agents, scholars and the like, ones who will defend the archive from any unwanted intruders. Not only that, but in every new Jump, these agents will scour the world in search of new information, no matter how impressive or minute, to add to your grand archive.

## (57) The Ink Machine [600CP] (Bendy and The Dark Revival)

The blessed machine of Joey Drew this device has the ability to make the things you draw real, granted without a perk like 'The Power Of The Artist' they'll lack souls by default and won't be nearly as powerful as they should be but it's still quite a useful trick and I'm sure you could find... alternative solutions. Also please note that with sufficient time and effort the worlds created using 'The Power Of The Artist' could be brought into reality this would have *consequences*.

## (58) Ritual Site [600CP] (Lovecraft Midnight Movie Marathon)

This is a site for performing rituals. Maybe it's an underground chamber, or a ring of stones on a hill, an old tree, or something else. Whatever its nature it seems to add some strength to rituals performed at the site. This is minor at first, but it grows stronger with each sacrifice performed at it, the greater the sacrifice the greater the power. It stores this power like a capacitor able to release it all to help fuel a single big spell, but it also gets a smaller permanent increase in power from this helping to build the power of every ritual performed there.

## (59) Genetic Laboratory [600CP] (Jurassic Park Books)

This is a large facility set up to work on genetic and cloning experiments. This facility is made up of a number of different buildings housing each of the experiments and any other work that is being done. You may choose a focus for this laboratory if you want to. By default this will be focused on genetic experiments similar to the ones being conducted by Dr. Wu in his lab inside Jurassic Park. The most valuable thing you have here is a complete set of

research data and dinosaur DNA samples. Using the equipment here you could clone and house the dinosaurs at, while they are still small. You would need to move the animals to a larger facility once they started growing.

## (60) The Well of Udr [600CP] (Exalted: Abyssals)

From this terrible wellspring was pulled the Great Contagion, and its architect still meditates on this enigmatic mouth to the Void as she seeks another way to destroy the world. Who opened this chasm to Oblivion, no one knows except perhaps the Neverborn themselves, and they have not revealed it in their death-dreams. Perhaps it is a nexus of paradox, where the annihilating force of Oblivion meets and merges with the infinitely prolific, unshaped potential of the Wyld. Perhaps it the singular point of intersection between all worlds, all states, all possibilities, a gateway that leads beyond even the Void. None can say for certain, but the Dowager of Unrent Veils now seeks within its depths the Anti-Creation, the perfect opposite of the Primordials' handiwork that cancels it out and leaves nothing behind. While she searches, however, she might settle for pulling out another plague or cataclysm like the Great Contagion. Perhaps the Dowager will find her Anti-Creation one day, or perhaps she has merely deluded herself through too long a meditation on the Void. Whatever the case, anything that enters the Well of Udr bypasses the Underworld and the Labyrinth to enter Oblivion itself. Further, the Well exhales the power of Oblivion itself and poisons anything that might live or grow around it. Even the chamber that holds the Well is deadly. Any living creature that enters the chamber feels the call of the Void. Remaining in the same room drains their willpower, and once this is depleted... they leaps to their annihilation in the Well. And while Exalts, gods and other supernatural creatures are more resistant, even able to ignore it with enough force of will, the only true defense against the existential horror of proximity to the Well is to be dead or to have sworn an oath to Oblivion (as all Abyssals have). Now you will have your own Well of Udr, set where you wish, and to use as you wish, along with massive tomes written in pre-human hands, found hidden in the Dowager's citadel. But should you desire to meditate on the Well Of Udr yourself, perhaps to pull forth your own great cataclysm or plague, it should be noted that it took the Dowager more than a hundred years to pull forth the Great Contagion. Though she considered the results well worth the effort, she has yet to replicate this feat in the centuries since.

## (61) Lich's Palace | Personal Wasteland [700CP] (Loop Hero)

**Lich's Palace [300CP] (Loop Hero)**

In his pursuit of a solution to the heat death of the universe, Omicron constructed a vast palace to aid in his work--and now another much like it is your own. Constructed from an unknown material, the palace has no shortage of space to perform all manner of experiments. What's more, the entire building is attuned to your presence: so long as you dwell within, your magical capabilities are magnified tremendously.

**Personal Wasteland [400CP] (Loop Hero)**

A winding path, long enough for several days' trek, surrounded by inky blackness. A blank canvas. There's plenty of space to be filled with memories, if you're capable. If you don't have the Surveyor perk, you may instead fill this space in with buildings and terrain of your choice from this world. That's a one time deal, though, so make your choices with care.

## (62) Bloodfly Nest | Raw Whalebone | Whalebone Blade | Grand Library [750CP] (Dishonoured 2)

**Bloodfly Nest [50CP] (Dishonoured 2)**

Made from woody pulp and the bodies of former hive guards, this large bloodfly nest hums with the wings of dozens of adult bloodflies, who pay you no more heed than a rock. If regularly supplied with blood – or the bodies of your victims – this nest will continually produce chunks of valuable Blood Amber over time, which can be carefully harvested without destroying it. Blood Amber can be traded for coin or used in jewellery like a semi-precious stone, and the amber and bloodflies themselves seem to have an occult significance. The nest may be installed in your warehouse, or in another of your properties.

**Raw Whalebone [100CP] (Dishonoured 2)**

Several pieces of pristine whalebone, ideal for crafting bonecharms, runes, and other occult paraphernalia that sing with their resonance to the Void. While you could trade this collection for a reasonable sum at any black market dealer, I wouldn't advise it – only pieces that were expended in crafting will be restocked in your warehouse.

**Whalebone Blade [200CP] (Dishonoured 2)**

An ancient blade, carved in one piece from the jawbone of those sea creatures and scrimshawed with vine-like designs. This blade has a number of curious features, as the great whales themselves are said to exist in both the real world and the Void simultaneously. While you carry this blade, it resonates with other bonecharms, producing marked improvements on all of them – a charm to increase your mana will deepen your well further, a charm to improve your swimming will see you swim like a fish.

Yet when it pierces the flesh of an enemy, the blade will curse their charms to blacken and turn against them; a lucky bonecharm becomes unlucky, one for fortune will produce loss, a charm for sweet dreams will create nightmares; a truly unfavourable fate.

**Grand Library [400CP] (Dishonoured 2)**

Built of dark grey stone and the rich wood of Serkonos's mountain forests, the grand library seems embedded with a chasm, crossed with catwalks and bridges. It contains thousands of books, painstakingly hand-written on occult and metaphysical topics, and hundreds of years of research on the astronomy and metaphysics of the world can be found in their leather covers. While rare diamonds of practical knowledge are scattered between the books, the more academic literature is likely to help you in developing your own magics or rituals.

The Grand Library updates for each new jump, adding further shelves of books along grey stone escarpments, and providing a comprehensive academic knowledge base of the metaphysics, magic and dimensions of your local setting, though it will not contain books which already exist. The Grand Library attaches to your Cosmic Warehouse or other pocket dimension.

## (63) Ma'habre [800CP] (Fear and Hunger)

Your very own city of the gods. Like the Όλυμπος for the Greek pantheon or Ásgardr for the Norse. Here dwell the gods of the world of Fear & Hunger. It was here that the Old Gods crawled out of the Green Hue to create the world as it is today, and it
was here that four mortal men would ascend to become the new gods. Now you too may lay claim on this place. During this Jump, Ma'habre shall remain in its place, below the

lowest foundations of the Dungeons. When you leave, it will instead get added to your warehouse (or, more realistically, your warehouse to it, given its immense size) and may be imported into each new world in a location of your choosing.
Merely by owning this place you will gain the ability to ascend as a new god, ageless and powerful, by way of the throne of ascension that lays at its centre. A powerful construct that infuses the one who sits on it with some of the power of the Green Hue. Time is convoluted in Ma'habre, and great mysteries and ancient artifacts fill its streets, waiting for you to discover them.
Post Jump, the city will be mostly empty, save for a single building, which shall be filled by the many generations of deposed new gods, who will offer you much knowledge of the world you are in at the time, past present and future. It provides one last benefit: Any and all Perks or abilities relating to the creation, or use of divine powers and gods shall be immensely strengthened while inside the city.

## (64) Library of Eternity [800CP] (DC Occult)

An incredible enchanted library is added onto your warehouse. This library is an artifact of immense value that was long thought to only exist within myth and legend, for within it is all the knowledge of mankind. This infinite library will absorb all written knowledge in very jump that you visit. The only exception to this are singularly unique and important books such as the Book of Eternity or the Necromicon. Of course, you'll have to find the books you want to read, first. Luckily if you enter the library with a specific topic in mind you'll tend to find yourself in the right area with only a few minutes wandering around.

(Editor's Note: I've increased the price from *600CP* to *800CP*)

## (65) The Black Tower | Personal Domain [1000CP] (Little Nightmares)

**The Black Tower [400CP] (Little Nightmares)**

You receive a copy of the main base used by the Transmission's Entity: the Black Tower. The building is saturated with the power of the Entities, counting as your domain even if you aren't able to create one, and enhancing all of your abilities to twice its original potency and effectiveness. Due to all of this power within just one place, the time and space are distorted, causing some "errors" in reality. These errors turn very confusing to anyone trying to move on the tower, due to a door in a room leading to some random place within the building, unless you personally help them. Unfortunately, unless you're capable of using space-time manipulation, these errors are uncontrollable and will be completely random. Your Black Tower also has the same equipment to broadcast any kind of signal and, unlike the original version, it isn't inhabited by an eldritch abomination made of flesh.

**Personal Domain [600CP] (Little Nightmares)**

Currently, there is a hidden war happening in this world. The Four Entities are fighting for influence, increasing their control over humankind and increasing their domains at the same time that they try to weaken their rivals. Each one of the Entities has a specific territory turned into their personal domain, where they rule, and you, as an Entity yourself, aren't different from them. You can choose a location of your choice to be your domain (with max size of a mansion), as long as no one has already turned it into their personal domain or have some control over it. Completely turning a location into your location takes some time,

varying from a few seconds to days depending on its size and its connection with you (for example, one of your fiat-backed properties would take just a few seconds but an entire mansion, unrelated to you, would take years). Once a domain is complete, this lets you know the location of everyone inside it, even if they're using some ability to hide their presence (unless they're stronger than you) and freely teletransport to anywhere inside it. These abilities work even if you're currently outside your domain. You can just maintain one domain at the same time and, if you want to choose a new location, you'll need to cancel the old domain to create a new one. It's also possible for you to use your power in an attempt to impose your own domain over others, turning their territory yours, but, unfortunately, this also is possible to other Entities and beings with similar abilities, so protect your domain if you don't want to lose it.

(Editor's Note: There is a Capstone Booster effect for the *Personal Domain* perk if you have purchased the *Chosen Vessel* perk.)

## (66) The Library | Meh, Indiana Jones was a hack [1000CP] (Bartimaeus Sequence)

**The Library [400CP] (Bartimaeus Sequence)**

A magician is only really as good as his knowledge. Well, now you're the best of them, then! You get a fullsized library, containing just about every book you need to go from a complete novice to a Magician of the highest degree. Names of Demons, summoning and binding techniques, the whole nine yards. Not just that, your library also contains books on how to make artefacts like seven league boots, Golems and magical weapons. Mind you, while this gives you the knowledge to make them, doing so is still a very strenuous and draining process, quite possibly even for you.

In future worlds, this library will fill up automatically with the local magical knowledge, and there will always be enough to give you a sound, thorough education, in whatever the subjects may be.

**Meh, Indiana Jones was a hack [600CP] (Bartimaeus Sequence)**

You seem to be particularly practiced in the various arts of subterfuge, smuggling, research and archeology. You find it exceedingly simple to research, locate, travel to and obtain objects and artefacts of great power and myth. Old ruins welcome you into themselves, and ancient scriptures with winding, complicated riddles read like straightforward instruction manuals. With a few weeks of research and adventuring you could find the holy grail.

## (67) The Fucking Moon [1000CP] (Soul Eater)

Yes, you may buy the moon. This is a moon like the moon located in Soul Eater however, much smaller than the moon you and I both know. This moon is much smaller than our moon, possessing sunken eyes, a crescent shape, long nose and giant mouth while orbiting inside of the planet's atmosphere beyond the clouds. While mostly barren and featureless on the outside, the inside is like a fortress, with a vast series of tunnels and inner rooms for you to live inside of. The moon has its own gravitation up to a certain distance that helps you feel like you're down below no matter where you're standing, jumping or flying around it, including the bottom. While on the moon, your soul's wavelength is drastically more

powerful, as is your madness. You may influence its face's appearance and attitude from day to day, having it grin, reflect how you feel, sob or just look silly if so desired.

(Editor's Note: I've increased the price from *600CP* to *1000CP*)

## (68) Advanced Hospital | Fertile Grounds | Spencer Mansion | Monster Eugenics Facility | The Hive | Viral Laboratory [1000CP] (Resident Evil)

**Advanced Hospital [100CP] (Resident Evil)**

Of course, it's not enough to just research and sell all kinds of drugs to the market. No, there's also a need to test those drugs, to ensure that they work quite effectively for your designs... so there's always this rather large hospital that can be a part of your company! A private hospital with top- quality doctors and practitioners, it'll bring in a lot more money to your company while providing you a large testing population for any new 'procedures' you would like to introduce to the world while ensuring that any procedures or medicines you test here are much more effective. You don't need to be an asshole about it if you want, you could just treat it like a very advanced hospital as well.

**Fertile Grounds [100CP] (Resident Evil)**

Blessed be the creatures. Blessed be their womb and their hosts. They shall be blessed indeed, with this cavernous section underground that feels creepy and appears mucky and wet. It doesn't look like much, but it's a very nutritious area that allows for superb breeding of parasitic lifeforms or fungi. This means the parasites will not only be stronger, but they will be far more plentiful than they would normally be. This also applies to parasites or fungi that have strange gestation requirements, so those rare parasites aren't going to be rare for long.

**Spencer Mansion [300CP] (Resident Evil)**

Forget the idea of living like a peasant, sometimes you just want to live in style. This grandiose, three floor mansion gives off a very 'Old Money' feel to those who walk within its walls, and comes with all the necessities a mansion might need: A kitchen, guest rooms, a master bedroom, banquet halls, a sauna and spa, even secret passageways to the underground illegal lab in the basement! ...yes, you heard me right. There's a large, illegal lab equipped to create viral agents and infect others for testing. It also comes with traps and nonsensical puzzle deterrents within the underground section, including the infamous 'laser grid' hallway to really ruin anyone's day. For all your 'evil aristocrat' needs, buy this copy today!

**Monster Eugenics Facility [100CP] (Resident Evil)**

Then of course, there are the monsters that require lots and lots of testing. You can't really do much for those without causing too much noise, so how is one to perfect their unstoppable death monster? That's why there's this section, a rather complex and elaborate death maze that can be adjusted and changed as needed to prepare for each B.O.W. you want to test out. Each test will send data back to a computer, and give suggestions for ways to improve said B.O.W. as needed which will make any B.O.W. you test here become that much more effective in the final design. Time to make your death army for fun and profit.

**The Hive [300CP] (Resident Evil)**

When you need to wait out the end of the world, or just want to make for all sorts of nifty bio-weapons for your own personal power play, you need look no further than this elaborate underground bunker. Staffed by multitudes of employees that focus on B.O.W. research, it also has housing for those employees with numerous security checkpoints and traps so that information leakage would more or less be non-existent. It has many layers for holding pens, and a large cryostasis room to allow hundreds to ride out any apocalypse. It also has a really sick office for you so that you could control everything in style, and a station to install an A.I. so you can monitor it all.

**Viral Laboratory [100CP] (Resident Evil)**

But what good is a bunker or research facility without the proper tools to create what you need? What good is bioweapons research without the means to create bioweapons? Fortunately, this facility is all that you need, incorporated into the Hive to cultivate and develop viruses at a rate far faster than normal so that you could have a slew of pathogens just waiting to be used and modified as you see fit. They'll also help cultivate viruses that normally can't be developed anywhere else and be stronger too, so have fun abusing that super rare virus.

## (69) A World of Wonder | Other World Ruler [1000CP] (Coraline)

**A World of Wonder [400CP] (Coraline)**

Your world is no longer so bland and dull. Color and wonder always exist even in the most mundane of worlds. Bringing with it light and magic. Just how this magic affects the world may be for good, or ill. Possibly both. You can toggle this on and off at the start of each Jump.

**Other World Ruler [600CP] (Coraline)**

You are connected to another reality. You are its ruler and that gives you great power of the dimension you command. This world might not be large, but you can ship it however you desire, altering space itself to best fit what you desire it to have. This in turn makes your magic far stronger in this space.

*Capstone: Your powers have expanded to affect all locations you own. Buildings, planets, and even dimensions now bend to your whims should you officially own that as an item of sort. This increases the power of your magic as the location itself will feed your magic giving you a great boost in power.*

(Editor's Note: *A World of Wonder* is the Capstone Booster for *Other World Ruler*.)

## (70) T O W E R [1000CP] (The Elder Scrolls Series)

Across Nirn, there are eight TOWERS, spokes on the wheel of creation, holding it up and helping the wheel to continue ever onward. Be they artificial, like the White-Gold Tower and the Crystal Tower, or natural, like the Throat of the World or Red Mountain, all attempting to mimic the metaphysical properties of the Ada-Mantia, or more commonly known as the Adamantine Tower, where it is believed the gods punished the god Lorkhan for tricking them into creating the Mundus and stripoing away much of their original power. Though this option may not be as mighty or important as one of those, it is still a TOWER, and that has its benefits. At the very top of this structure, you will find an interface that will only function

under your touch, allowing you to reinforce or lessen the rules of reality in a localized area as you so please, and can even alter the landscape and weather.

## (71) Dungeon Master | True Dungeon [1100CP] (Dungeon Meshi)

**Dungeon Master [300CP] (Dungeon Meshi)**

You have been recognized as a dungeon master by... well that's a good question. In your case it's by any CP backed properties or dimensions you possess. While within one of these properties you are able to cause the structure to rearrange itself. You can't create new structures and furniture, but you could cause buildings to move, or change the placement of rooms. Once you have used this ability you must wait for a period before doing so again. You are also able to issue mental commands and compulsions to any creatures which come with or are generated by the property while you and they are within it.

**True Dungeon [800CP] (Dungeon Meshi)**

This is a large dungeon, one on the scale of the dungeon underneath the island. It even possesses a similar spell that prevents true death from happening to humans within it. This multi-layered dungeon is large enough that it would take adventuring party days to pass through it, even if they weren't exploring and hunting for treasure. And it does contain treasure, along with a fully functioning dungeon ecosystem to keep the dungeon healthy and full of mana.

The dungeon seems to lack a demon, or at least the demon is strangely inactive. This does mean you will need to keep the ecosystem working since you won't be able to draw infinite power into it to fix your mistakes, and that the dungeon is less likely to provide adventurers with what they need. But on the other hand you don't have to deal with a being that is a piece of infinity trying to escape from the dungeon and extend its influence over the entire world. The dungeon will refill with treasure at the start of each jump, and if its ecosystem has been damaged it will fix itself.

Even if you did not take the Dungeon Master perk, the monsters in the dungeon are strangely apathetic to you, not treating you as an enemy unless you attack them, though they will not obey you particularly either. If you took the Dungeon Master perk you are recognized as the dungeon's master, able to rearrange it and command the monsters within. Beyond this you are able to make extensive use of its mana when you are inside of the dungeon, accessing it more easily than other mages.

## (72) Mill | Grove of Trees | Dark Lantern [1200CP] (Over the Garden Wall)

**Mill [200CP] (Over the Garden Wall)**

This is an old mill, powered by a waterwheel. It even comes with a river to power the wheel. It's been set up to grind (edelwood) trees and wood down to extract oil from them, but could be reset to do other mill tasks with surprising ease. One person with no particular training could manage it. The mill mostly runs and maintains itself, and is particularly good at extracting special oils, essences, or materials from paranormal or supernatural trees.

**Grove of Trees [400CP] (Over the Garden Wall)**

This is a grove of dark and twisted trees. Trees that seem to have human faces locked in permanent anguish. Hollow trees that bleed black oil. These trees don't grow, or heal, seemingly dead wood though with quick and flowing 'oil'. It's this oil which is perhaps most

valuable as it seems to be made from the souls of children, and can be used in place as such for any purposes that require souls. It also serves as a physically embodied soul should you for some reason need a soul in a specifically liquid form. While the trees don't normally heal or grow, you'll find that new trees grow at a rate of a tree or two a year.

**Dark Lantern [600CP] (Over the Garden Wall)**

Outwardly this lantern looks normal. However should you die during a jump the lantern will light itself, as your soul is transported to it. You will find that as long as the lantern remains lit you cannot truly die, able to reform your body from complete destruction - albeit not quickly - though should you have 'died' you will come back physically twisted and darkened by the experience, growing less beautiful and human and more terrible in visage. Still as long as the lantern burns your bodily death is not your death. Unfortunately once your soul is in the lantern should it go out you will die in truth. Making things worse the lantern's flame requires a very special fuel, and if you don't keep feeding the lantern it will burn out. Specifically the lives or souls of others. Edelwood oil works best, but should you lack it, you can substitute other forms of gathering souls, and should you lack a more efficient means you can burn souls in the lantern by sacrificing people to it, though this will be highly inefficient compared to a more effective means of extracting their soul.

## (73) Expansible Egg | Skybreak Spatterlight [1200CP] (Dying Earth)

**Expansible Egg [600CP] (Dying Earth)**

This object looks much like an egg, by flinging it up you may cause it to expand, creating a transparent membrane out into an area about the size of a small house. This membrane is impermeable to thew, claw, ensorcelment, pressure, sound and chill. It still allows for excess heat to leave it, light can enter and leave it, breathable air can enter it, and non-breathable gasses can leave it. Though it is worth noting that lights at an intensity of energy to cause burns or physical damage cannot enter it. And when it is stated to be impermeable to thew or ensorcelment this is meant. No power known to science or mage can break this membrane or force its way through it to harm those inside, though it might be possible to go around it through some extraspatial means and it may not be powerful enough to survive impacting the Nothing at the edge of the universe. From within it, it is possible to retract the egg once more, lowering this membrane and returning it to merely an object the size of an egg. So do try to not allow your enemies inside.

**Skybreak Spatterlight [600CP] (Dying Earth)**

This scale possesses a red center and an intricate pattern stretching out from it, and a luster that could be mistaken for a jewel. It is the scale of a demiurgic being of the overworld. Unfortunately for that being it seems that it crashed into a swamp on the Earth and the network of forces which held its form together shorted out and its hollow body crumbled into scales. Any of these scales would be a valuable object, if at least as a curiosity, but this scale constituted their central node of force or "protonastic centrum."

As a product of the overworld the scale creates a protective field which disrupts earthly magic, and if worn or carried on the body this will protect the wearer as well. Though magic of the overworld - and in other worlds holy magic or magic from higher beings - ignores this protection. Since you're paying CP for this it will also not interfere with magic you place upon yourself.

This is not the spatterlight's only purpose. Drained of its energies it is a hungry object. If one touches it with bare skin it will begin to suck them in, consuming the forces which make up their mind and body and charging the scale with these forces. It takes only moments to absorb human-sized creatures completely in a painful and somewhat horrifying process, and even larger creatures can be absorbed quickly. Should the scale - or flesh touching it - be wet it will prevent this process.

(Editor's Note: There are two more paragraphs of information about reviving the demiurge for the *Skybreak Spatterlight* perk.)

## (74) Museum of Man | Phandaal's Catalogue [1200CP] (Dying Earth)

**Museum of Man [600CP] (Dying Earth)**

This is not the entirety of that ancient structure, built when science and magic coexisted and when humanity still strove for something. Instead it is only a copy of the Cognitive Repository and the banks of information held within. These are black cases with copper bosses, stretching in evenly spaced rows long enough to leave a man winded to fatigue trying to run from the middle of the room to an edge, with 5 more hanging above each one.
In these information banks lay the most complete repository of human knowledge ever constructed in this world. Unfortunately there is no master index of these computer banks, or an effective search engine, meaning you will have some task before you in finding what is useful. Still it contains countless years of human achievement and knowledge, and while not all of the science, history, or sorcery will be applicable to future worlds, it is still a trove of knowledgIt will automatically update with new banks containing any scientific, magical, or academic knowledge you acquire in future worlds. You must first acquire this knowledge either by learning it yourself, or acquiring data banks or books containing it - but it will continue to expand, perhaps to become the greatest repository of knowledge anywhere. This is a warehouse add-on, though may exist as its independent building inserted into a setting or as part of another property if you'd prefer.

**Phandaal's Catalogue [600CP] (Dying Earth)**

Well this may not be Phandaal's own, but this is a vast collection of magical knowledge, which has certainly not been so complete in its recording since Phandaal himself. This is not all of the magical lore to be found in this world, to give you that would be to rob you of your adventure, but it is easily the most complete collection of magical lore, and spells anywhere in this world, and contains a vast trove of magical information. Creating such a collection would have been the work of an aeon, and merely reading it could take more than a lifetime much less mastering all the lore within.
It also seems to automatically update itself with additional tomes recording magical lore you learn in this world or others, as well as acquiring a few new books in each world you enter recording their magical lore and practices - whether efficacious or otherwise. This will never be the most powerful or forbidden lore, but it will also rarely include the beginning and introductory information either, instead being obscure and rare tidbits of mystical knowledge.

## (75) Eye of Magnus [1600CP] (TES: Magic)

I don't know how you were able to get a hold of this, but frankly I don't want to. Believed to be Aedric in origin, this massive orb is tied directly to the Realm of Aetherius, and radiates a

truly monstrous amount of magicka per second. Through a specialized ritual, you can tie your very being to this object, and draw magical power from it directly. Although, if having enough magical power to destroy an entire island with ease isn't enough for you, then you could hook it up to some machine as an infinite power generator. But no matter what, be wise in its use, for the Eye has the power to unmake the world, if used incorrectly.

[Editor's Note: There is a picture of the *Eye of Magnus* on the jump.]

## (76) Interplanetary Transportation [1600CP] (Horror Midnight Movie Marathon)

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 doubles 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.

(Editor's Note: Have increased the price from *600CP* to *1600CP*.)

## (77) Dimension Lord [1600CP] (DC Occult)

You are the proud owner of a magical dimension. Whether you inherited it from your parent, usurped it from their control, or gained it in some other way entirely, this is a world all your own. It can be some something associated with your parent, such as a section of Hell or a slice of Faerie, or it can be a dimension all its own. Whatever the case, within this dimension, your power is increased significantly over as you gain dominion over all of the magical power that exists within the dimension. The world can be reshaped to your will, allowing you to change the environment as you wish or control the weather on a whim.
By default, this dimension is roughly 20,000 square miles in size and you may choose to have it be inhabited by residents that are fitting to it. This could be anything from humans to elementals, fae to golems, or a variety mix. Whatever the case, these residents are absolutely loyal to you and can number anywhere from none to several million.
Even outside of this dimension, you may draw on its power, though not nearly so much as while within and it is possible to block your attempts to do so. Drawing on its power outside of it does not increase your power, it simply allows you to recover your pool of magical

energy much faster. You may also summon the residents outside of your dimension to serve you.
You may also import another dimension you have to gain these effects. Each new jump you may choose if the dimension remains the same, is a copy of one of your previous dimensions, or if it is in a separate locale based on your desired settings, such as jungle, ocean, mountain top castle, hellscape etc. Should your dimension be a copy of an older one it will be populated by facsimiles of its previous inhabitants, should it be an old one it will have the original beings. Do note that these beings are not companions, and attempting to use the Dimension as a pod will leave whoever it is you tried to bring along in a safe spot in the dimension they entered yours from. You make your choice on if your Dimension is a copy, one of your old dimensions, or a new dimension the first time you access it each jump. Time in inactive dimensions is frozen. Post chain you may merge these dimensions together in whatever way you choose.

(Editor's Note: I increased the price from *1000CP* to *1600CP*.)

## (78) Flesh That Hates | Kiraak | Quiet Cliff [1800CP] (Sarkic)

**Flesh That Hates [600CP] (Sarkic)**
A strain of SCP-610. Is contained within a sealed container. Once released, another container containing a strain of it will reappear at your warehouse. Be very, very careful with it.

**Kiraak [600CP] (Sarkic)**
A massive bioform created by ancient sarkics, originally used as a siege engine during the First War of the Flesh. Now, it is a massive building, over several kilometers in height, made completely out of flesh. It has several limbs it can use to move around, and possesses multiple WMD-grade weapons. You can pilot it by giving it verbal commands. Will initially appear in your warehouse and can be summoned at any time.

**Quiet Cliff [600CP] (Sarkic)**
An entire city perpetually shrouded in mist. Those who enter it rarely ever return. There is an entire system of abandoned sewers, tunnels, buildings, and seemingly an entire ancient city hidden beneath it. It is somewhat sentient, and is capable of warping local reality. It will manifest horrible monsters that are symbolically indicative of its residents' worst fears and phobias. If these monsters prove successful, it will keep making them. The city recognizes you as its owner, and will acquiesce to small requests, like directing its creation outside of it, or letting you and your team study them. Be smart about this, okay?

## (79) Hellspores | Armagetto [1800CP] (DC Fourth World)

**Armagetto [600CP] (DC Fourth World)**
The Lowlies work day and night in your name in this slum of yours. A replica of the most wretched parts of Apokolips, it is full of spirit-broken servants who work endless and toil in your name, fulled with industry and factories that build weapons and whatever dread instruments you task them to. They will not rebel or even consider turning against you, regardless of what you do to them, and their dogma will always fanatically match your own – whatever it may be, even if it changes. They will maintain, clean, and work in whatever properties you deem them fit to, and Armagetto itself is full of monuments in honor to you and your chain, as well as various assembly lines for many common Apokoliptian weapons

for you to use for yourself, or outfit chosen followers with. In the center of it is an ornate and wealthy palace for yourself, including a decorated throne room from which to command your servants.

**Hellspores [1200CP] (DC Fourth World)**

What a horrifying collection you've gathered, Jumper. This is about one-hundred glowing orange orbs that float about, inactive but a bit warm to the touch. However, when given a voice or electronic command of a detonation code (included within) that can only be used by you or those you approve of, they will tunnel into the crust of the planet and spawn a firepit like the ones on Apokolips. One is enough to utterly annihilate the local ecosystem, several could turn the atmosphere into a suffocating wall of smog and ash, while all used at once could destroy a planet utterly in a ball of flame. While the firepits remain when activated, you receive new Hellspores to replace any used ones the following week.

(Editor's Note: I've changed the price of *Hellspores* from *600CP* to *1200CP*.)

## (80) Necromancer's Moon [2000CP] (TES: Undead)

Many have looked upon the night sky and seen wonder in the tapestry of creation, of the stars in the sky and the realms of the Divines, perceptible to mortals only as the planets orbiting Nirn, one of which this moon orbits. You have usurped the Necromancer's Moon from the grasp of the God of Worms. This celestial body is also a planet-sized dimension all of its own, which will exponentially empower the undead as well as the potency of all necromancy or dark magics used by you and your allies to ludicrous heights. The moon generates its own black soul gems, which can be harvested, and will automatically fill any soul gems or soul-powered objects placed within. Whether you import it into future worlds, replace the existing moon, or keep it within your Warehouse is up to you.

(Editor's Note: There is a picture of the *Necromancer's Moon* on the *TES: Undead* jump.)

## (81) Ganymede [2000CP] (SCP Foundation)

*The whole goddamn moon.*

Yes, the moon. Not necessarily Jupiter's either. Well, it can be Jupiter's possibly. But more accurately, it's all the moons. But also none of them... Truly this is a dimension devoid of anything. As your power rises in a region it will be reflected in the sky by letting you impose your own symbol over the moon. For the Black Moon, this means utterly obscuring it and leaving a dark stain in the sky where one would hope for lunar light. For the SCP Foundation, this might be more of a moon billboard letting everyone know that they've got the situation under control. This signal of your power hanging so obviously in the sky will awaken any of your sleeper agents that their time has come. Or perhaps you have other uses for such a worldwide signaling system? When your power is reaching great heights on a world, your realm becomes visible and obscures the nearest celestial body to that world. The true moon will still be under it, just cloaked in a portal that leads to your dimension of darkness. In your personal realm of shadows, no thinking being escapes your notice.

(Editor's Note: I've increased the price from 400CP to 2000CP.)

## (82) Catalyst Comet [2000CP] (Adventure Time Jump)

You can summon at will a large glowing comet which will hit the world you are on within an hour or two. Instead of releasing some sort of “agent of change” this comet will just release a change. On impact “something” is spread worldwide. This “something” is a worldwide-change and can be things like magic, physics altering fields, sapience and anthropomorphism for inanimate objects, rapid sapience causing evolution for animals, the force, toonforce, alien DNA hybridization with everything living, horrifying zombie plagues, zombie plague cures, Etc. You can limit the effects to certain objects or species (all vehicles become sapient, all dogs etc.), the effects spread will be distributed evenly across the surface of the planet. Whatever you pick will cause chaotic worldwide changes as the old order and cycles are broken down by the new things that are introduced. It'll take years for societies and nature to find a new balance.

(Editor’s Note: Because of the item and it’s effect, I have increased the price from 800CP to 2000CP)

## (83) Cosmic Crime Prison [2000CP] (Adventure Time Jump)

A gigantic cosmic Prison in the form of and size of either a small planet composed of countless cells in different shapes or several crystal towers with a small liquid planetoid in the center, capable of containing any kind creature below the power level of a celestial being, and even they can be imprisoned if sufficiently weakened. The “planet” contains a unique resource in the form of a mineral, cristal or substance which is self-regenerating and can be used to both preserve the prisoners indefinitely and suppress their abilities. It is nearly impossible to escape this realm due to the strange, spacial physics of the dimension blocking any attempt to teleport or create portals in or out of the prison's dimension. The prison resides within an unusually inaccessible pocket universe and the only possible way to enter the realm is via a portal opened by a special command chosen by the warden of the prison (you) and the six giant guardians constantly monitoring, protecting and taking care of the prison and the inmates, though if you have the know - how you could create more.The guardians are strong, durable and incredibly powerful, being capable of devastating energy attacks and being partially composed of the same resource found in the prison, capable of healing themselves and others and suppressing individuals with it. They are powerful, loyal to you and under your command, and you can clarify the type of individuals they will be tasked with capturing, but it will default to cosmic criminals. You can change the appearance of the prison and guardians with your own personal theme (if you have one) as long as it does not increase the benefits stated, in case you don't like the default dead world or crystal version.

(Editor’s Note: Because of the nature of the item, I’ve increased the price from 600CP to 2000CP.)

## (84) Library of Ancients | An Empty Earth [2400CP] (Bibliomania)

**Library of Ancients [400CP] (Bibliomania)**

This is a massive multi story library contained in a sub dimension connected to your Warehouse, though you can open a door to this sub dimension anywhere if you want to bring others in without bringing them into your warehouse. This library will contain multiple copies

of every non-sentient or divine book to ever exist, all organized and stored within these walls. It is maintained by librarian automatons and has multiple desks, chairs, computers and side rooms to study any of the books contained. It will update any time a new book is made and will have both physical copies and digital available. While everything is organized by world, subject and then alphabetical you can ask any of the librarians to bring you copies of any books you would like to study and they will retrieve them if they are available which will only take 5 seconds of them being out of direct sight. This library has
high quality aesthetics and is designed similar to a fantasy world's aristocratic manor. The library also has a few effects, first time in the library is dilated at a rate of 10 hours in the library is 1 hour outside of it. Second the library reduces needs of those that are within the library at the same rate of time dilation. 3rd the library has an effect of boosting motivation to study those within so that someone who wouldn't like to even look at a book would almost gladly study a hard subject they don't like, it even makes the act of studying slightly enjoyable, like reading a good book. Studying is also 3 times more effective within the library.

**An Empty Earth [2000CP] (Bibliomania)**

A simple copy of this jumps Earth after the Apocalypse, aside from plants and animals the only sights are ruins of the fairly advanced society, husk of the Beasts seal and various magi-tech scattered about the world. It's a simple world connected to your warehouse from a sub-dimension but it's yours to do as you please. Interestingly they planet will repair itself and restore used resources over time and will retain any intended changes you implement.

(Editor's Note: I've changed the price of *An Empty Earth* from *600CP* to *2000CP*.)

## (85) Tunnel Networks | Farm House | Nursery/Hospital | Apartment Complex | Eternal Order of the Second Death | The Crucible [3500CP] (Faith The Unholy Trinity)

**Tunnel Networks [100CP] (Faith The Unholy Trinity)**

A series of forgotten and abandoned underground tunnels, which you know the layout of by heart, throughout a metropolitan area. Perfect for any criminal activities, kidnapping, and a good hide away spot from the law.

**Farm House [200CP] (Faith The Unholy Trinity)**

An isolated estate far from civilization, allowing you to isolate, induct, and grow your cult without the threat of law enforcement, or investigation. It is completely self-sustaining too.

**Nursery/Hospital [400CP] (Faith The Unholy Trinity)**

A Medical or Care facility in which you are able to easily abduct the young or the old for your rituals, worship, and sacrifices. Almost no one will be missed should you keep your abductions sparse. Additionally comes a stream of income from the medical workers, pharmaceutical drugs, and medical supplies.

**Apartment Complex [400CP] (Faith The Unholy Trinity)**

A large apartment complex under your personal ownership. Besides the rent you can gather from its tenants this building is ultimately a massive supply of sacrifices, potential recruits, and a fortress against siege thanks to the plenty of hostages you can hold.

**Eternal Order of the Second Death [800CP] (Faith The Unholy Trinity)**

A massive cult created and led by yours truly. You will be head of this unholy flock containing plenty of potential demonic vessels for greater demons, corrupt politicians at your beck and heel, at least one vessel who has successfully undergone the Rite of Second Death, and all the other benefits you could possess by running a doomsday cult.

**The Crucible [1600CP] (Faith The Unholy Trinity)**

A massive hovering sarcophagus which can be used as a containment field for an almost endless amount of demonic energy. Demonic beings entombed in this sarcophagus are able to recover rapidly from injury or exorcism should they have survived the attempt. It could even hold the UNSPEAKABLE itself if you somehow managed to cram all of it in.

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**Gemcraft: Chasing Shadows** - GemCraft - Chasing Shadows JumpChain.pdf
**Gemcraft: Frostborn Wrath** - GemCraft - Frostborn Wrath JumpChain.pdf
**Hellboy (Cinematic)** - Hellboy (Cinematic) JumpChain.pdf
**Kara No Kyokai** - Kara no Kyokai JumpChain.pdf
**Lovecraft** - Lovecraft Jump Full Size.pdf
**(NEW) Lovecraft Midnight Movie Marathon** - Lovecraft Midnight Movie Marathon.pdf
**Marvel Studios What If** - Marvel Studios What If... Jump – The Reddit Edition V1.0.pdf
**Omnibus New World of Darkness** - Omnibus New World of Darkness JumpChain.pdf
**Overlord (The Series)** - Overlord (The Series) JumpChain.pdf
**Pact** - Pact JumpChain.pdf
**Rise of Legends** - Rise Of Legends JumpChain.pdf
**(NEW) Sarkic** - Sarkic Jumpdoc.pdf
**Solo Levelling** - Solo Leveling JumpChain.pdf
**(NEW) The Darkness** - The Darkness
**The Miskatonic** - The Miskatonic JumpChain.pdf
**The Mummy Trilogy** - The Mummy Trilogy JumpChain.pdf
**The Order** - The Order Jumpchain 1.2.pdf
**(NEW) The Owl House** - The Owl House Jumpchain V1.2.pdf
**(NEW) Tsukihime (2000)** - Tsukihime (2000) JumpChain.pdf
**(NEW) Wizard 101** - Wizard 101 Jump (1.0).pdf
**Worm** - Worm JumpChain.pdf

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## List of Jumps (Alphabetical) - Total: 39


**Aliens: Dark Descent** - Aliens_ Dark Descent v. 1.0.pdf
**Ars Magica** - ArsMagicaJumpchain_v1.1.pdf
**Bendy And The Dark Revival** - Bendy And The Dark Revival.pdf
**Bibliomania** - Bibliomania Jumpchain V1.1.pdf
**Coraline** - Coraline Jump v1.0.docx.pdf
**Chainsaw Man** - Chainsaw Man Jumpchain.pdf
**Cult of the Lamb** - Cult of the Lamb
**Darkest Dungeon** - Darkest Dungeon.pdf
**Dark Souls Series** - Dark Souls Series Jumpchain
**DC Occult** - DC Occult JumpChain.pdf
**Drakengard One** - Drakengard One JumpChain.pdf
**Elden Ring** - Elden Ring.pdf
**Fate/Extra** - Fate Extra.pdf
**Fear and Hunger** - Fear and Hunger Jumpchain v1.4.pdf
**Five Nights at Freddy's Movie** - Fnaf Movie Jump
**FNAF Personalized** - Copy of Five Nights at Freddy's
**Generic Creepypasta** - Generic Creepypasta BLACK.pdf
**Generic Stephen King** - Generic Stephen King Jump Chain.pdf
**Hazbin Hotel** - Hazbin Hotel 1.0.pdf
**HNTSADL** - How Not to Summon a Demon Lord Jumpchain v2.0.pdf
**Jujutsu Kaisen** - Jujutsu Kaisen Jumpchain V2.5 - Google Docs.pdf
**Justice League Dark** - Justice League Dark JumpChain.pdf
**Little Nightmares** - Little Nightmares Jump V1.0.pdf
**Lollipop Chainsaw** - Lollipop Chainsaw.pdf
**Marvel Comics: Symbiotes** - Marvel Comics Symbiotes 1.0.pdf
**Marvel Magic** - Marvel - Magic Jumpchain.pdf
**Princess Mononoke** - [F 1.0] Mononokehime.pdf
**Salt & Sanctuary** - Salt & Sanctuary Jump v0.1 - Dev
**SCP Foundation** - SCP Foundation.pdf
**SCP Universe** - SCP Universe Jumpchain v2.1.pdf
**Shin Megami Tensei I** - SHIN MEGAMI TENSEI1 jumpchain.pdf
**Shin Megami Tensei II** - Shin Megami Tensei II JumpChain.pdf
**Shin Megami Tensei V** - SMT V (1).pdf
**Shrike Twilight Legacy** - Shrike Twilight Legacy.pdf
**Silent Hill** - Silent Hill Jumpchain.pdf
**Terraria: Journey's End** - Terraria - Journey's End JumpChain.pdf
**The Elder Scrolls: Magic** - TES: Magic.pdf
**The Elder Scrolls: Undead** - TES: Undead 1.1.pdf
**World of Horror** - World of Horror.pdf

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## List of Jumps (Alphabetical) - Total: 39

**Adventure Time CYOA** - Adventure Time JumpChain.pdf
**Anima: Beyond Fantasy** - Anima Beyond Fantasy.pdf
**Berserk** - Berserk Jumpchain (Unofficial Redux).pdf
**BLOOD** - BLOOD.pdf
**Carrion** - Carrion Jumpchain v1.pdf
**Centaurworld** - Centaurworld.pdf
**Cultist Simulator** - Cultist Simulator.pdf
**Dead Space: Necromorphs** - Dead Space - Necromorphs Jumpchain (1).pdf
**Death's Door** - Death's Door v1.0.pdf
**Dorohedoro** - Dorohedoro.pdf
**DUSK** - DUSK Gauntlet.pdf
**Fate Grand Order** - Fate Grand Order (By SkyrimAnon).pdf
**Generic Analog Horror** - Generic Analog Horror Jump
**Generic D&D 5e** - Generic D&D 5e Jumpchain V1.0.1.pdf
**Generic Magical Magic** - Generic Magical Magic Jump V1.0.pdf
**Generic Necromancer** - Generic Necromancer.pdf
**Glitchtale** - Glitchtale Jump V1.1.pdf
**Grime** - Grime Jump Version 1.0 (Tri-Sevon_MJC 2 Edition).docx.pdf
**Hellgate London** - HELLGATELONDON JumpChain.pdf
**Hollow Knight** - Hollow Knight Jumpchain_ Voidheart Edition V1.1.pdf
**House Of Horrors** - House Of Horrors V2.pdf
**Library of Ruina** - Library of Ruina (Marie English).pdf
**Lobotomy Corporation** - Lobotomy Corporation Jumpchain v1.1.pdf
**Loop Hero** - Loop Hero.pdf
**Lord El-Melloi II Case Files** - Lord El-Melloi II Case Files Jumpchain
**Magicka** - Magicka JumpChain.pdf
**Master of Magic** - Master of Magic.pdf
**Nechronica** - Nechronica JumpChain.pdf
**Old Man Henderson** - Old Man Henderson.pdf
**Ravenwood** - Ravenwood Jump.pdf
**Rise from Ashes** - Rise from Ashes Jumpchain - White Edition.pdf
**SCP: Serpent's Hand** - Serpent's Hand jumpdoc.pdf
**Shovel Knight: Treasure Trove** - Shovel Knight - Treasure Trove.pdf
**SIGNALIS Gauntlet** - SIGNALIS Gauntlet v.1.pdf
**Sunless Skies** - Sunless Skies JumpChain.pdf
**Symbaroum** - Symbaroum_Jumpchain v1.1.pdf
**The Evil Dead** - The Evil Dead.pdf
**Trick 'r Treat** - Trick 'r Treat.pdf
**Witch on the Holy Night** - Witch on the Holy Night jumpchain V 1.1.pdf

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## List of Jumps (Alphabetical) - Total: 39


**Adventure Time Jump** - Adventure Time Jump v0.01 wip
**Clive Barker's Jericho** - Clive Barker_s Jericho JumpChain.pdf
**Fallout: Mutants** - Fallout Mutants.pdf
**Five Nights at Freddy's** - Five Nights at Freddy's.pdf
**Generic 50s Sci-Fi Movie** - Generic 50s Sci-Fi Movie.pdf
**Generic Universal Monsters** - Generic Universal Monsters JumpChain.pdf
**Gojira** - Gojira.pdf
**Graveyard Keeper** - Graveyard Keeper Gauntlet By Quietlovingman.pdf
**Hammer Horror** - Hammer Horror - Jumpchain.pdf
**Horror Movies** - Horror Movies JumpChain.pdf
**Inscryption** - Inscryption v1.06.pdf
**Junji Ito Kaidanroku** - [F 1.0] Junji Ito Kaidanroku.pdf
**Jurassic Park Books** - Jurassic Park (Books) Jumpchain
**Jurassic World Dominion** - Jurassic World Dominion Jumpchain
**Kingdom Hearts** - Kingdom Hearts JumpChain.pdf
**Kyoukai no Kanata** - Kyoukai no Kanata Jumpchain.pdf
**Lies of P** - Lies of P Jump Doc.pdf
**LISA: THE CHAINFUL** - LISA.pdf
**Lords of the Night: Liches** - Lords of the Night - Liches JumpChain.pdf
**Lords of the Night: Vampires** - Lords of the Night - Vampires JumpChain.pdf
**Lords of the Night: Zombies** - Lords of the Night - Zombies JumpChain.pdf
**Magnagothica: Maleghas** - Magnagothica - Maleghast Jumpchain.pdf
**NieR** - NieR JumpChain.pdf
**OFF** - OFF Jumpchain.pdf
**Outlast** - Outlast Jump - The Reddit Edition V1.0.pdf
**Re-Animator** - Re-Animator Jump.pdf
**Resident Evil** - Resident Evil (Imaged).pdf
**Saya no Uta** - Saya no Uta JumpChain.pdf
**Song of Horror** - Song of Horror v1.1.pdf
**Soul Eater** - Soul Eater JumpChain.pdf
**SK's: TDTS** - Stephen-Kings-Dark-Tower-Jump-HQ.pdf
**Stranger Things** - Stranger Things JumpChain.pdf
**The Binding of Isaac** - The Binding of Isaac Gauntlet.pdf
**The Dark Tower** - "The man in black fled across the desert, and the gunslinger followed
**The Elder Scrolls Series** - The Elder Scrolls Series 1.2.pdf
**Tokyo Ravens** - Tokyo Ravens v1.0.pdf
**Twin Peaks** - Twin Peaks Jump (1).pdf
**Underwater** - Underwater (2020) Gauntlet.pdf
**Yume Nikki** - Yume Nikki Gauntlet.pdf

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**9** - 9 Jumpchain v2r1.pdf
**Attack on Titan** - Attack on Titan.pdf
**AVP** - AVP.pdf
**Cassette Beasts** - Cassette Beasts.pdf
**Darkwood** - Darkwood.pdf
**DC Fourth World** - DC Fourth World 1.2.pdf
**Drakan** - Drakan V1.0.pdf
**Dungeon Meshi** - Dungeon Meshi.pdf
**Dying Earth** - Dying Earth Jump.pdf
**Exalted: The Abyssals** - Exalted Abyssals.pdf
**Fatal Frame** - Fatal Frame V1.3.pdf
**Fate: The Island of Sin** - Fate - The Island of Sin v1.1.pdf
**Fate/Legends: Garden of Avalon** - Fate/Legends - Garden of Avalon JumpChain.pdf
**Fate/Legends: TLotRS** - Fate Legends - The Land of the Rising Sun.pdf
**Fear & Hunger: Termina** - F&H2T 1.0.pdf
**Gabriel Dropout** - Gabriel DropOut v1.0.pdf
**Generic Summoner** - Generic Summoner.pdf
**Genesis -** Genesis Jumpchain - incomplete.pdf
**Gorefield Horroscopes** - Gorefield Horrorscopes Gauntlet.pdf
**GrimGrimoire** - GrimGrimoire.pdf
**Helluva Boss** - Helluva Boss - Jump 2.0.pdf
**High School DxD** - Dumbass x Dumbass.pdf
**Horror Midnight Movie Marathon** - Horror Midnight Movie Marathon.pdf
**Ib Gauntlet** - Ib Gauntlet.pdf
**Made In Abyss** - Made In Abyss.pdf
**Mistover** - Mistover jumpdoc.pdf
**Monster** - Monster (Anime-Manga) Jumpchain V1.0.pdf
**Over the Garden Wall** - Over the Garden Wall Jump.pdf
**Overlord: PJ Edition** - Overlord - PJ Edition.pdf
**Parasyte** - Parasyte JumpChain.pdf
**Prototype** - Prototype JumpChain.pdf
**Poppy Playtime** - Poppy Playtime Jumpchain Version 1
**Rebuild of Evangelion** - DOC-20230209-WA0047..pdf
**Resident Evil 2** - Resident Evil 2.pdf
**Seven Deadly Sins** - Seven Deadly Sins - Google Docs.pdf
**SilvaGunner King For Another Day** - Silvergunner King for Another Day.pdf
**ULTRAKILL** - ULTRAKILL Jumpchain V1.1.pdf
**WHF: Tomb Kings** - Warhammer Fantasy - Tomb Kings JumpChain.pdf
**Who's Lila** - Who's Lila.pdf

# Freebies

## An Index of Free Options
## (137 Freebies) - Perk Total: 63
## (Sorted by Alphabetical Jump)

Depending on how you decide to use the Tome, your characters may or may not gain access to available free perks or items from the setting they gain an option from. For those deciding to grant those freebies, this is a list of such perks and items from each doc. This only includes options that are free for *everyone*; options that are free for a specific background are not included in this list. This list will *not* include free perks or items already mentioned elsewhere, such as those required for paid options to function.

### (1) Wizard's Sigil (Ars Magica)

In Mythic Europe, each mage has a sigil, a sort of magical fingerprint that appears in spells they cast and magic items they invent. You my choose one small cosmetic effect to apply to the spells you cast. For example, your spells might fill the area with a certain scent or always feature a specific symbol or motif. For 50 MP, this can be improved with a minor beneficial effect, such as improved focus or making you look extra impressive.

(Editor's Note: Basically it can be included as a part of the *Wells of Power* chapter, with the payment being 50CP.)

### (2) Paths (Attack on Titan)

All Subjects of Ymir are connected by paths, regardless of the distance in space or time between them. Paths are used to create and repair titan bodies when a transformation is triggered, to pass down the power of the Nine Titans and the memories of former inheritors, to pass down skills and instincts among the Ackerman family, and to control all titans and Subjects of Ymir with the power of the Founding Titan. All paths cross at one coordinate, the Founding Titan, in the dimension where Ymir Fritz endlessly toils away in service of the royal family.

(Editor's Note: According to the notes section. Fankwank how the paths dimension works post-jump.)

### (3) Inexplicable Innuendo | Jingle of Jazz | Classy Contortionist (Bayonetta)

**Inexplicable Innuendo (Bayonetta)**

You're not sure how, but just by being here you've gotten the jive of things. Any time you want to come off as sexy or just talk in a lightheartedly dirty manner, it's easy as pie for you. Want to make some people squirm with an implication? Done. You can even implement this in your battle quips, throwing them off their game for that moment of distraction you need.

**Jingle of Jazz (Bayonetta)**

You've got a soundtrack now! Whether you want it to be peppy and sound like something out of a club, or go to the other end of the spectrum with ominous latin chanting and heavy orchestra, it's up to you! Go nuts and remember to keep it how you like it. Heck, you can make it a soft jazz note fit for a bar if you wanted.

**Classy Contortionist (Bayonetta)**

-Um... this is something. You've got an innate sense of posing that you can utilize, whether it be to show off your sexiness or simply throw people off their game. It's got all kinds of applications, and no matter what you're always going to look good. Throw it into your battle styles or something.

**Small Beginnings (Bayonetta)**

Maybe you didn't have a weapon starting out, or you just want to start something new. There's a nice feeling to trying to start a legend, after all, to go into the world with a unique weapon all your own. You start with a single melee or ranged weapon, to be used in the Weapon Customization Table.

(Editor's Note: This appears to grant 1000SP for weapon customisation specifically; that won't be listed here, but if you decide to give your character *Small Beginnings* feel free to go dig through the document to your heart's content)

## (4) A Shred of Self Preservation (Bibliomania)

You have a broad sense for danger allowing you to intuitively sense how dangerous something is just by looking at it, it's not a completely clear sense but you can tell when things are dangerous. It even gives you a minor sense of danger towards yourself allowing you to sense and react a fraction of a moment before it would harm you, sort of like the spider sense that Spiderman has just not as strong.

## (5) Rally | Blood Bullets | Visceral Attack (Bloodborne)

**Rally (Bloodborne)**

"After being injured in some fashion, you have a short window of time where bathing yourself in the blood of your enemies will trigger mild recovery. Something to the effect of the blood spraying out from viscerally hacking into a target will do.

It's never very much healing, and you're unlikely to fully recover from anything too significant, but every little bit helps. You don't have to be drenched in blood, but the amount required to trigger Rally will be quite noticeable."

**Blood Bullets (Bloodborne)**

"At any time, you may sacrifice a significant, but not life threatening, percentage of your blood to create a small supply of five blood bullets. When loaded into a weapon, they will change shape to match the necessary ammo type, and function as normal.

A blood bullet loaded into a pistol will match the caliber, become a shell for a shotgun, and even fuel for a flamethrower, though is unable to become anything too complex. This ability is unable to make blood bullets in greater numbers, as using it again will cause previous bullets to lose cohesion.

A single blood bullet is unable to take the shape of significantly larger projectiles, such as cannon balls, but if multiple bullets with a combined mass equal or at least close to the desired projectile are placed together, they will fuse and assume the proper shape."

**Visceral Attack (Bloodborne)**

“Due to the use of blood ministration on you, or just because your status demands it, your inner beast has awoken. As with almost all hunters, and no matter which Aspect you chose, you have the ability to draw on some of this power with great focus and strain.

This allows you to perform very minor feats when given time, such as partially transforming your arm into a stronger, clawed form to deliver a terrible strike. The amount of focus and strain this requires means it’s often useless in battle, outside opportunities you create however.”

## (6) Cassette Player | First Tape | Backup Tapes (Cassette Beasts)

**Cassette Player (Cassette Beasts)**

You have a special cassette player, which allows you to load a cassette tape into it that has had the pattern of a monster recorded onto it, and then transform into that monster. Stickers that have been attached to the tape will allow you to use various special moves and abilities, and when it is used, the tape can ‘rank up’, gaining up to five stars and gaining a new sticker with each star. Once a tape reaches five stars, it is often possible for it to be ‘remastered’, evolving into a more powerful form of monster with better stats, and then it can be ranked up once again. When a tape can’t be ranked up anymore, it will still gain EXP and generate random stickers when used enough times. You are also able to load blank tapes into your cassette player, using those tapes to record target monsters, though you have to be untransformed to record.

**First Tape (Cassette Beasts)**

To start with, you will gain a basic tape with a monster on it. This could be one of the two ‘canonical starters’ (Candevil or Bansheep), or any non-remastered, non-legendary monster. Alternatively, this could be a personalized monster, like the monsters that the various partners in the game use, one that is tailored to mirror your talents and interests.

**Backup Tapes (Cassette Beasts)**

While here, you can potentially record any number of monsters to tape. Even after you leave, those tapes can continue to rank up and be remastered. Additionally, you can use tapes to try and record supernatural creatures and monsters you encounter in future Jumps to gain a ‘Cassette Beast’ version of them. It will be easiest to record creatures that are similarly based in thoughts and dreams, as the monsters here are, but there will be at least a slim chance to record a version of any supernatural creature or monster you encounter.

## (7) Rites of Initiation (Cultist Simulator)

What is a pastor without its sheep? A hunter without the hunt? An occultist without its tools? This purchase grants you basic knowledge surrounding the rituals needed for this jump, including the ritual to induct new followers. This includes a general understanding of their inner workings, allowing you to tailor them as you see fit. You may use this power to induct an individual into the dark side of the world, allowing them to unlock an affinity based on one of the Principles of the Mansus. This affinity will closely match the nature of the new disciple. Those that already possessed an affinity before the rite receive no benefit from this perk.

(Editor’s Note: For an additional 200 CP, you may take these rituals to other worlds, allowing you to create a new framework for magic based on the Principles and rituals found in this jump. This framework can interact with existing magical systems, allowing you to use the rituals you are familiar with to tap into the system, or you could have your powers work in an

entirely separate manner. Also information on the magic system of the jump can be found within it.)

## (8) Souls of the Slain | Sounds of the Dark | Estus Flask | Ashen Estus Flask (Dark Souls Series)

**Souls of the Slain (Dark Souls Series)**

In this world, to have a soul is to have life. The soul will persist long after one's death, a testament to the power of its former owner. These souls are free to be taken and they possess power. The stronger its owner, the stronger the soul. Of course, steps must be taken in order to use that power for oneself. Merely taking the souls of others will not make you stronger, at least not immediately. From now on, wherever you go, you shall absorb the souls of those you slay and those slain around you, to be used however you see fit. Whether you wish to forge these souls into weapons, strengthen yourself with them, or merely give them away, it is your choice.

**Sounds of the Dark (Dark Souls Series)**

Surprisingly, for a world that causes countless beings to be consumed by rage, this land holds many things of beauty. One of the more interesting things is the music. Whether it's the boss themes or some truly morose music, this world has many different themes. This perk will grant you all of the music used in this world along with any remixes that have been created. Lastly, you will gain a personalized theme made with the style of Dark Souls. This can merge with any other music related perks if you have them.

**Estus Flask (Dark Souls Series)**

An Estus Flask, a flask made of pure emerald, conjured from the soul of a firekeeper to be gifted to those who would protect the keeper or the flame. To drink of the estus within this flask is to restore one's health and vitality. The stronger a being is, the less proportional to their peak well-being may be restored, but no matter their power, no less than half their maximum may be recovered. You may drink from this flask five times before it is emptied entirely. You may refill this flask by simply resting by the presence of a bonfire or, barring that, a sufficiently well-kept flame. You receive one flask for free and may purchase more for 50CP each.

**Ashen Estus Flask (Dark Souls Series)**

Similar to the item above, this is an Estus Flask. But there are a few key differences. Through some process or another, this flask is cold to the touch, the Estus inside glowing blue rather than the liquid fire within a regular Estus Flask. The other difference is the flask's healing properties. To drink of the estus within this flask is to restore one's mind and magical energy rather than healing one's body. Much like a regular Estus Flask, you can only drink from the flask five times before it runs dry. To refill it, you must simply rest by a bonfire or a particularly well-kept flame. As above, you receive one flask for free and may purchase more for 50CP each.

## (9) Soul Power User (Death's Door)

You are capable of the basic applications of Soul Power. This means a few things. One, you are able to increase your physical abilities given enough excess power, though this has

limits. Two channel it into magical abilities. Three, given enough power and resources, you can create living beings, though such things are quite difficult to accomplish. You can gain small amounts of this power by striking opponents, only enough to channel into a spell, but killing an opponent grants you a much larger chunk, depending on the strength of their soul.

## (10) Cuh-Ray-Zee! | Taunts | Weapon Swapping | Sick Clothing | Style (Devil May Cry)

**Cuh-Ray-Zee! (Devil May Cry)**

The moment you step into the world of Devil May Cry, you, and anyone you brought with you, will have the innate potential to do incredibly amazing stuff all day long, pal. However, it will take great skill and effort to pull off anything like blocking attacks with the back of your hand, or playing an air guitar that actually produces audible sound for others to hear. But never fear, if you train hard enough, and git gud enough, you too will be able to deflect bullets with other bullets, destroy buildings by spouting out innuendos, and become a worthy disciple of my ways. And yes, you totally get to see your rank whenever you're doing anything.

**Taunts (Devil May Cry)**

Your mother was a hamster, and your father smelled of elderberries! You are able to come up with witty dialogue, insults, jokes, and one-liners on the fly. Now, taunting does three very useful things. First, it will boost your Style rating. I know, I know, that's amazing, and awesome, and all that.

Second, taunting pisses off your enemies. A lot. So much that they'll try to stomp your pretty little face in. While this may seem like a bad thing, it can also be good for you, as the dumbass you're fighting will make a mistake in their rage.

And thirdly, a successful taunt will help you get your game on and replenish your stamina. You won't be able to run entirely on smack-talking suckers while you rip them a new rectal cavity, but it will definitely ensure that you'll be able to fight for hours, sustained only by the power of your quips.

**Weapon Swapping (Devil May Cry)**

The ability to swap between your weapons in the middle of battle. These weapons are stored in a pocket dimension known only to you, and can be switched instantly with but a thought.

**Sick Clothing (Devil May Cry)**

Stylish boots with spurs and neat western designs, cool and comfy pants that always fit, ballin’ shirts that can actually look amazing when the collar is popped. With each purchase, you get an entire Sick outfit that's resistant to all wear and tear. If destroyed it will respawn in your warehouse. It will retain any intended alterations , it is self cleaning and self repairing so long as to keep its dry cleaning and tailoring repair costs down. Be aware any future jump rare materials might take years to self repair.

(Editor’s Note: The first *Sick Clothing* purchase is free, hence its inclusion in this section)

**Style (Devil May Cry)**

Here you can purchase the styles which you’ll use for combat. You can receive any one style for free.

(Editor's Note: Abridged description; full list of Styles available in the source document; one is provided free, others would cost CP but are not part of the Tome, and therefore inaccessible)

## (11) Basic Kit (Dishonoured 2)

The following three items – The Outfit, Bullet & Blade, and Elixirs – are offered for free. Further purchases of the Basic Kit are 100cp or each item for 50cp each.

*The Outfit*

A little of this world's fashion and utility rolled into one. The outfit itself, through an ingenious array of pockets, pouches, straps and belts, can hold a small arsenal worth of weaponry and gadgets without bulking it out. It also includes a mask – to keep dust from the mines out of your lungs, of course. Otherwise, its appearance is to your requirements - an aristocrat's frock and face mask, an Overseer's habit, a working man's shirt and trousers, a Grand Serkonan Guard uniform, a leather body glove, or something more exotic.

*Bullet and Blade*

It seems like many of the military and aristocracy across the Isles carry a sword and pistol, so this pair are offered freely. Both the sword and the single-shot pistol, supplied with twenty rounds, are masterfully and artistically made as a matched pair to suit your background, but otherwise are normal.

*Elixirs*

Seven vials each of the S&J Health Elixir and the Addermire Solution to enhance your recovery after accidental scrapes and eliminate any chance of bloodfly infection and fever. They will restock by the week, though if you are expecting more scrapes than usual or expending your spiritual essence on a regular basis, one treatment per day might be insufficient.

## (12) Magic | Common Magics (Dorohedoro)

**Magic (Dorohedoro)**

Although the many abilities wielded by sorcerers are collectively called magic, in truth every sorcerer has their own personal brand of magic that can't be replicated by others. The only common trait is that sorcerers produce a black smoke to manifest their abilities, but the amount of smoke that they can produce and the quality of their abilities vary greatly depending on the sorcerer in question. Not only that, but also the skill of the sorcerer can influence the results of their magic. Just with this, you will have a moderate amount of smoke, enough to manifest your magic at will and create the doors that connect the Sorcerer's Realm and Hole.

This smoke is produced by a special organ located near the gut, known as the 'weak point' of sorcerers by the Cross-Eyes. This organ creates their magical black smoke that is usually expelled from the body through large veins that run up to the sorcerer's finger tips, and in some rare cases, also through the mouth. You may choose whether you have that trait or not for free.

Now, you may select one, and only one, of the following tier of magic for you to use, as well as deciding on an ability that fits your tier.

**Common Magics (Dorohedoro)**

These magics usually follow a dubious useful theme, like transforming things into a specific thing or creating regular smoke bullets. Powerful sorcerers with these kinds of magics are

rare, as it would require a lot of natural smoke production and talent to make use of them offensively or to gain money.

(Editor's Note: There are two more options requiring CP, you can check the *Dorohedoro* jump for more information.)

## (13) Focus (Dragon Age - Inquisition)

As you deal damage you will begin to accrue focus. Once you've become focused enough, provided you have the proper training, you will be able to unleash a devastating amount of power—whether that power is used to harm or to heal depends on your training. All of the advanced classes listed under Heavy Hitter, Masterful Magi, and Specialized Skillset have focused-based attacks available to members of that advanced class.

## (14) Magic (Drakan)

This gives you the potential to use the magic system of Drakan . You gain a supply of mana , but nothing else.

## (15) Reclaimer of Runes and Ashes (Elden Ring)

Faintly sparkling motes of light carrying the power of life itself and blessed by the Erdtree, runes are nourishment that through slow absorption develop all aspects of a Tarnished to greater heights. A fragment of Grace clings to you, permitting you to claim Runes from those you slay even in future worlds-and even if you yourself are not a Tarnished.
Consider Runes to be a sort of life energy closely bound to but not strictly speaking part of the soul, which with the aid of a Finger Maiden (or perhaps, similarly powerful being or force capable of manipulating spiritual energy) can be used to increase your strengths and abilities-or be removed from your body and traded away. Particularly powerful individuals possess Remembrances- mystical records of light produced by the Erdtree which can be used to forge items, spells, or Ashes of War: Unique signature fighting moves used by truly accomplished warriors and other figures of legend, more akin to transcendent martial techniques than the sorcery and incantations of this world. Divine ones on par with the demigods of this world or even Empyreans may even have Great Runes of their own: Runes that embody their core divine traits.
For an extra 200 CP you may toggle on the propagation of Runes and Ashes of War in future worlds. All living things-including cosmic beings and gods-will generate a certain amount of Runes, the process become as natural metaphysically intrinsic to the local realm of existence you're in as it is in the Lands Between. Likewise, the remains of those with martial techniques of great power will manifest that can be used to relearn them. By your investment here you yourself have somehow obtained the ability to extract for yourself strength from these Runes. While spiritually or divinely sensitive beings may be able to figure out a way, as a unique ability by taking someone's hand and concentration for a moment you may grant them the ability to gather runes from those they slay. Beware: This gift, once given, cannot be easily taken back.

(Editor's Note: It depends on you if you would like to make it all free, or have it so that you'd need to pay an extra 200CP for runes for powerful beings of any new worlds you travel to, to generate them.)

## (16) Camera Obscura | Light Source (Fatal Frame)

**Camera Obscura (Fatal Frame)**

Your go-to for spiritual combat. In addition to using it as a tool of forced exorcism, the Camera Obscura can perform a type of psychometry of the things it photographs, showing you other locations, people or items relevant to the subject. Be aware that repeated use of this item will strengthen the user's spiritual power. This is both a good and bad thing. Comes with an unlimited supply of Type-07 film, your weakest and slowest option for ammunition.

**Light Source (Fatal Frame)**

If you are in the modern era, take a flashlight. If you are in the past, take a lantern. Either way, fear the darkness.

## (17) Moon Fighting Spirit | Wicked Tune That Will Destroy My Silence | Local Map | Dracula | A Proper Magus' Magical Pseudo-Nervous System (Fate Apocrypha)

**Moon Fighting Spirit (Fate Apocrypha)**

No, this is not specifically about fighting celestial bodies. Not by itself. Oddly enough, this is about professional wrestling. Nice to know there's some less lethal combat going on around here. For Free, you can have a practically encyclopaedic knowledge of professional wrestling in this world, including everything every die-hard fan would know about the subject, including famous matches, people, special moves and all of the rules. We can even throw in your own set of outfits suitable to the sport. Maybe others here would share the same interest?

**Wicked Tune That Will Destroy My Silence (Fate Apocrypha)**

You now have theme music, which you can have at any time, either audible to only yourself or shared with others. It can't be used as a distraction or to deafen or otherwise inconvenience others, but it certainly makes fights more epic. You can share this ability with your allies, either giving them your theme, a remix, or letting them pick their own.

**Local Map (Fate Apocrypha)**

It's a map of Romania, to be specific, detailed enough to show all the little towns and villages, as well as the location of a certain church and a large castle. This updates to your starting country in each Jump, and while it doesn't show anything that could be found without a normal set of maps it's handy if you aren't familiar with the area.

**Dracula (Fate Apocrypha)**

No, not the figure, it's the book by Bram Stoker. Collectors Edition. Oddly rather rare in Romania these days, as if someone was tracking them down and destroying them. If this gets destroyed, say, by being impaled, then you can pull another one out of any suitably large container or pocket.

**A Proper Magus' Magical Pseudo-Nervous System (Fate Apocrypha)**

These things exist within modern Magi, like internal biological circuitry that allows them to do Magecraft. These generate magical energy for the Magus to use as well as giving them the ability to manipulate it to actually cast magical spells. These tend to vary in quality and quantity, with the better of both of these being effectively better at Magecraft when

excluding raw skill or other means. About 20 is about average for a Magus, which is what you start off with, of quite high quality.

(Editor's Note: All the Fate docs include free command spells; those will not be listed here because they add access to a whole other supplement; if you're absolutely set on giving your character command spells and a servant because they rolled a Fate option then you're welcome to take a glance at any one of the many Fate docs)

## (18) Magic Circuits | Basic Training | The Most Remixable Song (Fate Stay Night)

**Magic Circuits (Fate Stay Night)**

Magic Circuits are the spiritual circuits within the souls of any Magi, though they also form a nervous system-like physical representation on the body. These not only generate prana, the basic magical unit made through the combination of Mana and Od, but are also what allows any Magus to manipulate their energies to cast magic. They vary greatly in number and quality between individuals. Strenuous use of them can cause pain and numbness, whilst any use at all will heat the physical body up. You begin with an average amount of circuits, 20 in total, but each circuit is of exceedingly high quality, equal to the Circuits of Tohsaka Rin. They will not naturally grow but artificial means to increase them do exist.

**Basic Training (Fate Stay Night)**

Everyone has to start somewhere. No matter who you started as in this place, you've got the basic knowledge any magic user has. You know the core arts of Reinforcement, Gradation Air, Hypnosis and Formalcraft at an average level. Reinforcement is the enhancement of the functions of beings or objects through magical energy. You could make yourself as strong and fast as an Olympic athlete or enhance your senses to the best of human ability and so on, or you could increase the sharpness of a sword to cut through steel or the durability of a shield to endure small calibre firearms with ease. Things can only be reinforced so much at a particular skill level before they simply explode from overstuffing. Gradation Air is shaping magical energy into the form of an item, which temporarily becomes real. You could make a sturdy but mundane sword or shield with this, though they would not last more than a few minutes at a time. Hypnosis is the basic form of mind control all Magi learn to use. It can be easily shrugged off by any supernatural being or magic user at this level but manipulating ordinary humans is quite easy and only those with exceptional willpower be able[sic] to resist the use of this without magic to back them up. Formalcraft, generally considered magecraft for dummies, is a way for Magi to use the mana in the air, along with sacrifices or ritual preparation, to make casting spells easier or possible at all for those with little personal magical energy. All of these can be improved with time, sometimes to terrifying levels, but it will take effort and time.

**The Most Remixable Song (Fate Stay Night)**

Everyone gets one, sooner or later. You're able to play your very own personal version of the Emiya themesong. Remixed using any of the existing versions as a base, it's a surprisingly epic yet fitting theme for you. If you want, your opponents and allies will also be able to hear the song, though it won't be loud enough to be very distracting. It'll definitely help get you guys hyped up though.

## (19) Magic Circuits | Basic Training | Magical Legacy (Fate Zero)

**Magic Circuits (Fate Zero)**

Magic Circuits are the spiritual-physical circuits that lie within all magic using humans. They allow the generation and manipulation of magical energy for Magi. Magic circuits can vary wildly in both quantity and quality between people, though a person with high quantity and/or quality will usually pass those on to any children they have. You start with 20 circuit, with each one being exceedingly high in quality, equivalent to the Circuits of Tohsaka Rin.

**Basic Training (Fate Zero)**

All magi, all competent magi at least, know the fundamentals of magecraft. Formalcraft, Reinforcement, Gradation Air and Hypnosis. These basic skills are known by all Magi to some level, though only a few make a serious study of any of them, as opposed to focusing on more complicated, more 'sophisticated' disciplines. You are skilled in the use of all four basic disciplines for no cost, the equal of an adult magus who completed their training in each area and was notably skilled.

**Magical Legacy (Fate Zero)**

To be called a real magical lineage, a family needs to have a notable specialisation. Something that separates them from any other family. This is the focus of generations of work, from the head and heir of each family at the very least, and often all other members contribute too. Whether you have a family or not, you have been trained to a level of excellent quality in one magical discipline of your choice. Easily enough to be recognised as an adult magus by the Mages Association, you'll be notably skilled even among your age peers.

(Editor's Note: This appears to be free for the first purchase and paid for any additional purchases of the option, but it's not 100% clear)

## (20) Magic Circuits | Truth From Fantasy (Fate: The Island of Sin)

**Magic Circuits (Fate: The Island of Sin)**

Solomon never existed in this timeline, so how did you end up with Magic Circuits? Maybe you're from outside Faerie Britain, or maybe you're a freak of nature whose metaphysical makeup just happened to result in these, but you have a lot of Magic Circuits—and high-quality ones, too. It's more than enough to put your potential in magic above that of Tohsaka Rin in the modern era of Proper Human History, at least in terms of raw mana output.

**Truth From Fantasy (Fate: The Island of Sin)**

It doesn't matter if you're just a simulation or an imitation of reality; even if you left your simulation, you'd be able to survive just fine on the outside. Even if you were a fantasy, you could exist in the real world. Being a member of a Lostbelt is in no way harmful or risky for you; even if the Lostbelt were to collapse, you'd be left alive where it once stood none the worse for wear. With an act of will, you can gift a copy of this perk to other people to ensure that they too would be able to live in an environment where they would otherwise be dismissed as a fantasy.

(Editor's Note: I've only added the relevant description for the *Truth From Fantasy* freebie. And there is more to the perk with 400CP, but you will have to read that for yourself in the *Fate: The Island of Sin* jump.)

## (21) Crafty | Starting Items (Fear and Hunger)

**Crafty (Fear and Hunger)**

You seem to have picked up quite the skill as a handyman, Jumper. You are now capable of crafting most basic survival amenities, from making torches to sewing cloaks, it's not professional skill, by any means, but it's much better than nothing when things are dire. Additionally, you now know how to make full body skinsuits out of the skins of your enemies, but you're not going to use that right Jumper?

**Starting Items (Fear and Hunger)**

Each origin starts with a tinderbox, a bottle of water and 10 pieces of dried meat inside of a medium sized backpack.
All origins except The Prisoner and The Guard start with one weapon, one vestment and one trinket unique for their origin.
The Endless – A short sword, a leather vest and a lockpicking kit
The Dominating – A longsword, a plate mail and a set of metal armguards
The Enlightened – A long dagger, a robe and a journal
The Tormented – An axe, a set of fur armor and a wooden buckler

(Editor's Note: You may choose which set you wish to have, this does not impose on you the type of soul that set is a part of. Simply feel free to choose.)

## (22) Gratuitously Large Book of Achievements (Gemcraft: Chasing Shadows)

For every world you go to this book will give you a list of at least 400 achievements that can be earned by using the powers obtained here in ways tailored to the setting. At the end of every jump the book will reset itself and grant you 100 shadow cores and 5 wizard levels for every 100 achievements you had unlocked. You also gain a talisman fragment if you had completed every achievement in the book. A higher wizard level makes it more likely to receive a high level fragment. If the book is lost or destroyed it will reappear in your warehouse in a day.

## (23) Even More Gratuitously Large Book of Achievements | Talisman (Gemcraft: Frostborn Wrath)

**Even More Gratuitously Large Book of Achievements (Gemcraft: Frostborn Wrath)**

You gain a book of more than 600 achievements for things that you can do in this world, customized to your personal skillset and purchases here. The book keeps a record of all your previous achievements in previous worlds as well as creating 600 new achievements for you to complete in any future jump. If you have the ability to return to a previous jump, you may complete any achievements you may have missed completing the first time through. Completing achievements will increase your skill in magic over time. For every 100

achievements that you complete in a single world, you'll gain a mid-tier talisman fragment. If you ever manage to complete every achievement in a single jump, you will be rewarded with a single talisman fragment of godlike quality. Literally. You would need to kill a god in order to get a comparable fragment.

**Talisman (Gemcraft: Frostborn Wrath)**

This is a magical trinket soul bound to its user that holds up to 25 shards of defeated enemy's souls, commonly called Talisman Fragments. The shards fit together like puzzle pieces, and their combined effects can raise every aspect of a mage's skill by an order of magnitude or more, although such a talisman would take painstaking centuries to construct. You can import any magical trinket to use as your talisman, and you also learn how to teach others to make them. Unfortunately, only enemies that you are personally responsible for the defeat of will ever provide a soul shard that works for your talisman. See Talisman Customization for more details.

*Talisman Customisation*

The talisman is one of a wizard's strongest weapons, since it provides a permanent boost to their abilities and can never be lost or broken, since it is bound to the soul. Talismans are created by carefully filling the elaborate little shape with shards of souls from enemies that you have personally defeated. Up to 25 shards can be used in crafting a single talisman, and shards may be swapped out for better ones as you find them. Any time you kill or permanently banish an enemy, there is about a one percent chance that they leave a shard behind. Don't worry, you collect the shards automatically, so you don't need to go hunting for them.

Each shard will provide some bonuses to a mage's power or skills in some way. More powerful shards will both provide a higher bonus, as well as provide more types of bonuses at once. To unlock a shard's true potential, it must be painstakingly polished, which can only be done with materials imbued with many shadow cores, or with ground up lesser shards. Higher level shards will require proportionally more expensive materials to polish.

Shards that share similar effects will provide more than the sum of their parts, so it's worth searching out several shards that have overlapping effects. Of course, this is more common on stronger shards that have more effects to begin with, but the synergies are even higher if multiple effects overlap, which gets increasingly unlikely.

Some of the examples of the bonuses that shards can provide are:

Bonus damage against a specific type of foe,

Higher base mana capacity or regen,

Higher skill in a certain type of magic,

Higher base improvement rate for a certain skill,

Slight chance for a chain effect on mundane magic spells,

Stronger attacks from a specific element or magic type,

Longer lasting effects from debuffs on enemies or buffs on allies,

Small bonus to the base improvement of all magic,

Etc.

If a human level enemy provides a shard, expect a single bonus.

If a strong but mundane monster provides a shard, expect two or three bonuses.

If a powerful supernatural threat provides a shard, expect four to six bonuses.

If a demi-god or powerful demon provides a shard, expect seven to ten bonuses.

If you are lucky enough to get a shard from a god-like being, expect as many as a dozen bonuses.

Additionally, you will always receive a single shard at the end of each jump. It will always be of at least medium quality, but it will receive a bonus depending on the danger present in the jump you just finished. In a jump like 40k, expect an extremely high quality shard as a reward for finishing the jump.

Companions that have been taught to make talismans will receive shards under the same circumstances you would, but they only receive the jump shard if they are imported during that jump.

## (24) All Colors of The Rainbow (Generic Analog Horror)

We here at Jumpchain Technologies are a socially conscious company, and will admit that America, god bless her, has been known to be occasionally backwards in its ways. Sexism, racism: hell, you can't even walk down the street with great flaming wings and a robot dog without getting strange looks! So don't worry, with this perk you won't experience any undue discrimination or even widespread notice for being outside the norm of America in the year 19**. After all, with all the strange stuff going on here already, it's not hard to cover all your oddities under the blanket ignorance effect.

## (25) Summoning Basics | Summoner Archetype | Basic Summons (Generic Summoner)

**Summoning Basics (Generic Summoner)**

This perk gives you an understanding of the basics all summoners are expected to know and gives you the ability to summon in the first place. Summons typically remain active for an hour before a cooldown of twice that time and a summon cannot go beyond roughly 30 meters from the summoner. A summoner cannot normally have more than three summons active at any time. All of these may be trained up to increase the active time, decrease the cooldown time, increase the range of the summons, and increase the number of summons. Summoning may also cause physical or mental fatigue, dependent on the power of the summon compared to the summoner, limiting the summoner to some degree as they cannot easily summon something significantly stronger than themselves without causing severe fatigue, unconsciousness, or even death if they overtax themselves. This fatigue can be reduced over time with practice, increasing the power and endurance of the summoner.
By default, you can choose if your summons are the same individual each time or a snapshot of a creature. The former are capable of learning and developing, but will have personality quirks and will remember how you utilized their abilities while the latter will be predictable in how it will react but will reset each time it is summoned.

**Summoner Archetype (Generic Summoner)**

There are several types of summoners with different ways of acquiring new summons, and this perk represents those various methods, which may possess some additional features that allow them to be used in other ways. On purchase, you may choose one of the following methods of acquiring summons to gain the ability yourself. Some methods of acquiring summons are more potent than others and will have an additional cost to them, as shown in the entries below. If an entry has a cost listed, it is in addition to the base cost of this perk.

**Basic Summons (Generic Summoner)**

If you're going to be a summoner, you need to have something to summon, right? This option grants you a contracted summon of some power that you can conjure forth at will. It can be a conjured animal on par with a small group of wolves, a series of minor creatures

with an array of utility features, such as a glowfly to provide light, a small dog for tracking, or a crow that is capable of speech (generally, five such creatures on a similar level is the norm), or a single large creature that can match the other two in terms of abilities or threat level. Each additional purchase grants another set of creatures you can summon.

(Editor's Note: The price for additional summons are *50CP* each. All of the options for the *Summoner Archetype* perk can be found in it's original jump, there are two options for *100CP* and *200CP* respectively. And one *Custom* archetype which allows you to create one for either free or *100CP* and *200CP*, depending if you want to have a strong/complex summoning method or an exceptionally powerful one.)

## (26) The Very Essence of One's Being | Bravery | Justice | Kindness | Patience | Integrity | Perseverance (Glitchtale)

**The Very Essence of One's Being (Glitchtale)**

The soul, the very essence of one's being, in this world is a very present concept. Everyone has a soul, whether one is a monster or a human. Including you. If you're a Monster, your soul looks like a glowing white upside-down heart, made of love, hope and compassion and naturally with little to no Determination inside it. The monster souls are the weakest type of soul. If you're a Human, your soul is clearly superior due to the permanent presence of Determination. Each human soul is unique and can be divided into different Soul Traits. Your soul has a heart-shaped form, with its color varying depending on your Soul Trait(s).

**Bravery (Glitchtale)**

The Soul of those who possess Bravery as their Soul Trait is orange. This is the only aspect that can be divided into moral and physical aspects. The magic of this trait is focused in spawning magic spheres and creating weapons made of magic, as well capable of generating explosive magic and manipulating orange fire, as a form of pyrokinesis. Losing this trait might be the cause of humiliation or being filled with cowardice.

**Justice (Glitchtale)**

The Soul of those who possess Justice as their Soul Trait is yellow. One of the easiest traits to be identified in a group according to their personality. Justice's magic will rarely be affected negatively by a situation since the wizard lies on their own morals and decisions to boost their magic. The magic of this trait is focused in using ranged attacks, capable of enhancing mundane ranged weapons, and capable of creating the Armor of Yellow, an invisible barrier that surrounds the user's body, to enhance their defensive capacity. Some more talented wizards with this Soul Trait are also capable of using telekinesis, being able to levitate themselves or use it on other physical objects. It is possible to lose this trait when a justice soul does something in their view that is incorrect or no longer has the willpower to serve justice.

**Kindness (Glitchtale)**

The Soul of those who possess Kindness as their Soul Trait is green. This is the rarest trait in terms of quantity, because of the cruel human nature. While every human possesses kindness, very few will decide to practice it and live by it with enough willpower to make it their trait. The magic of this trait is unique, having powerful healing magic and the capacity of creating a shield, as well manipulating its size and shape, capable of blocking almost anything, depending on the wizard's

expertise and/or power. Due to their pure essence, the Kindness Souls can't be affected by HATE. Losing this trait might be a cause of selfishness or cruelty to others.

**Patience (Glitchtale)**

The Soul of those who possess Patience as their Soul Trait is light blue/cyan. The magic of this trait is known to be extremely flexible and unpredictable. The most common usage of this magic is to spawn and manipulate strings/ropes from the user's hands, but, under very rare circumstances, few wizards acquire the ability of time manipulation, being able to slow down the time people and objects to varying degrees. Like Kindness magic, Patience magic is usually used as defensive magic. Losing this trait may be the result of accumulation of impatience.

**Integrity (Glitchtale)**

The Soul of those who possess Integrity as their Soul Trait is blue. This is the most common trait, making up the majority of humankind. It's also the trait that is most likely to become a Grey Soul. It is inside a human's nature to lie or to break your own morals to do something. Even when it's the right choice, an Integrity wizard's magic can be affected by it. Compared to the other traits, their stability is very fragile. If an Integrity wizard is both morally and emotionally strong, they might turn into one of the most powerful kinds of magic known to date. The magic of this trait can be used to generate weapons made of magic, being able to create many different kinds of weapons, like the other traits, and having the ability of gravity manipulation, in some cases.

**Perseverance (Glitchtale)**

The Soul of those who possess Perseverance as their Soul Trait is purple. This trait, like Justice, is well known for being a stable and powerful kind of magic, known to focus on destroying defenses and negating regenerative ability. This magic is focused on close-range combat, but still is capable of using ranged attacks and capable of manifesting an armor to protect the user or arms blades to use as weapons. Perseverance wizards tend to become stronger as more adrenaline is gained during battle. To lose this trait, the person must either give up or become slothful.

(Editor's Note: You may only choose one soul trait. Alternatively you can buy the *DETERMINATION* Soul Trait for 500CP and an *Inverted Trait* for 300CP or 500CP.)

## (27) Horror Game MC Sense (Gorefield Horrorscopes)

You technically qualify for that title, and it seems fair to give you this freebie. In dangerous situations an appropriate soundtrack will follow you, if the music gets more suspenseful you should be more cautious, if you are being chased around the music will become far more erratic, which will help you with getting the adrenaline needed to save your bacon.

## (28) Magical Talent | A Pitiful Ghost Who's Lost His Way | A Hale Mind in a Hale Body (GrimGrimoire)

**Magical Talent (GrimGrimoire)**

Not all are gifted with the ability to be a mage. To venture into this realm without the touch of magic would be a fruitless endeavor. The art of magic is otherworldly and requires the mastery of the supernatural. Spirits must be called upon to wield its power, and the tools of choice are Symbols. But be it through the command of arcane tools, or by binding the spirits to serve under your will, magic will answer your call.

**A Pitiful Ghost Who's Lost His Way (GrimGrimoire)**

The most powerful mages cling to this world. They might learn to control their age by manipulating how close or far they are from death, use alchemy to master flesh, call upon the temptations of hell through compulsion or contact, or invoke the eternity of the elves. Still... There is one path open to all. To cling to the world as a ghost. To manage such as a being of power is no small accomplishment, and this perk will do nothing to enable that. But if you manage it, it will count. Only when your soul falls will it count as death.

**A Hale Mind in a Hale Body (GrimGrimoire)**

For all that it is seen as an intellectual pursuit, magic often ends up a physically demanding discipline, if only in an indirect manner. Whether it be escaping from the pursuit of rogue creations, or solving an issue with fistcuffs before it turns to spells, a wise mage tempers both body and mind. You are not exempt from this, and so you may rest easy knowing that your form is fit and trim, bearing no defects that came from the womb, from neglect, or from old injury. You might not be at the true pinnacle of health, but if you claimed to be an athlete, your abilities wouldn't gain that statement.

## (29) Otherworldly Adapted (Grime)

In case you happen to rely on things like air or other things that normal planets require to survive in terms of 'breathing', this allows you to be able to enter space or be inside places that have no protection from the void of space. Now, getting lost out there or getting killed by gravity is still a thing…

## (30) SOUL | Melodies of Hallownest (Hollow Knight)

**SOUL (Hollow Knight)**

Soul. The truest expression of one's self, the energy said to permeate almost all life and which animates the bodies of bugs. Many have theories and observations on it, but only a few can truly wield it. You shall be one of those. It can be used for countless things once one knows the applications, and can be harvested from others whether through physical force or harvest of essence with specialised tools. On its own, this doesn't do much, but once one learns how to tap into it, its potential is nearly unlimited.

**Melodies of Hallownest (Hollow Knight)**

You gain the OST to Hollow Knight, toggleable at will and fitting to the situation at hand. Perhaps new tracks in Christopher Larkin's style may appear as well from time to time.

## (31) Cured | Black Phone (House Of Horrors)

**Cured (House Of Horrors)**

In this universe, mental conditions are dime a dozen and for many, their minds teeter between rationality and sanity and with one bad day they fall into the depths of madness and

can never find their way out. Of course, there are other mental conditions that don't lead to insanity or anything as extreme e.g. anxiety, OCD, depression etc. Regardless, for free any and all mental conditions you possess are completely and utterly cured as if you spent an entire lifetime with the very best psychologist in the entire omniverse. For once, your mind is your own; enjoy.

**Black Phone (House Of Horrors)**

By purchasing this, you gain access to the black phone that started this all and your very own Haunted House. This phone possesses many different functions which will all be explained below. This purchase while free is not compulsory meaning if you don't want it, you don't have to have it. By taking this you can also choose for you to either replace Chen Ge or insert as his sibling younger, older or twin is your choice (again not compulsory just an offer). However, if you don't want to gain the phone or house during this jump your benefactor will instead give it to you the next jump instead.

(Editor's Note: There is a section on the *House of Horrors* jump that explains the functions of the *Black Phone*.)

## (32) Cursed Energy | Grade | Quantity | Output | Control (Jujutsu Kaisen)

**Grade (Jujutsu Kaisen)**

This is your grade as a sorcerer. For 0CP you can be a grade 2 sorcerer.

**Quantity (Jujutsu Kaisen)**

For how much you have in cursed energy. Without outside assistance or a perk this will never change. This is how much you were born with. For 0CP you have the normal amount for a normal human.

**Output (Jujutsu Kaisen)**

For how much cursed energy you can output at once. For 0cp you have an average output of cursed energy.

**Control (Jujutsu Kaisen)**

This is as important as Output and Quantity. How much control you have of your cursed energy. At the base level of this you aren't anything special. Average at best.

(Editor's Note: Each option here has levels at which you can purchase with CP to get a stronger base if you wish. Check the *Jujutsu Kaisen* jump for more details.)

## (33) Origin and Element | Magic Circuits (Kara no Kyokai)

**Origin and Element (Kara no Kyokai)**

Origin and Element are attributes of the soul and one's deepest being in this world. Everyone has one of each, some people have more, but this just helps you decide on the importance of your own ones.

An Origin is like a concept, a word, that is at the core of your character. It might describe a secret side of you that you rarely show, it might show influence through every action you take or it might just be something you really love about yourself. Taboo for someone who feels a forbidden love, Worthlessness for someone who seems to be a complete failure, Nostalgia for a man who considers his memories dearly important. An Origin by itself doesn't have much of an effect, merely lying unawakened. Some kinds of

magecraft can eventually build on your Origin, such as a Taboo Origin holder eventually learning to invest that effect into an item that uninhibits the taboos of others. But these usually require quite high level skill and have subtle effects outside of extensive experimentation. You have an Origin of your choice, a normal one that is Unawakened and gives no real boons but has no real hindrance either.

An Element is more important, at least for a Magus. It describes something like your affinity for certain kinds of magic, significantly increasing talent in that area. Or rather, most Magi find it quite difficult to learn all but the most general magecraft outside of their Element. Far from impossible but much more inefficient. Most people have an Affinity for one of the five primary elements- Fire, Water, Earth, Air and Ether. These ascribe to much more than just basic elementalism. Fire might cover consumption, energy transfer or fuel. Earth may relate to cultivation and embedding of energy. Water covers the flow and cycle and combination of things. And so on. You have an moderately strong affinity for an Element of your choice. One of the primary five is recommended but if you know of an alternate choice, you can pick one, as long as it's not superior to the primary five. No Average Ones with talent for all five Elements and no uniquely powerful Element.

**Magic Circuits (Kara no Kyokai)**

The pathways through which magical energy mixes, flows and is expended. The circuits appear on your soul, though physical reflections can be found within your physical body, and generate heat when in active use. All magus have these circuits and they can sometimes be found in lesser forms even outside of magus lineages. As a benefit of entering this world, you've got at least the potential to use magic. You're not particularly exceptional in terms of your circuits with just this but you're no cripple either. You've got a fairy[sic] standard 20 circuits in your body, each one of decent but not exceptional quality. If you began a magical education, your teacher would likely remark that you're decent but nothing remarkable.

## (34) Magical Potential | Hit It! | Anti-Form (Kingdom Hearts)

**Magical Potential (Kingdom Hearts)**

In this setting everyone has at least a small pool of magical potential, measured in Magical Points, or MP, these points power magical spells that can be found and learned in-jump. You are no exception, getting a small pool of MP that adds to whatever other magic you had. Your MP will grow over time, and with use, but non-magicians would need a lot of magic restoring Ethers on hand if they wanted to cast more than a few spells in a row. Magicians have significantly more starting MP and will peak even higher than other backgrounds.

**Hit It! (Kingdom Hearts)**

You are able to hurt Heartless and Nobodies with physical attacks, even if you aren't using a magical blade.

**Anti-Form (Kingdom Hearts)**

A risky form that provides a blazingly fast boost to your speed and attack speed, at the cost of physical vulnerability. You can move like an animal, darting about on all fours and pouncing on your prey, even gliding through the air in chaotic arcs, but cannot heal, use weapons, or cast spells until the form ends. Entering Anti-Form again within ten minutes of it fading will exacerbate the negative effects, making you take massive damage from the slightest hits, but it also increases your speed by a slight though noticeable amount; a risky trade off. Unlike the other forms Anti-Form doesn't just change the highlights on your outfit -

you and your clothes will be swathed in Darkness, your eyes will glow yellow, and wisps of Darkness will trail from your extremities.

## (35) That's That, and This is This | Augmented: Canard (Library of Ruina)

**That's That, and This is This (Library of Ruina)**

Now as you might've noticed, the City is a bit of a hellscape, where everyone is just trying to get by while the Wings perform horrific human experiments, and the backstreets are full of cannibals and other criminals. Fortunately, you're given the ability to not be overwhelmed by all this. You can push forwards to your own goals, with putting aside your own feelings of shock, horror, and loss until you no longer need to focus on being second nature in this world.

**Augmented: Canard (Library of Ruina)**

Pretty much everyone in the City has some degree of augmentation, muscles that can carry oversized swords while retaining agility, eyes that see better in the dark, lungs that deal with most smog just fine, veins that cut off circulation In the event of being breached, or various other quality of life improvements. You have the basic form of the City's augments, likely to not be too noticeable, unless you really want something better than the standard, In which case you can get something like a big clunky robot arm that lacks dexterity in exchange for far more strength, or your eyes replaced with cameras that have various extra vision modes in exchange for other flaws in the field of vision afforded.

## (36) Elementary Thaumaturgy | Family Research | Elemental Affinity | Magic Circuits (Lord El-Melloi II Case Files)

**Elementary Thaumaturgy (Lord El-Melloi II Case Files)**

You know the most basic levels of magecraft. You can use the simplest forms of Structural Analysis, Gradation Air, Reinforcement, and Alteration. You know some rudimentary formalcraft, and how magecraft works in a very general sense. Still, even such a minor magic user needs the mental fortitude to face death and pain, so you have that as well.

**Family Research (Lord El-Melloi II Case Files)**

Mages pass knowledge down their lineage, and yours is no different. You have extensive knowledge of a subject such as magical archeology, the human genome, or Mystic Eyes. Once your skills are up to snuff, you will be able to perform numerous mysteries that most magi cannot. Additionally, some Thaumaturgic Attribute has been passed down your bloodline, which adds meaning to elemental magecraft, making it more effective and versatile.

**Elemental Affinity (Lord El-Melloi II Case Files)**

Everyone has an affinity for some component of the world, but you get to pick yours. All magic pertaining to this element - symbolically or literally - comes significantly easier. Most mages have affinities relating to one of the Five Great Elements (fire, water, earth, air, and ether) though some have more esoteric affinities like Imaginary Numbers or more mundane affinities like Swords, so you may choose whatever you'd like. The first purchase is free, but you may purchase this up to four additional times.

**Magic Circuits (Lord El-Melloi II Case Files)**

You have the equivalent of twenty average magic circuits, open and ready for use, which allow you to generate magical energy. This perk may be purchased multiple times, with the first being free. Students get an additional purchase free. If you purchase the Magic Crest item, purchases may instead be used to improve upon it at an equal rate rather than adding to your innate circuit count.

(Editor's Note: For Elemental Affinity, you can buy additional affinities up to four for 100CP each. And for Magic Circuits, you can buy additional twenty average magic circuits for 200CP each.)

## (37) Adaptability (Made In Abyss)

The Abyss will warp and twist your human form. Your limbs may lose their strength. Your eyes may lose their sight. Your skull might contort in fascinating and terrifying ways. Despite everything, you will never suffer dysmorphia or an "adjustment period" from any type of disfiguration or mutation.

## (38) Basic Magic (Magick)

Comes with the ability to use all ten elements and channel three spheres along with a couple of very basic Magicks such as Haste and Revive. You require a staff to channel the elements, you can channel elements into a weapon to apply its effects. For example fire would set things on fire when you hit them.

(Editor's Note: For the purposes of the tome itself, the elements usable are limited to Life and Arcane. Though Life can also be taken away if you wish it more difficult.)

## (39) Klyntar Symbiote (Marvel Comics: Symbiotes)

This is what you're here for, you have your very own Klyntar Symbiote. It starts relatively weak, able to make an ordinary human slightly stronger than Spider-Man with proportionate enhancements to speed, healing, and toughness, as well as the ability to generate a handful of thick tentacles or dozens of thinner tendrils for a variety of purposes. Your symbiote can produce fangs and claws as well, as well as simple melee weapons like blades or bludgeons. Additionally, your other both feeds on and sustains you: As long as you're bonded, you can go without food and water indefinitely and your symbiote can exchange oxygen with the environment for you and recycle the $CO_2$ you produce back into oxygen, letting you breathe underwater, go without having to manually breathe if need be, and last months without breathing at all in a pinch. Your symbiote can protect you from all but the strongest of supernatural diseases, can help regulate your body chemistry, and slows your aging to a crawl. However, it can't keep you alive forever and is highly vulnerable to extreme heat and loud noises. A heat wave or a fireworks show isn't going to do more than make it uncomfortable, but anything legitimately dangerous is far more so to it. The good news, however, is that heat is pretty much the only way to kill it, barring exotic effects. This perk can be freely merged with other perks representing symbiotic entities attached to your body unless such a perk has an import fee. Finally, you gain access to the following Perks while bonded to your symbiote, though upgrades must be purchased for the listed price and you are permitted to opt out of ones you don't want or need.

(Editor's Note: There are additional free perks that come with the Symbiote that you can get on the *Marvel Comics: Symbiotes* jump. Along with paid additions if you have the *CP*. Also, there is a payable version of this perk that gives *200CP* upon buying the perk for the same price to be used on the other Symbiote perks.)

## (40) Off The Watch List | Remarkable Person | The Sacred Jumper | Marvellous Animation | Sir, They're Gorgeous | Marvel Studios What If… ? | What If… There Were Snacks? | What If… The Jumper Visited MCU What If? (Marvel Studios What If… ?)

**Off The Watch List (Marvel Studios What If… ?)**

It would be unfortunate, not to mention rather unfair, to be erased from existence or otherwise targeted because you're not 'supposed' to exist in this particular reality, or struck down without warning because your mere presence is interfering with some grand cosmic plan. Now, entities and organisations such as The Watcher, The Ancient One and The TVA either won't notice your presence and actions, not notice you as anything unusual, or will assume what you are doing is all according to a greater plan that they believe in. They'll completely overlook or ignore you, preventing them from doing anything about your interference or presence... unless you go after them directly, at which point they might take notice.

**Remarkable Person (Marvel Studios What If… ?)**

Being an entirely mundane human in worlds filled with marvels might not be what you want. Now, you'll have at least the capability to begin matching such people. This will have a more general component based on features of a setting, such as the potential to use magical capabilities if a setting would allow it, even if only a select few in the setting could use it. While having the barest capability to fit in within a setting could be useful, you will find that anything that would be particularly applicable for your chosen Origin will be significantly beyond the basics. For example, picking an Origin related to the study and use of magic will not only ensure you have the ability to use it, but a moderate amount of experience and capability with it even without other Perks and additional experience.

**The Sacred Jumper (Marvel Studios What If… ?)**

If you had any concerns that the timeline you are in might abruptly vanish, perhaps due to a cosmic battle between multi-dimensional entities or due to the actions of those who would seek to control reality by erasing unwanted timelines, you might appreciate this. So long as you didn't do anything that you know would have caused it to be otherwise, your timeline and reality will remain intact. Cosmic battles you aren't involved in won't shatter it as collateral damage, and neither natural timeline-erasing forces nor artificial methods will abruptly end your journey. Of course, if you deliberately break space-time or actively get into a fight with something that could shatter reality, this protection won't stop the consequences of your actions.

**Marvellous Animation (Marvel Studios What If… ?)**

As an outsider, you might have noticed that this bit of reality might look a bit... different to the rest of the MCU. Maybe you like it, maybe not. But now you have something of a choice, as you can now view any particular reality in a way that you prefer, even if it's different to how you originally perceived it. You might prefer your particular What If tales to be clearly live action, go somewhere else and keep the cel-shading style, or even pick some other art style that you prefer. Just be aware this only changes your perception; it doesn't

actually alter the underlying reality. Just because something that was originally highly realistic now looks more like a cartoon to you, it doesn't mean that something like toon-physics will apply with this Perk alone. You can share this with others if you like, letting them see things the way you do, or letting them see things the way they prefer.

**Sir, They're Gorgeous (Marvel Studios What If… ?)**

Well, maybe. Different realities might have slight differences even between different versions the same people, so this is your chance to alter your own appearance a little. Your aesthetic alterations are up to you, as long as it doesn't give you any advantages you shouldn't have without other Perks or abilities. This includes being particularly attractive, considering how much of an advantage that can be, so you can still look as good as you usually do, or be brought up to at least average for whatever you are, for free.

**Marvel Studios What If… ? (Marvel Studios What If… ?)**

Not everyone would want to see what happens here in the same way the Watcher does. You have the complete collection of the *Marvel Studios What If...?* series, including something to watch it on and a collection of concept art. It might be best not to let anyone here see this, if not just to avoid existential dread over the behind-the-scenes sections but annoyance that you might have been making popcorn while watching their suffering.

**What If… There Were Snacks? (Marvel Studios What If… ?)**

Even if you're watching rather than taking part, you might get somewhat peckish. Now you have a replenishing supply of food and drinks that would be suitable to eat while watching something, such as ready-made popcorn. As it might attract attention or just annoy others who are trying to pay attention to whatever is being watched, it is somehow possible to eat and drink from this supply without the noise being heard by anyone else.

**What If… The Jumper Visited MCU What If? (Marvel Studios What If… ?)**

And what if they wanted to watch what they had been up to later? This record is blank for now, but when this Jump ends it will contain a recording of your time here in a style not unlike the What If episodes you might have seen. You can choose whether Jump-Chan or the Watcher will be narrating your story.

## (41) Place of Power (Master of Magic)

You have the ability to create a unique place of power aligned with your magic. The process is costless, but requires several days of attunement to the location along with ritual effort. Most wizards choose to place theirs within a highly defensible fortress, but all that is necessarily is the area of a small room. Within this place of power you are able to project spells across the entire world. More localized spells do not require use of a place of power, and once a spell is cast, you need not remain in the place in order to maintain it. You may not have more than one such place at a time.

## (42) Competence Pool (OFF)

You now have an internal reservoir of energy that fuels your esoteric abilities, and which can be refilled over time, or instantly by way of visiting a Box. This reservoir starts out miniscule, but can grow slowly over time to adapt to continual use, like exercising a muscle. An ability does not use Competence Points unless specified.

(Editor's Note: There are notes about Competences and Competence Points in the *Notes* section of the *OFF* jump.)

## (43) Soundtrack of Darkness | It Can't Rain All the Time | Strangeness (Omnibus New World of Darkness)

**Soundtrack of Darkness (Omnibus New World of Darkness)**

To accompany your time here, you have access to a library of 2000's and 2010's music that was dark and edgy for the time: Death Metal, Speed Metal, Post-Hardcore, Dubstep, Electronica, Trance, etc. You get the idea. If you will it, you may have any song you choose play anywhere at anytime - no speakers required. Alternately, you may choose to have a dynamically cut and arranged score automatically generated for you. In either case, you may choose to make this music audible to everyone, just you, or just specific people you so choose.

**It Can't Rain All the Time (Omnibus New World of Darkness)**

But it can rain most of the time. It is almost always overcast and frequently pouring down rain. Save for the red of blood and the bright shine of polished metal, most colors will seem faded and washed out. Black, white, and grey dominate the world's color palette. Conventional electric lighting will be replaced with harsh fluorescent and neon alternatives. Architecture will take on a more Gothic, Brutalist, or Industrial feel. Black leather (and often trench coats or hoodies) will become more common aspects of individual attire; as will other trappings of the Goth, Punk, and Techno cultures. The atmosphere generated by this perk is cold, isolating, and oppressive, and it fosters despair, melancholy, rage, isolation, and violence. The world is dying and nothing seems to make it better. Barring your interference while this perk is active, hope and happiness slowly drain out of the world around you. This perk can be toggled on and off at will once you leave this world.

**Strangeness (Omnibus New World of Darkness)**

While the World of Darkness is a dark reflection of our own world, it can also be a mad one. All manners of strangeness suffuse the world. Some is innocuous[sic] if strange, like a ghost selling seafood from a wooden cart or laughter being the birth of pixies. Others are dangerous, such as a shady butchers shop selling tainted meat that infects buyers with The Hunger. Yet more are a mix of both, such as madmen who turn themselves into talking animals on the freeway during rush hour. Thankfully, you've learned to take it all in stride. Even the strangest things will seldom get more than a raised eyebrow from you unless you actively want to be affected. This isn't a defense against things that cause metaphysical fear or terror or madness, but the strange will no longer bother you much at all.

## (44) The Gauntlet (Overlord: PJ Edition)

The symbol solidifies your status as Overlord, this offers many benefits. The most obvious is being an indestructible piece of armour. It can absorb the life force of slain beings around you, act as a spell casting focus, send decent amounts of money to your treasury, and can have others contact you through the Tower Heart, Additionally, while all Minions obey your will, you can perfectly control up to 50 Minions as though they were your own Evil little phalanges.

## (45) Tolerance for Evil | Themed Aesthetic | Golden Coin Pouch | Medium Tier Equipment (Overlord (The Series))

**Tolerance for Evil (Overlord (The Series))**

The New World can be a brutal place. Regular annual wars, demi-human hordes raping and pillaging human nations to use them as livestock, rape, torture, and slavery being common, and the frequent abuses of power by the aristocracy. There's a lot of problems in this world, and a great many of them would probably leave even the most even tempered man red-faced in anger and outrage at the mere thought of them. Not you, though. You have gained a tolerance for such acts, and can freely consider them based on their merits (if they have any), and are perfectly capable of carrying them out yourself if needs be. This does not make you evil and you don't actually have to tolerate evil that you see, you're just capable of doing so and can calmly and logically consider such things without undue or unnecessary bias. You'll be perfectly able to kick a few puppies or burn down a few orphanages (or worse) and have no problems or mental compunctions of going through with the act, if you feel you really need to. This also gives you an ironclad stomach, you'll never find yourself retching at scenes of gore or gagging at unpalatable smells or sights.

**Themed Aesthetics (Overlord (The Series))**

If you're a Warrior you appear to be physically powerful and imposing. If you're a Magic Caster you appear to be a wise and erudite academic. If you're a Generalist you appear to be a charming and affable rogue. Bottom line whatever you might be you tend to evoke the image of a classically good-looking version of it.

**Golden Coin Pouch (Overlord (The Series))**

You've got access to a money pouch filled with a 'respectable' amount of gold coins. Respectable by the standards of a max level Yggdrasil Player at least. This amount of gold is enough to beggar the imagination of commoners and even landed nobility will consider it a ruinously large sum, easily into the tens of thousands. If you're a Player it's minted with YGGDRASIL iconography and is probably what you had in your inventory when you arrived in the New World, they're sure to attract attention if you use them. If you're a local it's in local denominations, and god knows how you came across it. The pouch itself can hold any number of gold coins, but only gold coins, inside of it.

One notable fact regarding these coins, and indeed Yggdrasil Gold Coins in general, is that they can substitute for many types of incidental materials or reagents when it comes to creating magical items or artifacts. For example as long as you have a scroll to work with the gold could substitute for inks to allow you to make a magic scroll, or special oils or unguents in a bit of clockwork, and so on and so forth. Hell, you can even use the stuff to garnish food and drink at no risk to the consumer. Basically, so long as you've got the "main" pieces for making something you can substitute in some Yggdrasil Gold for any of the incidental bits required in the process.

**Medium Tier Equipment (Overlord (The Series))**

You have a free full set of medium tier equipment appropriate for your class. They're of excellent quality and will serve you well. They provide slight boosts to your abilities but otherwise are merely serviceable. This is the kind of equipment you'd expect to see on elite, but otherwise normal, knights. It comes with a weapon, armor, and accessories appropriate to the classes you purchased in the 'Class Skills' perks. Companions get a set of this for free.

## (46) Mana Wellspring (Ravenwood)

Everyone has a small reserve of mana to draw on, though maybe not the skill to utilize it -normally, you're no different. You have a bit of mana at your disposal, though lack the training to properly use it. This naturally bolsters your health and makes your healing go

more smoothly. However, this mana can be used by those that learn the proper methodologies.

## (47) Med Student (Re-Animator)

These movies focus on med-students and doctors, well when zombie shenanigans aren't taking central stage. You now have the medical knowledge of a 3rd year med student, and the mental aptitude needed to succeed in the field.

## (48) Born of Salt | Bound by Sanctuary | A Brave, Foolish Curiosity (Salt & Sanctuary)

**Born of Salt [Free] (Salt & Sanctuary)**

*"The worth of mankind is the salt on his brow for it is the essence of his life."*
*-Malthis 4:17*

It is said that some people are worth their weight in salt and there are few worlds where these words are more fitting. Here, salt seems to be no mere condiment, but the name given to the material of which the very soul of people is made out of and yours too, now.

Henceforth, in this world and others, you will be able to absorb the essence of life that is the salt that resides in others to empower yourself, gaining a greater haul the more powerful the foe felled and a chance to find 'useful' remains from their corpse; be it ashes, ears or even ribs.

This salt can be channeled and coalesced at any creed's sanctuary into black pearls to develop your abilities with a moment of meditation, guided by a vision of your own tree of life.

**Bound by Sanctuary [Free] (Salt & Sanctuary)**

As long as your stay in the Nameless Isle lasts, you will be carried back to Sanctuary upon death by a mysterious cleric for a small stipend of your gold, should you have any.

This death will strip you of any salt, which will be stolen by your killer or will haunt the place of your death in the form of an otherworldly shadow known as the Saltbat, whose resilience and strength will scale with yours, though never amounting to more than a nuisance. Slay whoever it is that claims your salt and find it returned to you until you fall once again.

**A Brave, Foolish Curiosity [Free] (Salt & Sanctuary)**

You have history here, a life well or ill-lived, full of trials and tribulations that now seem small as you stand before the Isle. These memories are added to your own and you won't be any less 'you'. If anything, it'll just feel like you remembered something you forgot, which is not unheard of in these parts.

Choose one of the starting classes amongst Knight, Mage, Paladin, Thief, Chef, Cleric, Pauper, Hunter. You shall gain their skills, be it in wielding steel, bow, prayer, spells, incantations or cookery utensils.

As for your gender and nationality, they are up to you, though your age will be locked between a late teenage youth and an elderly adult.

(Editor's Note: As the Nameless Isle and the Sanctuary won't exist wherever the Darkest Tome ends up. Upon getting the *Bound by Sanctuary* perk and upon your death. You'll be

carried off to a place of worship. The more personal that place is to you, say one that you go to pray, or one that people go to pray to you. The more likely you'll end up there.)

## (49) Schrödinger's Canon (SCP Foundation)

Sometimes this world contradicts itself. Quite often these differences are a lot more significant that a few deleted scenes that change the tone. If you don't want to be thrust into the unknown, you'll need this. If you're visiting a world with multiple endings or just a lot of multiple choice that shapes the world, where there is a mysterious custom protagonist, or even just a place with a great deal of chaotic randomization – you can decide which of the possible versions you will start at. In the absence of clear answers to parts of a world you can fill those spaces in the world with whatever feels thematically appropriate. This doesn't let you go to outright fanfictions or established alternate universes; it still must be a valid interpretation of the original world. But it can allow a certain degree of non-intrusive fanon to take place in the jump you visit.

## (50) COMP + Demon Summoning Program (Shin Megami Tensei II)

Let's make this clear: You will likely not get very far in this world without this. This is a wrist-mounted computer that looks like a video game accessory from the late 80s. It is able to hook itself to and interface with most technology in this world, but doesn't have any special functions or abilities...well. Except for one, given to you by a mysterious fellow in a wheelchair. Before we get to that, you may import any personal device – a phone, a PDA, or so on in place of your COMP. So long as a normal human can carry or wear it, it's fair game. This is the Demonic Summoning Program that helped turn this world upside down so many years ago, letting you understand the language of demons and speak it easily in turn. Should a demon decide to willingly side with you whether through intimidation or diplomacy, you may store that demon within a 'slot' on your COMP and then summon it by fueling it with Magnetite. The demon will obey your commands so long as the COMP is functional and Magnetite is supplied to their forms, otherwise they will dematerialize back into storage or begin to steadily take damage from 'starving'. You may store up to twelve demons at a time as a freebie and they will act as followers, though see Notes for some details on how this interacts with future jumps. Post-jump, you may recruit Demons of other worlds this way, though take note that swapping out a non-Shin Megami Tensei Demon for a 'slot' will send it back home unless you took the upgraded Compendium.

## (51) Battle Theme | Demon Summoning App (Shin Megami Tensei V)

**Battle Theme [Free] (Shin Megami Tensei V)**

On the House you get all the Themes of SMT V. Because why slay Gods if it isn't to a fitting tune? Enjoy! It is cut in such a way that the best parts will kick in during the most climactic moments.

**Demon Summoning App [Free] (Shin Megami Tensei V)**

Such an intriguing tool. The first true means humans had to fight Demons, by contracting them. Over this App on a new, indestructible phone of your choice you may summon any Demons you partnered or contracted with. It may also serve as a Medium for other Summoning abilities you possess.

## (52) A “Broken” Radio | A Flashlight | A Length of Pipe (Silent Hill)

**A “Broken” Radio [Free] (Silent Hill)**
This radio seems to only hiss with the gentle tones of white noise most of the time. Rarely, you might catch signals from other working radios, or even respond to them, but the signal will probably be weak. Consider leaving this radio on anyway; for some reason, the white noise becomes a dull roar in the presence of unnatural things, and those wishing you harm, and only ever in a tone that you can hear.

**A Flashlight [Free] (Silent Hill)**
The darkness comes, Jumper. This flashlight is not perfect, and may be dulled by unnatural forces, but is otherwise unbreakable and requires no power source to function. Consider turning it off in the darkness; monsters are drawn to its glow.

**A Length of Pipe [Free] (Silent Hill)**
Did you trip over this after stepping out of your car, or while walking along the foggy sidewalk? It fits your hands well, if you have a need for some simple implement for violence.

## (53) Awakened | Type | Rank | Titles (Solo Leveling)

**Awakened (Solo Leveling)**
As awakened[sic] being, you have the basic qualifications for being a Hunter. That means that you are capable of crossing Gates, fight monsters, interacting with magical equipment and have an aura that surrounds you emitting mana. The larger your power, the more intense the mana aura is. Barring rare exceptions, such as double awakening or other special methods, Awakened beings are usually incapable of raising their power from when they awaken.

**Type (Solo Leveling)**
Choose a type to specialize in.

(Editor’s Note: Abbreviated description; full list of types can be found in the source doc)

**Rank: D (Solo Leveling)**
As a D-Rank Hunter, your physical stats alone would make it impossible for any regular human to harm you. Your magical abilities could create small fires that could gravely injure a regular person. Even your senses would make it hard for any animal or regular person to sneak past you. You are expected to participate in low-level dungeons, but even if you choose not to do so, many governments, companies and rich people would be more than happy to hire you for security services.

**Titles (Solo Leveling)**
“Blood-Red Commander”. “The Guide of Souls”. “The Brightest Light”. Lots of powerful beings around this world are referred by epithets[sic] like these. Now, your name will be engraved with such a moniker of your choosing. Having this title doesn’t grant any benefit, but people will use it to refer to you.

More surprisingly, any abilities similar to The System that can discern your identity will always display your title below your name, unless you are purposely concealing your identity.

## (54) The Face (Soul Eater)

You have obtained a gift. You can now make a face of absolute disgust on a whim. This face just "projects" how much disgust or annoyance you feel in that moment in time, so much so that others can sense it. Indeed, this face perfectly transmits your feelings of absolute annoyance and/or disgust to everyone who sees it, or has it directed at them. Even if they're blind or can't see for some reason, they can fucking feel it.

## (55) Long Days and Pleasant Nights | Nineteen | Ninety-Nine (The Dark Tower)

**Long Days and Pleasant Nights (The Dark Tower)**

You quickly pick up and understand the languages spoken in any world you visit simply by listening for a while and picking up the rhythm - as well as the regional variations and the cant, usually able to tell by context what words you've never heard before mean. This perk isn't simply useful at a conversational level - furthermore, you are truly gifted with words and have a knack for saying things in a way that is compelling and - and for writing them down as well (you could make a career out of it, maybe). Also, if you find yourself in a school (terrifying prospect though it might be), no matter how completely disconnected, rambling, or actually insane the projects you submit might be, you will ultimately get top marks as the teacher assumes you're simply operating on a higher creative level than they can follow. This may be a sign that the world is going to end.

**Nineteen (The Dark Tower)**

As the characters themselves observe, 'coincidence has been cancelled' - everything that happens will have strange connections building on each other. This is more like the Charles Dickens version of reality, in which everything, motifs, themes and details reflect one another in ways that hint at some kind of pattern that you can usually grasp or sense if you're paying attention to it. Everything just seems to be bursting with callbacks and references, giving seemingly greater weight to what is going on around you and occasionally hinting at adventures you had in other jumps - or will have in future jumps. Most of the time, these connections will only be obvious long after the effect, but occasionally you might be able to use this for some measure of insight into your current situation (by paying attention to the small details) - even to predict events or head off situations - even as a kind of shorthand for 'what is important to the plot' and 'what is not worth paying attention to'. Everything that happens to you will be foreshadowed - often in ways that are bizarre or nonsensical, but if you keep your eyes open you never know what you might learn - or put together.

**Ninety-Nine (The Dark Tower)**

You develop an innate sense of the multiverse, allowing you to sense portals, hidden pathways, and dangers in your surroundings (spotting them is not the same as being able to travel them). It's a largely unconscious awareness - but can easily allow you to take notice of things nobody else knows to look for - even if you don't understand why. Comes with a healthy self-preservation instinct - you'll never get too close to a thinny, or the like. Of course, this doesn't create a portal network that wasn't already there, and doesn't allow you to travel to places you couldn't get already - you'll need other perks for that.

## (56) Arcane Arts (TES: Magic)

You would not be much of a mage if you were not trained in the arts of magic, now would you? Thankfully, you are a fully trained mage, knowledgeable in the arcane arts and possessing multiple spells already. Though you have some apprentice level spells from all of the other Schools of Magic, you are quite adept in your chosen specialisation.

## (57) Pool of Magicka (The Elder Scrolls Series)

The arcane energy known as magicka leaks into Nirn through the Sun and Stars, holes into the divine Realm of Aetherius. And while normally leaving the Aurbis would result in losing access to magicka, that is not the case here. You now have a decently sized pool of magicka that regenerates over time.

## (58) Eldritch Appearance (The Miskatonic)

Well, I guess I should have expected this. What with Bapho-Necrotic explosions going off every month and causing people to grow tentacles and what not, it shouldn't be any surprise what people've got those, literal goo for brains, gills, and all the other weird shit you'll see around campus. On the bright side, it seems to have treated you well. You look just as attractive as any other buxom babe or dashing dude, despite the grotesqueness. Don't really know how you're pulling that off. What's that? Well, if you really want to look human, I've got a quick little fix. You'll still be really attractive, but besides that you'll look like any other human. Or, if you insist, I can help rearrange some things. Let you pick what kind of grotesquely hot appearance you want. Tentacles, gills, fins, spikes, you name it, I can give it to you.

## (59) Spirit Sight (Tokyo Ravens)

The essential ability for anyone aspiring to practice Onmyoudou. It allows the user to see spirits, ghosts, and spiritual energy passively. While it's technically possible to become an Onmyouji without this ability, those who lack Spirit Sight face immense difficulty learning and using Onmyoudou, making them vastly inferior to an Onmyouji who possesses this ability.

## (60) Style and Substance | Take Care (ULTRAKILL)

**Style and Substance (ULTRAKILL)**

I mean, sure, you could just shoot foes normally, but where's the fun in that? Where's the pizzazz? The style? Why just shoot them when you could fling them into the air, flip a coin before punting it into the poor fool's face? You now gain a 'style' meter, toggleable at will. For the more awesome and silly shit you do, the higher your score becomes. But to what end? Why, you'll get paid, of course. Your 'score' can be spent like money. A couple a flashy kills in a middle of a fight might be enough for a pizza. But if you take it to extremes, big combos, hitting foes in mid-air while bouncing shots off of coins and constantly swapping weapons, you could probably get enough in a fight to purchase something in the three hundred dollar range. Maybe that doesn't sound like much to a dimension hopper, but hey, it's cash for the cost of being cool as hell. It's a fair trade, if you ask me.

**Take Care (ULTRAKILL)**

You gain the soundtrack of Ultrakill, capable of being toggled at will and able to adapt to the current situation or location. And perhaps you may even hear some new tracks in the style of Heaven Pierce Her as you go. This also comes with a set of vinyl records in the instance you wish to rehear any track, old or new. Does not come with a record table though, those are expensive.

## (61) Magical Initiate | Initiate's Deck | Initiate's Wand (Wizard 101)

**Magical Initiate (Wizard 101)**

You are now a modestly trained, if generalist, wizard in the magic of the spiral! Enough to be able to turn your local magical spells into cards, able to gather pips and power pips to fuel the spells you have bound to cards.

**Initiate's Deck (Wizard 101)**

A stylish cardbox with a belt attachment, capable of holding up to five distinct decks within it. Comes pre-stocked with a deck composed of the combined primary and secondary magic schools you belong to. Can be associated with a cardbox already in your possession, if you have one.

**Initiate's Wand (Wizard 101)**

A stylish wand in the style of your primary school, through which may be cast a zero-pip cantrip of your school that deals minor damage. May be enchanted further. This boon may apply to a wand already in your possession if you have one.

## (62) Mortal Determination | Clap Bow Bow Clap Bow (World of Horror)

**Moral Determination (World of Horror)**

Your body might fall to the blows of your enemies, and your mind may crumble under the weight of madness, but let it be said that it wasn't because you were frail from the beginning. You've had a brush with the supernatural that led you on this path, and you're determined to see it through to its end regardless of what the destination is. You are reasonably fit for a normal human, and you don't have any serious mental illnesses that would make you especially vulnerable to the insanity that will soon threaten you. The most important boon to you however is your ability to carry on in spite of horrific injuries. Your ribcage could be exposed and an artery is cut open and leaking blood, but you can still find the will to carry on even if you should perish in the attempt.

**Clap Bow Bow Clap Bow (World of Horror)**

Unfortunately, you cannot successfully attack ghosts with material weapons, as they aren't entirely of this world. Instead you will need to rely on the series of spiritual actions you have picked up. The majority of ghosts can be banished with a sequence of bows and claps, gestures that when done in the proper order will instantly banish the spirit in question. The sequence contains only 5 actions, but you will likely need to try multiple times to guess the sequence needed. If you fail, you will know which actions were the correct ones in the sequence which will narrow it down. If you require a more direct solution, you may also either burn a significant amount of money in order to please the spirit and tempt it to leave of its own will, or use your weapon to metaphorically cut the strings keeping it in this world, though this takes time.

## (63) Outside Context Problem (Worm)

It’d be boring if you were to just die right at the start so for free you'll have a selective immunity to the powers of a few rather nasty plot device level opponents that by all rights would probably want to kill you right out of the gate. Contessa, Ziz, and Zion's precog doesn't seem to be able to pick you up, instead returning a zero-sum error whenever they try to force the issue. They won't notice this until you garner enough attention for them to try and then they might take further measures to see what the problem is. But at the moment you'll be safe from being instantly killed due to the threat you pose to their plans. This works on all shard/entity derived precog. Your peculiar inter-dimensional nature just messes up their ability to predict you. Coil is an exception due to the weird nature of his power.

# Changelog

**10/03/24** Update 1
- 48 more Settings have been added (344 purchases, 120,000CP)
- There is a current total of 468 purchases & and a Total of 158,700CP overall.
- And currently 78 settings in total.
- Everything within Index 2 and entries that have (NEW) next to them in Index 1 are a part of this Update.

**22/04/24** Update 2
- 39 more Settings have been added (330 purchases, 106,150CP)
- There is a current total of 798 purchases & and a Total of 266,250CP overall.
- And currently 117 settings in total.
- Everything within Index 3 is a part of this Update.

**28/05/24** Update 3
- 39 more Settings have been added (345 purchases, 109,450CP)
- There is a current total of 1143 purchases & and a Total of 375,700CP overall.
- And currently 156 settings in total.
- Everything within Index 4 is a part of this Update.

**13/01/25** Release/Part1
- Darker & Darker has been split between 2 Docs due to Character Limit
- Complete rehaul of the CP & Purchase Total Systems.
- Added 6 new chapters.
    - Production of the Servient (Creating, Making, Producing, Purchasing Servants)
    - Eldritch Blessings (Mutations, Body Mods, Parasites/Symbiotes)
    - Forbidden Arts (Knowledge & Skill Sets)
    - Devilish Commerce (Social, Economic, & Organizational Skills)
    - Cursed Catalysts (Items (Materials, Tools, Weapons, etc.))
    - Malevolent Estates (Location & Monuments)
- Two New Tome Perks added, 1 added in Part 2 as well
- 39 more Settings have been added (Didn't keep track of the Purchase & CP)
- Total Purchases & CP from each Chapter,
    - Rites and Rituals: [28,200CP] (81 Purchases)
    - Surgery of the Self: [25,050CP] (64 Purchases)
    - Production of the Servient: [28,200CP] (72 Purchases)
    - Infernal Boons: [25,300CP] (67 Purchases)
    - Protective Techniques: [62,500CP] (213 Purchases)
    - Dark Secrets: [106,900CP] (318 Purchases)
    - Wells of Power: [28,200CP] (81 Purchases)
    - Eldritch Blessings: [56,150CP] (129 Purchases)
    - Forbidden Arts: [66,070CP] (219 Purchases)
    - Devilish Commerce: [25,600CP] (88 Purchases)
    - Cursed Catalysts: [105,050CP] (352 Purchases)
    - Malevolent Estates: [60,350CP] (113 Purchases)
    - Freebies: [137 Freebies]
- Overall Purchases & CP from All Chapters
    - CP: [617,370CP]
    - Purchases: [1797] (Without Freebies)
    - Total Jumps: 195/195