

Welcome to Amity Park, a seemingly ordinary American town with a rather extraordinary ghost problem. Beyond the human world lies the Ghost Zone, a vast dimension inhabited by everything from harmless spirits to supernatural tyrants capable of threatening the entire planet. Most people remain blissfully unaware of its existence, although local inventors Jack and Maddie Fenton are determined to change that. Their latest invention, an experimental portal to the Ghost Zone, is about to have some rather unexpected consequences for their fourteen-year-old son, Danny.

Your adventure begins three weeks before Danny Fenton's accident, when an unfortunate encounter with his parents' malfunctioning portal will transform him into a half-human, half-ghost hybrid. Armed with supernatural powers and the questionable judgement of a teenager, Danny will soon find himself defending Amity Park from increasingly dangerous ghosts while desperately trying to keep his double life a secret. Whether you help him, oppose him, or pursue your own interests is entirely your decision.

You receive 1,000 Choice Points (CP) to spend on the options presented in this document, with additional CP available through Drawbacks. Your stay lasts ten years, after which you may continue your journey, taking your purchased abilities, possessions, and eligible companions

with you. Just remember that dying in a world full of ghosts might not be quite as straightforward as you'd expect.

Locations

Roll a 1d6 to determine location, or pay 50 CP to choose.

1. **Amity Park:** You arrive in the town centre, surrounded by ordinary shops, businesses, and people who have no idea how strange their lives are about to become.
2. **Casper High School:** Your adventure begins near the high school attended by Danny Fenton and his friends. An excellent place to get involved in teenage drama, whether you actually want to or not.
3. **Fenton Works:** You arrive in the neighbourhood surrounding the Fenton family home, where Jack and Maddie are busy working on their latest ghost-hunting inventions.
4. **Axion Labs:** You begin near Amity Park's leading technology research facility, where cutting-edge electronics and experimental equipment are part of everyday business.
5. **Madison, Wisconsin:** Your starting location is the home city of Vlad Masters, a wealthy businessman with some rather unpleasant secrets and a personal connection to the Fenton family.
6. **The Ghost Zone:** You find yourself on one of the countless floating islands scattered throughout this supernatural dimension. Hopefully, you have some means of defending yourself. Otherwise, finding a natural portal back to Earth might be a sensible first priority.

Origins

Civilian (Drop-In): Congratulations, you're an ordinary person in a world where ghosts regularly terrorise the population, mad scientists build increasingly dangerous inventions, and property damage is practically a local tradition. Unlike most people, however, you don't have a history here. No childhood memories, old acquaintances, or embarrassing family photographs. You're starting from scratch, free to make whatever life you want for yourself. Finding somewhere to live and a reliable source of income might be a good idea before the ghosts start causing trouble.

Ghost Hunter: You've dedicated yourself to tracking down and dealing with things that go bump in the night. Maybe you're a scientist fascinated by ectoplasmic phenomena, an amateur enthusiast with a garage full of homemade equipment, or someone who's had one too many unpleasant encounters with the supernatural. Whatever got you started, you've made ghost hunting a serious part of your life. You've also learned that catching a ghost is considerably harder than finding one, especially when your target can walk through walls.

Government Spook: You're an agent of the Guys in White, a secretive federal organisation responsible for investigating and containing paranormal threats. Officially, you don't exist, and neither do most of the things your employers send you after. You've been trained to handle classified information, conduct investigations, and follow orders without asking too many awkward questions. Your superiors consider ghosts a threat to national security, although their understanding of the supernatural leaves something to be desired. At least the suits are provided free of charge.

Mastermind: Some people dream of becoming rich and powerful. You've decided to do something about it, and you're not particularly concerned about how many rules you have to break along the way. You might be a wealthy industrialist funding illegal experiments, a criminal genius establishing an underground empire, or a supernatural schemer with ambitions of ruling the Ghost Zone. Whatever your particular interests, you've already spent some time laying the groundwork for your plans. Of course, even the best schemes have a tendency to fall apart once an irritating teenager with ghost powers gets involved.

Species

Choose one of the following Species. Your choice determines your physical nature and any inherent biological or supernatural characteristics. Species and Origins are selected independently, so any combination is permitted.

Characters who select Ghost or Half-Ghost receive an additional 400 CP stipend to spend exclusively in the Ghost Powers section. This stipend cannot be used to purchase Perks, Items, or any other options, and any unspent points are lost.

Human - Free

You're an ordinary human, with all the strengths and limitations that entails. You have no natural connection to the Ghost Zone and possess no innate ghostly powers, although there's nothing stopping you from acquiring supernatural abilities through other means. Given the frequency with which Amity Park gets attacked by ghosts, investing in some decent ghost-hunting equipment might be a good idea.

Ghost - 200 CP

You're a being of ectoplasm, belonging to the strange assortment of supernatural entities that inhabit the Ghost Zone. Perhaps you were once human, or maybe you've always existed in this form. Your appearance is up to you, ranging from something almost indistinguishable from a living person to a creature that wouldn't look out of place in a horror film.

Your ectoplasmic body is naturally more resilient than ordinary human flesh, and you no longer require food, water, or oxygen to survive. You can still be injured by sufficiently powerful attacks, particularly those involving ectoplasmic energy or specialised ghost-hunting equipment.

Your more unusual supernatural capabilities are determined by your purchases from the Ghost Powers section.

Half-Ghost - 400 CP

An accident involving experimental technology, deliberate scientific experimentation, or some other bizarre occurrence has left you in the same unusual condition as Danny Fenton and Vlad Masters. You're neither entirely alive nor entirely a ghost, but something caught between the two.

You possess two distinct forms and can transform between them at will. Your human form is physically indistinguishable from an ordinary living person, while your ghost form possesses the same basic ectoplasmic physiology as the Ghost Species. The two forms can have different appearances, allowing you to maintain a separate identity if you wish.

You retain the biological needs of a human, including eating, drinking, and sleeping, although your ghost form can function without these necessities. Injuries carry over between forms, and transforming won't automatically repair damage you've sustained. Your supernatural abilities are purchased separately through the Ghost Powers section.

Perks

Perks related to their origins or species are 50% off, with their 100CP perks being free.

General Perks

Just Another Weird Day - 100 CP

Amity Park has a habit of making the impossible seem mundane. After you've seen a ghost possess the school principal or watched a giant spectral monster tear through the shopping centre, ordinary problems start looking rather manageable. Strange creatures, supernatural phenomena, and other bizarre occurrences no longer leave you stunned or struggling to comprehend what you're seeing. You can still experience fear, surprise, and genuine distress, but you'll find it much easier to keep your head when reality stops making sense. Once the excitement is over, getting back to your normal routine is rarely much trouble.

Ectoplasm Gets Everywhere - 100 CP

Between ectoplasmic slime, scorch marks, and the occasional unfortunate encounter with a ghostly digestive system, keeping things clean can be a nightmare. Fortunately, even the most stubborn messes are surprisingly easy for you to deal with. Dirt, stains, unpleasant odours, and other unwanted substances come away from your belongings with minimal effort, usually requiring nothing more than ordinary cleaning supplies. This even works on supernatural residues, provided they aren't actively enchanted or otherwise dangerous in their own right. Your clothes and personal possessions also resist everyday wear and tear, remaining presentable with surprisingly little maintenance.

A Double Life - 200 CP

Being a superhero is all well and good until you remember there's homework due tomorrow. Somehow, you've learned to juggle your responsibilities without letting everything fall apart. Whether you're maintaining a secret identity, working several jobs, or simply trying to find time for your hobbies, organising your schedule comes naturally to you. You can get through routine tasks more efficiently without sacrificing the quality of your work, leaving considerably more time for whatever else demands your attention.

You're also good at keeping different parts of your life separate. Unexpected absences are easier to explain, conflicting obligations rarely catch you completely unprepared, and people are less likely to notice minor inconsistencies in your routine. This won't protect a secret that's been exposed through actual evidence, but it should prevent most of the embarrassing slip-ups that come from trying to be in two places at once.

More Than Meets the Eye - 400 CP

Danny Fenton develops new ghostly abilities through experience, the Fentons routinely build inventions that defy conventional science, and Vlad Masters has spent years refining his powers into something genuinely formidable. You've got that same capacity to push beyond what everyone else considers possible.

Your natural potential is considerably greater than normal, and sustained practice produces results roughly twice as quickly. You also have a talent for discovering unconventional applications for your existing abilities. With enough time and experimentation, you can develop new techniques derived from skills, powers, or technologies you already possess, rather than acquiring unrelated abilities from nowhere.

Capstone Booster: Every 600 CP Perk you purchase receives its listed Capstone Boosted enhancement, regardless of Origin.

Human Perks

Alive and Kicking - 100 CP

For an ordinary human, you're in remarkably good health. Your immune system is more effective at fighting off disease, your stamina is somewhat better than average, and you recover from physical exertion without much difficulty. Minor injuries heal roughly twice as quickly as normal, while more serious wounds are less likely to develop infections or other complications. You still need to look after yourself, but maintaining your health takes considerably less effort than it does for most people.

No Vacancy - 200 CP

Ghosts have an unfortunate habit of treating living people like borrowed accommodation. Your body, however, isn't so easily occupied. Attempts to possess you encounter considerable resistance, and weaker spirits may find themselves unable to get a foothold at all.

Should something powerful enough manage to take control, you'll remain conscious of your surroundings rather than being suppressed or forced into helplessness. You can fight against the intruder's influence, occasionally wrest control of your body back, and potentially expel it altogether. A particularly powerful ghost might still require outside intervention to remove, but even then, it won't have an easy time keeping you subdued.

Not Dead Yet - 400 CP

The human body can survive some truly horrific injuries under the right circumstances, and yours seems determined to push that fact to its limits. Wounds that would ordinarily prove fatal are much less likely to kill you outright, giving you a fighting chance of surviving accidents, violent attacks, and other potentially lethal situations.

Your body is unusually good at keeping its vital functions operating under extreme conditions. Blood loss is slower to become fatal, damaged organs can continue functioning well beyond their normal limits, and the onset of shock is significantly delayed. Even when unconscious or critically injured, your body will fight to keep you alive until help arrives.

With proper medical treatment, you can recover from injuries that would normally be considered unsurvivable, although the process may be lengthy and could still leave lasting damage. This won't save you from complete bodily destruction or injuries that make continued life physically impossible.

You aren't immortal. You're just an absolute bastard to kill.

Ghost Perks

A Familiar Haunt - 100 CP

The Ghost Zone doesn't come with road signs, and asking the wrong person for directions can be a good way to get yourself eaten. Fortunately, you know your way around.

You're familiar with its major territories, prominent inhabitants, and the unwritten rules of ghostly society. You know whose territory you're trespassing on, where to find unusual services, and which local personalities are best avoided. This familiarity also helps you navigate other supernatural communities, quickly learning their customs and recognising their influential members.

Unfinished Business - 200 CP

Ghosts have a tendency to become obsessed with things. Some spend centuries pursuing revenge, while others devote their entire existence to a particular hobby, occupation, or personal ambition. You don't have to worry about falling into the same trap.

Your personality remains capable of growing and changing regardless of how long you live. Old grudges can be abandoned, interests can change, and even deeply held convictions can be reconsidered without fighting against centuries of accumulated habit. You can still become obsessive or stubborn, but those tendencies won't become permanent fixtures of your personality simply because you've lived with them for a long time.

Your memories also hold up exceptionally well over the years. Details may fade as they normally would, but even after centuries of existence, you'll still remember the people, places, and experiences that shaped your life.

The Dead Don’t Kneel - 400 CP

The Ghost Zone has seen its share of tyrants, and many have discovered that ruling over the dead is easier when their subjects don't have a choice. Between enchanted restraints, mind-controlling artefacts, and supernatural compulsions, there's no shortage of ways to make an unwilling ghost obey.

Those methods don't work particularly well on you. Attempts to bind your spirit, impose obedience, or interfere with your free will encounter fierce resistance. Weaker forms of control fail outright, while stronger methods struggle to maintain their hold. Even if overpowered, you remain aware of your actions and can fight to regain control.

This protection also works against magical, psychic, and technological mind control. It won't prevent ordinary imprisonment or someone threatening you into cooperation, but forcing you into supernatural servitude is another matter.

Half-Ghost Perks

Best of Both Worlds - 100 CP

Having two completely different bodies takes some getting used to, especially when one of them doesn't obey the usual laws of physics. You've adapted remarkably well to the experience. Switching between your human and ghost forms feels perfectly natural, with your coordination, balance, and physical awareness adjusting immediately to either body. Skills learned in one form carry over to the other wherever your anatomy permits, so you won't have to relearn how to fight or perform complicated movements every time you transform.

This familiarity also applies to any additional forms or alternate bodies you acquire in future worlds.

Medical Mystery - 200 CP

Being half human and half ghost presents some interesting medical complications. Fortunately, your unusual biology is remarkably receptive to treatment from either side of the equation.

Conventional medicine can treat injuries sustained in ghost form, while supernatural healing intended for spirits also works on your human body. Neither suffers reduced effectiveness simply because you're a hybrid. This compatibility extends to other kinds of healing you acquire or encounter, although the treatment must still be appropriate for the injury.

Perfectly Stable Accident - 400 CP

Combining human biology with ectoplasmic matter is hardly an exact science. Danny and Vlad were fortunate enough to survive their transformations, but Vlad's attempts to create additional half-ghosts demonstrated just how badly things can go wrong.

Your hybrid physiology is completely stable. Neither half of your existence can deteriorate or reject the other, and attempts to forcibly separate your human and ghostly natures encounter substantial resistance. Even equipment specifically designed to destabilise ectoplasmic organisms has a much harder time affecting you.

This stability becomes particularly useful when acquiring new forms or modifying your existing body. Biological enhancements, cybernetic implants, and supernatural transformations can coexist with your hybrid nature without causing complications merely because they originate from different sources. Incompatible modifications may still require adjustments before they can function together, but your existing nature won't introduce additional problems.

You can continue developing and altering yourself without having to worry that the accident which made you a half-ghost will eventually catch up with you.

Civilian Perks

Home Sweet Home - 100 CP

There's something reassuring about having a roof over your head and a steady paycheque, especially when the local property values keep taking a beating from supernatural disasters. You have a knack for finding affordable housing, securing reliable employment, and stretching your income further than most people could manage. Even in an unfamiliar town, it rarely takes long to establish a modest but comfortable living situation.

As long as you're willing to work and the local economy hasn't completely collapsed, you can generally keep yourself fed, housed, and financially stable. You won't be living in luxury, but having to choose between paying the rent and buying groceries should be a rare occurrence.

Good Neighbours - 200 CP

Never underestimate the value of knowing the people who live down the street. You find it easy to become part of a community, gradually earning the trust and friendship of those around you. Neighbours remember you fondly, colleagues are happy to see you, and even the occasional disagreement rarely turns into a lasting grudge.

The real benefit becomes apparent when something goes wrong. People you've established genuine relationships with are much more willing to help when you need it, whether that means offering temporary accommodation, lending you something useful, or checking on you after a disaster. You'll find that communities you're part of tend to pull together during difficult times rather than immediately turning on one another.

This goodwill has to be earned through ordinary interaction. People won't suddenly become your friends simply because you've moved into the neighbourhood, and abusing their generosity is a good way to lose it.

Time to Leave - 400 CP

When a twelve-metre ghost starts tearing through the shopping centre, the sensible thing to do is get out of its way. You're particularly good at doing exactly that.

In dangerous situations, you can quickly identify practical escape routes and navigate obstacles that might otherwise leave you trapped. Panicking crowds, blocked corridors, and unfamiliar buildings are much less likely to prevent you from reaching safety. You'll also recognise when an apparently safe route is about to become dangerous, giving you time to change direction before it's too late.

Your judgement remains reliable even when frightened, injured, or surrounded by chaos. You won't suddenly develop the ability to outrun a speeding car, but you'll have a much better chance of finding somewhere it can't reach you.

This talent is concerned with getting away from trouble, not fighting your way through it. If escape is genuinely impossible, you'll need to find another solution.

Still Here on Monday - 600 CP

Somehow, Amity Park's residents manage to survive ghost attacks, collapsing buildings, and whatever catastrophe happens to be threatening the town this week. You seem to have inherited their peculiar talent for making it through the worst of things without becoming another casualty.

As long as you're not deliberately putting yourself in danger, circumstances tend to favour your survival during accidents and large-scale disasters. Falling debris misses you by centimetres, a collapsing building leaves the room you're sheltering in relatively intact, and a rampaging monster is more likely to demolish the shop next door than the one you're standing inside. Even when you're caught in the middle of the destruction, there's usually some fortunate circumstance that keeps things from becoming fatal.

This protection is particularly effective against collateral damage, environmental hazards, and attacks aimed indiscriminately at large groups of people. It becomes considerably less reliable when someone is specifically trying to kill you, and deliberately exploiting your good fortune by taking reckless risks will only undermine it.

You might lose your belongings, your home, or your dignity in the process, but you're far more likely to survive the disaster itself. Sometimes that's enough.

Capstone Boosted — Nobody Gets Left Behind

Apparently, your good fortune is contagious. People travelling with you or sheltering under your protection benefit from the same tendency to escape otherwise deadly accidents. A group of civilians following you through a collapsing building might discover that the worst of the destruction always seems to fall just behind them, while a family taking shelter beside you could survive an attack that destroys most of the surrounding neighbourhood.

The protection works best for people you're actively helping or keeping safe, and becomes less reliable as the number of people involved increases. It won't protect an entire city merely because you declare everyone your responsibility, nor will it prevent enemies from deliberately targeting the people around you.

You don't have to be a superhero to save lives. Sometimes getting everyone out of the building before it comes down is heroic enough.

Ghost Hunter Perks

Don’t Touch That Button! - 100 CP

There's a reason most people keep their hands off the equipment at Fenton Works. Half the controls aren't labelled, and pressing the wrong button could result in anything from a mild electrical shock to an unexpected trip through the ceiling. Fortunately, you know how to handle the stuff.

You're thoroughly familiar with the operation and maintenance of ghost-hunting equipment, including ectoplasmic detectors, containment devices, and specialised weapons. Unfamiliar models are easy to figure out, and you can usually identify mechanical problems before they cause a serious malfunction. You're also capable of performing basic repairs and keeping temperamental machinery in working order, even when the original manufacturer apparently considered safety features an unnecessary expense.

Know Your Enemy - 200 CP

Ghosts are a varied bunch, and what works against one might be completely useless against another. You've developed an expert understanding of their physiology, behaviour, and supernatural abilities.

By observing a creature or examining evidence of its activities, you can gradually identify its capabilities, habits, and weaknesses. Unusual energy readings, recurring attack patterns, and other small details can reveal information that less experienced investigators would overlook. The same methods apply to unfamiliar supernatural species, although you'll still need opportunities to study them.

It Worked in the Garage - 400 CP

Jack and Maddie Fenton have built working ghost portals, ectoplasmic weapons, and enough strange machinery to make a respectable scientist question everything they know about physics. Their inventions might look ridiculous, but there's no denying that they work.

You've acquired comparable expertise in ectotechnology, allowing you to design, construct, and repair devices that interact with supernatural phenomena. Detectors, weapons, protective equipment, and containment devices are all within your capabilities, and you can accomplish an impressive amount with an ordinary workshop and suitable components.

More ambitious projects, particularly dimensional gateways and large-scale energy systems, still require development and resources. You can also investigate unfamiliar supernatural energies and determine how to incorporate their properties into working machinery.

Nothing Gets Away Forever - 600 CP

Ghosts can disappear through walls, escape into other dimensions, and generally make a mockery of conventional attempts to capture them. You've spent enough time dealing with these problems to become an exceptional supernatural hunter.

Tracking elusive creatures, anticipating their movements, and preparing traps are second nature to you. You're particularly good at exploiting a target's habits, gradually restricting

its options until escape becomes impractical. When it's time to make the capture, you can coordinate other hunters, exploit brief openings, and adapt when a plan goes wrong.

Your methods work against unfamiliar supernatural creatures, provided you have enough information to prepare and suitable equipment to affect them.

Capstone Boosted — There's Always a Bigger Thermos

After studying a creature's supernatural capabilities, you can develop practical ways of interfering with the powers it relies upon to escape or resist confinement. This might involve preventing teleportation, suppressing intangibility within a containment field, or stopping a shapeshifter from changing forms.

You can adapt existing equipment to exploit these weaknesses or determine what a purpose-built countermeasure would require. Constructing an entirely new device still requires the appropriate technical expertise, and particularly unusual powers may demand extensive experimentation.

Government Spook Perks

Official Business - 100 CP

There's something remarkably useful about having a government badge and knowing exactly what you're allowed to do with it. You're thoroughly familiar with the legal procedures, administrative loopholes, and jurisdictional boundaries that govern official investigations. Obtaining warrants, requesting access to restricted information, and dealing with uncooperative officials are all much easier when you know which regulations to cite.

You're also skilled at navigating the less glamorous side of government work, including classification procedures and the handling of sensitive documents. Even particularly stubborn bureaucrats will have trouble finding legitimate grounds to obstruct you when your paperwork is in order.

Standard-Issue Operative - 200 CP

Nobody joins a secret government agency expecting a particularly safe working environment, although the Guys in White probably should have reconsidered their uniform choices before getting into firefights with flying ghosts.

You've received the training expected of an experienced federal field operative, including firearms proficiency, close-quarters combat, defensive driving, and the use of specialised tactical equipment. You're comfortable working in dangerous environments, conducting armed raids, and coordinating with other agents during an engagement.

Your training also covers the practical side of field operations. Securing a perimeter, searching hostile buildings, handling suspects, and recognising potential ambushes are familiar procedures. You might not be the world's greatest soldier, but you're a capable professional who knows how to handle themselves when an investigation turns violent.

White Fang Protocol - 400 CP

Keeping tabs on ordinary criminals is difficult enough without having to account for people who can turn invisible or walk through walls. The Guys in White have invested heavily in surveillance technology and intelligence gathering, and you've become an expert at putting those resources to work.

You know how to conduct covert investigations, establish surveillance networks, and assemble detailed intelligence dossiers on individuals or organisations. Information gathered from public records, intercepted communications, informants, and surveillance equipment can be combined to reveal connections that aren't immediately apparent. You're especially good at uncovering secret identities, tracing hidden financial activities, and discovering what suspicious organisations are doing behind closed doors.

Large investigations are no trouble for you to manage. Separate teams can gather information without compromising one another's activities, and you're able to maintain a clear picture of an operation even when reports are arriving from several different sources.

These skills remain useful in other worlds, although you'll need access to appropriate intelligence sources. Even the best surveillance network can't report on something it has no means of observing.

National Security Priority - 600 CP

The Guys in White have convinced the government to fund experimental weapons, classified laboratories, and operations involving occasional invasions of another dimension. Clearly, somebody knows how to write a convincing budget proposal.

You've mastered the art of securing institutional support for ambitious projects. When an operation serves an organisation's interests, you find it much easier to obtain funding, personnel, equipment, and authorisation. You're skilled at identifying the departments with the resources you need and securing cooperation between them.

You still require an appropriate position or sufficient influence to make your requests, and no institution can provide resources it doesn't possess.

Capstone Boosted — Operation: White Wall

You excel at coordinating joint operations between different organisations. Intelligence agencies, military units, scientific departments, and logistical services can work together without being paralysed by arguments over jurisdiction.

Once you've established an operational plan, your subordinates can carry out their duties with relatively little supervision. Commanders make sensible decisions, logistical arrangements remain organised, and unexpected setbacks are less likely to derail the entire operation. Its success still depends on the personnel and resources available, but you won't need to personally manage every detail.

Mastermind Perks

Pillar of the Community - 100 CP

A respectable public image can hide a multitude of sins. Just ask Vlad Masters, whose charitable donations and business success have convinced most people that he's a wonderful

human being. You know how to cultivate a similarly favourable reputation, presenting yourself as a trustworthy, generous, or otherwise admirable figure.

Public appearances, interviews, and publicity campaigns are easy for you to handle, and you understand how to make your achievements stick in people's minds. A reputation you've spent time building won't collapse over a few unsubstantiated rumours, although credible evidence of wrongdoing can still ruin everything. Looking respectable is one thing. Actually being respectable is another.

I Know What You Want - 200 CP

Everyone has something they want badly enough to make questionable decisions. Penelope Spectra understood that perfectly, and you've developed a similar talent for recognising what makes people tick.

Through conversation and observation, you can identify someone's ambitions, insecurities, and personal weaknesses with remarkable accuracy. Knowing what motivates a person makes it much easier to influence their decisions, whether you're offering something they desperately want or exploiting something they're afraid to lose.

Your methods can be as subtle or unpleasant as you like. Flattery, carefully chosen promises, emotional manipulation, and blackmail are all perfectly viable approaches. None of this requires supernatural powers, and someone who recognises what you're doing can still refuse to play along.

Hostile Takeover - 400 CP

For all his personal failings, Vlad Masters knows how to make money. So do you.

You have the financial expertise of a highly successful businessman, with a particular talent for identifying profitable investments and acquiring valuable assets. Stock markets, corporate acquisitions, business negotiations, and the intricacies of commercial finance are familiar territory. You're especially good at recognising opportunities that others have overlooked, including struggling businesses that could become extremely profitable under new ownership.

You also understand how to structure your holdings to protect your interests. Subsidiaries, holding companies, offshore accounts, and other financial arrangements can be used to manage your assets or conceal your involvement in particular ventures. Whether you use these methods legally is your own concern.

Given sufficient capital and time, you could build a substantial business empire. Naturally, acquiring a company doesn't automatically make you an expert in whatever it produces, and even the most promising investments can fail.

The Long Game - 600 CP

A proper mastermind doesn't simply react to events. They arrange for things to happen, preferably without anyone realising who was responsible.

You excel at devising complicated schemes that unfold over months or years. Rather than treating each action as an isolated event, you can recognise how apparently unrelated developments might be used to advance a larger objective. You're adept at arranging

circumstances that encourage people to act in ways that benefit you, often without requiring them to understand your actual intentions.

Maintaining several schemes at once is no trouble, even when their individual objectives appear to have little in common. You can keep track of their progress, recognise which parts depend on others, and adjust your plans when circumstances change. You're also good at concealing the connections between your activities, making it difficult for outsiders to determine what you're ultimately trying to accomplish.

Your plans still depend on the information and resources available to you. Unexpected developments can ruin even careful preparations, and particularly unpredictable opponents may prove difficult to account for. Nevertheless, you'll rarely find yourself pursuing an objective without a clear understanding of how your current actions contribute towards achieving it.

Capstone Boosted — Heads I Win, Tails You Lose

Why settle for a plan that only works when everything goes right?

You can devise schemes in which several different outcomes advance your interests, even when those outcomes appear mutually exclusive. An apparent defeat might eliminate an inconvenient rival, expose information you wanted made public, or create an opportunity for another venture you've been quietly preparing.

The important difference is that these aren't merely backup plans. Each outcome represents a genuine benefit, deliberately arranged so that an opponent's success in one area can contribute to your objectives elsewhere.

Establishing these arrangements requires preparation, resources, and a reasonable understanding of the people involved. You can't simply declare that every possible outcome benefits you, and a sufficiently thorough opponent might manage to dismantle the entire scheme.

Still, there's something satisfying about watching your enemies celebrate their victory while you quietly collect the profits.

Ghost Powers

Ghosts and Half-Ghosts receive an additional 400 CP to spend exclusively on Ghost Powers. Regular CP may also be spent here, but any unused stipend is lost. Humans cannot purchase these powers unless another option grants them an appropriate supernatural nature.

Purchased powers begin at a functional level of proficiency and can be improved through practice.

Basic Ghost Abilities - Free

Your ectoplasmic nature provides the abilities commonly associated with ghosts. You can fly, become invisible, and pass through solid objects, using each ability independently. Your clothing and carried possessions can share these effects, while extending them to other people requires additional control.

You also possess enhanced strength, speed, reflexes, and durability, along with the ability to fire basic Ghost Rays that damage objects or knock opponents backwards. Injuries gradually heal as your ectoplasmic energy recovers.

Using these abilities consumes energy, particularly when maintaining several demanding effects simultaneously. Exhaustion can temporarily prevent you from using your more strenuous powers, while sufficiently powerful attacks and specialised ghost-hunting equipment remain dangerous.

Ghost Sense - 100 CP

A sudden chill running down your spine is often the first warning that something supernatural is nearby. You can detect ghosts and other spiritual presences, even when they're invisible, intangible, or hiding inside a living host.

Your warning usually manifests as a cold sensation accompanied by a faint puff of mist from your mouth. With practice, you can distinguish between nearby presences, although the sense won't automatically identify them. Areas saturated with ectoplasmic activity can make individual signals difficult to separate.

Spectral Body Control - 100 CP

Ectoplasm doesn't have to obey the same anatomical restrictions as flesh. Your body can stretch, flatten, compress, or twist into shapes that would be impossible for a human. You can also reshape individual limbs or replace your legs with the familiar ghostly tail.

These changes are useful for squeezing through confined spaces, reaching awkward places, and avoiding restraints. They don't change your overall mass or allow you to convincingly impersonate another person. More extensive transformations are covered by other powers.

Ghost Stinger - 100 CP

A sharp burst of ectoplasmic energy can be just as effective as a punch. You can deliver painful, stunning discharges through physical contact, disrupting an opponent's movements and potentially leaving them briefly incapacitated.

Your stings can eventually be projected over short distances or spread across a larger portion of your body. The effect is particularly useful for subduing opponents without causing extensive physical damage, although exceptionally durable creatures may shrug it off.

Despite its electrical appearance, this is an ectoplasmic stunning attack rather than genuine control over electricity.

Overshadowing - 200 CP

Few things are more unsettling than discovering someone else is driving your body. You can enter and possess living creatures, taking control of their movements and speech while remaining concealed within them.

An ordinary human is relatively easy to possess, although strong-willed individuals can resist or struggle against your influence. Other supernatural beings may prove more difficult, particularly if they possess abilities that protect their minds or spirits.

You can also inhabit inanimate objects, manipulating their physical movements where their construction allows it. Possessing a door might let you open and close it, for example, but inhabiting a computer doesn't automatically grant access to its software or stored information. That requires Technopathy.

Telekinesis - 200 CP

Physical contact is optional when you want to move something. By exerting ectoplasmic force, you can lift, push, pull, and manipulate objects from a distance.

Your initial lifting capacity is roughly equivalent to the weight of an adult human. Fine control takes concentration, particularly when handling several objects simultaneously, but the strength and precision of your telekinesis can improve with training.

The same force can be directed against living opponents, allowing you to push them away or hold them in place. Unlike Ectoplasmic Constructs, this ability manipulates existing matter rather than creating solid objects from your own energy.

Teleportation - 200 CP

Why bother crossing a room when you can simply appear on the other side? You can instantly move between locations without travelling through the space separating them.

Your initial range extends a few hundred metres, provided you can see your destination or know it well enough to visualise accurately. Rapid consecutive jumps consume considerable energy, especially when carrying additional passengers.

Greater distances become possible as your control develops. Crossing dimensional boundaries, however, requires a different ability.

Ghost Shield - 200 CP

Ectoplasmic energy can form protective barriers capable of stopping physical attacks and supernatural projectiles. You can create shields around yourself, extend them over nearby allies, or form temporary walls to block an opponent's path.

A small shield is relatively easy to maintain, while enclosing a large area requires significantly more energy. Repeated impacts weaken your barriers, and powerful attacks can break through them.

Advanced techniques may include reflecting projectiles or reinforcing a shield against particular forms of damage.

Ectoplasmic Constructs - 200 CP

Rather than releasing your ectoplasmic energy as a blast, you can shape it into solid objects. Weapons, tools, chains, and other relatively simple creations can be formed directly from your energy and dismissed when no longer needed.

Your constructs possess genuine physical substance while maintained, allowing them to interact with ordinary matter and supernatural beings alike. Larger objects require more energy, and complicated designs demand greater precision.

A spectral sword is straightforward enough. Creating a functional mechanical device requires an understanding of its components and how they operate.

Elemental Core - 200 CP

Your ghostly nature has developed an affinity for a particular element. Choose one of the following when purchasing this power:

- **Cryokinesis:** Generate and manipulate supernatural cold, freezing objects, creating ice, and releasing freezing blasts. With training, your abilities can approach those demonstrated by Danny Phantom and the ghosts of the Far Frozen.
- **Pyrokinesis:** Produce and control ghostly flames, whether as concentrated projectiles, continuous streams of fire, or blazing barriers.
- **Electrokinesis:** Generate and manipulate electricity, enabling lightning attacks, electrical interference, and the transfer of power into compatible machinery.

Each element must be purchased separately. You begin with reliable control over your chosen element, while more demanding techniques require practice.

Exorcism - 200 CP

Possession is considerably less effective when someone knows how to remove the unwanted occupant. You can channel ectoplasmic energy into a possessed person or object, forcing the invading spirit to separate from its host.

Direct contact provides the strongest effect, although projecting your influence over short distances is possible with practice. Weak spirits can be expelled almost immediately, while stronger entities may require a sustained struggle. The technique doesn't automatically injure the possessed host.

Monstrous Transformation - 200 CP

Your normal ghost form isn't necessarily your most dangerous one. Like Cujo or Princess Dorathea, you can assume a larger, more physically formidable appearance when the situation calls for it.

Choose the appearance of your transformed state when purchasing this power. It might resemble a hulking monster, a monstrous animal, or some other intimidating creature. Whatever its appearance, the transformation increases your physical strength, durability, and the effectiveness of any natural weapons it possesses.

The additional power comes with greater energy consumption, and your transformed state doesn't automatically grant unrelated supernatural abilities.

Duplication - 400 CP

Vlad Masters has demonstrated that dealing with one powerful ghost is bad enough without having to fight several identical copies. You can create ectoplasmic duplicates of yourself, each capable of moving and acting independently.

Initially, you can maintain one duplicate alongside your original body. Your available energy is shared between them, leaving each somewhat weaker than you would be alone. Your copies possess your memories and supernatural abilities, although they cannot independently create further duplicates.

All copies remain connected to your consciousness, and their experiences are retained when they merge back into your body. A duplicate that suffers sufficient damage dissipates, while the original remains intact.

Master of Faces - 400 CP

Amorpho has made quite a reputation for himself by impersonating other people. Your ectoplasmic body is similarly capable of assuming almost any appearance you can imagine.

You can reproduce another person's features, voice, and apparent clothing with impressive accuracy, provided you've had a reasonable opportunity to observe them. Entirely original appearances are also possible, although extreme changes in size or mass are more difficult.

Unlike basic Spectral Body Control, these transformations allow convincing impersonation rather than simple changes in shape. You don't gain the memories, skills, or supernatural abilities of whoever you're imitating.

Technopathy - 400 CP

Nicolai Technus has a habit of turning perfectly harmless machinery into a public menace. You've acquired the same ability to communicate with and control technology through ectoplasmic energy.

Electronic devices respond to your will, allowing you to operate them remotely, interfere with their functions, or possess them outright. While inhabiting a machine, you can manipulate its components and channel energy through it to enhance its performance.

You can also travel through compatible electronic networks, emerging through connected devices. Isolated systems require an established connection, and sophisticated security measures may resist your interference. Unfamiliar machinery can be controlled once you've learned enough about how it operates.

Dream Weaver - 400 CP

The sleeping mind is a world of its own, and you've learned how to enter it. You can project your consciousness into another person's dreams, observe their experiences, and reshape the dream environment.

Within a dream, you can create convincing illusions, alter the surroundings, or confront the dreamer directly. You can also encourage nearby people to fall asleep, although determined or supernaturally protected targets may resist.

With practice, your influence can encompass multiple sleepers, allowing you to construct shared dreams or manipulate several dreamscapes simultaneously.

Nature’s Wrath - 400 CP

Undergrowth demonstrated just how dangerous ordinary vegetation can become when it stops behaving itself. You can manipulate plant life through ectoplasmic energy, accelerating its growth and directing its movements.

Roots can tear through concrete, vines can restrain opponents, and entire patches of vegetation can become extensions of your will. Plants under your influence may also develop unusual structures or grow far beyond their natural limits.

Dense vegetation provides plenty of material to work with, while barren environments leave you at a disadvantage. Unfamiliar forms of botanical life may require some experimentation before you can control them effectively.

Feed the Obsession - 400 CP

Ember draws strength from adoration, Spectra feeds upon misery, and Nocturn harvests the power of dreams. You have a similar means of sustaining your ectoplasmic energy.

Choose a particular emotion, experience, or form of attention when purchasing this power. Exposure to your chosen source replenishes your energy and temporarily strengthens your supernatural abilities.

The effect grows with the intensity and number of suitable sources nearby. Feeding can be harmless, although draining excessive emotional or psychic energy may leave those affected exhausted.

Thirteen's Shadow - 400 CP

Johnny 13 travels with a rather unpleasant companion: a shadow capable of bringing misfortune to almost anyone unfortunate enough to cross its path.

Your shadow can separate from your body and move independently across surfaces while remaining connected to your awareness. It can interfere with physical objects and curse targets it touches with supernatural bad luck.

The curse manipulates probability, causing accidents that appear entirely plausible. Equipment malfunctions, someone loses their footing, or a minor inconvenience becomes a serious problem. You can choose the victim, but the precise misfortune remains unpredictable.

Ectoplasmic Reconstruction - 400 CP

Ordinary ghosts can recover from injuries, but your body takes that ability considerably further. Like Nocturn or Undergrowth, you can reconstruct yourself after suffering tremendous physical damage.

Lost limbs regenerate rapidly, severe injuries repair themselves, and even the destruction of most of your ectoplasmic body need not be fatal. As long as enough of your supernatural essence survives, you can eventually rebuild your form.

Recovering from near-total destruction consumes enormous amounts of energy and may leave you weakened for some time. Complete annihilation of your essence remains fatal, and specialised containment methods can interfere with the process.

Hypnotic Performance - 400 CP

Ember McLain discovered that a good performance can do considerably more than attract an audience. Your performances carry a supernatural influence capable of affecting the thoughts and emotions of those experiencing them.

Choose a form of performance when purchasing this power, such as singing, playing an instrument, or dancing. Those exposed become increasingly susceptible to emotional manipulation and hypnotic suggestions.

An extended performance can influence large audiences, potentially encouraging an entire crowd to act according to your instructions. Strong-willed individuals may resist, and interrupting the performance can weaken or break your influence.

Ghostly Wail - 600 CP

Danny Phantom's Ghostly Wail is one of the most destructive attacks ever demonstrated by a half-ghost, capable of overwhelming enemies who would otherwise shrug off his ordinary powers.

You can release a devastating wave of ectoplasmic energy through your voice. The resulting sonic blast can shatter buildings, tear through defensive barriers, and inflict tremendous damage on supernatural opponents.

You can direct the attack into a concentrated blast or spread it across a wider area. Its greatest weakness is the enormous amount of energy required. A full-powered Wail can leave you almost completely exhausted, potentially forcing a Half-Ghost back into human form.

Greater control allows you to produce weaker, more efficient versions without sacrificing the ability to unleash its full destructive force when necessary.

Riftwalker - 600 CP

Wulf doesn't need machinery to travel between the human world and the Ghost Zone. He simply tears open a passage and steps through. You've developed the same remarkable ability.

You can create temporary portals connecting the physical world and the Ghost Zone, allowing yourself and others to travel between them. These passages remain open for as long as you maintain them and can be closed at will.

With practice, you can improve their range and accuracy, reaching distant locations in either dimension. Other supernatural realms may also become accessible once you've studied their relationship to your current reality.

Lord of the Storm - 600 CP

Vortex treated the weather as his personal playground, creating storms capable of devastating entire cities. You possess a similar command over atmospheric conditions.

Rain, fog, wind, lightning, and changes in temperature can all be produced or manipulated through ectoplasmic energy. You can summon violent thunderstorms, redirect existing weather systems, or create pockets of unusual conditions within a larger area.

Your initial influence extends across an area roughly the size of a town. Greater mastery allows you to produce stronger weather events or maintain control over considerably larger regions. The ability requires a suitable atmosphere to manipulate.

Written into Reality - 800 CP

The Ghost Writer possessed an unusual ability to make the events of his stories come true. Your own writing can impose a similar influence upon the world.

By composing a story, you can draw nearby people and places into its narrative. The surroundings may change to match your chosen setting, while those caught within your influence find themselves pressured to fulfil particular roles or follow the events you've written.

The effect is strongest when your story has a clear structure and consistent rules. Contradictions, unexpected developments, or characters resisting their assigned roles can weaken your control. More elaborate narratives require greater energy to maintain, and the scope of your influence expands with practice.

Your Wish Is My Command - 800 CP

Desiree demonstrated that wishes can be dangerous things, particularly when the person granting them enjoys finding loopholes. You've acquired a similar talent for making other people's desires reality.

When someone makes a genuine wish directed towards you, you can alter reality to fulfil it. The result must reasonably relate to the request, but ambiguous wording leaves considerable room for interpretation.

Small wishes require little effort, while larger changes consume substantially more ectoplasmic energy. Your capacity grows with practice, although particularly extravagant wishes may exceed your abilities.

Once you've knowingly accepted a clearly expressed wish, you're compelled to attempt its fulfilment. You can influence how it manifests, but you cannot simply refuse. Nor can you grant your own wishes.

Master of Time - 1000 CP

Clockwork's command over time places him among the most formidable entities in the Ghost Zone. You've acquired the beginnings of that same power.

You can manipulate time within a limited area, accelerating, slowing, or briefly stopping its passage. Objects and creatures caught within your influence experience the altered flow of time, while you remain unaffected unless you choose otherwise.

You can also reverse recent events within a small area, returning objects or local circumstances to an earlier state. Reversing complicated events requires greater effort, particularly when several living beings are involved.

With mastery, you may eventually travel into the past or future, create temporal passages, and influence increasingly large portions of a timeline. You don't begin with Clockwork's knowledge of possible futures or his authority over time itself.

Items

Items related to their origins are 50% off, with their 100CP items being free.

General Items

Fenton Phones - 100 CP

These little green earpieces have helped Danny, Sam, and Tucker coordinate their adventures on more than one occasion. You receive six Fenton Phones, each capable of maintaining wireless communication without requiring a telephone network or external infrastructure.

The Phones work across the barrier separating Earth from the Ghost Zone and filter out supernatural interference, including hypnotic sounds such as Ember McLain's music. Each

earpiece adjusts to fit its wearer, requires no charging, and returns after a day if lost or destroyed.

Ghost Gabber - 100 CP

Jack Fenton's Ghost Gabber was designed to translate the strange sounds made by ghosts into understandable speech. Its original performance was somewhat questionable, frequently adding unnecessary threats to perfectly innocent statements.

Your version actually works. The handheld device translates ghostly noises and unfamiliar supernatural vocalisations into a language you understand, and can interpret your own speech for creatures communicating through similar sounds.

It learns unfamiliar forms of communication through exposure, although written languages and forms of communication without an audible component remain beyond its capabilities. An optional setting also adds "Fear me" to the end of every translated sentence.

Blood Blossoms - 200 CP

Long before Jack and Maddie started building ectoplasmic weapons, people had already discovered that certain plants could make life miserable for ghosts. Blood Blossoms were used as primitive ghost traps centuries ago, and they're still effective today.

You receive fifty Blood Blossom seeds and a gardening kit. Mature blossoms release a reddish vapour that causes intense pain to nearby ghosts and interferes with their supernatural abilities. Arranging several flowers around an area creates a barrier most ghosts struggle to cross.

The seeds replenish each week and grow in ordinary soil with suitable care. Their effects don't distinguish between friendly and hostile spirits, so Half-Ghosts may want to return to human form before approaching a particularly large arrangement.

Johnny 13’s Motorcycle - 200 CP

Johnny 13 might be capable of flying under his own power, but that hasn't stopped him from spending most of his afterlife riding around on a motorcycle.

You receive a ghostly motorcycle modelled after Johnny's bike. It can fly, drive along walls and other vertical surfaces, and release ectoplasmic blasts from its headlight. It requires no fuel and handles the Ghost Zone's unusual terrain as easily as ordinary roads.

The motorcycle can carry a passenger and responds to your commands as though you were an experienced rider. You can summon it from elsewhere in the same world, provided there's an accessible route for it to follow, and any damage repairs itself overnight.

Amulet of Aragon - 400 CP

The Amulet of Aragon is an ancient necklace associated with the royal family of a medieval kingdom in the Ghost Zone. Its enchantment transforms the wearer into an enormous dragon whenever their emotions become sufficiently intense.

Your dragon form possesses tremendous strength, armoured scales, sharp claws, powerful wings, and the ability to breathe ghostly fire. Anger and emotional distress can trigger the transformation involuntarily, although practice allows you to change forms deliberately and maintain control of yourself.

Removing the necklace immediately ends the transformation. The amulet works equally well for Humans, Ghosts, and Half-Ghosts.

Skeleton Key - 400 CP

Vlad Masters went to considerable trouble to acquire the Skeleton Key, an ancient artefact capable of opening practically anything that was meant to stay shut. He eventually used it to release Pariah Dark, which turned out to be a spectacularly poor decision.

This glowing green key can open conventional locks, supernatural seals, and enchanted prisons, changing shape to fit whatever mechanism you're attempting to bypass. Even passages protected by powerful ghostly enchantments are vulnerable to its influence.

The key must be used on an existing lock or sealed entrance rather than creating a passage where none exists. Opening a door also won't necessarily disable whatever traps or security measures await you on the other side.

If lost, the key returns to your possession the following morning.

Pandora’s Box - 600 CP

Pandora created this box to imprison the supernatural evils that once plagued the Ghost Zone. Unfortunately, the Box Ghost eventually stole it and demonstrated why it was supposed to remain closed.

You receive Pandora's Box, complete with its imprisoned horrors and two settings: Spew and Reclaim. Opening it while set to Spew releases supernatural creatures and calamities, with increasingly dangerous consequences the longer it remains open.

The box contains an immense quantity of supernatural energy that you can draw upon to strengthen your existing abilities. Doing so also encourages aggression and makes restraint increasingly difficult.

Reclaim draws the box's released horrors back inside, but cannot automatically capture unrelated ghosts or creatures. Its inhabitants aren't obliged to obey you, and its collection replenishes between Jumps.

Infi-Map - 600 CP

The Ghost Zone contains countless passages leading to distant places, strange realms, and occasionally different periods of history. Keeping track of them would be almost impossible without the Infi-Map.

This enchanted scroll charts the Ghost Zone and its connections to the physical world, updating itself as those passages change. Concentrating on a destination causes the map to identify a suitable route, sometimes carrying you and anyone holding onto it through the Ghost Zone at remarkable speed. It can also activate hidden entrances along established passages.

The map occasionally leads travellers towards where they need to be rather than where they intended to go, which can prove either helpful or thoroughly irritating.

Unlike Riftwalker, the Infi-Map cannot freely create new dimensional connections. Its strength lies in finding and navigating existing routes, some of which may lead to different historical periods. Where the Ghost Zone lacks a natural passage network, a limited collection of routes will exist for the map to navigate.

Time Medallion - 600 CP

Clockwork's Time Medallions allow their wearers to exist outside their proper place in history without immediately being erased by changes to the timeline.

Your medallion anchors you to your original point in time, allowing deliberate journeys into the past or future of your current world. You remain physically present in whichever period you visit, and removing the medallion returns you to your point of departure.

The enchantment also protects your memories and personal history from alterations to the timeline. Even if someone changes the past, you'll remember the original events rather than being rewritten alongside everyone else. External attempts to freeze or accelerate you through temporal manipulation are similarly ineffective.

The medallion doesn't grant Clockwork's ability to stop time, reverse local events, or selectively age other creatures. Nor does it reveal what will happen in the future.

Soul Shredder - 800 CP

The Fright Knight's enormous green sword has terrorised the Ghost Zone for centuries. Those unfortunate enough to be struck by its blade can find themselves trapped in a dimension where their worst fears become reality.

Your Soul Shredder can injure physical and incorporeal opponents alike. A successful cut can banish its victim into a personal nightmare realm, where their fears manifest as tangible threats. Prisoners remain trapped until the enchantment is broken or they discover some extraordinary means of escape.

The sword can deflect ectoplasmic attacks and project ghostly energy. With sufficient mastery, planting the blade in the ground allows you to summon enormous ectoplasmic storms that spread fear and monstrous transformations across the surrounding region. Such storms are difficult to control once unleashed.

Sheathing the blade in a pumpkin and performing the appropriate sealing ritual suppresses its supernatural effects and releases those imprisoned within its nightmare realms. The weapon doesn't automatically grant the Fright Knight's considerable fighting experience.

Fenton Ecto-Skeleton - 800 CP

Jack and Maddie Fenton built the Ecto-Skeleton to give its wearer enough power to challenge even the strongest ghosts. Danny eventually used it against Pariah Dark, although the experience nearly killed him.

You receive a mechanised combat suit capable of amplifying the wearer's physical abilities by up to one hundred times, providing immense strength, speed, and durability. Its thrusters allow high-speed flight, while a neural interface makes the machine respond directly to the pilot's movements.

Ghosts and Half-Ghosts can channel their supernatural abilities through the suit, amplifying those powers alongside their physical attributes. Human pilots receive the physical enhancements and flight capabilities without needing ghost powers of their own.

The Ecto-Skeleton's greatest weakness is its enormous energy consumption. Operating at full output drains the pilot's stamina dangerously quickly and may cause serious injury or death. Lower settings are considerably safer.

The suit repairs ordinary damage after several days of inactivity. Its limitations can potentially be addressed through technological upgrades, provided you have the necessary expertise and equipment.

Reality Gauntlet - 1200 CP

The Reality Gauntlet is among the most dangerous artefacts ever encountered in Amity Park. Freakshow used it to transform people, bring objects to life, and reshape the world around him.

You receive the complete Gauntlet and its four gemstones. The Gem of Form transforms matter, the Gem of Life animates objects or alters living beings, and the Gem of Fantasy brings imagined creations into existence. The fourth gemstone supplies the power necessary for the others to function together.

With all four stones installed, you can reshape reality through deliberate thought. Buildings can be transformed, creatures created, memories altered, and entire environments changed according to your intentions. Unlike the Ghost Writer's abilities, your alterations don't require a written narrative.

The Gauntlet begins with enough strength to make substantial changes across an area roughly the size of a neighbourhood. Larger and more complicated alterations require increasing effort and concentration, with your control improving through practice.

Its greatest weakness is the artefact itself. Removing gemstones disrupts its combined power, while sufficiently powerful attacks can damage or destroy it. You must also deliberately invoke its abilities rather than relying on them to protect you automatically.

Regalia of the Ghost King - 1600 CP

Pariah Dark once ruled the Ghost Zone with two ancient artefacts: the Crown of Fire and the Ring of Rage. Together, they made him powerful enough to terrify even the strongest ghosts.

You receive both relics, each adjusting to fit its wearer. The Crown burns with supernatural green flames, while the Ring resembles an emerald skull with glowing red eyes. Their true strength manifests only when worn together.

The combined Regalia grants immense physical strength, durability, stamina, and ectoplasmic energy reserves. Existing ghostly abilities become vastly more powerful, while the wearer can also channel the Regalia's energy into destructive blasts and formidable defensive fields.

Although the relics are said to grant infinite power, their practical benefits are an extraordinary supply of supernatural energy rather than unrestricted control over reality. They amplify existing abilities instead of granting every supernatural power imaginable.

Humans receive the Regalia's physical enhancements and ectoplasmic energy, while Ghosts and Half-Ghosts can also strengthen their existing powers. The Ring encourages anger and aggression during prolonged use, although this influence can be resisted.

Removing either relic immediately ends their combined enhancement. The Regalia cannot automatically strengthen unrelated technology or magical artefacts, and even its wielder remains vulnerable to opponents who can separate the two pieces.

Civilian Items

Nasty Burger Meal Card - 100 CP

For a restaurant with a name like Nasty Burger, it's surprisingly popular with the residents of Amity Park. You receive a lifetime membership card entitling you to free food and drinks at any Nasty Burger location, with enough food for yourself and up to four other people whenever you visit.

At least one Nasty Burger will operate reasonably close to wherever you settle in future Jumps, adapting its menu to locally available ingredients while retaining its signature burgers and questionable branding.

Doomed! Gaming Setup - 200 CP

Danny and Tucker are devoted players of Doomed, an online multiplayer game involving thirteen levels, seven mysterious keys, and more than a few opportunities to get yourself killed.

You receive a powerful gaming computer, comfortable furniture, and peripherals suited to your preferences. Doomed comes preinstalled with an offline mode and local multiplayer support. Any other games or digital media you install remain available between Jumps, along with your saved progress.

The hardware automatically improves to remain comparable to a high-end consumer gaming system in each new world. It also functions without modern electrical infrastructure, although external networks still require a compatible connection.

Family Holiday RV - 400 CP

The Fenton Family Ghost Assault Vehicle might be one of the most heavily armed recreational vehicles ever built. This version has been stripped of its weapons, leaving you with a comfortable motorhome that won't accidentally launch a missile when you turn on the windscreen wipers.

The RV has sleeping accommodation for six people, a kitchen, bathroom, entertainment system, and plenty of storage. Its engine is unusually reliable, handles difficult roads surprisingly well, and replenishes its fuel while parked. Its water and electrical systems also function independently of external connections.

Damage repairs itself over the course of a week when the vehicle isn't being used, and routine maintenance is rarely necessary. You can repaint or customise it, although it possesses none of the Ghost Assault Vehicle's weapons or defensive equipment.

The Manson Residence - 600 CP

Sam Manson's family is absolutely loaded, although she'd probably prefer it if nobody brought that up. Their enormous house has just about every luxury you could ask for, including a private cinema and bowling alley. You've acquired a residence modelled after theirs.

The property comes fully furnished, with spacious living areas, multiple bedrooms, a modern kitchen, private cinema, bowling alley, and enough additional rooms to accommodate a large family or numerous guests. You're free to renovate or redecorate.

Property taxes, insurance, utilities, and ordinary maintenance expenses are permanently covered. Minor damage repairs itself overnight, while more extensive damage is repaired within a week.

The residence appears in a suitable location of your choosing in each new Jump, legally recognised as your property. It doesn't include the Manson family's fortune or household staff, but you'll have a comfortable place to enjoy whatever wealth you acquire yourself.

Ghost Hunter Items

Fenton Finder - 100 CP

The Fenton Finder is a handheld tracking device that uses satellite data and ectoplasmic sensors to locate nearby ghosts. It provides spoken directions towards detected targets, accompanied by a sarcastic electronic voice that seems unnecessarily fond of insulting its operator.

Your Finder can locate ghosts and Half-Ghosts even when they're invisible, displaying their approximate distance and direction. It can also record individual ectoplasmic signatures, allowing you to distinguish previously encountered targets from other spirits.

Without satellite coverage, the Finder relies on its own sensors at reduced range. It recharges automatically when not in use, although its personality unfortunately cannot be disabled.

Fenton Thermos - 200 CP

The Fenton Thermos might resemble an ordinary drinks container, but it's one of the most effective ghost-catching inventions ever produced by Fenton Works. Pressing a button releases a beam that draws ghosts into an ectoplasmic containment field, trapping them regardless of physical size.

Multiple ghosts can be stored and released when desired. The Thermos also has a reverse-polarity setting capable of sealing unstable portals between the physical world and Ghost Zone.

Most ordinary ghosts can be contained indefinitely, although exceptionally powerful occupants may eventually break free. The device recharges between uses and repairs ordinary damage after a day of inactivity.

Fenton Family Ghost Assault Vehicle - 400 CP

Jack Fenton has somehow turned an ordinary recreational vehicle into a heavily armed ghost-hunting machine, complete with enough buttons to make every journey a potential disaster.

You receive a fully operational Ghost Assault Vehicle equipped with ectoplasmic blasters, a freeze ray, electrical cannon, and extendable mechanical arm fitted with a rotating blade. Its navigation equipment assists with tracking targets, while an external ghost shield protects the vehicle and its occupants. Sustained attacks can eventually exhaust the shield.

Other features include reinforced bodywork, replacement wheel treads, loudspeakers, and emergency ejector seats with parachutes. The vehicle retains basic sleeping accommodation and bathroom facilities, although comfort clearly wasn't Jack's priority.

Fuel, ammunition, and replacement parts must still be supplied, and keeping its specialised equipment in working condition requires ordinary maintenance.

Fenton Ghost Portal - 600 CP

Jack and Maddie Fenton spent years attempting to construct a gateway to the Ghost Zone, eventually succeeding with an enormous machine installed in their basement. Their success wasn't entirely without consequences, as Danny would eventually discover.

You receive a fully functional Fenton Ghost Portal housed in an underground laboratory. The machine creates a stable, two-way passage large enough for people, vehicles, and equipment, and can remain operational indefinitely without requiring your presence.

The laboratory includes monitoring equipment, a workshop, security systems, and the tools necessary to maintain the Portal. A replenishing supply of ecto-filtrators is also provided, although they still need to be replaced periodically to prevent malfunctions.

The facility can be attached to a property you own or established separately in a suitable location. Unlike Riftwalker, the Portal provides a permanent, independently operating gateway suitable for regular transportation and large-scale expeditions.

Government Spook Items

Standard-Issue Accessories - 100 CP

Every agent of the Guys in White needs a proper uniform. You receive a tailored white suit, black tie, matching gloves, shoes, and the obligatory dark sunglasses. The outfit is comfortable, stain-resistant, and durable enough to survive the occasional scuffle.

The sunglasses transform into infrared goggles, while your wristwatch doubles as a ghost detector that alerts you to nearby ectoplasmic activity. An earpiece provides secure communications with compatible equipment, and everything looks ordinary until activated.

Your accessories recharge automatically, and the uniform repairs minor damage overnight. Unlike the Fenton Finder, the watch cannot identify or track individual ghosts.

Agency Weapons Package - 200 CP

Government funding has its advantages, particularly when someone has apparently approved an entire catalogue of concealed anti-ghost weaponry.

Your arsenal includes an ectoplasmic pistol, a larger weapon that fires restraining energy webs, a pen-sized blaster, and cufflinks concealing mechanical cutting weapons. You also receive a portable ghost-shield generator disguised as a small white cube.

The weapons affect physical and ectoplasmic targets alike, while the energy webs temporarily restrain ghosts and interfere with their ability to become intangible. The shield protects several people but drains quickly under sustained attacks.

Everything comes with suitable carrying cases and rechargeable power supplies. Damaged equipment repairs itself after several days of inactivity.

Intangibility Suit - 400 CP

The Guys in White eventually worked out that catching ghosts becomes considerably easier when you can follow them through walls. Their solution was a specialised suit capable of imitating several basic ghost abilities.

Your suit resembles the agency's white uniform, with advanced machinery concealed beneath the fabric. It grants flight, invisibility, and intangibility, each of which can be activated independently or combined as necessary. Its protective systems also provide resistance to physical impacts and ectoplasmic attacks.

The suit runs on a rechargeable power supply, with prolonged flight and simultaneous use of multiple functions draining its reserves more quickly. It can recharge from an electrical connection or recover power slowly while inactive.

Unlike actual ghost physiology, it doesn't grant enhanced strength, regeneration, or ectoplasmic attacks. It adjusts to fit your body and repairs ordinary damage over several days.

Guys in White Headquarters - 600 CP

The Guys in White might struggle to catch a teenage ghost, but they certainly haven't been neglected when it comes to government spending. Their headquarters is filled with surveillance equipment, classified records, and enough security systems to suggest somebody is expecting a rather unpleasant visitor.

You receive a headquarters modelled after their facility, complete with an operations centre, administrative offices, secure communications equipment, and an intelligence-processing system. It also contains interrogation rooms, evidence storage, a briefing theatre, and a garage for several vehicles.

An Ecto Intruder Alert system monitors the building for supernatural activity, while reinforced entrances and automated defences protect it against intruders. Secure evidence vaults can store dangerous artefacts, although they aren't substitutes for specialised ghost-containment chambers.

The headquarters has its own power supply and an encrypted communications network capable of operating across planetary distances. Its computers can organise intelligence gathered by your personnel, but won't automatically provide access to classified information belonging to other organisations.

The facility can appear above ground or concealed beneath an existing structure. It provides the building and installed equipment, but no employees, official authority, or automatic access to government resources.

Mastermind Items

Freakshow’s Book of Ghostly Artefacts - 100 CP

Freakshow's family has spent generations collecting information about the strange artefacts found throughout the Ghost Zone. He's even written a book about them, and you've acquired a copy.

The book describes numerous supernatural objects, including the Reality Gauntlet, with information on their properties, histories, and methods of operation. Better-documented entries may contain clues about where an artefact was last seen or how its powers can be countered.

It gradually acquires information about unfamiliar supernatural artefacts you encounter in future worlds, with entries becoming more detailed as you investigate. It won't automatically reveal every hidden treasure or tell you where to find something you've never encountered.

Plasmius Maximus - 200 CP

Vlad Masters developed the Plasmius Maximus to deal with an inconvenient opponent who possessed almost exactly the same powers as himself.

This handheld device resembles an electrical weapon fitted with two glowing green prongs. Striking a Half-Ghost temporarily disables their supernatural abilities, forcing them into human form and preventing further transformations for three hours.

Even powerful Half-Ghosts are vulnerable, although landing a hit can be difficult. Full ghosts may suffer temporary disruption of their abilities, but cannot be forced into a human form they don't possess.

The device uses rechargeable energy, and its effect can disrupt comparable transformations and powers dependent on a spiritual or ectoplasmic component. Unrelated magical or biological abilities remain unaffected.

Crystal Ball Staff - 400 CP

Freakshow's family heirloom is a crimson staff topped with a crystal ball held in the claws of a decorative bat. Its appearance makes it an excellent carnival prop, although its real purpose is rather less entertaining for anyone on the receiving end.

Ghosts and Half-Ghosts who look directly into the crystal can fall under its hypnotic influence, becoming susceptible to the wielder's commands. Multiple victims can be controlled simultaneously, and their obedience persists even after they leave your immediate presence.

The crystal can also display images of ghosts you're searching for or have already brought under your influence, making it useful for monitoring their activities.

Powerful mental defences can resist the hypnosis, and strong-willed victims may eventually break free, particularly when reminded of their identities. Damaging the crystal disrupts its influence, while destroying it releases everyone currently under your control.

Vlad’s Cloning Laboratory - 600 CP

Vlad Masters will eventually become obsessed with creating the perfect Half-Ghost clone of Danny Phantom, producing numerous failed experiments before developing Danielle, a functioning but unstable hybrid. You've acquired a laboratory based on the facilities he would eventually use for that research.

The laboratory contains incubation chambers, genetic analysis equipment, ectoplasmic processors, and machinery for growing artificial bodies. It also includes copies of Vlad's eventual research, detailing his experiments and the problems responsible for his failures.

Given suitable biological samples, you can produce clones of living organisms. Reproducing supernatural hybrids is more difficult, requiring ectoplasmic manipulation and research into the original subject's unusual physiology. Proper calibration and high-quality samples are particularly important when attempting to create stable Half-Ghosts.

The laboratory contains equipment for monitoring and treating ectoplasmic instability, allowing you to investigate deteriorating clones and develop methods of correcting their condition. With sufficient research, you may eventually achieve consistent results.

Every clone created using this laboratory is guaranteed to be loyal to you, regardless of who operates the machinery. They remain independent individuals with their own minds, personalities, and ambitions rather than unquestioning puppets.

A modest supply of ectoplasm and ordinary laboratory consumables replenishes weekly, although larger experiments require additional resources. The facility can be established independently or incorporated into a property you own, and its machinery can be adapted to study unfamiliar supernatural biology.

Companions

Ten years is a long time to spend in Amity Park, especially when the local ghosts seem determined to make every other Tuesday a disaster. Fortunately, there's no shortage of interesting people to meet, and some of them might even be willing to accompany you when your time here comes to an end.

Import/Create - 200 CP

Why not bring some familiar faces along for the ride? You may import up to eight existing Companions, providing each with an appropriate identity and history in this world. Alternatively, you may create new Companions to fill any unused slots.

Each Companion receives 600 CP to spend on their own build, including a choice of Origin and Species. Ghosts and Half-Ghosts receive the usual 400 CP stipend for Ghost Powers. Imported Companions retain their previous abilities and possessions, while created Companions begin with whatever capabilities their purchases provide.

This option may be purchased multiple times, with each purchase allowing another eight Companions to be imported or created.

Canon Companion - 200/400/600 CP

Perhaps you've taken a liking to one of the locals and would prefer not to leave them behind when your ten years are up. You may select any existing character from Danny Phantom to become a Companion, with the price determined by their capabilities.

Ordinary humans and relatively harmless ghosts cost 200 CP, while experienced ghost hunters, powerful spirits, and other dangerous individuals cost 400 CP. Particularly formidable characters, such as Danny Phantom, Vlad Masters, or the Fright Knight, cost 600 CP.

Beings whose abilities or responsibilities place them far beyond the rest of the setting, such as Clockwork or Pariah Dark, cannot be purchased through this option.

Your chosen character retains their existing powers, personality, and memories. Circumstances will allow you to establish a genuine relationship with them, and they'll willingly agree to accompany you by the end of the Jump. They won't become blindly obedient or abandon everything they believe in simply because you've spent CP.

This option may be purchased multiple times.

Morbid Curiosity - 50 CP

A pale, dark-haired girl with a fondness for black clothing and a facial expression that rarely changes, even when confronted with something genuinely horrifying. Her family operates a funeral home in Amity Park, which might explain her fascination with death, although it doesn't explain why she seems so disappointed whenever a corpse stays dead.

She's an accomplished fencer, plays the cello beautifully, and has an unnerving talent for investigating things that other people would rather leave alone. Her classmates generally avoid her, which suits her just fine. The recent increase in supposed ghost sightings has caught her interest, and she's convinced there's something much stranger happening beneath the town's ordinary appearance.

A Man of His Word - 50 CP

A dishevelled blond man in a battered trench coat, usually found smoking outside establishments he's recently been asked to leave. He claims to be a professional paranormal consultant, although his methods involve considerably more lying, gambling, and questionable bargains than most people would consider professional.

Despite his unpleasant habits, he knows an extraordinary amount about the Ghost Zone and the strange rules governing its inhabitants. He's particularly good at negotiating with dangerous spirits, exploiting supernatural contracts, and convincing enemies that helping him was their idea all along. Unfortunately, several powerful ghosts have realised they've been cheated, and they would very much like to discuss the matter with him.

The Chosen One - 50 CP

A cheerful blonde who would much rather be worrying about her social life than fighting supernatural monsters. Unfortunately, an encounter with a ghostly predator left her permanently altered, granting her enhanced strength, speed, and reflexes while leaving her otherwise human.

She's taken up the responsibility of hunting dangerous ghosts, armed with an assortment of modified weapons and enough martial arts training to make most professional fighters reconsider their career choices. Her sharp tongue and occasionally questionable judgement tend to get her into trouble, but she's got a good heart and refuses to abandon people who need help. Secretly, she'd love nothing more than a few weeks in which absolutely nothing supernatural happens.

The Quiet One - 50 CP

A withdrawn young woman whose unfortunate encounter with an experimental Ghost Portal left her trapped between humanity and the supernatural. Her ghost form has pale skin, dark markings, and a hooded cloak that seems to be made from living shadows.

She possesses a natural sensitivity to emotions, along with the ability to manipulate shadowy ectoplasm into barriers, grasping tendrils, and other useful constructs. Unfortunately, strong emotions make her powers difficult to control, and she's spent years trying to suppress them through meditation. She's compassionate beneath her detached exterior, but fears that losing control of herself might endanger everyone around her.

Powder Keg - 50 CP

A young woman with long blue braids, a collection of homemade explosives, and a rather alarming enthusiasm for seeing things go bang. Once a promising engineering student, she was expelled after an unauthorised experiment involving stolen Axion Labs equipment destroyed most of a university laboratory.

Now operating from an abandoned workshop, she produces unstable ectoplasmic explosives, remote-controlled machines, and weapons that probably violate several international treaties. Her inventions are surprisingly effective when they aren't exploding prematurely, and she's an excellent shot with her customised weapons. She's also impulsive, deeply suspicious of authority, and rather desperate for someone who appreciates her work without treating her like a dangerous lunatic.

Burning Vengeance - 50 CP

A towering ghost dressed in black leather, with a flaming skull and a length of burning chain wrapped around one arm. He once served as an enforcer for Walker, pursuing escaped prisoners throughout the Ghost Zone on a supernatural motorcycle.

His chains can restrain intangible creatures and burn them with ectoplasmic fire, while his unnatural strength makes him a terrifying opponent in close combat. Having grown disgusted with Walker's cruelty, he abandoned his position and now hunts ghosts who prey upon the innocent. He has little patience for excuses and a particularly unpleasant sense of humour, but he takes his promises seriously. Walker, naturally, would very much like his former employee returned.

The Crimson Count - 50 CP

An ancient ghost who resides in a ruined manor deep within the Ghost Zone, surrounded by a forest inhabited by things that probably shouldn't exist. He appears as a tall, pale gentleman wearing a long crimson coat, dark clothing, and a pair of circular spectacles. His manners are impeccable, although his habit of smiling at particularly inappropriate moments tends to make visitors nervous.

Centuries of hunting supernatural creatures have left him with extraordinary combat experience and a thoroughly unpleasant reputation. His ectoplasmic body can recover from otherwise fatal injuries, and he commands monstrous hounds formed from his own shadow. He's arrogant, theatrical, and delighted by the prospect of fighting someone who might actually kill him. The possibility of travelling to entirely new worlds has caught his attention, if only because he's beginning to run out of interesting opponents.

Drawbacks

Drawbacks provide additional Choice Points in exchange for complications, restrictions, and dangerous situations during your stay. Their effects take precedence over Perks, Items, and other purchases wherever a direct conflict exists.

Some Drawbacks impose recurring problems or conditions that persist throughout the Jump. Others introduce enemies, disasters, or other challenges that can be permanently resolved through your actions. Successfully defeating an opponent, curing a supernatural illness, or averting a catastrophe may end that particular Drawback's effects without replacing them with an equivalent threat.

You may take multiple Drawbacks, and their effects can interact with one another. There is no limit on the additional CP you may obtain, although accepting several dangerous Drawbacks simultaneously may produce circumstances far worse than any of them would create individually.

The Box Ghost! +100 CP

BEWARE! You have attracted the attention of the most terrifying ghost in existence! Or at least that's what he keeps telling you.

The Box Ghost has decided that you're his greatest rival, and he'll regularly appear to challenge you with his terrifying mastery over cardboard, packaging materials, and occasionally bubble wrap. Defeating him rarely takes much effort, but he has an unfortunate habit of showing up at inconvenient moments.

No matter how many times you send him back to the Ghost Zone, he'll eventually return with another ridiculous scheme. At least he's enthusiastic.

Talk of the Town +100 CP

People in Amity Park love a good rumour, and you've somehow become their favourite subject. Everything you do seems to attract speculation, with even the most innocent activities acquiring embarrassing explanations by the time the story makes its way around town.

Your reputation won't be completely ruined, but expect awkward conversations and the occasional misunderstanding. The rumours are rarely serious enough to warrant legal trouble, although convincing everyone that you don't secretly collect used dental floss might prove surprisingly difficult.

Cue the Embarrassment +100 CP

Whether it's tripping over your own feet in front of someone you're trying to impress or accidentally walking into the background of a live television interview, your sense of timing has become absolutely dreadful.

Whenever you're trying particularly hard to appear impressive, intimidating, or mysterious, there's a good chance something humiliating will happen. Your clothing might get caught on a door handle, your voice could crack during a dramatic speech, or an unexpected interruption might completely ruin the moment.

These incidents are embarrassing rather than genuinely dangerous, but you'll have plenty of opportunities to regret them.

Everybody's a Critic +100 CP

Apparently, nobody in Amity Park can appreciate a decent superhero costume, intimidating villainous appearance, or carefully cultivated personal aesthetic.

Whatever you choose to wear, people will regularly find something to criticise. Your enemies might mock your outfit in the middle of a fight, complete strangers will offer unsolicited fashion advice, and even your closest friends occasionally struggle to keep their opinions to themselves.

Changing your appearance only gives everyone something new to complain about. Your clothes remain perfectly functional, but your dignity is another matter.

Thirteen Isn't Your Number +200 CP

Johnny 13's shadow has taken a peculiar interest in you, and its influence seems to linger even when Johnny himself is nowhere nearby.

Small accidents occur with irritating frequency. Equipment breaks at inconvenient moments, vehicles develop problems, and ordinary activities have a habit of going wrong when you least expect it. The misfortune occasionally creates genuinely dangerous situations, particularly when you're already dealing with something hazardous.

Your abilities can still protect you from the consequences, but the underlying bad luck won't disappear. Even Johnny might find the situation rather amusing.

Technus Was Here +200 CP

Nicolai Technus has developed an inexplicable fascination with your possessions. Electronic equipment around you periodically becomes haunted, malfunctioning or behaving according to whatever ridiculous scheme the ghost of technology happens to be pursuing.

Computers might begin broadcasting embarrassing information, household appliances could develop aggressive personalities, and your telephone occasionally decides to call someone you'd rather avoid.

Technus isn't constantly trying to kill you, but his interference will repeatedly disrupt your plans. The problem extends to unfamiliar technology in future environments if you somehow encounter him there during this Jump's events.

Unwelcome Houseguest +200 CP

It doesn't matter where you live. Somehow, a minor ghost will eventually decide that your home is an excellent place to haunt.

The exact intruder changes periodically, ranging from mischievous spirits to obnoxious supernatural pests. They might steal your food, rearrange furniture, make strange noises in the middle of the night, or possess your household appliances.

Removing one haunting provides temporary relief, but another will turn up sooner or later. They're rarely powerful enough to threaten your life directly, although the resulting property damage can become expensive.

Fenton Family Interest +200 CP

Jack and Maddie Fenton have developed an unusual interest in you. Perhaps your behaviour reminds them of a ghost, or maybe they're convinced that you've been exposed to some previously undiscovered form of ectoplasmic radiation.

Whatever their reasoning, the Fentons regularly appear with questions, experimental equipment, and invitations to participate in research that probably hasn't passed any recognised safety inspection.

They're not deliberately trying to hurt you, but their inventions have never been particularly reliable. Refusing their attention only seems to make them more curious.

A Familiar Face +300 CP

Amorpho has decided that impersonating you is considerably more entertaining than his usual collection of practical jokes.

The shapeshifting ghost will periodically assume your appearance and use it to cause trouble, ranging from humiliating public performances to activities that could leave you facing criminal accusations. He's particularly fond of embarrassing people you care about and ruining relationships you've spent time building.

You can expose his deceptions and repair the damage, but Amorpho will eventually return with another impersonation. His schemes become more elaborate as he learns what matters to you.

Walker Says No +300 CP

You've somehow violated one of Walker's numerous rules, and the ghostly prison warden has issued a warrant for your arrest.

Whenever you enter the Ghost Zone, Walker's guards will be on the lookout for you. They'll attempt to capture you and drag you back to his prison, where you'll be sentenced according to whatever laws Walker happens to invent that day.

His influence extends beyond the prison itself, although his agents cannot pursue you freely across the entire physical world. Escaping custody or defeating his guards will only add further charges to your growing criminal record.

Even if you're a perfectly innocent Human, Walker doesn't particularly care. The law is the law, especially when he's the one writing it.

Doctor’s Disorders +300 CP

Something about your body reacts poorly to ectoplasmic parasites. Unfortunately, the Ghost Zone contains quite a few organisms that would be delighted to take advantage of that weakness.

At irregular intervals, you'll develop a supernatural illness similar to the one caused by the ghost bugs that once infected the students of Casper High. Symptoms include exhaustion, fever, strange physical changes, and occasional involuntary manifestations of ectoplasmic energy.

Ghosts and Half-Ghosts may experience disruptions to their existing powers, while Humans can suffer temporary ghostly symptoms they cannot reliably control. These manifestations are complications rather than useful new abilities.

Medical treatment can help you recover from each episode, but the underlying susceptibility persists. Worse infections may leave you vulnerable for several days.

Skulker's Greatest Prize +400 CP

Skulker considers himself the greatest hunter in the Ghost Zone, and you've just become the most desirable trophy in his collection.

He'll pursue you throughout the Jump, studying your abilities and developing equipment intended to counter them. If you prove too difficult to capture, he'll modify his exoskeleton, prepare elaborate traps, or recruit assistance from other dangerous ghosts.

Skulker prefers taking his prizes intact, but that doesn't mean he'll hesitate to injure you. He also has no objection to endangering other people if doing so creates an opportunity to capture his target.

Destroying his mechanical body won't end the hunt. As long as his true ghostly form survives, he'll eventually return with another machine.

Be Careful What You Wish For +400 CP

Desiree has taken an interest in your hopes and ambitions, and she's determined to make your life more interesting.

Whenever you or someone close to you expresses a genuine wish, there's a chance Desiree will appear to grant it. She'll interpret the wording in whatever manner amuses her most, with results that frequently make the original problem considerably worse.

She won't necessarily appear for every careless remark, but her visits become more troublesome whenever you're dealing with something important. A wish for wealth might attract criminals, while wishing someone would leave you alone could have rather unpleasant consequences.

You can defeat Desiree and undo individual wishes, but she won't permanently abandon her interest in you.

The Million Dollar Ghost +400 CP

Vlad Masters has placed an enormous bounty on your head, and the news has spread throughout the Ghost Zone.

Ghost hunters, supernatural mercenaries, and opportunistic villains will periodically attempt to capture or eliminate you in exchange for the reward. Some are amateurs hoping to get rich, while others possess enough experience and equipment to pose a serious threat.

The original bounty is worth one million dollars, although Vlad may increase it as your reputation grows. Even if you expose his involvement, sufficiently greedy individuals may continue pursuing you in the hope of collecting payment.

Vlad himself need not personally participate. He's perfectly content to let everyone else do the dangerous work.

White Wall Directive +600 CP

The Guys in White have classified you as a serious threat to national security. Whatever your actual intentions, the agency considers your continued freedom an unacceptable risk.

Surveillance teams will monitor your activities, investigators will question your associates, and armed operatives will periodically attempt to capture you. Their equipment is specifically designed to deal with supernatural targets, but ordinary Humans shouldn't expect to be treated any more gently.

As the years pass, the agency will devote additional resources to the operation. Expect increasingly sophisticated equipment, coordinated raids, and attempts to isolate you from anyone who might provide assistance.

If you're already a member of the Guys in White, you'll be declared a rogue operative and stripped of your official standing. Exposing individual agents or destroying facilities may delay their efforts, but the organisation will continue regarding you as a priority target until the Jump ends.

Vlad's Personal Project +600 CP

You've caught the attention of Vlad Masters, and he's decided that your existence presents an opportunity too valuable to ignore.

Perhaps he wants your abilities, your possessions, or something only you know how to accomplish. Whatever his objective, Vlad will spend considerable time and resources attempting to bring you under his influence.

Expect false friendships, carefully arranged disasters, offers that conceal unpleasant conditions, and attempts to turn the people around you against one another. If manipulation fails, kidnapping and experimental procedures are hardly beneath him.

Vlad has years of experience concealing his activities behind a respectable public identity, and he won't hesitate to exploit your weaknesses. Even after suffering a major defeat, he may spend months rebuilding his resources before making another attempt.

The Ghost Writer's Grudge +600 CP

You have somehow offended the Ghost Writer, and he's decided that your life would make an excellent subject for his next work.

At unpredictable intervals, you'll find yourself drawn into supernatural stories written specifically to make your existence miserable. Ordinary events may become increasingly improbable, people can find themselves forced into unfamiliar roles, and the world around you may temporarily follow the conventions of whatever genre the Ghost Writer has chosen.

Escaping requires breaking the story's rules, resolving its central conflict, or finding some way to confront the author himself. Simply recognising that you're trapped in a story won't necessarily be enough.

Each completed story gives you a reprieve, but the Ghost Writer will eventually begin another. His narratives become more ambitious as he learns how you've escaped the previous ones.

Dream a Little Dream +600 CP

Nocturn, the ghost of sleep, has chosen Amity Park as his personal feeding ground. This time, he isn't content with a single night of stolen dreams.

Throughout your stay, outbreaks of supernatural sleep will periodically sweep across the town. Victims become trapped inside elaborate dream worlds while Nocturn harvests their psychic energy, leaving their unattended bodies helpless.

You are a particular target of his attention. Even if you don't require ordinary sleep, Nocturn can attempt to draw your consciousness into an ectoplasmic dreamscape, where his control over the environment makes fighting him extremely difficult.

Defeating him can free his current victims, but his appetite will eventually bring him back. Later outbreaks may spread beyond Amity Park as he becomes more ambitious.

The Ghost King Returns +800 CP

Pariah Dark has escaped his ancient imprisonment, and the Ghost Zone is about to remember why its inhabitants once feared his name.

The former Ghost King retains his armies, powerful supernatural abilities, and determination to reclaim his throne. Unlike the original events surrounding his return, there will be no convenient opportunity to seal him away before he can establish himself.

Pariah will begin conquering territories throughout the Ghost Zone before turning his attention towards Earth. Ghosts who refuse his authority may be enslaved or destroyed, while powerful servants such as the Fright Knight will help enforce his rule.

His invasion will become increasingly dangerous as his forces grow. Defeating individual armies won't end the conflict, and imprisoning Pariah again will require overcoming the safeguards he's established against suffering the same fate twice.

Unless somebody stops him, the Ghost King intends to make both worlds his personal kingdom.

The Ultimate Enemy +800 CP

Somewhere in a ruined future, Daniel Phantom is still alive. Unfortunately, he's discovered a way to escape his own timeline, and he's decided that the present would benefit from a little of his personal attention.

Dark Danny possesses the combined powers and experience of his human and ghostly predecessors, along with years of practice using them to terrorise an entire world. He's cruel, calculating, and powerful enough to overwhelm most of the supernatural inhabitants of Amity Park.

His arrival will gradually turn the town into a battlefield. He has no interest in maintaining the original course of history and will happily murder people whose survival he considers inconvenient.

You have become one of his primary concerns, particularly if your actions threaten the future he intends to create. He may initially attempt to manipulate you, but he'll eventually resort to direct violence if necessary.

Even if the events responsible for his original creation never occur in your timeline, this version already exists and won't simply disappear.

The Disasteroid +1000 CP

Somewhere beyond the orbit of Saturn, an enormous asteroid composed of ecto-ranium has been knocked onto a collision course with Earth. Astronomers will eventually discover the object, but by then the situation may already be beyond conventional solutions.

The Disasteroid is large enough to cause a global extinction event. Its supernatural composition makes it exceptionally resistant to ordinary attempts at destruction, while ecto-ranium's harmful effects on ghosts complicate attempts to move or manipulate it through supernatural means.

Unlike the original crisis, Danny's plan to make the entire Earth intangible cannot be relied upon to solve the problem. The asteroid's approach will interfere with large-scale ectoplasmic manipulation, requiring a different solution or substantial changes to the original plan.

The collision will occur sometime before the end of your tenth year, leaving you with a limited opportunity to prepare. You may attempt to redirect the asteroid, destroy it, evacuate the planet, or pursue another solution entirely.

The threat is genuine. If you and the people of Earth fail to stop it, the Disasteroid will strike, and the resulting devastation will be sufficient to end human civilisation. Surviving the impact yourself won't automatically save your Companions or anyone else you care about.

Ghosts of Jumps Past +1000 CP

Requires at least five completed Jumps.

Jack and Maddie Fenton have finally managed to build a working Ghost Portal. Unfortunately, their calculations were a little off. Rather than simply opening a doorway into the Ghost Zone, the machine has begun tearing holes through the barriers separating entirely different universes. Even worse, something about your presence seems to be attracting some very unpleasant visitors.

Once Jack and Maddie activate the original Ghost Portal at Fenton Works, dimensional rifts will begin appearing throughout Amity Park, bringing enemies and antagonists from your previous Jumps into this world. Some will be people you've personally fought, while others may be powerful villains whose activities you interfered with. Even enemies you previously killed could reappear, pulled from an earlier point in their timelines.

These arrivals retain their original abilities, equipment, personalities, and memories. Those who remember you may decide to settle old scores, but others could pursue their own ambitions in this unfamiliar world. There's nothing stopping particularly dangerous individuals from joining forces, exploiting the Ghost Zone, or deciding that conquering Earth sounds like an excellent opportunity.

The incursions begin relatively slowly, with only occasional arrivals, but become increasingly frequent and dangerous as the years pass. There is no guarantee that the newcomers will appear somewhere convenient, and the damage they cause won't be limited to Amity Park.

Destroying or shutting down the original Ghost Portal won't solve the problem. Its initial activation has already weakened the barriers between realities, allowing new rifts to form independently. You may find ways to seal individual breaches or send unwanted visitors home, but the dimensional instability itself will persist until your ten years are over.

These portals cannot be used to return to previous Jumps, and you cannot prevent their initial formation by interfering with the Fentons' experiment. When your stay finally ends, the remaining dimensional breaches will close, although any destruction and other consequences of the incursions will remain.

Hope you didn't make too many enemies.

The End

Your ten years in Amity Park have finally come to an end. Whether you've spent them protecting the town, terrorising its inhabitants, or simply trying to get through a normal school day without another ghost attack, it's time to decide what comes next.

Stay: Remain in this world and continue your life here.

Go Home: Return to your original world, bringing your accumulated abilities, Items, and eligible Companions with you.

Continue: Leave Amity Park behind and proceed to your next Jump. After everything you've seen here, whatever comes next might almost seem normal.

Notes

- Unless explicitly stated otherwise, all purchased Perks, Powers, and Items remain functional in future Jumps. Supernatural abilities do not require their original setting's metaphysics to exist, and purchased technology will continue operating even in worlds without the infrastructure normally needed to support it.
- Ghost Powers draw upon your own ectoplasmic energy and remain usable in worlds without naturally occurring ectoplasm. Abilities intended to affect ghosts also work on comparable spirits and incorporeal supernatural beings, although differences in their nature may affect how well particular techniques work.
- Basic Ghost Abilities are automatically granted to Ghosts and Half-Ghosts as part of their Species. Half-Ghosts normally require their ghost form to use purchased Ghost Powers unless stated otherwise. Ghost Sense remains functional in human form.
- Purchasing Riftwalker, the Fenton Ghost Portal, or the Infi-Map ensures access to a Ghost Zone or equivalent ectoplasmic dimension in future Jumps. These purchases share the same dimension rather than producing separate copies. If an appropriate realm already exists in the setting, it may serve this purpose instead.
- Dimensional and temporal travel cannot be used to return to previous Jumps, access future Jumps early, or circumvent the normal duration of your stay. No purchase can alter Jumpchain rules or generate additional Choice Points.

- Purchased Items retain their supernatural properties regardless of who uses them, unless otherwise stated. Items worth 100–400 CP return one week after being lost or destroyed, while Items worth 600–800 CP return after one month. Items worth 1,000 CP or more return after one year. Returned Items are restored to full working condition, and any faster replacement or self-repair specified in their individual descriptions remains available. Restoration does not create additional copies of an Item.
- More Than Meets the Eye enhances every purchased 600 CP Perk, regardless of Origin. This includes capstones purchased from other Origins at full price. Eligibility is determined by the Perk's original listed price, before discounts.
- Only Companions purchased through Import/Create receive the 600 CP build allowance. Canon Companions retain their established abilities, while Original Companions receive the capabilities included in their descriptions. Neither receives additional CP.
- Clones created through Vlad's Cloning Laboratory are independent individuals guaranteed to be loyal to the Jumper, regardless of who operates the equipment. They retain their own personalities and independent judgement, but will not willingly betray the Jumper. They are not automatically Jumpchain Companions and must be recruited through the appropriate means to accompany you into future Jumps.
- Drawbacks take precedence wherever they directly conflict with purchased abilities. However, Drawbacks that introduce enemies, disasters, or other challenges may be permanently resolved through your actions unless their descriptions establish otherwise.
- When in doubt, fanwank responsibly.