




Fantasy



Ignore all  costs. Pick as many options in this CYOA and in as many other CYOAs as you want, changing anything and everything about them that you please, *so long as the build is something that you would want to experience.*


Those Left Behind



Some CYOAs whisk you away - but what of the home and family you leave behind? For  you may pause time in your home world while you're gone, bring along any or all family/friends, or both. For  instead, you can also (*in addition to the other things, or instead of them, your choice*) cause fate to greatly bless your home world, most especially your family and friends. This also guarantees a happy afterlife for them.

Afterlife Assurance




If and when you should ever die, you are guaranteed a happy afterlife. When your family and loved ones back home die, they are also guaranteed a happy afterlife. The same applies to people living in the setting of your CYOA. Spending  gives any or all of these effects.

This has obvious overlap and redundancy with **Those Left Behind** and **Setting Edit**'s afterlife option.

Toggle





For  you can now toggle things in the other CYOAs you do from permanent to temporary, and vice versa. This is a very open-ended ability, and potentially very powerful. You can't toggle lifespan to be immortal or anything, but you can toggle anything from prison sentences to spell durations,




so long as it's something directly caused by or related to any of the CYOAs you do.


Dial




For  you can now dial any effects of perks or options from CYOAs in your chain (*not including effects that are meant to be drawbacks*) from fully on to fully off and anywhere in between. Frankly, every CYOA should have this be default, so this fixes the oversight of those that don't.


Common Sense



For  people in the setting are less prone to stupidity and selfishness, and more inclined to being better people, cooperating with each other (*out of enlightened self-interest at the least*), not sacrificing long-term benefits for short-term gains (*at least less often*), and so on. There is far more empathy and acceptance as well. Villains will still be villains though.

Lockout



For  you can lock out any and all ROB, out-of-context problems, and other higher beings from a setting. You can selectively allow some in, and change who's allowed at any time. If a CYOA include gods or higher beings in it, they can also be locked out of their own setting if you like, restricting them to any personal domains they may have in the setting. This also stops them from sending angels, empowering clerics, etc, if you like.

Uncap



For  any limits that any CYOA places on



your abilities, or abilities of your companions, your items, etc, can be surpassed with time and effort. There is no real limit to how much you can improve, but depending on the ability it may take longer and longer to improve.

Buying this also lets you buy higher ranks (*of abilities*) that a CYOA explicitly says exist, while normally not allowing you to buy them.

No Diminishing Returns



For **1** you (*and/or your companions, if you choose*) don't suffer any diminishing returns for anything in your CYOA chain. This covers anything with diminishing returns, such as xp requirements per level increasing.

Infinite Mana



For **3** you will never run out of whatever resources you use to power any abilities you have. Despite the name, this doesn't have to be (*just*) mana, it can apply to any relevant resource, such as spell slots, limited daily uses, some other form of energy, etc. It also applies to any esoteric abilities you have, not just magic.

Waive Spellcasting



For **3** you can waive whatever special requirements your esoteric abilities have, that aren't covered by the **Infinite Mana** option. Long casting times, complex rituals, special materials, only being usable in a specific time or place, and so on: all these no longer apply to you. This can apply to any and all of your esoteric abilities, it doesn't have to be just spells.

Conveniences



A package of abilities for your convenience. You no longer require sustenance (*including sleep or air*). You can resculpt your form this once within the range of the species you play (*or human by default*). Porn physics, biology, and logic are in play for you. Your memory is perfect, though you can choose to selectively let things fade. You can toggle pain (*you'll still be aware of injuries*). You can toggle a comfort aura, making you and those around you very comfy.

For **1** you get everything in this package EXCEPT those which are available in your other CYOAs, aka the supplemental version. For **2** instead you simply get everything in this package, aka the full version.

You may opt for the **upgraded** Conveniences package. This includes everything in the basic package plus some additional features. You get an inventory dimension, which only you or those you allow can access; it is infinite in space, but you can only put something in there if it's something that you could carry. You gain utility spells to do things like clean, making minor repairs, cook, etc; these are backed by the Archseal and can't be stopped by something like an antimagic field, and they don't require any effort or mana on your part. You no longer have to deal with minor annoyances that fictional characters usually don't have to deal with, such as worrying about bugs, accidentally stubbing your toe or getting splinters, etc. People believe you whenever you tell them the truth.

For **2** you get the supplemental version (*that is, you only get the basic and upgraded features that aren't offered by the other CYOAs in your chain*). For **3** instead you get the full version (*that is, everything in the package*).

Protections



Indomitable willpower. A danger sense. Minor plot armor guarding you from really bad things. Powers and items from your CYOAs can't be lost, stolen, copied, negated, etc, without your express permission. Moderately faster natural healing rate. Moderately increased resistance to any unwanted effects that aren't damage. Blanked against all hostile scrying, divination, PtV, etc. Costs **1** for the supplemental version, **2** for the full version.

You may opt for the **upgraded** Protections package. This includes everything in the basic package plus some additional features. When it comes to mind control and mind reading, body manipulation (*that which isn't damage*), spatial attacks, temporal attacks, destiny/fate manipulation, and being trapped or held in stasis - you are either outright

destiny/fate manipulation, and being trapped or held in stasis - you are either outright immune or can shrug off such effects easily and quickly. Your danger sense is also greatly improved, giving you several seconds of warning against any danger to anyone around you, what the danger is, and exactly where it's coming from. You can also sense general danger in an area.

For **3** you get the supplemental version (*that is, you only get the basic and upgraded features that aren't offered by the other CYOAs in your chain*). For **5** instead you get the full version (*that is, everything in the package*).

Inviolability



For **12** the Archseal grants you flat-out inviolability. This includes everything in the upgraded Protections package and more. Total immunity to anything you don't want. Total invulnerability. Immortality. The ability to negate any abilities of anyone or anything, temporarily or permanently. Plot armor and luck as absurdly good as you want them, extending even to making your family and friends inviolable if you want.

“Inviolability seems like a must-have for anyone with a shred of intelligence, doesn't it? So much so that that it can completely derail **YOUR** experience. Know that the Archseal won't offer **YOU** this option, or any other option, if it would derail the CYOA experience that **YOU** are aiming for.”

Immortality



For **1** you get biological immortality. You will never age past your prime. If you are currently already past your prime, you'll instantly revert back to it. This includes your mental faculties never degrading past their prime.

You can still be killed of course, and you still require sustenance, unless you have other options that take care of that.

If one of the CYOAs in your chain offers this sort of immortality, but you buy it here rather than there, it costs

2 instead.

Reincarnation



For 1 you'll reincarnate any time you die, and also at will. You'll be reborn as a species and gender you'll enjoy, and you can choose roughly how long it takes between dying and being reborn. Your abilities, memories, companions, etc, will return at appropriate times as you grow. You can fast-forward your awareness to being fully grown once again. If the world or universe you're in ever end, you'll be reincarnated elsewhere.

Phylactery



For 1 you get a phylactery. It can be pretty much any kind of small handheld item. By default it's durable enough to survive an artillery strike; you can upgrade it with any special materials you find that exist in your setting. If you ever die of anything except old age, you and anything you're carrying and wearing will respawn next to your phylactery (*this won't bring along items you wouldn't want*).

The phylactery is a failsafe, not a weakness: if it is destroyed, you don't automatically die. Its effect is backed by the Archseal, and cannot be stopped except by its destruction. You know a moderately complex ritual that will allow you to recreate your phylactery (*but not create new ones*). With appropriate intelligence and supernatural knowledge and power (*either gained from CYOAs or available in a setting*), you might eventually learn to make more.

You can buy this option multiple times to get multiple phylacteries, acting as backups. If you have multiple phylacteries, then you can choose which one you respawn next to whenever you die (*of anything except old age, that is*).

You can buy this, and any immortality-related option, for other people too if you want.

Transferral



For 1 you can transfer yourself at will into any robot, computer, or sapient being. This transfers everything that is you: your consciousness, your soul if you have one, etc. If your target already has a consciousness inside it, you can ride along (*secretly if you want*), take over, or share control. You can also boot them out instead, but this will kill them



unless you send them to another body or they can survive as a disembodied consciousness. Strong-willed beings can resist your intrusion. Transferral isn't automatic, you have to consciously use it; if you are killed unawares, then you are dead. Your range is unlimited, though you can't transfer to other universes without **Planeswalking** or similar.

Regeneration



For **1** you gain nearly absolute regeneration. You regenerate instantly from any damage, including things like poison and disease, even complete soul destruction. This means you don't need any sustenance either. You can toggle your sense of pain at will.

Due to the way the Archseal grants this, this does not stop you from aging, and you can still die of old age. You are also not immune to mental effects, bodily changes, fate curses, or other such things.

Spiritual Body



For **4** your body is replaced with a strange spiritual substance. It looks like your ideal self-image; if that changes, so too does your body. Your body can be artificially changed, but you can revert back to your ideal self-image at will. You do not age, and need no sustenance. You heal instantly from all damage, including soul destruction. If you are destroyed, you can choose to instantly respawn anywhere in the same setting rather than regenerating in place. You feel no pain and have no vitals; upon examination, there appears to be nothing but solid light under your skin. You can fly and turn intangible and invisible at will. Your physicality, including your reproductive ability, is otherwise the same as before.

Enjoy Life



For **1** the Archseal will prevent any kind of ennui, boredom, despair, bitterness, or whatever else of that nature that you don't want, from ever setting in due to your never-ending life. That's not to say you won't experience any of those things for other reasons, but it will never come about because of your immortal lifespan.

This includes the assurance that you'll always be able to relate to and empathise with mortals despite your immortal



related to and empathize with mortals despite your immortal nature, unless you wouldn't want that.

Naturally, this option is useless if you don't have any form of immortality.

World Guarantee



For **2** any worlds you've ever considered home are guaranteed to survive and never become uninhabitable and, if you wish, to never dip below whatever prosperity level they have at the time you pick this option.

You can exclude places from this guarantee if you wish. This of course doesn't prevent these worlds from getting better, but doesn't guarantee it either.

Outlived



For **1** your loved ones (*including pets*) are guaranteed to outlive you without any negative consequences for such. This applies to any new loved ones you have after picking this option, too.

Yes, this is an easy hack to give them immortality if you yourself are immortal.

Save Slots



For **2** you now have several save slots that you can "save" into at will, and can revert back to them when you please. You also have an autosave function and can overwrite existing saves. You get the option automatically to load a save if you die or are incapacitated. You retain memories of the world before you reload a save, but nothing else. The next several options require this option, or for you to have a save slot ability from elsewhere.

Infinite Slots



The **Save Slots** option gives you several slots by default. The exact number you can either leave up to the Archseal or negotiate with the Archseal. But by spending **1** on this option, you now have as many save slots as you want,



including infinite!

To reiterate, this requires the **Save Slots** option above or a similar ability from elsewhere; you can't buy this alone and expect any slots, much less infinite.

Good as New



For **1** you can remove the downside that comes with keeping your memories after you reload a save: you won't retain any psychological trauma you incurred after a save point you reload.

Net Gain



For **2** then whenever you reload a save point, you will retain any positive and inherent abilities you gained after that save point. So for example, if you had gotten physically fit or learn magic after the save point you reloaded, you would retain your fitness and magic upon reloading.

You don't need this in order to keep knowledge when reloading, as you already keep your memories automatically.

Keepsakes



For **2** then whenever you reload a save point, you can keep any items you had before reloading with you. This also lets you optionally allow as many people as you want to also be aware of the reload and keep their pre-reload memories; you can choose different people, or none, every reload if you



like.

For anyone you allow to keep their memories when reloading, you may also apply to them any of your other relevant save slot perks, such as **Net Gain** or **Good as New**. You may also elect to have them appear by your side when reloading, rather than wherever they originally were.

Echoes



For **1** then good things that happened after your save point, but before reloading, have a high chance to happen again when you reload. If you got really lucky before, you're likely to be really lucky at the same thing upon a new load. People, with whom you built friendships or romances before reloading, will be well-disposed to you, making it easy to befriend or romance them again.

Planeswalking



For **3** you get the ability to planeswalk! However, if one of your CYOAs offers the ability to planeswalk, and you buy it from here instead, it then costs **5** in that case. You can travel to any universe and anywhere in space within a universe, but only to places that are reasonably accessible. Planeswalking to a public place is easy-peasy; planeswalking inside the evil overlord's fortified lair, not so much.

You can bring up to a small group of people with you whenever you planeswalk, or send them without you if you choose. It takes very little effort for you to planeswalk, like taking a few steps.

Planeswalk Anywhere



For **1** your planeswalking is upgraded so that you can go anywhere. Obviously this requires you to have the **Planeswalking** option or a similar ability from another source.

Planeswalk through Time



For **1** your planeswalking is upgraded so that you can travel through time. Obviously this requires you to have the **Planeswalking** option or a similar ability from another source.

Planeswalking Leader



For **1** your planeswalking is upgraded so that you can bring along up to a large city's worth of people, objects, and/or mass. Obviously this requires you to have the **Planeswalking** option or a similar ability from another source.

Attunement



This option allows you to learn the special powers and abilities of any settings you ever find yourself in. Magic, psionics, ki, all that and more.

This is only potential, you must still learn or train. You retain any of these special abilities you learn in other settings, even if it normally wouldn't be possible to use them elsewhere.

This option, like several of the following options, is designed primarily for a planeswalker but can still be useful even if you don't have any kind of planeswalking ability.

The price of this option varies, as described below.

For **1** your maximum potential is average, relative to other users of those special abilities.

For 2 instead your maximum potential is on par with the greatest users of those special abilities, OR you can teach those special abilities you learn to people in other universes (*allowing them to use them even if normally wouldn't be possible*).

For 3 instead you get BOTH options in the previous paragraph.

Universal Translator



For 1 you get a potent translation ability that allows you to instantly understand, speak, and write any language you come across. This applies to every facet of that language, and allows you to retain fluency in any languages you come across even after you've left the relevant area.

If there are words that aren't meant to be understood by mortal minds and would madden or damage you by understanding them, they won't be automatically translated, unless you have some kind of protection against them.

Pause



For 1 you can pause time whenever you want, for as long as you want. You can't move or use any powers or anything while time is paused, it's just a way to consider your next move or carefully study a situation.

Fast Forward



For 1 you can fast-forward time at will. Your actions during fast-forwarded time are whatever your actions would have normally been, and you're aware of everything you do and experience during fast-forwarded time. Time will automatically stop fast-forwarding if you'd want it to stop, you won't be caught off-guard and hurriedly try to stop it a few seconds too late or anything.

Mental Contact



For **1** you and your companions gain the ability to mentally communicate with each other and loved ones, no matter the distance in space or time. The range even works across universes, so you can stay in touch with your home world family if a CYOA takes you somewhere else.

The communication is primarily verbal, but you can also send impressions of emotions and brief audiovisual clips. Nothing can block or hijack this communication, other than by reading or taking over the mind of someone in the network (*this won't compromise anyone else in the network or anything, aside from potential misinformation sent by a controlled mind and the like*).

Soulbind



For **1** you can soulbind items or powers to you, so that they can't be lost or stolen. This has some overlap with the **Protections** package's similar effect, but this applies to all powers and items you have, not just those directly given by CYOAs. In addition, you can soulbind any item you can touch, so it's a great way to add to your hoard. This and the **Protections** package each prevent CYOA effects stripping anything from you.

No Big Deal



For **1** no one will make a big fuss out of anything out of context you have, except whenever you'd want them to. If you have meta knowledge, they'll take your word for it. If you have magic in a fully mundane setting, they won't bat an eye unless you wish otherwise. Etc.

Friendly Neighbourhood R.O.B.



For **2** the Archseal assigns you a Random Omnipotent Being who is guaranteed to always understand you, have your best interests in mind, and share your ethics. They're not allowed to do whatever you want, but will invisibly prevent most bad things from happening to you or loved ones. They won't guarantee your success in every task, but you can pray to them for minor things, and they'll bestow frequent gifts or favours on you.

Karmic Insurance



For **1** then people who are hurt, as a result (*intentionally, accidentally, or incidentally*) of any of your CYOAs or your choices in them, get karmic restitution, or in some cases if you wish, having the harm completely avoided (*but without nullifying the CYOA that caused it, which can potentially make for some very weird scenarios in some cases*). This ability is selective, applying only when you want it to apply, and only to whom whom you'd want it to apply.

Soundtrack



For **1** your life gets a soundtrack. It plays music suitable to the moment, either music existing somewhere already or brand new music. You can also have it play custom requests. You can toggle whether only you can hear it, everyone can hear it, or only certain people can hear it. You can also adjust the volume at will, including muting it, though you can't weaponise it or anything (*no sonic booms*). It's generally intelligent enough to adjust itself to your moods though.

Stylish Danache

Original Paraphrase



For **1** you always effortlessly manage to be cool and stylish. Your hair blows majestically in the wind. You're never without a witty one-liner. You cut an impressive silhouette no matter your physique. And so on.

You can toggle this at will of course.

Summary

All your selected choices put here at the end for easy sharing.



TELEPATHY

Cost: 3

You can effortlessly and instantly gain control of your victims mind by simply concentrating on them. This will be done consciously and will never happen unconsciously.

You can also issue commands telepathically to your slaves.



MINDLESS SLAVE

Cost: 1

Mindless slaves will be completely robbed of their free will and will follow your every command. They will behave like mindless automatons and won't be able to function independently.



RELUCTANT SLAVE

Cost: 1

Reluctant slaves will keep their personality and free will, you will be able to control and command their bodies, but not their minds. These slaves might verbally insult you during sex, become embarrassed, cry or glare at you with eyes full of resentment and anger.



HAPPY SLAVE

Cost: 1

Happy slaves will have their personality and free will slightly suppressed. They will want nothing more then to serve you and doing so will make them blissfully happy.



PET SLAVE

Cost: 1

Choose a animal for each pet slave. Your pet slaves will be reprogrammed to make them believe they are the animal you have chosen for them. They will behave and act like that animal and think that you are their loving owner, they will be both loving and affectionate pets. While pet slaves are almost completely useless as slaves, they are still very satisfying to keep around.



CONDITIONED SLAVE

Cost: 1

Conditioned slaves will get to keep their personality and free will intact, but whenever they follow one of your orders it will make them happy and it will feel really good to follow your orders. They will struggle against you in the beginning, but eventually the pleasure of serving you will overcome them and they will give in to you, fully subjugating themselves to your every command, while loving every second of it. A fully trained conditioned slave could be released from your mind control and still serve you as loyally as ever.



UNAWARE SLAVE

Cost: 1

Unaware slaves are unaware that they are slaves, they will follow all of your commands no matter how ludicrous they are and think that they simply wanted to do as you asked them. Everything odd you make them do will seem completely normal and innocent to them.



SENSITIVITY

Cost: 1

You can adjust a slaves sensitivity to pleasure. The change can be anything from slightly more sensitive to a slight touch leading to a orgasm cascade.



LIBIDO

Cost: 1

You can adjust a slaves sex drive. The change can be anything from a slightly higher libido to turning



LACTATION

Cost: 1

You can adjust your slaves breast size and how much milk they produce. If they are not milked



REWRITE MEMORY

Cost: 1

You gain the power to re-write your slaves memories. As an



REWRITE PERSONALITY

Cost: 1

You gain the power to re-write your slaves personality. As an

your slave into a constant aroused nymphomaniac.

regularly their breasts will swell up due to all the milk.

example, you can make them believe you are their brother, father, friend or lover. You can also use this to remove certain memories or create new memories.

your slaves personality. As an example, you can turn them into a tsundere, a bimbo, a bratty tomboy, a pure and chaste virgin, a feminine sissy, a yandere, a cum slut or a motherly house wife.



NORMALIZE

Cost: 1

Your mind control powers will be able to radiate from your slaves and affect people you have not enslaved. They will perceive anything your slaves does as completely normal, as long as they don't hurt anyone or steal anything.



FUCKABLE NIPPLES

Cost: 1

You can make your slaves nipples stretchy and fuckable. The nipple holes will be turned into a erogenous zone, making penetration feel pleasurable.



STRETCHY

Cost: 1

You can make your slaves stomach and intestines stretchy, they will be able to fit any dildo and inflation will be made possible.



FUCKABLE URETHRA

Cost: 1

You can make your slaves pee hole stretchy and fuckable. The urethra will be turned into a erogenous zone, making penetration feel pleasurable.



AGE MANIPULATION

Cost: 1

You can change your slaves biological age, making them younger or older as you please.

You can choose if the age manipulation on your slaves body will affect the mind and maturity of your slaves as well.



BODY SWAP

Cost: 1

You can make two slaves swap bodies with each other.



INDUCE FETISH

Cost: 1

You can give your slaves any fetishes you want and even change the gender they are sexually attracted to. For example, you could give them a fetish for getting spanked and they will beg you to spank them.



FUTANARI

Cost: 1

You gain the awesome power to turn your female slaves into futas. You get to decide how big their cocks are.



GENDER SWAP

Cost: 1

You can change the gender of your slaves, they will look similar to their original appearance.



TWINNING

Cost: 1

Choose a appearance, your chosen appearance for twinning can be applied to any of your slaves, essentially turning them all into "twins".



CUM ADDICTION

Cost: 1

You can make any slave addicted to your cum, they will do anything to drink your cum and if they don't drink it regularly they will suffer withdrawal symptoms.



PAUSE

Cost: 1

You can pause a slaves mind and/or body, essentially "time freezing" them.



MASS CONTROL

Cost: 3

You are able to effortlessly mind control large groups containing hundreds of people at the same



TRIGGERS

Cost: 1



IMMORTALITY

Cost: 2

You can stop a slave from aging and if they manage to die, they will be revived after 1 day. While



ORGASM CONTROL

time. Together with the boon: Pause you can virtually freeze time in a large area. This boon requires Telepathy or Familiar.

You can make your slaves experience a specific feeling when a specified condition is met. Here are some examples, when you head pat their head they will feel joy and happiness, when they feel pain they will also feel sexual pleasure, when someone calls them derogatory words they will become aroused or if they didn't receive any praise from you for an entire day they will become sad.

will be revived after 1 day. While a immortal slave won't die from lack of food, drink or sleep they will suffer from it. If you manage to break a slaves mind beyond repair you can use this boon to restore them to a previous saner state. This boon is great if you are into yore, guro or just don't want your slaves to die.

Cost: 1
You gain full control over your slaves orgasms. With this boon you can make them orgasm at your command or deny them the ability to orgasm until you change your mind. You are also able to set specific conditions which will trigger a slave to orgasm. For example, when they hear the word "you", when they see a yellow car or if anyone tickles them.



TIRELESS SERVANT

Cost: 1

You can remove a slaves need to eat, sleep, drink and make them immune to diseases. They can still eat, sleep and drink if they want too, but won't suffer any ill effects if they refrain from doing so.



SELF-HYPNOSIS

Cost: 1

You are able to use your mind control powers on yourself and as a result you are able to give yourself boons. You won't need this boon if you have a Familiar.



SHRINK

Cost: 1

You can shrink your slaves to any size you want, if you plan on fucking them while they are shrunk I recommend that you pick the boon: Stretchy or things can get messy.



SHARED SENSES

Cost: 1

You are able to create telepathic links between your slaves. Two linked slaves will experience all the sensations of their linked counterpart. For example, if you fuck a mind linked slave their linked counterpart will feel like they are being fucked.



HIVE MIND

Cost: 3

You can link your slaves minds together to form a hive mind, you can even include yourself into a hive mind and be its dominant will. If you include yourself into a hive mind you will be able to share your mind control powers to anyone who is a part of your hive mind.



CUM PRODUCTION

Cost: 1

You can adjust a slaves cum production to make them able to ejaculate anything from slightly more cum to being able to filling a swimming pool with cum. If their cock isn't milked regularly, they will feel unconformable and pent up, if they have any balls they will swell up.



MAID TRAINING

Cost: 1

You can instantly grant a slave all the knowledge and training necessary to become a first class maid.



COMBAT TRAINING

Cost: 3

You can infuse a slave with superhuman fighting skills and the ability to push their body beyond its limits, to preform amazing feats.



CHARM

Cost: 1

Granting this boon to a slave will make them fall in love with you. This can be done instantly or gradually over a long period of time.



FERTILITY

Cost: 1

You are able to adjust the fertility of a slave. You can make them anything in between infertile and making a single drop of semen enough for impregnation.



OBJECTIFICATION

Cost: 1

You will be able to turn slaves into inanimate objects, like a onahole, sex doll for example. They will still remain conscious and be to feel any sensations their bodies experience, they will also



MONSTRIFICATION

Cost: 3

You can turn slaves into monster girls, but this boon won't be able to change their general appearance (breast size, face, body type etc). If the monster girl you turned your slave into has

be able to see if they have any eyes.

any special or magical abilities associated with them your slave will gain those abilities.



ILLUSIONIST

Cost: 1

You can project illusions into the minds of your slaves. Your illusions will be able to affect all of the five senses and your slaves won't be able to distinguish what is real and what is an illusion. You will be able to see the illusions you create, but they will appear as ghostly apparitions for you and you won't be able to touch and feel them like your slaves are able to.



POCKET DIMENSION

Cost: 3

If you plan on building a massive harem and need somewhere to store all your slaves this is the power for you! By sacrificing a lot of your power you will be able to create your own pocket dimension through pure force of will. When you create your pocket dimension you will be able to manipulate how time work in relation to the real worlds time. This time manipulation won't make time based events like Star Guardians or Laura happen less frequently. Your pocket dimension will also have a unlimited supply of food and drink.



SUMMONING

Cost: 1

You can unsummon and re-summon any of your slaves, unsummoned slaves can be stored in a timeless void or they can become invisible and incorporeal and be forced to follow you until you re-summon them. This is a great boon if you want lots of slaves but have no where to store them. Unsummoned slaves do not need to eat, sleep, drink or go to the bathroom and they do not age. If you have a Familiar you will be able to make it take a physical form.



EXPANDED MIND

Cost: 3

Your mind will expand beyond the puny limits of biology. You will be able to think and process data in a way that would be impossible for a mortal mind. Your memory will become perfect and you will be able to recall anything you have experienced in vivid details. If you put in a lot of effort, you will be capable of advancing technology to unthinkable heights.



TELEKINESIS

Cost: 3

With the power of your mind you can manipulate objects and matter. Your telekinetic powers will be able to send cars flying through the air, stop bullets, rip trucks apart, throw people like they were rag dolls, creating invisible barriers, make yourself fly or levitate and stuff like that. If you strain yourself you will even be able to crush entire buildings but doing so will be very exhausting.



FLESH SCULPTOR

Cost: 5

You are able to change a slaves or your own body to look however you want. This power is for changing appearance, it can't add magical functions. It allows for physical changes, but it doesn't change physical properties. If you take this power Twinning, Gender Swap, Age Manipulation, Shrink and Futanari will be redundant.



PLANESWALKER

Cost: 6

Why limit yourself to only bend minds? Why not bend the fabric of reality? With this power you will be able to rip holes in reality to open up portals to other universes and there exists an infinite amount of universes, even universes that are exact copies of fictional universes which you are familiar with. You will be able to enslave all your favorite characters and live a life full of adventure!



DREAM WEAVING

Cost: 2

When you sleep or meditate you will be able to enter sleeping peoples dreams and make their dreams more realistic and manipulate as you desire. As a dream weaver your dream manipulation won't just be limited to your slaves. Invade the dream of a celebrity which you always wanted to fuck and fuck them or rape them with horny tentacles, torture your enemies with disturbing dreams, influence world leaders with inspiring dreams or become the best dungeon master ever and make adventure dreams for your friends, the possibilities are only limited by your imagination!



ALCHEMY

Cost: 1

If you unlock the power of alchemy, you will be able to craft potions and apply boons to those



JACK THE RIPPER

Although there are numerous

potions to make them magical. When someone drinks a magical potion they will gain the specified boon you applied to the potion. To make a potion you will need some herbs and other commonly available ingredients like scales of a salmon, the fat of a pig or your own sexual fluids. The effect of a potion can be temporary or permanent, you will decide which when you apply boon on it.

theories about who Jack the Ripper could have been, she is one interpretation of the series of gory murders in 19th Century England. Her true nature is that of a collection of wraiths born from the aborted children of prostitutes in Whitechapel, London. Because she is a collection of wraiths and not a single entity, piercing her heart will not lead to her immediate death, but the spillage of said wraiths.

Once the number of aborted children who were disposed of in rivers reached the ten-thousands, the collection of resentment that the children shared eventually formed the shape of a human. Because she was created from children who had yet to even be born, she lacked common sense and morality, and simply killed prostitutes so she could return to the womb. To put it another way, this is the heretical Jack who was born from the “side of the victims”.

After killing several women, she was given the name "Jack the Ripper," and rejoiced at having been given a name that she had been denied for so long. However, even they themselves do not know for certain whether or not they were “Jack the Ripper”.

After all, they are an amalgamation of evil spirits, so their memories are always vague and, even if they remember having killed prostitutes, it’s uncertain who exactly they killed. What they kill as Assassin is not a specific individual, but rather the society that killed them, and the strong emotions they carry cannot be understood by any other hero, making them beyond salvation. Eventually, a magus discovered that the culprit of the bizarre killings was of a magical nature and extinguished her.

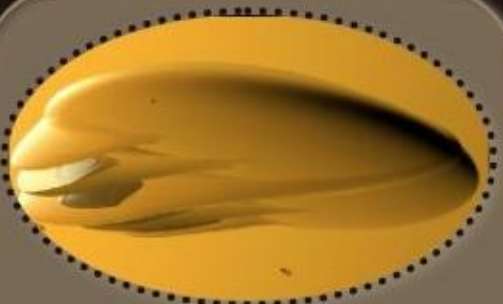
Built in the Heavens

Your ship, as you have built it.



Abductee

Seeking. Seeking. Always seeking. Lost and dreaming - it's been searching for someone for a very, very long time. Some entity that resonates with the ship's command core protocols; someone like you.



Geometric

There is simplicity in mathematics. Sometimes the more advanced things are, the simpler they become. While your starship may not evoke admiration or fear with artistic lines, there is a statement to be made by such simplicity, and the power it holds.



Personal

[Free Spacial Compression] Even vessels this small would normally require a crew to pilot, but not for you. Your ship requires only your word and will, nothing more. Further, its size can go even smaller, to the point where its exterior shell is only the entry point for the engineered superstructure within...

Subspace Diver

This Stardrive allows for your ship to slip in and out of subspace with effortless ease, like skimming beneath the surface of water with pinpoint accuracy and grace beyond all but the most sophisticated of stardrives. The ease and accuracy allows for your Starship to emerge within other structures, from the interior of planets, and even to other starships.

Black Forest

While easily the slowest of all superluminal options, this one grants a boon above all else; the obscuring energies of this Stardrive's engines cloak the entry, exit, and path of your ship's travels. Yours is a ghost in the night, a silent wind in the void. Others may sing a song of celestial travel as their powerful engines sunder reality, but yours is the quiet whisper heard by none.

Subspace Trawl

This real-space drive interfaces with the geodesic skein formed from the relationship between real-space and higher energy dimensions, effectively pulling or pushing the ship along space-time itself. While not as nimble as Inertia Drives, it has the bonus of not requiring any gravitational disturbances or mass ejecta for propulsion.

Disjunction Core

Harvested from rare, high-energy events that can occur in the more tumultuous galaxies, this generator harvests energy from an eternally expanding subsumed knot of space-time; in effect, a caged infant universe - inexhaustible and without end.



Imprint

Previously inactive and dreaming, this Autonomous Cybernetic Intelligence effectively 'imprinted' on you the moment you were registered as the Ship's Captain. Its personality, interests, and appearance are specifically designed by it's very nature to complement yours; what you lack, it will possess. What you need, it will provide. While it is an independent entity with its own wants and interests, it will be fiercely loyal and protective of you and your interests; after all, it was designed to be so.

Personal Size Option

[+5] [Requires Personal Hull] Personal size hull grants a free [Spacial Compression] system. While not required, this is recommended for utility and personal comfort.

Extra Biosphere

[-1] This option is to purchase an extra [Biosphere] subsystem.

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Extra Backup Core

[-5] This option is to purchase an extra [Backup Core] subsystem.

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Self Repair and Maintenance

[Free] Your ship has been equipped with a sophisticated set of repair, engineering, and fueling elements, stripping away the need for a crew.

Medical

[Free] Considered mediocre by your ship's builders, this medical suite is enough to turn back the tide of death itself, if need be; as long as decay and irrevocable disruption of the neural state has not occurred, the body can be repaired.

Captain's Cabin

[Free] Your personal demesne within the ship, crafted to your specifications and preferred aesthetics. The only real constraints are the engineering limits involved as stipulated by the size of your ship, and maybe not even then...

Bridge

[Free] The command throne from which your ship heeds its master. Style, appearance, aesthetic; everything is assembled to your taste.

Passenger Quarters

[Free] Far from palatial, this series of berths is more than enough to satisfy the need for rest and relaxation of individuals that you bless with the privilege of boarding your vessel.

Shuttlebay

[Free] [Restricted to Cruiser Size and up] Size is a statement, but it can (occasionally) be awkward. The need to descend from the heavens can occur, from time to time. Should such a need

Telepathic Control Link

[-2] A specific command module has been linked directly to your brain via a neural web, providing uninterruptible remote monitoring of your awareness. This allows for remote command and control of your

Librarium Vault

[-2] Less a vault and more a resplendent mix of museum and library, containing both artifacts and ancient manuscripts. Who knows what information could be locked away within these archaic

Biosphere

[-1] A dedicated portion of the ship has been reformatted to accommodate a terrestrial biome with features and atmospheric systems of your choice. Can be selected multiple times.

from time to time. Should such a need arise, your ship possesses two or more self-maintaining shuttles, to convey you to your destination. These artifacts are capable of atmospheric operation and can transport a fairly large amount of cargo, or personnel.

for remote command and control of your starship when you're not on board, as well as communication with the ship AI.

locked away within these archaic, yet magnificent tomes and baubles?

[See the 'Point Adjustments' section for more purchases]

Virtual Space

[-2] A time-accelerated virtual universe allowing for a myriad of functions, from education to entertainment.

Epicurean

[-1] A specialized space set aside for the explicit production and preparation of rare and indulgent foodstuffs. Extinct species, long lost flora, rare distilled essences; your dining experience will be as such to humble a god.

Smartmatter

[-5] The majority of your ship's internal habitable space has been augmented with programmable smartmatter, allowing for rapid reconfiguration of its layout. While often seen as a horrendous luxury, this also allows for surprising combat utility, should boarding crews become a problem.

Internal Heaven Array

[-5] Going above and beyond the normal emergency forcefields a ship might possess, this array encompasses the entirety of the ship's internal space. This not only allows for rapid and excessive defense measures formed from hard-light and energy fields, but it also allows for more subtle manipulation and control.

Spacial Compression

[-5] Bypassing the constraints and limitations of normal space, all or part of your starship's interior has been folded into a higher dimensional envelope of structured reality. This gives your starship more room inside than the exterior hull would allow.

Stasis Crypt

[-1] Portions of your ship have been constructed with the purpose of housing hundreds of thousands of individuals, kept perfectly within stasis.

Maid Deployment

[-1] Rather than rely on pure automation for the most interior and exterior repair and maintenance tasks, this module allows for the construction, customization, and maintenance of a networked group of sophisticated, semi-independent bioroids tasked with handling such matters. While your ship's AI can easily manage them, they can also be allowed to grow independently, expressing individual habits, appearances, and traits.

Backup Core

[-5] While the possibility is incredibly remote, there is always a chance that your AI's primary core could be terminally damaged beyond the capability of its defensive and self-repair systems. While automatic systems should be capable of managing the starship, the loss of such an asset would be difficult to recover from. As such, your AI has a mirrored backup kept in a hardened vault, allowing for recovery from catastrophic loss. However, rather than a backup, you can instead select another AI core to be simultaneously active, allowing for greater flexibility for you and yours. Can be selected multiple times.

[See the 'Point Adjustments' section for more purchases]

Chrysalis Generator

[-10] [Requires Telepathic Control Link] Leaving the ship (either for exploration or interacting with other people) is sometimes necessary, despite the dangers you might face outside of its armored hull. Despite its power, your ship cannot protect you from all dangers, and even death is a possibility. But death is not an insurmountable obstacle; specific modules and devices are now irrevocably linked to your body, continuously monitoring your health and mental state. Should you sustain lethal damage, or become irretrievably trapped, the system reacts, translating your consciousness to an awaiting chrysalis. A new body is constructed for you, just as it was before your untimely demise. While the reconstruction process is far from simple, leaving you immobile during your restoration, it is preferable to the alternative.

Drone Command Array and Bay

[-5] A portion of your ship has been repurposed for the construction, maintenance, and management of a fleet of multipurpose, combat capable drones. While not as powerful as your starship's main offensive and defensive systems, having the capacity to envelop an enemy and project force from multiple angles in battle can be useful. All drones are equipped with a smaller version of your Stardrive, should you need to engage in a superluminal battle across many light years. The specialization of these systems means that the construction of these drones is much faster as compared to more general purpose systems.

Heavy Drone Array Augment

[-5] [Requires Drone Command Array and Bay] The drone command and deployment system has been upgraded extensively. Not only can you deploy, manage, construct, and store more drones than before, you can also field larger, more powerful units.

Manufactory

[-5] A specific portion of your starship has been devoted to heavy industry, allowing for the rapid construction of various buildings, stations, vehicles, tools, components, and personal armaments. While internal construction yards are the primary means of production, your assets can be deployed out of the ship to allow for independent construction and material collection, aided by harvester drones, assembly/disassembly arrays, and other manufacturing automata. Additionally, this sub-system includes an archive of blueprints and patterns for things you can create.

Shipyard

[-10] [Requires Capitol or Dreadnaught Size] Your starship has been upgraded with the necessary manufacturing systems and space needed to construct other starships. The only real limitation is size, since this system is internal, but dedicated construction could enable you to eventually duplicate your vessel...

Drive Redundancy

[-5] [Cannot be taken with Lighthugger] For whatever reason, the creators of your ship saw fit to make sure it was more than capable of traversing the gap between stars. It possesses a second Stardrive, giving it a flexibility few can match.

Command core

[-2] While remote, the possibility of complete destruction is present. The central command core of your starship has been augmented and designed with this possibility in mind. Not only is it independent of the rest of your starship in terms of power and propulsion, but a specific manufactory module has been installed with the express purpose of harvesting materials and reconstructing the ship itself. The entire vessel can be rebuilt from nothing, should it ever be lost.

Teleportarium

[-5] This system installs machinery and equipment for the formation of apertures bypassing the space between two separate points by tunneling through higher dimensions, allowing for instantaneous point-to-point spacial translation.

Warchive

[-1] Not merely a pattern vault of small and heavy arms, autonomous assets, weaponry, vehicles, armor and so forth, this system is also an archive of information on enacting interplanetary

Stealth

[-5] Your starship has been crafted with the intent of stealth; not only have the realspace and superluminal drives been tuned to rapidly disperse their respective energies (leaving no trace of your

Phase Cloak

[-5] Enveloping the ship in a spacial manifold, this perfectly conceals your vessel from detection. The only limitation is the lack of ability to affect anything outside the manifold, though this doesn't

Singularity Core

[-5] The ship's computer core's main physical components are now housed within a quasi-stable pocket dimension wherein the physical laws of realspace don't quite apply. This allows for physical

war. Comparatively useless without a manufacturing base, it is still an informative treasure trove about such topics. Paired with a [Manufactory], you can build armies fit to conquer worlds.

passing), your hull and systems are designed to specifically obfuscate sensors at all ranges, minimizing any and all chance of detection when not engaged in high energy activities.

prevent your drives from functioning.

components and computational speeds that far exceed what would normally be possible, increasing your ability for research and combat modeling by orders of magnitude.

Biomedical R&D

[-5] A specialized research facility based around biological repair, augmentation, and similar subjects. Specialized bioroid construction facilities, mass cloning systems, custom engineered organisms, and any sort of biological or cybernetic upgrades you could imagine.

Engines of Creation

[-5] Creation is often more an art than a science, a skill rather than a rote equation. Your ship has been equipped with the necessary data banks, editing facilities, and deployment pylons for the purpose of terraforming planets from the ground up. While it's not a swift process, few can deny the power of creating an entire ecosystem, to make life where there was none.

Gravity Lifters

[-10] Less a single device and more of a deployable network of linked artifacts, this system allows for the rapid harvesting of materials from terrestrial objects, including planets, stars, and even black holes.

Scripture Aura

[-5] Care was taken to culture specific structures throughout your ship; patterned bioneural clusters that draw upon higher dimensional energies through space-time constructs. These clusters are keyed to correspond to both the ship's AI and your will, as Captain. These devices allow your ship to project a strong psionic field on those within it's area of effect, enforcing specific conduct as dictated by your desire. This field can be focused for offensive and defensive purposes as well, helping to protect your mind from outside influence as well as projecting psionic force in battle. You, as Captain, are immune to any damaging effects of this system.

Empyrean Module

[-2] Sequestered inside a full-immersion pod, you connect directly to the starship, controlling it as if it were your own body. The improved reaction time is considered by many to not be worth the trade-off, considering the processes involved with entering and exiting the pod, while others swear their lives on it.

Gravity Tractor

[-2] As much a tool as a weapon, a gravity tractor deforms space around a target, allowing it to be pulled, pushed, or held immobile in relation to your ship.

Auspex Baffle

[-2] Augmenting your starship's formidable battle capability is a plethora of systems designed around ECM and ECCM. While not true stealth, this E-warfare suite is designed around the art of confusing and distorting the output of opposing battlefield equipment, allowing you to break target locks, throw off and confuse automated weaponry, and engage other such useful effects.

Astrometrics

[-5] An array for computational modelling and analysis of stellar events, cartography, and auspex data. While useful for long range analysis of potential navigational mishaps, it is also equipped with a plethora of sophisticated scanning equipment, allowing for pin-point observation of minute targets that are hundreds of thousands of light years distant. This also allows for extensive side-scanning of higher dimensions for intrusive targets, should the need arise to locate and target hostiles within those realms.

Effector Beam

[-5] Utilizing ECM, ECCM, and long range energy field manipulation, this module allows for long range E-warfare without the requirement of physical contact. Close in use can also be supplemented through the use of combat nanites, allowing for faster and more robust access.

Alchemical Forge

[-10] Drawing power from higher order dimensional realms, this forge allows for the transmutation of energy into matter. While energy intensive, it effectively frees your ship from the need to take in raw materials for construction or repair.

Grand Hull

[-10] The sophisticated hypertechnology of your starship enables it to grow beyond its initial size and configuration. While slow, age and activity will see your starship evolve to be progressively larger, with a requisite increase in capability and power.

Ark

[-10] Your ship was meant to be more than something to breach the lonely divide between stars. It was meant to be a savior. A hope. To carry with it the dreams and souls of an entire species, if need be. Your ship has drastically increased in exterior size does invite difficulties, it does offer the odd opportunity at camouflage; who would believe such a gargantuan artifact to be mobile in the first place.

Buster Cannons

[-1] Utilizing spacial warping and specially alloyed rounds, this weapon fires physical ammunition at an appreciable fraction of c.

Warhead Launcher

[-1] Utilizing electromagnetics and gravimetric assistance, this system fires off self-guided warheads armed with Hotdust; static molecules of antimatter perfectly paired off with normal matter, allowing for highly customizable detonation yields. This system can be used in both missile and torpedo form. While both function semi-independently and will guide themselves to identified foes on the battlefield, missiles are both more maneuverable and faster than their torpedo counterpart, which has a much greater comparative range.

Heavy Warhead Launcher

[-5] A specialized torpedo launcher designed around the variable yield quantum filament warhead. These weapons hold quantum filaments contained in a stasis field that, when released, trigger a nuclear disassembly field, horrendously disrupting local matter as well as emitting massive bursts of high intensity radiation.

Plasma Impactor

[-2] Utilizing electromagnetic force-field tunneling, this weapon enables an intense pulse of molten plasma as ammunition; effectively, a high-speed continuous rail gun stream. While powerful, it has little control or finesse in regards to precise targeting, though the results are devastating.

Blaster Cannon

[-1] Utilizing matter editing on projectiles made of compressed deuterium, this weapon fires out tightly organized packets of weaponized antimatter. While the range is equivalent to any proper electromagnetically accelerated cannon, the nature of the projectile can cause splatter effects on impact, often causing unpredictable secondary effects, or (in rare cases) no effect at all.

Hadron Stream

[-2] This launcher accelerates a flow of particles up to near superluminal velocity. Upon impact, the resultant interaction results in massive flares of discharged radiation. Despite the energies utilized, this weapon is not one for devastation, as the resultant bursts of radiation are typically lethal to the crew and damages on-board equipment without ruining the ship itself. As a result, this is a particularly potent, if cruel method of securing intact ships for salvage. Its effectiveness is

Corrosion Launcher

[-5] Often considered a typically exotic form of torpedo, this weapon is actually a carefully managed and engineered bolt of strange matter. Upon contact with baryonic matter, the strange matter begins to rapidly convert nearby mass to match its own type, resulting in cataclysmic degradation and corrosion of high mass starships. Putting aside the damaging bursts of radiation from the corrosion effect, the violent alchemy and structural degradation can often result in

Slicer Beam

[-5] A projected tunnel of energy that rips apart molecular bonds and bypasses most armor. Only exotic or unusual defenses can hope to stand against its onslaught.

degraded to nearly nothing if the ship still has active shielding.

starships literally shaking themselves apart under any sort of acceleration.

Subspace Filament Control

[-5] This system manifests virtual filaments of subspace energy from projector arrays placed around the ships hull in a tightly controlled manner, allowing for a close ranged, precision point defense system with unparalleled accuracy. The only trade-off for such precision is its extremely limited range, relegating it to 'knife-fighting distance', at best.

Rift Generator

[-5] This weapon system utilizes resonance energies to crack open space and time, creating seething rifts in the space-time continuum that spew out uncontrolled surges of cataclysmic energies. These rifts are mobile, and often seek out the nearest source of high energy input, making it a potentially devastating, albeit suicidal form of battlefield control.

Anti-Superluminal Warhead

[-2] A packet of unstable higher dimensional energies set to detonate in such a way as to disrupt enemy superluminal drives. The specific tuning of this warhead allows your preferred method of travel to function perfectly.

Subspace Displacer Warheads

[-5] Internally manufactured warheads mounted on normal missile stacks that, when detonated, displace all physical matter within a variable yield radius into local subspace.

Virtual Light Optical Batteries

[-10] A barrage of virtual particles fired off from higher dimensions that rapidly decay in normal space, but do so at superluminal velocity, allowing for devastating energies delivered at extreme range.

Angel Light Bridge

[-10] A powerful battlefield dominance weapon that enacts sophisticated energy control over a projected 'core' manifested outside the ships hull. Once active, this allows for a potentially fleet-slaying projection of a near unending onslaught of energy condensed into beams and tracking warheads. It will, however, require energy buildup before firing.

Hypometric Lance Projector

[-10] This system utilizes weaponized space-time engineering, projecting a conceptual lance of phase altering energy which renders the physical presence of baryonic matter a mathematical impossibility. While contained within a strictly localized projection, the resultant effect is devastating, as sections of the target are literally written out of existence.

Soliton Wave Generator

[-10] This weapon creates a standing soliton wave in the geodesic skein of space-time. The intense gravitational disturbances that result in devastating effects; while the effect on small targets is minimal, the true effect is displayed on large concentrations of matter, as planets or even stars are disassembled by the wave effect.

Void Shield

[-1] A projected energy screen that shunts all damage into other-dimensional spaces. It can be overloaded, but it effectively mitigates all damage until this threshold is surpassed.

Angel Shield

[-2] Manifested planes of hardlight sheathe your vessel. This sheath envelope does not allow for 100% coverage of your vessel, but what sections are protected require astronomical amounts of energy to break through.

Reactive Shielding

[-2] A cadence manifold system has been integrated into your starship's defensive screens. As a result, it reacts to any and all energy directed at it by reflecting that energy away from the surface in a combination of massive electromagnetic surges and radiative shock waves, turning nearby space into a hell-storm of energies with your ship as the center. While not as effective against capital ships, this system can be devastating on both strikecraft and fragile projectile weaponry.

Storm Envelope

[-2] [Requires Reactive Shielding]
The manifold system integrated into your energy screens has further extended its lethal range. In addition, its effect has intensified, resulting in leap effects that cause the lightning and shockwave nimbus to leap from starship to starship, strikecraft to strikecraft, missile to missile. It stands as a robust, albeit passive defense, and a gauntlet few can survive, close in.

Singularity Projectors

[-5] While short ranged, this automated system utilizes disjunction inductors to cause artificial singularities to bloom within a specific location projected outside the ship. Short lived, these crushing gravitational blooms have multiple functions; from forcing aside weapons fire of all types to acting as an anti-strikecraft screen, the intense distortions ripping apart any small vessels that would dare close into proximity of your vessel.

Subspace Hardening

[-5] The exterior hull is charged with extra-dimensional energies, granting it strength well above and beyond what is possible with standard nuclear forces. Excellent for use when planning to ram or board other ships.

Hypermatter Augment

[-5] The exterior hull of your starship has been transmuted into an alloy that only has a passing relation to normal matter. Not only is it incredibly difficult to damage, destroyed portions of Hypermatter will regenerate and repair without any input of energy or mass.

Adaptive Hull

[-5] A mix of biological and technological, your hull has been augmented with a reactive and evolving system that works to mitigate the effect of damaging energies upon itself. While never 100% perfect, this can have an impressive effect on attacks that would otherwise be effective and/or crippling.

Temporal Actuator

[-5] A field projector that enables temporal alteration within a localized target, effectively locking down starships within bubbles of temporal stasis; or rapidly ageing them within a field of locked acceleration. When configured for wide area targeting, it can be utilized to great extent to inhibit incoming strikecraft and warheads.

Shield Hardening

[-5] The energy management/redirection systems of your shielding systems are robust to the extreme, allowing for truly cataclysmic amounts of weapons fire to be managed by your defensive screens without thought or concern.

Goddess Halo

[-5] The shielding system of your starship is powerful beyond measure, to the point that it can envelop other starships within its protective embrace. This also allows for pinpoint reconfiguration of the shields geometry, enabling the protection of specific targets either in space or planet-side.

Environmental

[-5] Extensive care has been taken to allow for your ship to manage whatever potential encounter they might witness when sailing the void. This enables the craft to traverse a multitude of environments without concern, from the depths of a solar corona to the crushing depths of a gas giant.

Hyperion Lock

[-10] Specific engines within your ship have been tied to the structures and systems that make up your defensive network. When activated, the ships energy field becomes attenuated to local reality, resulting in a complete, and perfect defense against any and all attacks directed against it. While useful, the complexity of the system does have some drawbacks; firstly, it negates active propulsion, leaving the ship effectively immobile (barring normal stellar drift and

Singularity Block-Form Mathematics

[-10] The most extreme and esoteric of defensive technologies. When traversing realms both fantastic and horrific, the very nature of reality can become fluid; means must be taken to protect against inimical hazards. Utilizing high-order mathematics to generate an artificial naked singularity and warp-space, this module stabilizes reality around the ship itself, preventing intrusion from hostile



Operations

[Free] Per standard induction protocols, the necessary comprehension required to



Form Fix

[Free] Simple biological fixing is effortless to enact by your starship's standard [Medical] subsystem. Not only has your

immobile (during normal stellar unit and gravitational orbit). Secondly, the effect lasts a limited amount of time (roughly thirty minutes) and requires more than a day to restore the engines before they can be brought back online.

actions, both passive and active.

operate and manage your starship has been transferred to your brain via a mix of direct download and retroactive inscription recall. While a good deal of your starship is automatically managed, should the unlikely come to pass and you need to step in directly, you'll find yourself more than capable.

body been purged of various potential maladies and problems that may arise from general wear and tear over time, but it is possible, even simple to alter your biology to fit whatever aesthetic desires you may have. Your body can be engineered to conform to anything within human norms.



Aesthetics

[Free] As above, so below. How you wish to craft the interior of your ship is ultimately a reflection of yourself, or a reflection you wish to show the world. When given free reign, what facet will you display? This allows you to customize the overall internal theme and appearance of your ship.



Uniform Equip

[Free] Clothing is a form of communication; it is a statement, a declaration. How you garb yourself will make just as much an impact on others as your ship itself, perhaps moreso. This augmentation gifts you with your own personal set of themed outfits, befitting the captain of a starship.



Personal Sidearm

[-1] Even when you can sunder worlds, occasionally, a softer, more personal touch is required. With this, you will carry a small pistol for personal protection. Others may see a simple sidearm, but it is more than enough to easily core through heavy powered armor and mechanized infantry.



Personal Weapon

[-1] Melee, in this day and age? Perhaps it's a statement, perhaps it is a need for the specific battlefields you find yourself fighting on. Whatever the reason, the tech base of your ship grants you access to option few others would enjoy.



Soft Suit

[-2] While regarded as minimal equipment by the standards of the ships builders, this sophisticated sheath is a full body augmentative harness designed around the use of synthetic muscle fibers, reactive nano-ecology, and an advanced suite of biological computronium. In addition to allowing for enhanced reactions, increased speed and strength, it also doubles as a full body medical suite. If need be, the carbon based nano-ecology can fully support a normal human body at peak combat readiness, should they suffer extreme traumatic damage. As a bonus, the semi-sentient in charge of the nano-ecology also allows for extensive E-warfare capabilities, full augmented reality data interaction, and the suits exterior sheath allows for optical occlusion, rendering the suit and its user effectively invisible.



Combat Skin

[-5] This support shell is the apex of design for personal combat. Utilizing hardlight, reference-locked energy fields, and adaptable smartmatter, this combat skin has a multitude of capabilities and functions. Allowing for massively boosted strength and reaction time, the combat shell also adapts to any attack that is made upon its skein, severely mitigating or outright nullifying attacks depending upon their severity. It also acts as a sophisticated support system (both physically and psychologically), constantly monitoring its pilot to mitigate all forms of attacks, from the psychological to the physical, and even memetic hazards. As a part of this, it allows for retroactive editing of traumatic psychological events should the pilot be significantly impaired by the more damaging sort of entities one might encounter while storing up mental resilience. It also negates the need for sustenance and downtime. As a final bonus, the exterior can be customized to suit the pilots personal aesthetics.



Psyker Awakening

[-5] Either through circumstance or events, your mind has awakened to a new power, and is now capable of reaching beyond the flesh to grasp and mold higher dimensional energies. While weak at first, time and practice will see this capability blossom into an earthshaking capability with manifold applications.



Knowledge Download

[-5] Learning without comprehension is a wasted effort; an affliction you can no longer claim to be affected by. The technology base of your starship has been opened to you, gifting you with the most valuable possession one can have; understanding. With this, you can not only acquire information from the ship's computer, but you can perfectly and completely understand that information.



Combat Augmentation

[-2] Per standard on-boarding protocol, your mind was uploaded with the requisite knowledge to handle both your body and the ship in combat. While it's



Lord of Admirals

[-5] The understanding and comprehension of legions of tacticians and experts at battle have been uploaded to you. Beyond this rote knowledge is the



Intelligence Augmentation

[-2] The alteration and repair of your body upon arrival on the ship allowed for several upgrades; your intelligence has been radically boosted, beyond its



Social Augmentation

[-2] Your body was altered when you were taken in by the ship; not only do you now find social interaction and management to be near effortless when dealing with

rare that you would find yourself locked in close mortal combat with others, having a mastery of starship tactics should serve you well.

inception of a shrewd and calculating acumen designed for the art of war. Should any fleet face off against you with the intent to win via superior tactics, they will find themselves sorely lacking.

been radically boosted beyond its previous limits. The result is rather impressive, giving you near perfect memory and recall, as well as increased cognitive comprehension and speed.

others, your physiology was subtly altered, resulting in an overall increase not only in appearance, but pheromonal appeal.



Biomechatronic Interface

[-1] Your brain has been augmented with a suite of bio-cybernetic cognition enhancements and processors, giving you access to a range of sophisticated capabilities; enhanced comprehension, thinking speed, access to AR layers via direct nerve induction, seamless and intuitive VR immersion, E-warfare capabilities, techno-empathy, etc.



Cybernetic Augmentation

[-5] Your body has undergone extensive replacement and re-engineering for the purpose of surpassing human limitations. At a minimum, all four limbs have been replaced with cybernetic equivalents and the remainder has been extensively shored up; this can scale up to a full body replacement. The more extensive replacement you undergo, the more physically powerful the result. The external appearance of this augmentation is variable; it can come across as fully hidden or completely mechanical, according to your preference.



Biological Upgrade

[-5] Your flesh had been augmented via extensive re-engineering; you move faster, think better, and comprehend faster than before. Every part of you has been improved above and beyond the norm for your species. You are a paragon in every respect; not only in mental acuity, but physical strength as well. This augmentation includes several applications for combat and pure, raw survival.

Selections

Who?

Who is the being talking to? Who is the recipient of the being's blessing? Who knows about the being giving away these powers?

Difficulty

Is it worth it? Well, good luck.

Scenario

At what point you will arrive.

Alignment

Your stance on morality and the law.

Character

Who you will be.

Shard

What is giving you your powers?

Perks and Drawbacks

Things that help you and cost points versus things that harm you but give you points.

Skills

Skills that you can have uploaded to your brain like the Matrix.

Powers

Superpowers.

Oops / Setting

Alternate settings you can be sent to.

You

Gain: 5 SP
You are the one who the choices you choose apply to.

CYOA

They played a CYOA, adapted to fit their perceptions (So, it didn't call their own reality a story, and if Worm didn't exist as a story in their reality, then the CYOA gave them the CliffNotes of it). If their choices don't make sense for them to have made, they may come to the conclusion that they were mind controlled.



Determination Mode

Cost: 100 SP
Eden never died. You cannot take the options that instakill the Entities or Endbringers. This increases your determination, willpower, and ability to resist despair by 2,000% each, removes the alignment drawbacks, and drastically increases your perception. Each part of this can be toggled on/off at will. You are totally immune to precognition in any form other than your own. Gives Cloak V2 and Cloak V3 for free. You can selectively allow precogs to predict you. Contessa is still alive with her restricted power. Upon victory, you will receive one wish, no matter how powerful or all-encompassing, and this wish will not be a monkey's paw or the result of a corrupted Holy Grail or any such thing. The only restriction is that this wish will not destroy more than 10^80 universes.

Open All

Open All



April 7, 2011

Gain: 20 SP
Gain: 20 CP
This is a couple of days before Taylor Hebert, the primary focus of Wildbow's visions, first debuted as a Cape, an active Parahuman, and fought Lung, the

True

Incompatible: Lawful
Incompatible: Chaotic
You don't go out of your way to break laws, but you won't hesitate to break them if you feel it's necessary. On the other hand, you might just be lax about the law.
Bonus: Your morality bonus will be more effective in some way.

Neutral

Incompatible: Good
Incompatible: Evil
You're not necessarily a good person, but you're not bad either. You're not about to sacrifice yourself for others, but you're not going to go and kill them either. You can be biased toward one side or the other, but don't necessarily have to.
Bonus: You are very talented when it comes to business. Whether that business is negotiations, bartering, haggling, or paperwork, you're very good at it. You are, however, slightly worse at befriending new people. If you're True



Cost: 5 CP
Thankfully, whatever method was used

Dragon of Kyushu. If you don't change anything, you have two years, two months, and thirteen days before the remaining entity attempts to commit multiversal genocide.

Neutral, you are much better at bluffing, though not good enough to fool everyone. People like Jack Slash or Tattletale would see straight through you.

to make the portal, is allowing your consciousness to remake your body using the molecules left from your shredded self and the previous test subjects. After your body is complete you shall be reincarnated as someone who fits your criteria. You shall have all their memories and skills, you'll be able to act just like they did. You can decide how far you merge, if it's just your mind in their body with their memories and skills, or if your personalities merge completely. If you want you can decide how this works if you want to figure out a way to make this not stealing someone's body, mind, and soul from them.



12 to 14 years old

You're in middle school and puberty has started or is coming soon unless you're a late bloomer.



Other

You are some mix of a biological male and female.



Nonbinary

You are nonbinary. You may or may not suffer from Gender Dysphoria.



Androgynous

Cost: 8 CP

You look very attractive, but you don't necessarily look like one sex or the other. You won't be prone to getting acne.

Middle School

Gain: 2 CP
Required: 12 to 14 years old

You go to a middle-school. If it's the Arcadia middle-school, you share a school with Missy Biron and Dinah Alcott, both of whom are important Parahumans.



Shard of the Warrior Entity

Gain: 5 CP

- Your power comes from the Warrior Entity.
- Your power pushes you toward conflict and can alter your personality.
 - + You instinctively understand how to use your powers.
 - + Your power will back you up in a pinch or when you're actively using your power for conflict.
 - + Your power has enough juice to last at least a century of active use.

Queen

Cost: 20 CP

The entity, not having this Shard, is severely hindered. This Shard is significantly stronger than most others, only equaled by the other Queen shards. You can choose Tier 1, 2, and 3 powers.



Apex

Cost: 10 CP

Your muscles, natural regeneration, bone density, intelligence, perception, and senses are all just short of Parahuman.

Cosmetic Shapeshift

Cost: 8 CP
Incompatible: Case 53

Just once, you can change your appearance to anything you'd like, as long as it's within human limits. You can change your sex and age, along with any internal changes that these entail, but nothing more. You can not increase your muscle mass with this power, though you can redistribute it.

Fan Service

Cost: 5 CP
Required: Cosmetic Shapeshift, Beautiful, Handsome, Androgynous, Victoria Dallon, Sarah Livsey/Lisa Wilbourn, Aisha Laborn, Hana, Dean Stansfield, Brian Laborn, Carlos, Colin Wallis, Max Anders,

You are beautiful or handsome. No, that is an understatement. You are more attractive than even a supermodel. Any wounds you receive will heal properly, and you won't have scars unless you

Cloak Mark I

Cost: 1 SP
Cost: 2 CP
Incompatible: Shardless

Thinkers cannot find out that you are from another universe that has a multiversal-level unrestricted Precog, unless you tell them. They still will be able to tell you think their world is fiction if you tell them, though. That is, if you still think their world is fiction by

Cloak Mark II

Cost: 2 SP
Cost: 3 CP
incompatible: Shardless

You are a blind spot to human precogs, including those with All-Seeing Precognition.

Cost: 3 SP
Cost: 2 CP
Incompatible: Shardless

Cost: 2 SP
Cost: 1 CP
Incompatible: Shardless

Cost: 1 SP
Cost: 5 CP
Incompatible: Shardless

Cost: 10 CP
Incompatible: Shardless

Cloak Mark III

Cost: 3 SP
Cost: 2 CP
Incompatible: Shardless

You are a blind spot to Endbringer and Entity precognitives.

Cloak Mark IV

Cost: 2 SP
Cost: 1 CP
Incompatible: Shardless

You are a blind spot to Thinker powers that get someone's information using anything other than environmental data or what the Thinker already knows. Tattletale's power would still work on you, but Cherish's or Khepri's wouldn't. Cherish and Khepri could still control you, it would just be blindly.

Mental Barrier

Cost: 1 SP
Cost: 5 CP
Incompatible: Shardless

You are immune to any and all Master and Stranger effects. You are also immune to other emotional effects caused directly by powers, such as those of Victoria Dallon's emotional aura.

Wealthy

Cost: 5 CP

Your family is very wealthy. If you're not a CEO, politician, lawyer, or doctor then you got the money from an inheritance, or your parents are a CEO, politician, lawyer, or doctor if you're not yet an adult. If you're an orphan, when you reach adulthood you'll get the inheritance.

Trumped the Trump

Cost: 3 SP
Incompatible: Shardless

Unless you will it to be otherwise, Trump powers do not work on you. You can be Mastered into consenting to a Trump working on you, if you're not immune.

Backup

Cost: 5 CP

If you chose insert, you will arrive with a tablet that has all of Wildbow's predictions on it, in the order they were released. If you chose reincarnation or Self-Insert, sometime after your arrival you will receive a tablet from a portal that has the tablet. This portal will arrive sometime when no one is with you and you'll have plenty of time to hide it if necessary. It has every Cloak Perk you have, if mind was replaced by content.

Peaceful Vibes

Cost: 2 CP

People of the same alignment as you will be slightly more likely to mesh well with you. You'll be more likely to work well together on a team.

Negentropy

Cost: 8 SP
Cost: 3 CP
Required: Shard of the Warrior Entity, Shard of the Thinker Entity,

It somehow went unnoticed by the entities that your Shard had the ability they sought for eons: it defies entropy. Somehow your power allows you to defy entropy, and uses this itself to keep it charged. You will never run out of energy. This is more or less useless unless you're either immortal or think you're capable of convincing the entity to leave behind all his other Shards, including Sting, and therefore not kill all humans in exchange for your Shard. A Shard without this perk may still have the ability to defy entropy, but you need to find it yourself, because the Shard doesn't already know.

Extended Range

Cost: 8 SP
Cost: 3 CP
Required: Shard of the Warrior Entity, Shard of the Thinker Entity,

Normally, the range of your Shard wouldn't extend far out of Earth's atmosphere, but now your Shard has unlimited range. You could be on the other half of the multiverse, and several billion light-years away and your Shard wouldn't even lag, nonetheless stop working.

Conflicted Prediction

Cost: 3 SP
Cost: 3 CP

Wildbow's Shard, like any other Warrior Shard, was geared for conflict, and so what would really happen is a bit more spaced out. In other words, you have an extra two years, two months, and 13 days until Gold Morning, and the events of Ward also took twice as long and started two years, two months, and 13 days later.

Frankenstein

Cost: 15 CP

I've decided to mess with your body a bit. You're a low level Brute in durability, strength, speed, reflexes, reaction time, senses, and regeneration. You are resistant to Master effects and predictions about you are often slightly off. Thinker powers that sense your mind don't work properly.

All Seeing Precognition

Cost: 20 SP
Cost: 10 CP

Blindspot? Hah. Your powers have no blindspots. They can see Eidolon, The Endbringers, The Entity, Mantellum, and all other blind spots. Actually, your power does have one blindspot... it cannot see those with the Cloak V2 perk.

'Plot' Armor

Cost: 5 CP

You're not unlucky. You won't get killed by accident, only by something someone did intentionally. Someone has to go out of their way to kill you if they want you dead. This power doesn't protect you from Endbringers.

Noctis Cape

Cost: 3 SP
Incompatible: Shardless

You have no need to sleep, you'll constantly be alert and awake. You also have a perfectly eidetic memory, capable of perfectly recalling anything that has happened to you since you received your powers. Any memories prior to your trigger are remembered as well as you could recall them when you triggered.

Homecoming

Cost: 20 SP
Cost: 10 CP

Now, even without the Tier-3 Raven power, you're capable of travelling to any universe I have access to, assuming you have a power that would make it possible. (Any teleportation power that works on memories now works on memories from before you gained powers. You can teleport to other worlds I have access to by accessing the medium in which the precognitive that predicted it released it in (A Harry Potter book for the Harry Potter universe, a Skyrim game for Skyrim, the One Piece anime for One Piece, etc.)

Conscious Geas

Gain: 3 SP
Gain: 8 CP

Regardless if you're immune to Master/Stranger powers or not, you have a geas on you. A geas is a compulsion you must obey. You are aware of your geas and are not effected mentally by it, but if you try to go against the geas you

Anything Goes School of Martial Arts

Cost: 25 CP

You are a master of all the well known schools of Martial Arts, such as Karate, Boxing, Judo, Aikido, Taekwandoe, Jujutsu, Muay Thai, Krav Maga, Tai Chi, Kendo, Fencing and more. You find

Sword Art Offline

Cost: 5 CP

You are a master of all martial arts based on weapons, including Kendo and fencing. This includes lesser known martial arts.

Gun Fu

Cost: 10 CP

You are a master of the fictional martial art called Gun Fu, adapted to actually work. You are also skilled at marksmanship.

won't be able to. It may make your body move on its own if you try to disobey. If your geas was to be a good person, then you would find yourself forced to do things that you felt a good person would do. The more specific the Geas, the more debilitating, impossible, and painful it is to resist. If the Geas is extremely general, like to be a good person, you could get away with being an asshole or even petty theft with only some heartburn, but if it was something like to not steal, then if you tried to steal you'd find yourself paralyzed and feeling as if hundreds of red-hot needles were before forced into every nerve on your body.

learning new martial arts you don't already know to be easy.

learning new languages you don't already know to be easy.

learning new magic spells you don't already know to be easy.

Martial Arts

Cost: 5 CP

You are a master of any one martial art that isn't Anything Goes. (Yes, there are real Anything Goes martial art styles) Useless if taken with Anything Goes School of Martial Arts.

Adaptable Martial Arts

Cost: 5 CP

You find it easy to adapt your knowledge of martial arts to fit with any and all powers you have, even if it completely changes you body. You're also good at adapting martial arts to be used simultaneously with other martial arts you know.

Parkour

Cost: 5 CP

You know how to fall, how to land, how to jump, and how to maneuver. You're a master of parkour.

Stealth

Cost: 8 CP

You know how to be stealthy. This includes both the crowd blending and the sneaking/hiding approach.

Survival

Cost: 8 CP

You know how to survive without money, whether that's in the wilderness or in a city.

First-Aid

Cost: 10 CP

You know how to do basic first-aid. You know stuff like mouth-to-mouth, how to stop bleeding, and how to stop someone from biting their tongue off from pain. You have a college 101 course level knowledge on both biology and anatomy. You find learning further about these subjects to be easy.

Mechanics

Cost: 8 CP

You know how to build, maintain, and repair machines and electronics. You're no master, but you're about as good as a fresh-out-of-college dual-major mechanical engineer / electric-engineer.

Programming

Cost: 8 CP

You are a master of Java, Python, C++, C#, JavaScript, DragonScript, and a couple other coding languages. You can make a lot of money using this.

Programming Language

Cost: 4 CP

You are a master of any one programming language. Example of this are Java, Python, C++, C#, JavaScript, or DragonScript.

Hacking

Cost: 4 CP

Required: Programming
Required: Stealth

You're pretty good at hacking. Keep in mind that hacking usually isn't like how it's portrayed in the movies. You're not good enough to break into a Tinker or government's database, but most other things you can break into pretty easily.

Teaching

Cost: 3 CP

You know how to teach people. Could be useful if you want to start a school of superpowered martial arts, because frankly, martial arts won't work the same with superpowers added to them, even if it's just a weak Brute power.

Learning

Cost: 5 CP

You find it easier to take-notes, pay attention, and follow along to speeches, seminars, lectures, discussions, and anything written. Also helps you learn physically and makes studying easier. Really helps if you have ADD or ADHD.

Tactics

Cost: 10 CP

You have the Art of War installed and have a tactical mindset. You also find yourself with the ability to make a mental map of an area. You're going to need more experience if you want to be a tactical genius though, sorry bud.

Strategy

Cost: 10 CP

You know how to make long term plans. You find it easy to grasp geography, troop locations, and the best move for your enemy to make.

Business

Cost: 7 CP

You're great with money, making deals, bartering, etc. Stacks well with the Neutral alignment.

Investigation

Cost: 8 CP

You have all the skills necessary to be a detective... except the knowledge of the law. This doesn't make you more perceptive, but it does make it so you know what to look for and how to think.

Law

Cost: 5 CP

You have every law in the country you start in, as of your starting date, completely memorized. You're also better at memorizing laws, so it's somewhat useful if you chose a country you don't plan on staying in.

Politics

Cost: 10 CP

You know how to play a crowd or group.

Inspiration

Cost: 15 CP

You know how to inspire people. Combined with True Good and you could end up being a Shounen protagonist. Almost.

Echolocation

Cost: 4 CP

A blind person can 'see' to some extent using echolocation. It isn't perfect, or as clear as a not-blind person's sight, but it helps. You can use this version of echolocation

Pickpocketing

Cost: 1 CP

You know how to pickpocket. This gives you moderate skill at stealth and slight of hand.

Lipreading

Cost: 1 CP

You know how to lipread. Now even if you're deafened, you can get a grasp on what people are saying.

Sign-Language

Cost: 1 CP

You know the most common sign-language version of any language you know.

Banter

Cost: 1 CP

You're good at banter and distraction. A bonus for this is that you gain a sense of humor, if you didn't already have one.

Earth Bet Slang

Cost: 1 CP

You know all the common Earth Bet slang. This is mostly useless if you chose Reincarnate or Self-Insert, though a loner or sufficiently young or old person

Language

Cost: 5 CP

You know every spoken or written human language.

that is extremely young is the person
might not know the slang.

the person is not a parahuman, but a
person who has a parahuman power.

Language

Cost: 1 CP

You know one language in both its spoken and written form.

Mover

Cost: 1 SP

It takes a third of the time it would otherwise for you to react to stimuli. The average human can react in 0.2 seconds, with the fastest being 0.15 seconds. If you had average human reflexes, your reaction time is now 1/15 of a second or 0.067 seconds.

Shaker

Cost: 1 SP

You're able to exert up to a maximum of 1 pound of force total on objects within 50 meters of you. The 1 pound of force has to be spread between any objects you're using this power on.

Brute

Cost: 1 SP

You can access all your strength at any time, allowing you to perform feats that normally could only be done when on an adrenaline high. This can cause damage to your muscles and bones. You are guaranteed to heal correctly given enough time.

Breaker

Cost: 1 SP

You can change the temperature of your body to -50 degrees Celsius to 100 degrees Celsius with no negative effects to yourself.

Master

Cost: 1 SP

By staring at someone, you can make them feel increasingly uncomfortable. At first it's nothing bad, but given 30 minutes you could make someone feel like they just opened the door on one of their parents in the bathroom.

Tinker

Cost: 1 SP

When you're coming up with blueprints, your mental gaps will be filled by your unconscious mind as long as you have the prerequisite knowledge to come to the conclusion yourself given enough time. Also makes it easier to learn to engineer or program.

Blaster

Cost: 1 SP

You have perfect aim.

Thinker

Cost: 1 SP

You know how to cold read.

Striker

Cost: 1 SP

You can reduce the friction by up to 50% on any object you touch with a total of 1 square meter of material. You can cancel this on any object at will.

Changer

Cost: 1 SP

You control the length and strength of your hair. You could become Rapunzel in minutes, and could give your hair the tensile strength of steel.

Trump

Cost: 1 SP

You know when Parahumans are nearby and have a one word generalization of their powers.

Stranger

Cost: 1 SP

People will initially come to the conclusion you're weak and that they could defeat you easily.

Twinsies

Choosing this option will open a new area with a list of Parahumans on it. You can choose any one of their powers. Powers like Eidolon's and Contessa's won't be there. Your chosen power will be as powerful as they are for the Parahuman with that power, and the Parahuman will still have their own Shard and power, as they were in Wildbow's predictions.

(Mover) Fast as a Hedgehog

Cost: 2 SP

You can run at an additional 35 miles per hour than you could without powers, without breaking a sweat, 60 miles per hour if you really push yourself. Your legs have a small breaker effect that allow you to run without taking damage. You can exercise to increase your total speed, but your speed with your powers on will always be an additional 35 miles per hour without breaking a sweat and 60 miles per hours if you really push yourself. You might want high quality shoes.

(Mover) Flying like a Chicken

Cost: 2 SP

You can jump 50 meters, and as long as you land on your feet you won't get hurt. Your feet are totally invulnerable to damage and act as shock absorbers. You can use this power to jump horizontally, but be careful to land on your feet. You might also want to learn kickboxing.

(Mover) Soaring through the Sky like a Flying Bison

Cost: 3 SP

You can fly! Your acceleration is kinda slow, 3 m/s², but your maximum speed is 120 miles per hour! If you're moving fast when you first start to fly, you'll keep your velocity, but unless you start by jumping off a motorcycle or have other Mover powers, that's only going to start you off at a couple miles per hour.

(Mover/Thinker) Blink and you Miss it.

Cost: 4 SP

You have absolute awareness of any and all matter within 5 meters of yourself, and can teleport to anywhere within 4 meters of yourself. Your cool down is half a second. All living beings in the spot you're teleporting will be teleported just outside of where you chose to teleport.

(Mover/Striker) Hotwheels

Cost: 5 SP

You can convert and store heat energy and later release it as kinetic energy from anywhere on your body. The release of kinetic energy won't hurt you... directly. If you release the force of a bomb from your hand, your hand will be fine, but if you hit a wall, you will be hurt by that.

(Mover/Shaker) Position Control

Cost: 5 SP

You can switch the location of any two people as long as the difference in mass is no larger than 50% that of the larger of the two.

(Mover/Blaster/Shaker) The Last Airbender

Cost: 8 SP

You are an airbender, you can manipulate air through the use of martial arts. You find learning how to airbend to be intuitive. Eventually you will be able to use air to slice through iron. You'll also be able to steal air straight from a person's lungs.

(Mover/Striker) Spit Marker

Cost: 8 SP

Anywhere you've ever touched, or a part of your body larger than a cubic millimeter has touched, there will be a marker that you can teleport to. This does not allow you to travel to other universes, nor to other planets. You will not be able to teleport to it if there is no location within 2 meters of the marker than has enough open space for you.

(Mover) Blink!

Cost: 10 SP

You can teleport to anywhere you can see. If you're a Noctis Cape, you can teleport to anywhere you've seen since getting your powers. You can teleport to other universes with this. You cannot use this power to co-inhabit the same space as another being, you will either teleport inside the being or right outside of them.

(Mover/Striker) Quicker than Thunder

Cost: 11 SP

You can move anywhere from normal speed to Mach 5. You have a breaker rating stopping you from taking damage from running around, but if you run into something or attack something, the effect will break. If you're going too fast when you do this, you might instantly die.

(Mover/Thinker) I am the Shadow

Cost: 12 SP

You can teleport to anywhere on the planet where no one is looking, as long as no one is looking at you. If someone is looking at you through Thinker powers, like Clairvoyant, your power still works. You have an awareness of everywhere on the planet that no one is looking. You can't teleport into contact with another living being either, if you try you'll find yourself a conple

(Mover) Raven

Cost: 14 SP

You can open portals to anywhere your friends are, no matter the distance, no matter the universe. This is the only power that will allow you to return to your home universe. Family you're close to are also considered friends by this power. Your portals have to be within 5 meters of the person you wish to teleport to, and can't be opened inside of them (unless they have any holes in their body big enough for you to enter, in which

any you'd like yourself a couple nanometers away.

case you can open your portals inside of those.)

any you'd like yourself a couple nanometers away.

case you can open your portals inside of those.)

(Shaker) Target Acquired

Cost: 2 SP

Anyone within 300 meters of you will glow any color you want. They can even be seen through walls or if they're invisible. All parts of this power are toggleable, and you can lower your range however you want. You can decide if others can see the glow, or if you only want specific people to see it.

(Shaker/Master/Thinker/Blaster) Bag of Holding

Cost: 3 SP

You can project a bag with seemingly infinite space in it. You will always know what's in the bag, and you will always be able to retrieve what you want from the bag. The opening of the bag will increase in size when trying to insert something larger than the bag itself. The bag can hold all the water in the world, but it would take many of your lifetimes. You can telepathically order the bag to shoot something out at 60 miles per hour or less.

(Shaker/Thinker) Sound of Silence

Cost: 3 SP

You have absolute control of all sound within 100 feet of yourself, or about 30 meters. You can not create sound using this power, but you can absorb it for later use. You can absorb enough sound to equal the energy in a large thermonuclear warhead, but since you can only absorb energy from sound, you'd need millennia to absorb that much without the help of a Tinker.

(Shaker) Forcefield

Cost: 4 SP

You can project an inviolable barrier that is, at most, 3 meters in radius. You need to take down the barrier if you want to move out of the radius of the barrier. There doesn't need to be a delay between taking down a barrier and putting another up, so if you have perfect timing you can technically move at your maximum speed with the forcefield up.

(Shaker) Earthbender

Cost: 7 SP

You are an earthbender, you can manipulate the earth through the use of martial arts. You find learning how to earthbend to be intuitive. Eventually you will be able to bend metal and magma. This can also be used to detect lies. Theoretically, Earthbending could be used to bloodbend, but since waterbenders can initially only bloodbend on a full moon, and Earth Benders don't have a time when they're significantly stronger, it's likely you would never be able to learn how.

(Shaker) Not Midichlorians!

Cost: 8 SP

Remarkable, your Midichlorian count is nearly 20,000. Yes, the force does exist, and your Shard has given you the ability to use it. Even if your Shard runs out of juice, you will still be able to use the force, since all the Shard did was alter your cells and genes so you had a high Midichlorian count.

(Shaker) Gravity

Cost: 9 SP

You can alter gravity within 100 feet or 30 meters of yourself. You can change the gravity anywhere from 10% to 500%.

(Shaker) Temporal Tempo

Cost: 10 SP

You can make bubbles of slowed, hastened, or frozen time. Frozen time grows at a rate of 1 cubic meter every two minutes. Hastened time at a rate of 1 cubic meter per 15 seconds. Slowed time grows at a rate of 1 meter per 10 seconds. By default slowed time is 10% speed, hastened time is 1000% speed, and frozen time is 0% speed. As slowed time grows slower, or hastened time grows faster, it takes longer and longer to grow. A bubble can be no larger than a cubic kilometer, and you cannot have more than 100 active bubbles. You can pop a bubble at any time. The Siberian, Clockblocker, and Flechette can all pop the bubbles with their powers, though the Siberian will pop when doing so.

(Shaker) Telekinesis

Cost: 10 SP

You have telekinesis. When you're lifting less than 10 pounds or 4.5 kg in total, you have fine control equal to that of Parian. Otherwise your fine control is decent, but requires a lot of concentration that really can't be given during a battle. Your maximum carrying capacity is 15 tons. Your telekinesis can't move anything faster than you can go without the Quicker than Thunder power or teleportation. Your telekinesis accelerates to maximum velocity in five seconds, no matter how much what you're carrying weighs.

(Shaker) Environment Shaping

Cost: 11 SP

You can reshape the environment within 100 feet or 30 meters. You can't make anything float while doing this, but as long as they're not levitating, you have pretty much total control of the non-animal environment. You can cause what's basically an earthquake except on a much smaller scale, you can move plants, you can have a plant's vines wrap around your target. You can even make it so you have the higher ground.

(Shaker) Storm

Cost: 12 SP

You can control the weather within 1000 miles of your location. Your precision on a small scale is not nearly as precise as that of an Airbender, but you can do powerful airblasts. You can form tornadoes or hurricanes on a whim. You could easily destroy society by yourself, but the only thing you could do against an Endbringer is making it sunny, which would stop Leviathan from using the rain. Otherwise, this power is useless against the Endbringers.

(Shaker) Deus Ex Machina

Cost: 14 SP

Things tend to go in your favor. Endbringers won't attack the city you're in, you'll almost always win when you gamble, and you won't get hit by a stray shot. This only effects matters of luck. If someone is trying to kill you, it won't make the roof fall on them unless it was already falling apart. Flechette won't manage to shoot the Endbringer core when it's about to kill you unless she was already aiming near the core. The Slaughterhouse 9 is unlikely to target you unless you're either a perfect target for them or you took the Slaughterhouse 8 drawback.

(Brute/Striker) Captain America

Cost: 2 SP

You have a moderately above peak-human body in every way, excluding looks. Your looks are increased by one level though, and if they're already at the top level, then you look parahumanly attractive. You can also turn any circular object with a diameter less than a meter into a nearly-inviolable shock absorbing shield as long as you touched it within the last 15 seconds. The appearance of the object doesn't actually change and this power can only be used on one object at a time. The object must be metallic in nature.

(Brute) Vampire

Cost: 2 SP

You regenerate when you touch someone else's blood. One quart of someone else's blood would be enough to fully regrow a cut-off arm if it was the only damage done to you. The healing is spread throughout your entire body. You are not an actual vampire and this ability cannot be given to others by biting them.

(Brute) No, I am Sparticus

Cost: 3 SP

Any damage done to you will be spread evenly among any living being larger than a large rat within 10 meters of you. A bullet to the head will probably still kill you, even if there are 10 other people within range of you. It will just also kill all of them.

(Brute) Atlas

Cost: 4 SP

At any time you can lock the position of your feet to the ground. As long as that ground is there, you cannot be moved until you unlock the position of your feet. When like this you are completely invulnerable, are stronger than even Glory Girl, and have enhanced reflexes. Your wounds do not get worse while you're in this state.

(Brute) Do you even lift?

(Brute) Yang it!

Cost: 6 SP

(Brute) Aegis

Cost: 7 SP

(Brute) Telekinetic Barrier

Cost: 5 SP

You have tactile telekinesis that allows you to lift anything. This doesn't enhance your punch speed or durability at all. If you pick up something large, you don't need to worry about structural integrity, your power will keep it intact.

Any impact that lands on you will be absorbed and increase your strength. It will still harm you as much as the level of impact can. The increase in strength is equal to the power of the impact, and lasts as long as you've been hit by a blow strong enough to move you more than half a foot within the last five minutes.

If you are aware of an attack, it will not harm you. You can only be hurt by sneak attacks. If you're hit by an attack that's too quick for your mind to comprehend that it's there, you are not considered aware of it by your power.

Cost: 8 SP

You have Glory Girl's durability and strength. Any impact stronger than a bullet shot from a pistol will pop your shield, but it can take any impact without taking damage. When the shield is down, you no longer have enhanced durability, but you still have your super strength. Your shield will regenerate after one or two seconds, longer if it was a sustained impact. Your enhanced strength is enough to allow you to lift 14 tons. Due to the nature of your enhanced strength, you'll still get tired from keeping your hand raised too long, since it doesn't help counter gravity.

(Brute) Invulnerable

Cost: 10 SP

You have a charge that has a maximum capacity of fifteen minutes. It regenerates at a rate of 1 minute of use per minute of disuse, and does not regenerate when in use. Using this charge makes you totally invulnerable to all attacks, except that of Flechette.

(Brute/Trump) Aura

Cost: 12 SP

You have the power of Aura, from RWBY. Even if your shard runs out of juice, you will still have your Aura. You can gift the power of Aura to others if you can figure out how. Aura will absorb most damage done by any physical or elemental attack you're aware of, give you a bit of a sixth sense, and will enhance your strength, speed, durability, stamina, senses, and reflexes.

(Brute) Deadpool

Cost: 12 SP

As long as even a cell of you survives, you can regenerate from it. A cut will heal almost immediately. A severed head will take a while, and will regrow from the head. You can not use this power to create clones. If your Corona Pollenta and Corona Gemma are near-simultaneously hit by a power that heavily deals in and/or relies on portals and dimensional shenanigans, you will die.

(Brute) Rocky

Cost: 14 SP

You will always be as strong as necessary to exert as much force as the strongest blow that you've ever been hit with. This increases both durability and strength.

(Breaker) Immune Response

Cost: 2 SP

You are highly resistant to all forms of sickness, poison, heat, radiation, electricity, and acid. You are totally immune to all forms of sickness and radiation. You are not totally immune to a poison that nullifies powers. You would die if you were on the surface of the sun for more than a couple of minutes. A lightning bolt would still mildly sting. A Tinkertech acid might still harm if, if it's corrosive enough.

(Breaker) Gomu Gomu no Mi

Cost: 3 SP

You are a rubber person. Or, really, just really elastic and not conductive. Blunt forces do no damage to you and you're resistant to heat. You could get crushed by Behemoth or punched by Alexandria and not get damaged. You do not have Haki, 2nd gear, 3rd gear, or any other gear that Luffy has in the anime.

(Breaker) Phase

Cost: 4 SP

You can shift into a semi-gaseous state. While in this state, can can pass through walls as long as some part of you other than your feet go first. You can technically phase through the floor, but as long as your feet touch the floor first, you won't phase through it. You remain vulnerable to fire and electricity, and are especially vulnerable to strong winds. Strong winds won't kill you, but you can't exactly resist them. You are immune to bullets and lasers while in this state; they'll past straight through you.

(Breaker) Ant Man

Cost: 6 SP

You can shrink yourself to the size of 1 cubic centimeter. You retain your human strength while in this form. You can grow back to normal with a thought.

(Breaker/Mover) Mirror World

Cost: 7 SP

You can enter and exit a mirror world through mirrors, identical to the real world in every way except that there are no living beings. The mirror world reflects the state of the real world live, so cars will still move and such. Any action you perform in this world will occur in the real world as well. You can't directly harm or observe any living beings, including the Endbringers and entities.

(Breaker/Mover) Puella Magi Homura Magika

Cost: 7 SP

You can send yourself back in time by up to 5 minutes, replacing your past self but with all your future self's injuries and possessions, but you won't be able to use the ability again until you're back to when you time traveled from.

(Breaker) Null

Cost: 8 SP

You can fly at 15 miles per hour and can phase through matter. However, when in this state, you cannot interact with anything except light. You cannot talk, you cannot hear, you can only see and be seen. Useful, if you can lip read or need to get somewhere secure. You do not need air in this state.

(Breaker) Rotom

Cost: 7 SP

You can possess objects. Possessing an undamaged object will heal you, and possessing a heavily damaged object will heavily injure you. Unless the object is electronic in nature, you can do nothing while possessing an object. You still have all five senses when possessing an object. If the object is electronic you can control the object. You cannot control a living being with this power.

(Breaker) Density

Cost: 9 SP

You can control how much mass you have, without changing your size. Your minimum density is just above that of air, your maximum density is just above that of Tungsten.

(Breaker) Rebirth

Cost: 10 SP

When you die, one of this power's charges are used, bringing you back to life a month later at some safe spot. You start with one charge, regenerate one charge per month you go without dying, and have a maximum capacity of 5 charges.

(Breaker) Elemental

Cost: 12 SP

You embody some element, whether that is Air, Water, Fire, Earth, Energy, Void, Ice, Electricity, Metal, Iron, Gold, Oxygen, Carbon, Uranium, or whatever, you embody it. Your personality shifts toward that element (Fire would be hotheaded, ice would be cold, Air would be flighty, Uranium would be unstable, etc.) You have total control of that element within 30 meters of yourself, fine control within 50 meters, and rough control within 100 meters. You have weaknesses based on your element. (Water is weak to Electricity, Fire is weak to Earth, Water, and Void, Air is weak to Void, etc.) An Endbringer with control over your element trumps your control. A Time elemental cannot time travel.

(Breaker) Reconstruction

Cost: 13 SP

Whenever you enter a breaker state, you fully, and painlessly, heal. This also removes the effects of Masters and Strangers. You can enter a glowing breaker state where you emit blind amounts of light.

(Master) Geas

Cost: 1 SP

If a consensual contract is agreed upon, without coercion or Master effects involved, though bribery is fine, all parties must follow through. All parties must be aware of the power. This power works on you even if you're immune to Master powers, and won't work if another power is immune to it. You must be one of the involved parties, even if the contract just labels you as a witness or arbitrator. Be careful to look for loopholes. This power fails if the contract becomes impossible to fulfill.

(Master/Thinker) Confetti

Cost: 4 SP

You have extremely fine telekinetic control over all scraps of paper smaller than a square inch within 100 meters. I suggest you get a paper shredder. You also have an unlimited capacity to multitask.

(Master/Tinker/Trump) Love Potion

Cost: 4 SP

You can make potions/chemicals that have a number of weak effects. They can be poisonous, heal small wounds, increase natural regeneration by 100%, act as steroids without the downsides, cause emotions that can be suppressed if the person who drinks the potion has sufficient willpower, or increase senses by a significant margin. You can also make any mundane chemical with ease. Your potions can do a number of other things, but they're all fairly weak.

(Master/Thinker) Rodent King

Cost: 5 SP

You have total control of the minds of any and all rodents within about 3 city blocks. You also have an unlimited capacity to multitask.

(Master) Code Geass

Cost: 7 SP

You can give one absolute order to every carbon based lifeforms more intelligent than a mouse you look in the eyes. They will believe they did what you ordered of their own free will, but can deduce that it wasn't. You cannot directly change a person's personality with this, just their actions. You need to be looking into their eyes when you give the order, or else it won't work. This power only works ONCE on any being you use it on.

(Master) Technopathy

Cost: 8 SP

You can control any electronic within 200 meters of yourself and become a genius when it comes to coding. You can hack into electronics farther than 200 meters from you as long as you're using an electronic within 200 meters of you to do it.

(Master) Kage no Bunshin

Cost: 8 SP

You can create fragile clones of yourself. Their durability is low and their copies of your powers weaken the more clones you have. At one clone, its power will be half as strong as yours, at 100 they'll be just under a hundredth as strong as you. When one of your clones is popped, you'll receive their memories. You can create a maximum of 100 clones. Your clones do not have this power.

(Master) Love at First Sight

Cost: 8 SP

You can make one person at a time fall deeply in love with you. They can realize they're being Mastered, and their reaction to this depends on their personality, the situation, and their past interactions with you.

(Master) Friendbringers

Cost: 12 SP

You gain control of three small creatures that each have two powers that each cost at most 5 SP. They're also very durable, strong, and fast. If one of them dies they'll be replaced by a new, similar creature with different powers of about the same strength. You will not be able to choose the new creatures' powers, they'll be entirely random.

(Master) Golem

Cost: 13 SP

You can animate statues of creatures, humans, or animals. Their abilities are based on the creature the statue was based on. No matter what their durability is that of the material they're formed from. A wooden statue of a Phoenix will still be weak to fire due to the material it's made of. Strength also increases with the size of the statue and how detailed it looks. A metal statue of a dragon the size of Lady Liberty could go toe to toe with any of the Endbringers.

(Master) Hive Mind

Cost: 15 SP

You can create one perfect clone of yourself each day. All your clones are part of a Hive Mind under your control, meaning you all share your consciousnesses with each other, with you being in charge of it all. Your Hive Mind has all your powers at 100% capacity EXCEPT Hive Mind itself.

(Master) Khepri

Cost: 15 SP

You have absolute control of the bodies and powers of every carbon based lifeform within 10 meters of yourself, as well as an unlimited ability to multitask. This power extends through portals. You will retain your sanity. You can turn this power off at will, or let people within your range keep control of themselves while you control others. Certain people are immune to this power, such as Alexandria and Imp.

(Tinker) Jack of All Trades

Cost: 2 SP

You're not a real Tinker, instead you know how to make anything that can be made in a mundane manner.

(Tinker) Detection

Cost: 2 SP

You can create things that detect or find other things.

(Tinker) Repair

Cost: 3 SP

You can repair, maintain, and use any Tinkertech you find. You can also combine Tinkertech into something that combines the functions of the two inventions. Any Tinkertech you repair or maintain will, in the future, last longer.

(Tinker) Swords

Cost: 5 SP

You can create sci-fi swords, halberds, spears, and other melee weapons. A sword made by you might be able to truly damage an Endbringer. If used by a Brute, it might even kill one... with a lucky hit.

(Tinker) Guns

Cost: 7 SP

You can create advanced guns, though nothing that can't be transported on a non-brute person. If you gave a Sniper Rifle you made enough time to charge, say about 10 minutes, you could probably damage an Endbringer's core. Unfortunately that means you'd have to charge your Sniper Rifle before the Endbringer battle and you'd only have one shot. You'd also have to know where the core was, and the Endbringer might be able to dodge it even if you aimed correctly.

(Tinker) Robots

Cost: 8 SP

You can create robots, though by default they can't have any more than a (relatively) simple AI. I recommend you get other Tinker powers to use with this, because otherwise all you have is a bunch of barely-intelligent low-level brute servants.

(Tinker/Trump) Enchantment

Cost: 9 SP

You can enchant weapons with non-Tinker powers as long as you're within 100 meters of the person with the power you're using for the entire duration of when you're making the weapon. If they leave the area you can continue with it later without losing progress. You can choose whether the weapon grants the wielder use of the power, or has a variant of the power itself.

(Tinker) Fortification and Artillery

Cost: 11 SP

Your specialty is the making of anything that cannot be easily moved. If you had a couple good shots, you could probably kill an Endbringer with one of your guns.

(Tinker) Reproduction

Cost: 12 SP

You can reproduce the technology of any other Tinker. You can only reproduce technology you've analyzed. Any Tinkertech you've analyzed will be easier to convert to real tech, but only mildly so.

(Tinker/Master) Nanobots

Cost: 13 SP

You can create robots as well as a headset to mentally control them. Your robots can make robots as well. There is no maximum or minimum size to your robots... well, they can't go subatomic, but that's the only real limit. You cannot create sentient beings. This is a

(Tinker) Nuclear

Cost: 14 SP

You are a nuclear Tinker. 'Nugh said.

(Tinker) Code

Cost: 15 SP

You are a genius when it comes to Code. You could make AI the would revolutionize the world... if they didn't destroy it. Be careful with this power... if only there was a benevolent AI that could help... Warning: The Dragonslayers WILL try to kill you out of fear of AI.

program these robots without (Thinker) Code, and if you have (Tinker) Code you can overwrite the AI with your headset. You have unlimited multitasking.

(Blaster) Epilepsy

Cost: 1 SP

Anyone you hit with this blast will start getting migraines and seeing flashing colors. The blast hits with the force of a strong punch and travels at twenty miles per hour. This can temporarily stop a Thinker's power from working, for maybe 10 seconds.

(Blaster) Unlimited Ammo Works

Cost: 2 SP

As long as you have at least one projectile left, you will never run out. You can create phantasmal copies of your ammo that work just as well as the original, though they do dissipate 10 seconds after impact.

(Blaster) Magik

Cost: 3 SP

You can shoot elemental spells at your opponent, reminiscent of fantasy magic. While you won't get anything stronger than a fireball the size of a watermelon or a stone spike jutting from the ground from this, it is fairly versatile.

(Blaster) Hookshot

Cost: 3 SP

You can shoot a blast of energy that, if it hits an opponent, forces them toward you at about 5 miles per hour.

(Blaster) Blaster

Cost: 4 SP

You can release bullets from your hand, about at the rate of a M16. The bullets are homing, going after whoever you choose as the target. The longer they home the slower the bullets go.

(Blaster) Lightningrod

Cost: 6 SP

You can make it strike lightning on someone, even if it's a sunny day. This power has a recharge of three minutes. This lightning is as strong as natural lightning, and is stronger than the lightning created by Firebending.

(Blaster) Firebender

Cost: 6 SP

You are a firebender, you can manipulate and create fire through the use of martial arts. You find learning how to firebend to be intuitive. Eventually you'll be able to bend lightning and maybe even explosions. You can also learn how to redirect lightning. You're stronger during the day, especially when it's hotter out. You can't firebend on a solar eclipse and certain comets will enhance your ability to firebend.

(Blaster/Shaker) Waterbender

Cost: 8 SP

You are a waterbender, you can manipulate water through the use of martial arts. You find learning how to waterbend to be intuitive. Eventually you will be able to use water to heal. You'll also be able to bloodbend or plantbend with training.

(Blaster) Solar

Cost: 10 SP

You can absorb and store sunlight to turn into blasts or lasers at a later time. Your maximum capacity is a blast as powerful as twenty thermonuclear missiles, but you'd likely need help to achieve that power within your lifetime. If you were teleported to the sun while having this power and Immune Response, you might gain the power to do this within the three minutes you survived being there.

(Blaster) Worship

Cost: 12 SP

The more people that follow you, the stronger this power is. With no follows, this power does nothing, with one power it's as strong as a bullet. To calculate the power of the blast, multiply the amount of followers you have by the power of a bullet. Assume the bullet is from some sort of handgun. As a True Evil person, this could be very very powerful, MAYBE enough to solo an Endbringer if you can survive long enough to get a shot in. Your blast is reminiscent of the blasters from Star Wars, though actually accurate.

(Blaster) Broken Phantasm

Cost: 12 SP

Any projectile you fire, no matter the mass or size, will end up exploding on impact and hitting at at least Mach 4 (The fastest sniper rifle shoots at about Mach 6). Keep in mind to adjust your aim, a catapult will not hit the same place other catapults would, what with the projectile going multiple-times over the speed of sound.

(Blaster) Mythical

Cost: 14 SP

You can release elemental blasts with the power of a nuclear missile, without any of the radiation. Well, unless your chosen element was radioactive.

(Thinker) X-Ray and Vav

Cost: 2 SP

You can see using comic-book x-ray vision, infrared, and in ultraviolet.

(Thinker) Byakugan

Cost: 3 SP

You have total awareness within 30 meters of yourself. Your awareness only extends to anything that's been within 30 meters of yourself for over a hundredth of a second.

(Thinker) Skilled

Cost: 3 SP

You are as skilled in the use of any tool or machine you've touched within the last five minutes as a professional, though not quite as much as a master.

(Thinker) One or the other

Cost: 5 SP

You can correctly answer any question that is yes/no, true/false, or a/b and more than 100 people know the correct answer to it on the planet. You also know if the answer leans heavily in one direction or the other.

(Thinker) Schroedinger

Cost: 7 SP

You can see five visions that start the moment you began the vision to five minutes later, each with a different choice you choose before starting the vision, and can choose which route you wish to take. You cannot use this power in the visions, and you have to choose one of the routes. You can end a vision early. If you encounter a blindspot you'll snap out of your visions and you'll be where you started.

(Thinker) Retroactive Empath

Cost: 7 SP

You can read the history of any object the is personally/emotionally valuable to someone.

(Thinker) Holmes

Cost: 8 SP

This power makes you a genius of deduction and perception. It doesn't make you any better at guessing, and you need sufficient evidence to make a conclusion. However, it is a lot less likely to be wrong than Tattletale's power, and it will remain even if your shard runs out of juice.

(Thinker) Glimpse

Cost: 10 SP

You constantly see 10 seconds into the future. You can turn this off at will, but it'll turn back on if you're going to get seriously injured within the next ten seconds.

(Thinker) Oracle of Delphi

Cost: 10 SP

You can tell prophecies in the form of poems that can tell the future. These futures CAN be changed. If no party who hears a prophecy tries to change it, it will happen. This power's only blindspot is your home universe, but

(Thinker) Weakspot

Cost: 10 SP

You know the weakness of anyone or anything you see. You don't necessarily know how to leverage that weakness, though. For example, when looking at Alexandria you'll see that she's vulnerable to drowning, but won't know how to actually drown her.

(Thinker) Plans within Plans

Cost: 12 SP

You are amazing at making plans. However, the longer term and more complicated the plan you want to make, the longer it takes to make the plan. If your plan is going to take a whole century to complete, or is very

(Thinker) Respawn

Cost: 14 SP

You can retrieve your memories from the future until the next point you either die or run into a blindspot.

when talking about the entity or Endbringers, it will be vaguer than usual.

complicated, it might take years for you to complete your plan. A somewhat complex plan that lasts a week will only take a couple of hours. This power does not make you OCD.

(Striker) Knockout
Cost: 1 SP

When you touch someone, you can mark them. But touching that mark again, you can apply a number of effects on them. You can paralyze them for 15 minutes, put them to sleep, or dull their senses. The effect is amplified if the second touch is a punch or kick. This power works through thin gloves. The mark fades after 12 hours.

(Striker) Hardlight
Cost: 3 SP

You can form hard light constructions with a thought. You can have no more than 10 cubic meters of hard light at any one time. There is no limit to complexity if you can keep the blueprint memorized.

(Striker) Vector Alteration
Cost: 4 SP

With a touch you can change the direction of anything that touches you. It remains at the speed it was going prior to you touching it, only its direction has changed.

(Striker) Vibranium
Cost: 5 SP

By touching metal, you can turn it into Vibranium, a nearly invulnerable material that also acts as a near-perfect shock absorber. The better quality the material, the stronger and better at absorbing the energy the Vibranium is. You convert metal to Vibranium at a rate of 1 cubic centimeter a minute. If you go a week without touching a Vibranium construct, it will revert to its previous metal at the same rate.

(Striker) Wither
Cost: 6 SP

Anything you touch starts to decay, rot, and/or age at an increased rate. An hour of this on an object would be equivalent to a century, on something dead it would be equivalent to a decade, and on a living being an hour would be equal to a year.

(Striker/Master) Forget me yes
Cost: 6 SP

Whoever you touch will forget everything that happened within the last 24 hours.

(Striker/Trump/Thinker) Chi Blocking
Cost: 8 SP

You have instinctive knowledge of a person's pressure points and what they do. With this you can do all sorts of things to people, including temporarily turning off their powers.

(Striker/Master) Body-Swap
Cost: 8 SP

If you touch someone, you can swap bodies with them. All powers aside from this one swap. If you touch two people, you can swap them instead.

(Striker) Tactile Telekinesis
Cost: 8 SP

You have telekinetic control over yourself and everything within one inch of yourself. Your control is very fine. You can make yourself go up to 120 mph with this.

(Striker/Brute) Stop! Hammer Time.
Cost: 9 SP

You can pull a hammer out of hammer space and hit someone hard enough to send them flying. No matter what this won't seriously harm them, though it may incapacitate them for a time. The hammer is a perfect shield, unbreakable and inviolable. The only person who can put any force onto it is you. Your reflexes are enhanced to peak-human. Flechette's power would be redirected by this.

(Striker) 1000 Degree Knife
Cost: 10 SP

Your body isn't 1000 degrees... it's 10000 degrees Fahrenheit, a little over the temperature of the sun's surface. Your temperature won't interact with the air unless you want it to, and can be turned off or confined to certain limbs at any time you will it. You cannot be hurt by any heat less than 20000 degrees Fahrenheit.

(Striker) Stop!
Cost: 10 SP

You can make it so anything that touches you over a certain velocity will suddenly lose all their velocity when they touch you. This is automatic.

(Striker) Death Touch
Cost: 10 SP

If you touch someone and you want them dead, they're dead. This only works on humans.

(Striker) Redistribution of Pain
Cost: 10 SP

You can absorb damage done to living beings (including yourself) or objects, healing or repairing them, and store that damage in a battery of sorts. You can then give that damage, or a fraction of that damage, to someone or something else with a touch. This cannot bring back the dead, though it can repair their bodies.

(Striker) Reinforcement
Cost: 12 SP

You can make an object stronger, more durable, and better at its purpose than it was before. However, you need to be careful when doing this, doing it improperly can result in damage to the object. You can use this on yourself, though it could kill you if you do it badly.

(Striker) Alchemy
Cost: 14 SP

You have Full Metal Alchemist's Alchemy, specifically Clap Alchemy. You didn't even need to lose a limb! As long as you understand the structure of something, you can transmute it into something else, as long as you understand that too. All transmutations must obey the three laws of thermodynamics. You cannot bring back the dead with this.

(Changer) Lycanthropy
Cost: 2 SP

You can transform into any real animal that ever existed on Earth. Nothing sentient or semi-sentient counts as an animal in regard to this power.

(Changer) Self-Petrification
Cost: 2 SP

You can transform yourself into a durable stone-like material. You can still move in this form, but you're slower and less flexible. You're stronger though.

(Changer/Stranger) Human Shapeshift
Cost: 3 SP

You can shapeshift into any possible human form, regardless of sex, appearance, or physique. This doesn't effect your internals, aside from muscle mass. This can transform away Case 53.

(Changer/Trump) Kirby
Cost: 5 SP

You transform into a pink ball-like creature that can suck things up into its mouth. Anything that isn't food that gets absorbed can be turned into a power. These powers aren't as strong as most powers, but they are varied. You can only have one of these powers at a time. When you're done whatever you sucked up is released, so don't feel like you need to be a cannibal to use this effectively. You're also quite durable and strong in this form.

(Changer/Blaster/Brute) Bowser
Cost: 7 SP

You can transform into a bipedal Anklyosaurus that can breath fire. You're moderately more durable and powerful

(Changer/Trump) It's a me, a Mario!
Cost: 8 SP

Eating red and white mushrooms will double your size. Eating a red and yellow flower will allow you to shoot

(Changer) Slime
Cost: 8 SP

You can turn into a slime, a creature made of semi-solid acid that can turn into liquid with a thought. The acid is very corrosive.

(Changer) Self-Biokinesis
Cost: 9 SP

You have total control over your internal biology and appearance. This can only transform away Case 53 if you mess

than an actual historical Ankylosaurus and can regenerate at a moderate pace.

fire balls. Eating a blue and white flower will make it so you can shoot frost balls. Eating a tanuki-like creature will give you the tanuki suit, etc.

with your Corona Pollentia and Corona Gemma so that they don't turn you back into a Case 53.

(Changer) Forest

Cost: 10 SP

You can transform into a forest. You have complete control over the plants and (non-sentient) animals in the forest. You can choose the layout for the forest when you first turn into it. The forest is a square mile in size.

(Changer/Shaker/Master) Dungeon Core

Cost: 12 SP

You can transform into a Dungeon Core that has control over a Dungeon. A Dungeon starts as just a room with a core in it, but with resources it can expand. The Dungeon can use resources to make monsters. The Dungeon Core can turn back to a human, but the Dungeon will be left behind. You can only manage the Dungeon while you are in the Core. If the Dungeon Core is destroyed when you're in it, you're dead, otherwise you just need to start from zero.

(Changer) Lung? Hah! I'm the real dragon here.

Cost: 14 SP

You can transform into mythical creatures. Your maximum size is that of New York City.. incidentally, you'd need to be that size and a Dragon if you wanted to kill an Endbringer, though you'd likely destroy the city and everything nearby as well. Your growth rate is 1 inch per second.

(Changer/Trump) Pokemon

Cost: 14 SP

You can transform into any non-legendary or mythical Pokemon. The descriptions of Pokemon found in Pokedex entries are ignored. Metagross isn't smart than a supercomputer, Alakazam doesn't have an IQ over 9000, and your mother can be alive while you're a Cubone.

(Trump) Power Sight

Cost: 4 SP

You can see what powers someone has, as well as if they're actively using it.

(Trump) Powerswap

Cost: 4 SP

You can swap the powers of any two Parahumans for an hour. No matter what complicated web of power swapping you do, eventually everyone will have their original power back. You can choose whether they instinctively know how to use their new powers. Your range is 1 kilometer.

(Trump) Fae Court

Cost: 6 SP

You can copy a 50% weaker version of any Parahuman's powerset if they're within 150 meters of you. You keep this powerset for an hour after they leave you range.

(Trump) Copycat

Cost: 7 SP

You receive a full-power copy of the power of any Parahuman that you touch for an hour.

(Trump) Redirection

Cost: 7 SP

If you are aware of an incoming Parahuman attack, you can redirect it back at the sender of the power. If they're actively manipulating whatever you're countering, they lose control over that attack while you send it back at them.

(Trump) Fluctuation

Cost: 10 SP

You can alter the strength of any Parahuman's powers if they come within 50 meters of you. This effect lasts fifteen minutes after they leave your range. You can weaken their power to 50% its usual strength, or enhance it to 250%. This cannot be used on yourself.

(Trump) Immunity

Cost: 10 SP

After a power is directly used on you, you will become immune to it. This doesn't work on Thinker and Stranger powers. You can allow a power to be used on you if you consent.

(Trump) Fighting makes me stronger!

Cost: 12 SP

You get a permanent copy of any Parahuman's power if you beat them in battle, mock or real. You can only use one of these powers at a time and it takes ten minutes to switch powers.

(Trump) Nope!

Cost: 12 SP

You can turn off anyone's power with a touch. However, you can only do this with one person at a time. Useful if you need to make sure someone arrives at the Birdcage though. There is no time limit on this power. If you die this power is deactivated.

(Trump) Santaclause

Cost: 12 SP

With a touch you can give anyone any one of the first first row powers for each power classification (Blaster, Mover, Brute, etc.). You can do this to 12 people at a time.

(Trump) Soulmate

Cost: 12 SP

You can give a copy of all of your powers and power related boons to one person. You can change who this person is on a whim; the person doesn't even need to be on the same continent. The person doesn't receive this power.

(Trump) Trade!

Cost: 14 SP

You can permanently swap the powers of two people you're touching. This has to be a 1:1 trade, so if you were touching Alexandria you could take her mental power and give back Captain America, as an example.

(Stranger) Average Joe

Cost: 2 SP

You blend in with any nearby crowds. Unless they're already on edge, any group you join won't realize you don't belong.

(Stranger) Again, Sherlock?

Cost: 3 SP

If you fake your death, everyone will believe it, unless it's very obviously faked.

(Stranger) Vocals

Cost: 3 SP

You can mimic any voice you've ever heard perfectly. You also have perfect pitch.

(Stranger) Mime

Cost: 5 SP

You can make it so you can't be smelled or heard. You're still visible.

(Stranger) New Identity

Cost: 6 SP

All your records are removed from existence, and anyone not within 100 miles of you will forget you ever existed.

(Stranger) Stranger Danger? No way? This guy? He's so nice though!

Cost: 7 SP

People will instinctively trust you. If you show them otherwise this power will fail.

(Stranger) Invisible Woman

Cost: 7 SP

You can turn completely invisible. You can still be smelled, heard, and touched. You can probably also be tasted.

(Stranger) Unnoticeable

Cost: 10 SP

People won't notice you unless you attack them. You could go the the bathroom on their food, and while they wouldn't eat the food, they wouldn't acknowledge your existence. They will know something is up though, since there was poop in their food.

(Stranger) Center of Attention

Cost: 10 SP

Everyone will feel their attention pulled to you. It isn't absolute, but most people wouldn't notice if someone else was being hugged right next to them while

(Stranger) Nice Guy

Cost: 12 SP

While this power is active, everyone will think that you're a nice guy. A friendly acquaintance. Even if you stab them in the guts, they wouldn't hold it against you. If you start killing or doing

(Stranger) Truth

Cost: 13 SP

If you believe what you're saying is the truth, everyone will believe you, unless they have proof you're wrong shoved in their face. If you said the sky was purple, while believing it, looking at the blue

(Stranger) Bluff

Cost: 14 SP

People will believe any lie you make. However, the more absurd the lie, the quicker this effect fades. If they see incontrovertible proof you were lying, the effect will snap.

being mugged right next to them with this power is active. People with severe cases of ADD or ADHD are immune to this power.

something worse to them than what they care about more than themselves in front of them then the effect will quickly deteriorate.

sky would snap them out of the effect.

Aegis

Cost: 1 SP

Gallant

Cost: 1 SP

Circus

Cost: 2 SP

Uber

Cost: 1 SP

Shadow Stalker

Cost: 1 SP

Rune

Cost: 1 SP

Skitter

Cost: 6 SP

Tattletale

Cost: 4 SP

Glory Girl

Cost: 4 SP

Antares

Cost: 4 points

(At the start of Ward)

Miss Militia

Cost: 4 SP

Assault

Cost: 4 SP

Battery

Cost: 3 SP

Clockblocker

Cost: 3 SP

Coil

Cost: 4 SP

Grue (Second Trigger)

Cost: 4 SP

Imp

Cost: 6 SP

Parian

Cost: 3 SP

Flechette/Foil

Cost: 10 SP

Armsmaster

Cost: 5 SP

Cherish

Cost: 9 points

Bonesaw

Cost: 14 SP

Panacea

Cost: 14 SP

Dauntless

Cost: 5 SP

Avatar

Cost: 7 SP

Required: (Mover/Blaster/Shaker) The Last Airbender

Required: (Blaster/Shaker) Waterbender

Required: (Shaker) Earthbender

Required: (Blaster) Firebender

You can not only bend all four of the elements, but you can also Energybend.

With training you can give and take away bending to others. You also learn how to bend three times as quickly as you would otherwise. If your Shard runs out of Juice you will still be able to bend. When you die you will reincarnate without memories for the rest of eternity, along with any other power that you will keep after your Shard runs out of juice.

If spirits exist you can communicate with them, otherwise you can communicate with Shards using Shard speak, though only when they want to speak. You have access to Avatar State which gives you access to all your previous incarnation's memories, temporarily negating any memory removing drawbacks, but if you're killed in this state you're permanently dead.

Biobringer

Cost: 10 SP

Required: (Changer) Self-Biokinesis

Required: Panacea, Amy Dallon,

You have absolute control and understanding of all carbon based lifeforms. You also can control biology at three times the rate you could before.

Tsundere

Cost: 5 SP

Required: (Striker/Brute) Stop! Hammer Time.

Required: (Brute/Striker) Captain America

If you try hiding your positive feelings for someone, they will gain a slower version of Unlimited Potential. That is to say that as long as they continuously train to the point they strain themselves, they will continue to grow stronger without limit.

Jedi Knight

Cost: 5 SP

Required: (Shaker) Not Midichlorians!

Required: (Tinker) Swords

As a force-user that has access to light sabers, you can now become a Jedi (Or Sith). However, you don't have any training. Now you can create Holocrons with training straight from the Star Wars galaxy. You can choose ahead of time whether the Holocron was Jedi, Sith, or other.

Yang Xiao-Long

Cost: 5 SP

Required: (Brute/Trump) Aura

Required: (Brute) Yang it!

Required: (Tinker) Swords

You can transform into Yang, have all her skills, knowledge, and items. You even know how to act like her. This includes the ability to unlock auras. This allows you to keep Yang It! even after your Shard runs out of juice, as it's Yang's, and now your, Semblance. You also know how to make Yang's Shot-Gun Gauntlets and can artificially create dust, and dust deposits. When your Shard runs out of juice, you're stuck in whatever form you're in at the time.

Gate of Babylon

Cost: 10 SP

Required: (Shaker/Master/Thinker/Blaster) Bag of Holding

Required: (Tinker/Trump) Enchantment

You have access to every mythical treasure thought up by man before the year 1900 and can open portals to your pocket dimension. Items can be launched from your pocket dimension at the speed of sound. No weapon stronger than a continent-destroyer can be found in your pocket dimension.

Golden Trio and then +1

Cost: 10 SP

Required: (Trump) Soulmate

Required: (Thinker) Time-Loop

You can bring three people with you when you time loop.

The End-Becomer

Cost: 10 SP

Required: (Master) Friendbringers

Required: (Trump) Eidolon

Incompatible: End of the Kaiju

You can take control over any single one of the existing Endbringers, while keeping all your other powers as well as getting theirs.

Time Lord

Cost: 15 SP

Required: Negentropy

Required: (Shaker) Temporal Tempo, (Breaker/Mover)

Puella Magi Homura Magika,

You become a Time Lord from Doctor Who and know how to make the technology from the show, including the TARDIS.

Meta Knowledge

Cost: 5 SP

Required: Cloak Mark II

Required: Cloak Mark III

Required: Sarah Livsey/Lisa Wilbourn, Tattletale, Dinah Alcott,

You know when you're being simulated and can either act differently in the simulation or just shut the simulation off altogether. You recall all simulated memories after the simulation ends unless the simulated version of you

Truth

Cost: 20 SP

Required: (Thinker) Omniscient

Required: (Striker) Alchemy

Required: (Trump) Soulmate

Required: Negentropy

You can grant people knowledge and/or any power you have, though to do so you need to throw them through a gate and take something from them equal to what you gave them.

You can create life, you can copy the

Mage

Cost: 5 SP

Required: (Blaster) Magik

Required: (Brute) Unlimited Potential, (Brute) Avalon,

Your magic can get stronger with training, but the effects will always be simple in comparison to what you can do with Magecraft.

anything with enough research and preparation.)

insane. You gain their weaknesses as well.

(Trump) Dovahkiin

Cost: 15 SP

You have the powers of the Dovahkiin from Elder's Scrolls V: Skyrim. Any shout the Dovahkiin can learn, you know. With a regeneration power you will have no cooldown between shouts.

(Changer/Trump) Pokemon

Cost: 15 SP

You can transform into ANY Pokemon, including legendaries and mythicals. Pokedex entries still don't apply. When your Shard runs out of juice, you're stuck in whatever form you're in at the time.

(Brute) Unlimited Potential

Cost: 18 SP

As you train, your body adapts. While you will always look human, you no longer have a glass ceiling stopping you from becoming stronger. As long as your training is strenuous, you will always get stronger. The training has to be enough to make you sweat, and your muscles need to hurt at least a little from lactic acid build-up. If you go two days without training, you will start losing 25% of your increased power per day. Not training will not decrease your strength to below what it was naturally. Fighting will get you significantly more gains than just training.

(Shaker) Inviolable

Cost: 15 SP

You can make forcefields with a total surface area across all forcefields of 100 square meters. Nothing can penetrate these. The edges of these forcefields are sharper than anything any Tinker has ever made, unless you intentionally smooth them out.

(Master) Endbringer

Cost: 15 SP

Incompatible: End of the Kaiju

You gain control of a custom Endbringer.

(Changer) Endbringer

Cost: 20 SP

Incompatible: End of the Kaiju

You can transform into a custom Endbringer. You cannot use your non-Endbringer powers in this form. When your Shard runs out of juice, you're stuck in whatever form you're in at the time.

(Brute) Endbringer

Cost: 15 SP

Incompatible: End of the Kaiju

You have the body of an Endbringer. While you still look human, your body is extremely dense and has a core. If the core is destroyed, you die. You're very durable, strong, and fast now. All your powers are slightly stronger.

(Thinker) Time-Loop

Cost: 20 SP

You can set yourself into a time loop whenever you want. You can set the start and end time of the loop, and if you die the loop restarts. You can not set the start of the loop earlier than the time the loop was created. This power has no blindspots.

(Changer) Grimm

Cost: 15 SP

You can transform into any Grimm from Remnant (RWBY). This includes the giant Whale Grimm, but doesn't include Salem. You can detect negative emotions while in your Grimm form. If you have Aura, you cannot use it in this form. When your Shard runs out of juice, you're stuck in whatever form you're in at the time.

(Trump) Eidolon

Cost: 15 SP

You have Eidolon's powers without the worthy opponent issue. You can have three somewhat-random powers that you can change at any time you want. These powers can be very powerful. You can switch out quality for quantity and have five weaker powers instead of three stronger ones. All powers take a couple of minutes to build up strength, though they're still usable before reaching full strength. You can still run out of energy with this power. You're a precognitive blindspot to everyone but the entity.

(Trump) Fairy Queen

Cost: 20 SP

You have Glaistig Uaine's powerset. With a touch you can kill a Parahuman and steal their power. You can steal their power from their corpse. You can only have three active stolen powers at a time, and all active powers take the form of a ghostly projection that somewhat resembles their living form, if in the form of a caricature.

(Trump/Master) Butcher

Cost: 15 SP

You have an altered version of the Butcher's power. When you die, you reincarnate into either the last person to attack you or the one that killed you (your choice). You retain all your original powers at 100%, as well as those of your most recent incarnation, but all powers of those in between are half as strong. All minds of the people who have killed you are in a mental room with you and can communicate with you. You control the room but cannot mute or remove any of the people there, but you can put them to sleep (which would, effectively, mute them unless they snore). You control who is in charge of the body. You can access any of the memories of people in your mental room and can give them to others in the room, including yourself.

(Tinker) Hero

Cost: 15 SP

You have Hero's power. You are a highly versatile Tinker that specializes in wavelength manipulation. This power allows the mimicry of the Entities' Stilling power.

Precognition

Cost: 10 SP

Your Endbringer can see every possible future, with the entities as the only blind spot.

Telekinesis

Cost: 10 SP

Your Endbringer can control any inanimate matter within 10 miles and is powerful enough to lift every building in a city simultaneously, and fine enough to send a needle through a person's eye.

Earth

Cost: 10 SP

Your Endbringer can control the Earth. They can cause Earthquakes, throw boulders, or just lift the earth below a city and flip it upside down.

Copy

Cost: 10 SP

Your Endbringer can copy the power of any Parahuman you know exists or existed. You can have the powers of 3 Parahumans copied at a time. This cannot copy the powers of people who have had their powers permanently lost.

Time

Cost: 10 SP

Your Endbringer can speed or slow time by up to 100000% anywhere within a

Gravity

Cost: 10 SP

Your Endbringer can alter gravity anywhere within ten miles. They can

Mind-Control

Cost: 10 SP

Your Endbringer can control the minds of any Parahuman that has been within 5

Summoning

Cost: 10 SP

Your Endbringer can summon corrupted heroes from the Throne of Heroes to

mile. They can mix and match this as you like.

make the gravity of an area equal to that of the surface of the sun, though that might start to destroy the planet, so please don't have them do that.

miles of them for over 10 minutes. Your Endbringer has to actively activate the timer and there is a signifier to everyone in their range that this is happening.

fight for them. Some heroes can fight the corruption, but they are few and far between. They can summon no more than ten of these corrupted heroes at a time.

Vaatu

Cost: 10 SP

Your Endbringer has control over all of the elements within three miles of them. These elements are fire, water, air, and earth, not the ones on the periodic table.

Dynakinesis

Cost: 10 SP

Your Endbringer can redirect any energy that comes in contact with them, if they are aware of it coming. This includes kinetic energy.

Flash


Cost: 5 SP

Your Endbringer is moderately faster than the other Endbringers.

Saitama

Cost: 5 SP

Your Endbringer is moderately stronger than the other Endbringers.



Small

Required: Large
Required: Huge

Less than 10 cubic meters in size.



Beastlike

Resembles an animal or arthropod. This can be a vague resemblance.

Precognition

Cost: 10 SP

Your Endbringer form can see every possible future, with the entities as the only blind spot.

Telekinesis

Cost: 10 SP

Your Endbringer form can control any inanimate matter within 10 miles and is powerful enough to lift every building in a city simultaneously, and fine enough to send a needle through a person's eye.

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Cost: 10 SP

Your Endbringer form can control the Earth. They can cause Earthquakes, throw boulders, or just lift the earth below a city and flip it upside down.

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Your Endbringer form can copy the power of any Parahuman you know exists or existed. You can have the powers of 3 Parahumans copied at a time. This cannot copy the powers of people who have had their powers permanently lost.

Time

Cost: 10 SP

Your Endbringer form can speed or slow time by up to 10000% anywhere within a mile. They can mix and match this as you like.

Gravity

Cost: 10 SP

Your Endbringer form can alter gravity anywhere within ten miles. You can make the gravity of an area equal to that of the surface of the sun, though that might start to destroy the planet, so please don't have them do that.

Mind-Control

Cost: 10 SP

Your Endbringer form can control the minds of any Parahuman that has been within 5 miles of them for over 10 minutes. Your Endbringer form has to actively activate the timer and there is a signifier to everyone in their range that this is happening.

Summoning

Cost: 10 SP

Your Endbringer form can summon corrupted heroes from the Throne of Heroes to fight for them. Some heroes can fight the corruption, but they are few and far between. You can summon no more than ten of these corrupted heroes at a time.

Vaatu

Cost: 10 SP

Your Endbringer form has control over all of the elements within three miles of them. These elements are fire, water, air, and earth, not the ones on the periodic table.

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Cost: 5 SP

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Saitama

Cost: 5 SP

Your Endbringer form is moderately stronger than the other Endbringers.



Small

Required: Large
Required: Huge

Less than 5 cubic meters in size.



Beastlike

Resembles an animal or arthropod. This can be a vague resemblance.



(Blaster/Striker) Sting

Cost: 25 SP

You can infuse anything you can touch



(Trump)
Oberon/Titania

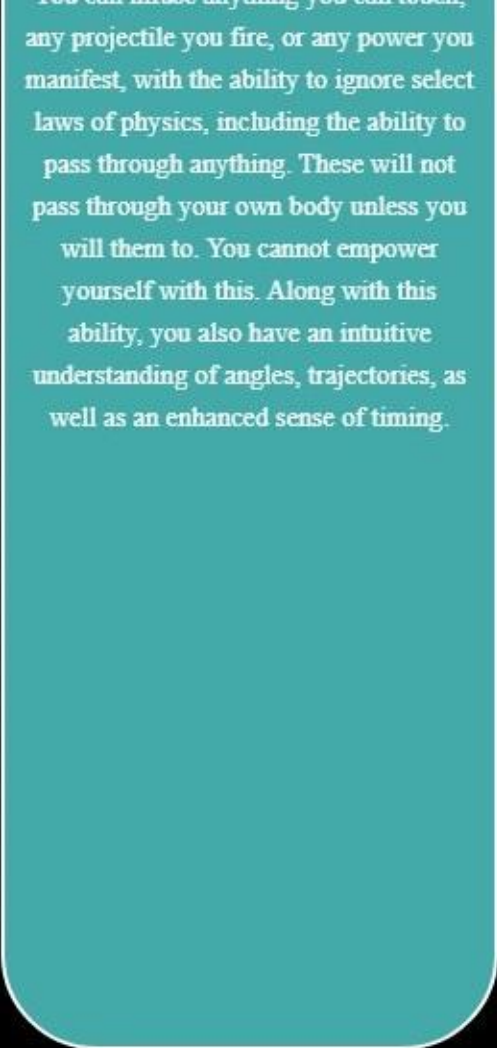
Cost: 35 SP



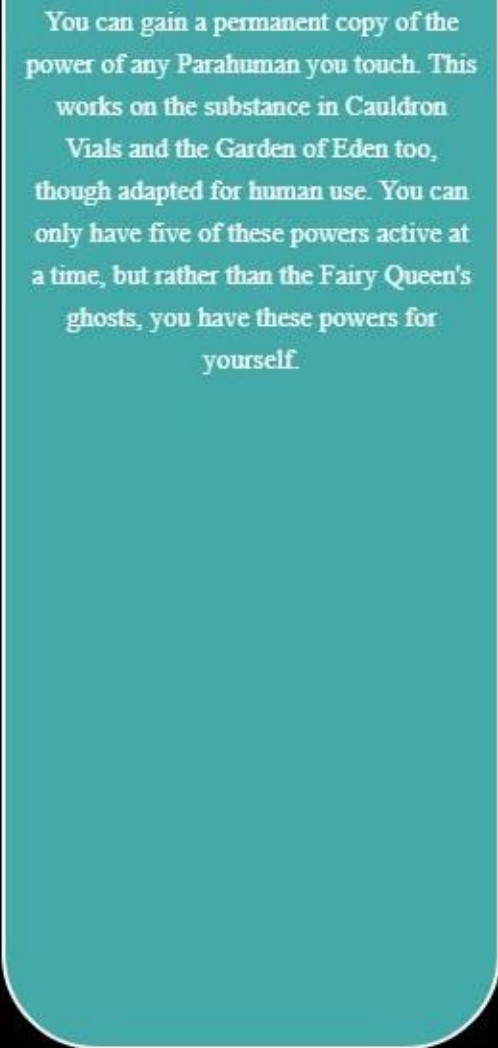
(Brute/Breaker)
Immortal

Cost: 30 SP

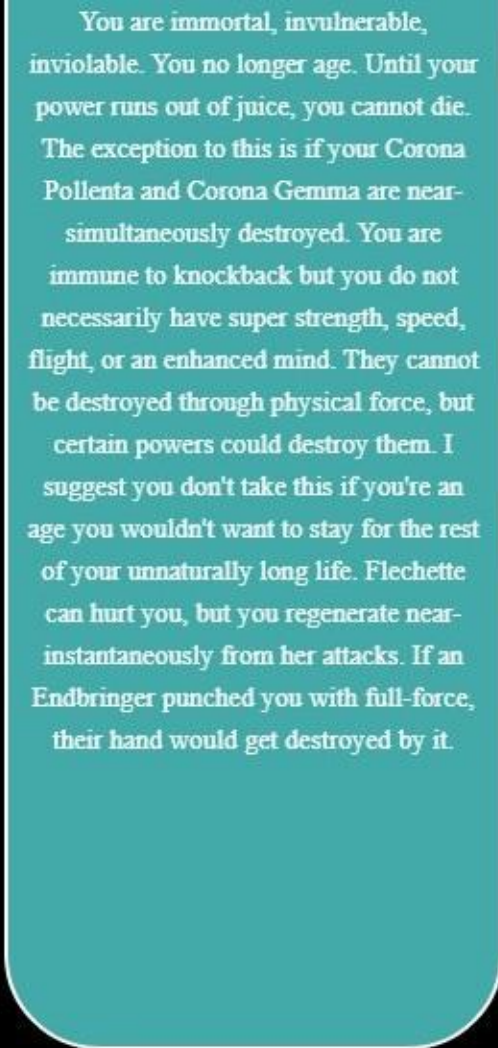




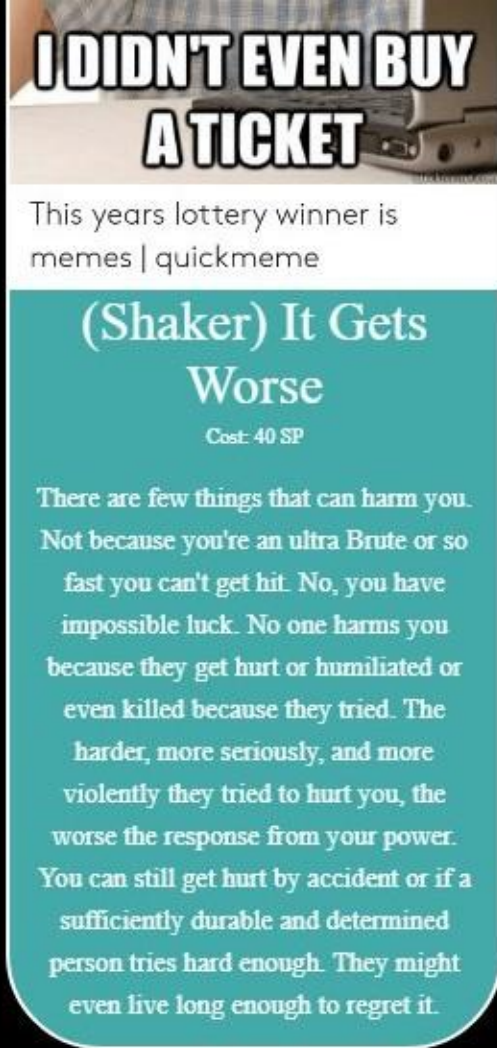
You can make anything you can touch any projectile you fire, or any power you manifest, with the ability to ignore select laws of physics, including the ability to pass through anything. These will not pass through your own body unless you will them to. You cannot empower yourself with this. Along with this ability, you also have an intuitive understanding of angles, trajectories, as well as an enhanced sense of timing.



You can gain a permanent copy of the power of any Parahuman you touch. This works on the substance in Cauldron Vials and the Garden of Eden too, though adapted for human use. You can only have five of these powers active at a time, but rather than the Fairy Queen's ghosts, you have these powers for yourself.



You are immortal, invulnerable, inviolable. You no longer age. Until your power runs out of juice, you cannot die. The exception to this is if your Corona Pollenta and Corona Gemma are near-simultaneously destroyed. You are immune to knockback but you do not necessarily have super strength, speed, flight, or an enhanced mind. They cannot be destroyed through physical force, but certain powers could destroy them. I suggest you don't take this if you're an age you wouldn't want to stay for the rest of your unnaturally long life. Flechette can hurt you, but you regenerate near-instantaneously from her attacks. If an Endbringer punched you with full-force, their hand would get destroyed by it.



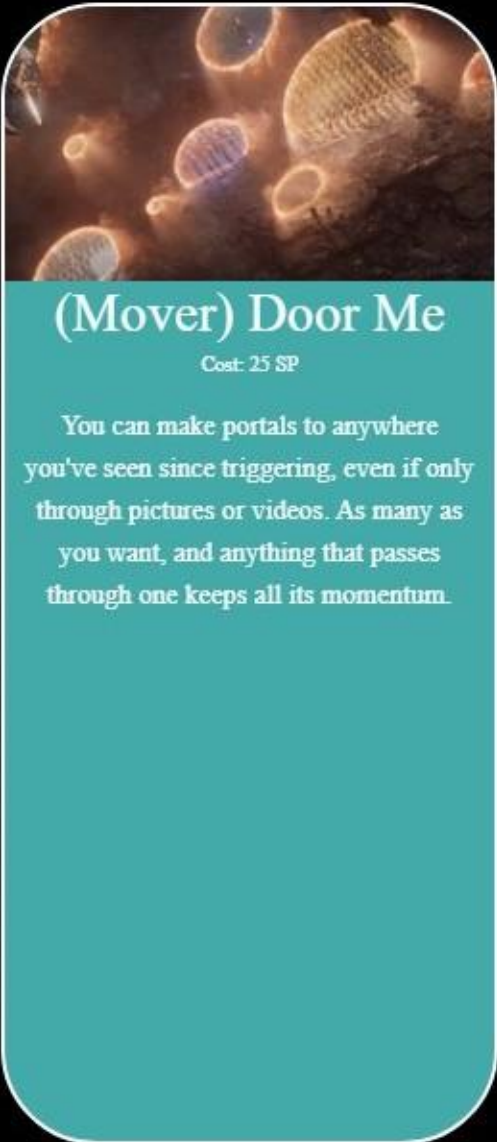
I DIDN'T EVEN BUY A TICKET

This years lottery winner is memes | quickmeme

(Shaker) It Gets Worse

Cost: 40 SP

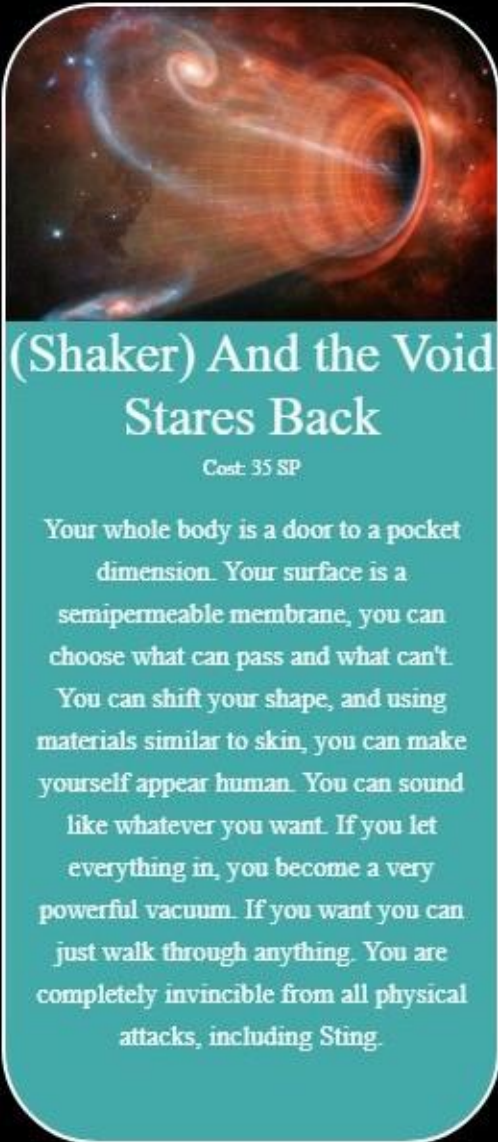
There are few things that can harm you. Not because you're an ultra Brute or so fast you can't get hit. No, you have impossible luck. No one harms you because they get hurt or humiliated or even killed because they tried. The harder, more seriously, and more violently they tried to hurt you, the worse the response from your power. You can still get hurt by accident or if a sufficiently durable and determined person tries hard enough. They might even live long enough to regret it.



(Mover) Door Me

Cost: 25 SP

You can make portals to anywhere you've seen since triggering, even if only through pictures or videos. As many as you want, and anything that passes through one keeps all its momentum.



(Shaker) And the Void Stares Back

Cost: 35 SP

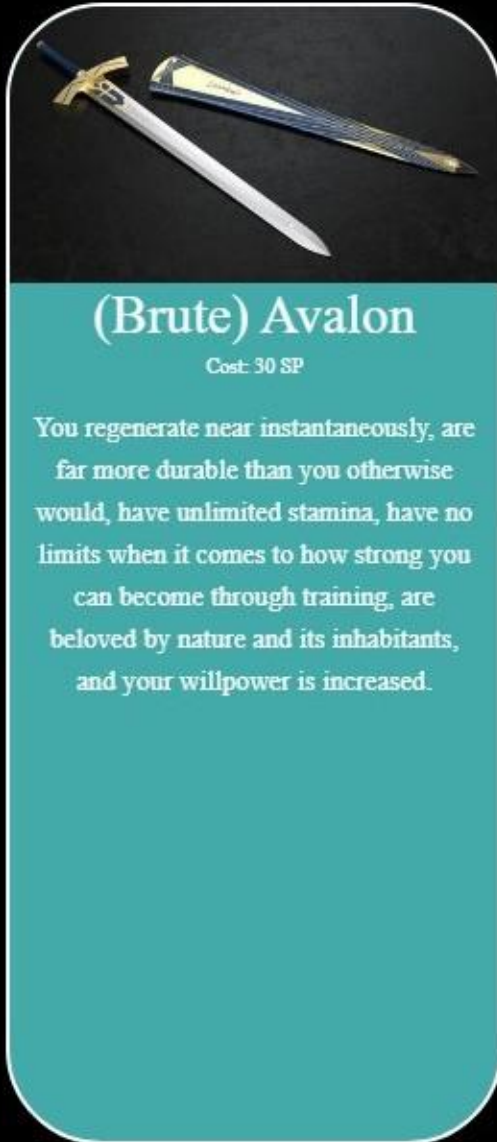
Your whole body is a door to a pocket dimension. Your surface is a semipermeable membrane, you can choose what can pass and what can't. You can shift your shape, and using materials similar to skin, you can make yourself appear human. You can sound like whatever you want. If you let everything in, you become a very powerful vacuum. If you want you can just walk through anything. You are completely invincible from all physical attacks, including Sting.



(Tinker) Revolution

Cost: 20 SP

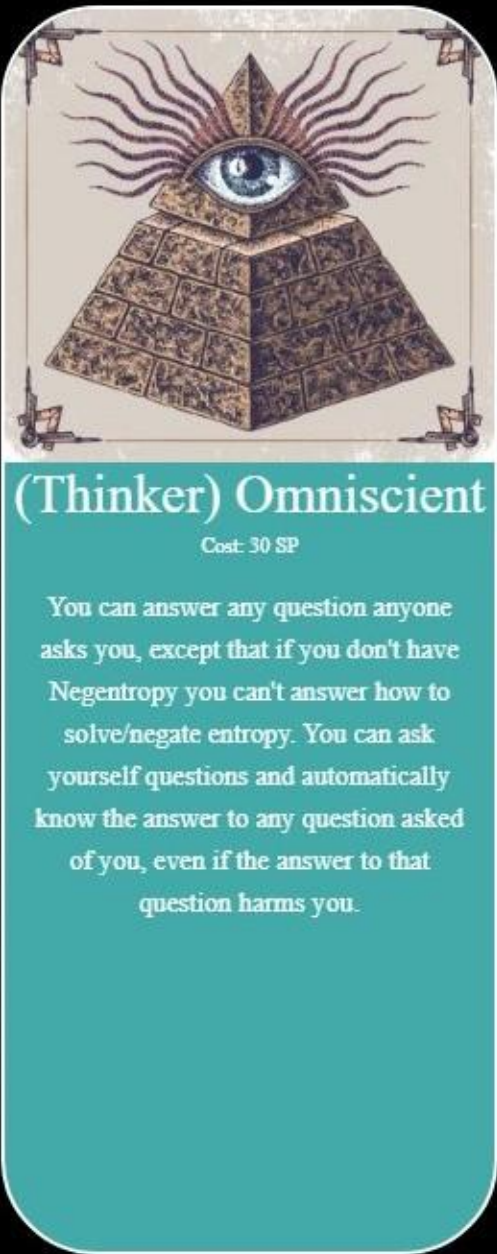
You can remove black boxes from Tinkertech so that it can be analyzed completely by mundane scientists. If you analyze Masamune's mass production technology, you might be able to mass produce real-tech Tinkertech.



(Brute) Avalon

Cost: 30 SP

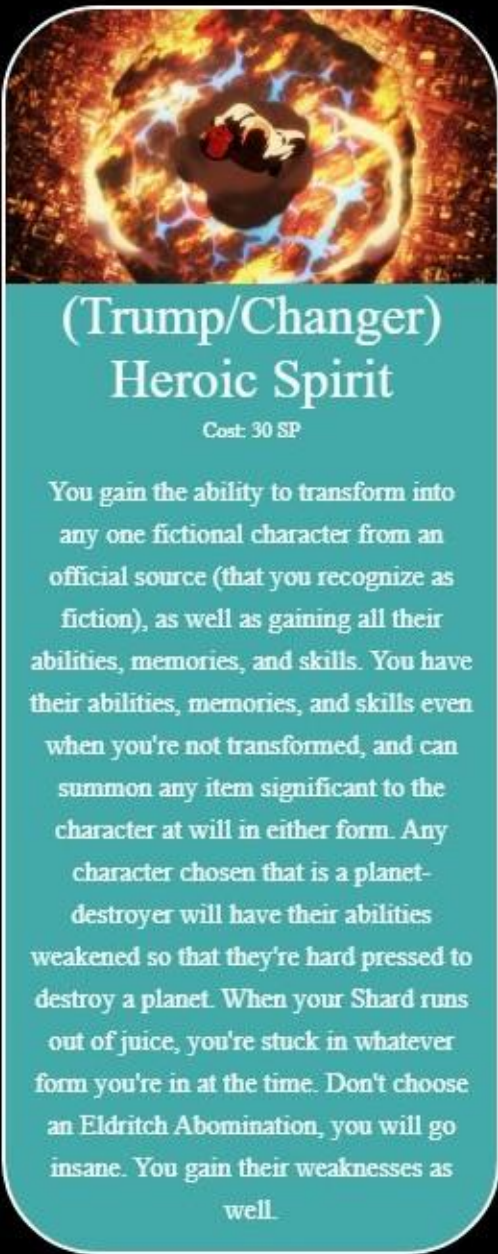
You regenerate near instantaneously, are far more durable than you otherwise would, have unlimited stamina, have no limits when it comes to how strong you can become through training, are beloved by nature and its inhabitants, and your willpower is increased.



(Thinker) Omniscient

Cost: 30 SP

You can answer any question anyone asks you, except that if you don't have Negentropy you can't answer how to solve/negate entropy. You can ask yourself questions and automatically know the answer to any question asked of you, even if the answer to that question harms you.



(Trump/Changer) Heroic Spirit

Cost: 30 SP

You gain the ability to transform into any one fictional character from an official source (that you recognize as fiction), as well as gaining all their abilities, memories, and skills. You have their abilities, memories, and skills even when you're not transformed, and can summon any item significant to the character at will in either form. Any character chosen that is a planet-destroyer will have their abilities weakened so that they're hard pressed to destroy a planet. When your Shard runs out of juice, you're stuck in whatever form you're in at the time. Don't choose an Eldritch Abomination, you will go insane. You gain their weaknesses as well.



Earth Bet

Oh, wait, no, I did anchor you to the right place.

Origin of Powers: Entities, Shards, Cauldron Vials, Corona Pollenta, Corona Gemma

Major Threats: The Entity, The Endbringers, CUI, Cauldron, The Fallen, The Slaughterhouse 9, The Protectorate, etc.

Major Powers: The Entity, The Endbringers, CUI, Cauldron, The Fallen, The Slaughterhouse 9, The Protectorate, etc.

Super Abilities: Supernowers

(Known) Endbringers: Behemoth, Leviathan, The Simurgh, Tohu, Bohu, and Khonsu
Entities on Earth: The Warrior

Brockton Bay

Gain: 5 CP

Required: Earth Bet

Brockton Bay is where Wildbow's predictions began, where Taylor Hebert will start her Caped crusades. It also has a lot of powerful Parahumans, is home to the Protectorate ENE, and is a likely target for an Endbringer attack.

School

Cost: 1 CP

You appear in or near a school of your choice in your setting.

Selections



Wake Up In A New Life

Start With +20 Points

A new body with a former history will be created for your mind to enter, you will be given its memories, both of which you will be able to change to fit your preferences below.

For Want Of A Nail

The big golden idiot is lobotomized, and it will become unable to do anything else than continue to save kittens from trees all over the world. It will not react even if provoked, and its life is at stake, as what's left will be little more than an empty husk. This will guarantee that Golden Morning never happens and that the only dangerous foes you will meet are other humans and the Endbringers. Broken Triggers and Titans won't happen unless you decide to kill it.

World Changes

A few sections will open up below where you will be able to modify your new destination and make small and large changes to various things. You will be able to make adjustments to the human species, story elements, make fanon reality, and some changes to individuals.

Power Mixtures

A new section will be opened after the Boons where some extra choices will be. The powers and other boons in this section will be much stronger than the choices presented elsewhere. The Choices will have requirements in form of multiple other choices, in addition to being expensive.

Alternate Earth Bet

Instead of being dropped into the canon universe you will be dropped into a different version of it, and be allowed to lose or gain more points depending on how dark and dangerous the world is in comparison to the canon. The characters in the story will also be changed by which world you choose, but most of them will stay the same.

The Day of The Locker Incident

2011, January

Cost: -3 Points

Following Emma Barnes assault by ABB thugs and rescue by Sophia Hess, she had started a campaign of harassment against her former friend in an effort to prove to herself that she was strong. Together with Madison Clements, this Trio harassed the main character for over a year, keeping other students from befriending her, until finally, they decided to escalate further. They collected various sanitary products from girl's restrooms and laid their trap.

On the morning of the first day back from winter break Taylor Hebert, is shoved into her own locker by one of her bullies, where she was then trapped, puking from the smell and unable to move. Her fellow students had been thoroughly cowed by her former friend Emma, and no one rendered any assistance. After being stuck for few hours, she Triggers two times, and becomes able to control bugs.

Setting Changes

Will open a section where you can make some changes to Earth-Bet and the characters within it. These changes will change the canon story as little as possible, but will also dramatically change what you'll experience. Some choices open other sections.

Genre Addons

Pornographic tags will be added to your story, and the fetishes you select here will affect what you experience on Earth Bet. It would be as if the creator of the story had two specific fetishes, and was unable to stop themselves from putting them in.

Style Changes

Here you'll be able to change the world's design and how you and others will see it. While you might find the world a bit weird in the beginning, you'll get used to it quickly. What is normal in the size of assets and body shapes might change a little as to what the images show.



There Exists Three Sexes

There exist three sexes on Earth Bet, which are male, female, and hermaphrodite. Hermaphrodites are built like women with male genitals added between their legs, and they can both be impregnated by others and impregnate others themselves.



Rape Is Not THAT bad

Rape and molesting are considered assault at most, and it is not as traumatizing as one would imagine it to be, as people have grown used to it being a part of their daily life. Damage done fighting back is considered acceptable use of self-defense, though.



Sex Is Nothing To Be Afraid Off

Sex is not something that needs to be hidden away from the public. Sex is considered safe for anyone to watch and is heavily featured in different media, like movies, series, music, and books. This does not change that having sex in public is considered rude and depraved.



Prostitution Is A Respectable Job

Prostitution is one of the oldest professions in the world and is a



World Has Some Hentai Physics

Sexual fluid production will be insane, and people can cum buckets worth of



Sibling Sex Is Family Bonding

Sex between siblings as they grow up, and later in life is an important activity



Masturbation Is Healthy

Masturbation is considered to be a huge boon to one's health and spirit, with much scientific research enforcing this

professions in the world and is a profession that is respected to the same degree as other low-education jobs. Doing some part-time work as a prostitute is something most people have done at one point in their life when they required money the most.

and people can cum buckets worth of semen in a session of sex. People are also much more stretchable, and being inflated with cum is completely normal, with the leftover stuck in one's body being converted into high nourishing milk stored in the breasts.

and later in life, is an important activity that is needed to create strong familial bonds. It is considered a duty for older siblings to ensure that those younger than they know are somewhat skilled when it comes to sex, and know how to practice it safely.

claim. Most people masturbate several times each day, and doing so among close acquaintances is usually accepted as normal, as the act is considered closer to training than a sexual act.



Men Are More Feminine

The majority of the men on Earth Bet matches women when it comes to beauty and stature, with only a few percentages of the men becoming large and muscular. Men crossdressing is normal, so is using makeup, they will most often act more as the average woman does, and have hobbies more typically considered womanly.



Some Stereotypes Are True

Required: There Exists Three Sexes

The stereotypes people have about Hermaphrodites are true. Their libidos are much greater than most men and women, and the genitals are on average more sizeable than men. Women and some men will typically fetishize them, but at the same time be afraid of their virtue when alone with one, for good reason, as around 80% of all sexual assault is done by them.



Hermaphroditism Is Shameful

Required: There Exists Three Sexes

Being a hermaphrodite is something most are ashamed about, and something people go to great lengths to hide. If there is anyone among the cast then it will be hidden from anyone but lovers and family. People don't treat a confirmed hermaphrodite any different, but they are fetishized a lot. Some changes are done to things like gym classes to make it easier for them to hide.

Missy Biron / Vista



Futadom



Forced



Style 1



Earth Bet-Ohr

Cost: -5 Points

Bet-Ohr is a better place than the normal Bet, not that that is a high threshold to pass. People are generally nicer to each other, both among capes and civilians, resulting in less violence and theft. There are still villains and gangs in the bay, but the unwritten rules are law, and only the certified insane would break them. The dance between the criminal capes and the protectorate is a lot more like a game of cop and robbers than it is in canon.

Capes are a lot more amicable to work together, and a lot more tend to meet up at Endbringer fights, be it to fight, heal, or do search and rescue, which results in fewer deaths. The threshold for trigger events to happen is lower, and people tend to be less damaged by them.

The canon characters are still as they were, only much less messed up, and the story will go on as canon, only with much fewer deaths (at least until Gold Morning) and with a lighter, and more hammy tone.



Change Your Sex

Change Age



Earth Bet-Behemah

Free

In this world, 50 percent of Earth-Bet's population have traits of different races of animals. This large part of the population acts and is treated differently from the ordinary human. They are known to have little ambition and few dreams, be more childish, submissive, and have problems concentrating on complex tasks. If a person walks into a classroom, then the furrier half of the class will always be seen lazing around and not showing interest.

It is considered common understanding that they rarely have the drive to work more than two hours a day, which most of them do. This varies a bit, and the ones with traits of typical farm-animals will be workhorses, figuratively speaking. Most of them only have the capacity of having menial, easy, and entertaining jobs. Violence against them rarely happens, at most normal humans consider it the same as hurting a child.

They are shown a lot more leniency and kindness than their fully human counterparts, mostly because finding one with a mean attitude or criminal intentions is extremely rare. Through some races are black-painted as deviants or kleptomaniacs but seen as pretty much harmless. Relationships in this world usually happen between one member of each half.



Earth Bet-Demuth

Free

One thing you will notice on Bet-Demuth is that everyone you meet that have some connection to canon, or not, will seem familiar to you as if you have seen them before. You have in fact, as they will all resemble characters from various pieces of fiction from your former world, mainly fiction that you are familiar with.

The age and characteristics of the characters you meet might not always fit with their fictional counterparts, nor will their personalities, but non-canon characters you meet will be near identical in both of the aspects.

The characters will as mentioned be taken from fiction you know, and if you have someone you like more than the others then expect there to be an exact copy of them living somewhere in the bay. If the characters are parahuman, then their outfits will have a striking resemblance to the fictional ones if they have one.

Every copy of a character you have an interest in that you meet will have some events unfolding in their lives, be it problems or change that you might use as an icebreaker.

Change Your Body

Sex

Age

Life

Ethnicity

Hair

Breasts

Hips

Ass

Fat

Muscles

Height



Futanari

The body that you wake up in will be both male and female, and it will be above average in appearances, fitness, and health.

Unless you make changes to the world via the 'World Changes' section or use your powers, then you will be the only Futanari on Earth Bet.



Youth

You will wake up in a very young body and if you are a insert you will either attend Elementary-school or Middle-school depending on your age.

Caucasian



White

Large



Short





C-Cup



Girlish



Trim



Healthy



Trimmed



Parents and Siblings

Cost: -2 Points

Required: Preteen / Teenager / Young-Adult

If you don't choose this, then you will have no parents or siblings. And if you are too young to live by yourself, then you will be an orphan living in one of the group homes in the bay, with two caretakers that do not care about you or your few fellow orphans.



Married

Cost: -2 Points

Required: Young-Adult / Adult

You will be married to someone not mentioned in the story when you wake up in your new life, and a section below will open up where you can design your own marriage and partner. Their personalities will at worst be something you are able to live with.

The Casanova Family

You have a large family, like, a REALLY large family. While you only have one father, whom you love dearly as your sisters do, you have a dozen mothers. The closest analogy to your father would be Heartbreaker, as both are capes and has a large harem of women madly in love with them, but comparing them would be unjust to your father, as he is a Thinker and not a Master. Your father's power turns him into the perfect partner, as he instinctively knows how people desire to be treated, and what needs to be done for him and someone to reach a compromise. There are some more things, like no need for sleep, unlimited stamina, a great personality, and extremely good looks.

Some of your mothers live in their own places, but you and your sisters live at your father's place, mostly because it's a large luxurious mansion outside of Brockton Bay. You have four sisters, with a few others on the way. You're not sure if the majority being girls, all if you too are, is a part of your father's power or not. You and your siblings have had your personalities shaped somewhat by your father's pervertedness and antics, and none of you see incest as a bad thing, as it happens all the time at the mansion.

The mansion is a den of depravity and wealthy people from all over America come to visit to fulfill their deepest lusts. Walking through the halls of the place is never boring, and there is lots of fun to be had as few of the visitors would mind you joining in. This has in turn has made your father quite the influential person, as he has befriended lots of the more important people. Most Brocktonites know of the weird parahuman that lives in the mansion, and most of the important people in the bay have visited the place at least once. The Casanova children are known as troublemakers, but not of the harmful sort, and the gangs take care not to harm any of them, as none of them want to annoy someone with your father's powers and influence or a dozen or so future second-generation social thinkers.

Futanari

Your spouse will be a Futanari



Switch

Your spouse will be a Switch and have no real preference about either playing the dominant role or submissive one. They tend to default to an equal role where control is shared but can handle both if you enjoy one of the sides more than the other, although they will be clumsy at both extremes.



Well-Off



Polvamorous



Spouse Is From Canon

Cost: -2 Points

Your spouse will be one of the lucky few in the bay that has a large salary and live in a house in one of the richer neighborhoods in the bay. They have two nice cars, a housemaid that visits once a week, and money to spend.



High Libido

Your spouse will have a higher than average libido and initiate sex several times every week. They will push for experimenting and will have a more than normal amount of fetishes and sexual fixations.

Cost: -1 Points

Your partner will be perfectly fine with you having other sex-partners, and it can be a fetish of theirs if you wish.

Cost: -2 Points

Your spouse is a character from the canon story, and a section will open up where you can decide who it should be.

Missy Biron / Vista



A Best Friend

You will be their best friend, and the two of you have been together since childhood. The two of you figured out that it would be best to marry, mostly because of a fear of losing the other to another woman or man. The two of you have a really relaxed and comfortable relationship, with no jealousy and only a little fighting.



The Love of Their Life

Your spouse absolutely adores you, and can't comprehend a future without you in it. You have the body-type they are most attracted to, hobbies that they want in a partner, memories with you that they treasure, and might go a bit crazy if they're close to losing you. They will go to great lengths and accommodations to keep you in their life.



Uncontrollable Mind

Cost: -2 Points

You will have complete immunity to any powers working on your mind, be it by altering your feelings, taking control of your body, or modifying your memories. Your mind will be unbreachable and invisible to any power.



Poker Face

Cost: -2 Points

Your will now confuse parahumans or any instrument made by one that can check if someone is lying or not, examples are Tattletales thinker power, Armsmasters lie detector, and Panaca's striker power.



Blindspot

Cost: -2 Points

You will be a blindspot in any future predicted by any parahuman, Endbringer, or entity. Any prediction will show how things were to go if you were not in the area and the powers of any thinker will not detect you.



Plot Relevance

Cost: -2 Points

You will find yourself stumbling into events with relevance to the canon story, and find yourself where things happen all the time, for example the battle of the bank/trainyard and other large and small events, etc.



Noctis Cape

Cost: -2 Points

You no longer need to sleep, and only have to lie down every now and then to rest your body. You can force yourself to sleep if you really want to, but it won't do anything for you other than to waste your time.





Power Source

Your powers will not be from the source that other parahumans gain theirs, making trump-powers that would otherwise affect you negatively unable to do anything to you, you also have no corona pollentia.



Costume

This will open up a section where you can build a costume for your parahuman identity, and you will be allowed to wear it regardless of what other clothing restrictions you have taken and will be shaped to fit your body.



Gadgets

You will know of the location of a container down at the docks when you enter Earth Bet, and in the section that you open up if you choose this, you'll be able to buy gadgets to fill it with.



Contacts

Selecting this will open up a section where you can buy friends if you are inserted into a new or already created character, and the opportunity to meet them if you are a drop-in.



Other Boons

Opens up a section where boons that do not fit in any of the other sections will be placed.



Body Suit

Cost: -1 Points

The costume will be a standard bodysuit, like the ones most of the other capes wear, at least underneath all the other stuff. It will be padded enough to protect you from taking serious damage from knives, but bullets will go right through.

Reinforced

Cost: -1 Points

Internet Connection

Cost: -1 Points

Integrated Phone

Cost: -1 Points

Self Repairing

Cost: -1 Points

Tool Belt

Cost: -1 Points

Thematic

Cost: -1 Points

Enhancement

Cost: -1 Points

Disguise

Cost: -1 Points

Transport

Cost: -1 Points

Projectile Weapon

Cost: -1 Points

Stealth Field

Cost: -1 Points

Force Field

Cost: -1 Points



Packed Armory

Cost: -1 Points

A large shipping container will be placed on one of the ships in the boat graveyard, and it will be packed with guns, ammunition, gear and explosives. It is far enough out that no one will stumble upon it without you leading them there. The guns will be a mixture of both guns from your old world and your new one.



Flight-suit

Cost: -3 Points

An add-on to your costume that gives you the ability to fly with a top speed of 240 km/h, and protects you from flying objects, lack of air, and wind when doing so. When not in use you can make it change its form to look like a normal backpack. The suit holds functions like Night Vision and autopilot.



Waifu Flesh Doll

Cost: -2 Points

You will receive a walking and talking love doll, identical to a normal human in all ways, that has the appearance of your favorite character of fiction in your old world. The doll will not be sentient, but will be programmed extremely well, and can complete simple tasks besides sexual ones.

Mer-suit

Cost: -2 Points

An add-on to your costume that lets you move around underwater effortlessly, removing your need to breathe, giving you perfect vision, and giving you the ability to speed through the water like a missile. When not in use you can make it change its form to look like a normal backpack.

Auto-doc

Cost: -3 Points

An automatic healing station that comes with two android assistants, that will heal nearly all types of wounds and damage done to a living creature. It can be packed together to a size where the androids are capable of carrying it around, and the androids can follow simple commands.

Safeguard

Cost: -4 Points

An android bodyguard who will ensure your security by any means necessary, and will act on its own unless you hold its leash. Its sturdy body gives it a mid-high brute rating in both strength and durability, on its right arm there is attached a Graviton Beam Emitter.

The Mindbreaker

Cost: -2 Points

Place a person inside of this machine and give it a few hours to work on them, and you are left with a sex-crazed person more beast than human. The minds of its victims will be filled with nothing but sex and any memories and personality will be gone forever.

Superior Strap-on

Cost: -1 Points

A strap-on that is superior to any of its kind ever created, and with tons of different features. one of these is that it is possible to connect to the nerves of the wearer and anyone nearby, feeding them an adjustable stream of pleasure as it is put to use.

Maneuver Gear

Cost: -2 Points

Grappling hooks that you can use to swing yourself in between buildings and streetlights, take some time to learn, but when you know how to it moving around with it becomes effortless. Comes with a few dozen blades that can cut through meat like butter.

Newlife Tubs

Cost: -4 Points

Twenty-five fluid-filled tubs that will completely rejuvenate and heal the body of the one that spends time in it, and can only be used one time each. The liquid inside of the tubs can be bottled and used to heal small injuries and simple sicknesses.

Old World Media Tablet

Cost: -1 Points

This tablet will contain complete access to an archived version of the internet of your old world, with all the media on it. It will also contain every movie, cartoon, cd, tape and every other type of multimedia ever created and sold in stores.

Universal Replicator

Cost: -4 Points

A tinker's wet dream, this machine can create anything that the user can design, be it organic or not, without having to care about the materials needed. To use it you will need to feed it any form of matter, be it scrap, garbage or waste.

Graviton Beam Emitter

Cost: -3 Points

A gun-shaped weapon that fires a gigantic beam of condensed graviton energy, with the beam literally pushing away the atoms of whatever is in its path. It recharges itself by draining energy from its wielder, and have four firing modes.

Rejuvenation Chamber

Cost: -3 Points

This chamber will remove imperfections in someone's appearance, melt away a year of age for every day spent inside it, and leaving it after resting inside for a while will make one feel like one has spent a few days in a spa.

Potential Minions List

Cost: -2 Points

A list of 300 potential minions that would join up with you with none other reasons than promises of depravity or things that your powers can provide. The information about the people will be extremely detailed.

Expertise Percolator

Cost: -4 Points

You will have a power similar to hers as you arrive. You are able to play around with the traits that designate you as one type of ethnicity, be it skin color, eye-shape, or something else. You also have a pool that you can see in your mind, that will be filled slowly by itself, and much faster when you experience or learn new things. You can use this pool

Uncanny Assassin

Cost: -5 Points

You will have a power similar to her as you arrive. You will not have access to any changer-powers, but you're going to have a better version of her thinker-power. You will be a master at assassination, and if something is killable by mortal, non-parahuman means or

Mischance Precognition

Cost: -6 Points

You will have a power similar to her as you arrive. Mainly the precognition part that activates when she touches someone. You can check an entire day into someone's future and see in your mind the worst thing that will happen to them during those 24 hours. Be it

learn new things. You can use this pool on any skill, be it using guns, reading people, painting, parkour, or something alike, and rapidly grow better at it, until complete mastery.

by mortal, non-paranormal means or with your powers, then you will be able to predict the best way and when to do it. It will not be full precognition, so there is a chance for mistakes if you lack knowledge about, for example, Jack Slash's secret power. But if you have a lot of information about someone's capabilities, then there is little chance for failure.

them during those 24 hours. Be it stubbing their toe or experiencing a violent death. You will not be able to change the future by mastering the target like Sidero, but you will be able to make changes by warning them. The power will not see Endbringers or other blind spots, and overuse will give you a headache, but you'll be able to use for a few times in rapid succession before you need to take a break.



Phenomenal Vision

Cost: -5 Points

You will no longer need your eyes to take in the world around you and has perfect 365 degrees of vision regardless of your eyes being open or not. This vision will be superior to normal sight, and you'll be able to see insects several kilometers away, as long as nothing is blocking your line of sight. Your mental abilities and skill at multitasking also become a bit better, and the same with your body control. By restricting yourself to only see with your eyes, you can take in a large cone-shaped area the size of 200 meters, where non-living objects will be transparent. But doing so will strain your eyes, make them sensitive to light, and with excessive use cause headaches.



Alcina Dimitrescu

Countess, Mistress of Castle Dimitrescu.

Cost: -5 Points

Alcina is a mutant human noblewoman, and formerly a resident of an Eastern European country on another less horrific Earth, where she lived in a castle called Dimitrescu. There she and her ancestors have been living since its medieval inception. Until an extremely lucky maiden came by and Alcina met her unfortunate demise. One could argue that it was well-deserved, as she had committed a series of violent homicides, acts of vampirism, human sacrifices, and other horrible acts spread over the last 70 years.

Alcina is a large woman, easily dwarfing most large tall men, her skin is white as chalk, and her lips are painted in heavy red lipstick. Her bearing is regal, her wit is quick, and she thinks herself superior to the average human. She also has gigantic retractable claws, powers related to vampiric lore, superhuman strength, high-tier regeneration, and an obsession with fine wine made using blood taken from virgin females.

She has been able to bestow her mutation upon three other women, who she called her daughters. She will be able to do the same to you if you are biologically female, but there are some small caveats with the process, like occasional bouts of madness, hypersensitivity to sunlight, the constant hunger for blood, excessive cruelty, etcetera. You'll need to keep this woman on a short leash with your orders if you decide to pick her unless you are okay with her murdering and torturing. She is not new to lasciviousness and debauchery and will be more than happy to join you in it.



Goro Majima

The Mad Dog of Shimano

Cost: -3 Points

Majima was the patriarch of the Majima Yakuza Family, president of Majima Construction, chief advisor to the sixth chairman of the Tojo Clan, as well as the former vice-chairman of the Tojo Clan, in an alternate world. Majima is a resourceful, charismatic, and commanding individual. He has gained the respect of friend and foe alike, often with his ferocious abilities in battle. He has a fierce, somewhat twisted sense of loyalty and respects physical power above all else.

Majima has a lean build, which he utilizes to achieve incredible levels of speed and agility. He appears to have more muscular legs than arms, which is likely due to his reliance on kicking and acrobatics. Majima is also skilled in the use of many weapons, including nunchaku, swords, knives, bats, and batons, which he wields with proper technique and training. His choice of empty-handed combat appears to be hapkido mixed with dirty fighting techniques.

He commonly reminds others that he has standards to uphold as a yakuza, despite his theatrically unhinged persona, and states that he dislikes dishonorable men, especially ones that intentionally break rules. He is shown to go out of his way to help civilians that are put in danger by yakuza affairs, specifically women and children, for who he has a soft spot. He is polite and respectful by nature to civilians and his superiors, and is surprisingly pragmatic, all three of which made him a fantastic businessman throughout his life.



Power

The Blood Fiend, Public Safety Devil Hunter

Cost: -4 Points

Power has the appearance of a young woman with light blonde hair that reaches down to her mid-back. As she is a fiend, a devil that has taken over a corpse, she has light red horns protruding from the top of her head, red and yellow eyes that form a cross pattern, and sharp teeth with defined fangs.

While she has greatly enhanced speed and smell, her main usefulness is that she is able to freely manipulate her blood to form weapons. She can tend to shape large hammers and spears, but can also place traps by placing her blood in bottles. She can regenerate by drinking blood, mix her blood into other people to stop regeneration, and through contracts transfer her blood and life energy to others completely healing them. By consuming the blood of the strong, she can turn into a full devil, where every one of her powers is increased dramatically. She is also a pretty solid actress.

Power is childish, greedy, and almost entirely self-motivated. She tends to fight as if she has something to gain and is certain of her victory, as well as having no problems in running away from a fight where she is outmatched. She also feels the need to boast her superiority over others and is a compulsive habitual liar. Power is often rude, unkempt, and feels as though those around her should clean up after her. She self-admittedly rarely bathes or flushes the toilet and sees humans as being overly sensitive for caring about their hygiene so much.



Secret True Origins

Cost: -2 Points

Your true origins, as a person from another world who took charge of their own destiny and decided to travel to another dimension, will forever be a secret. No one will ever guess it, you'll become unable to declare it yourself, and no power will ever see past the moment you entered Earth Bet. If you select the boon that lets you go back home, then you'll become able to tell people when you are ready to do so.





Cerberus

The Blood Fiend, Public Safety Devil Hunter

Cost: -5 Points

Cerberus is a short demon girl with pale skin, red irises, a black arrow-tipped tail, and silvery-white hair; however, in her case, she has three bodies instead of one, although these traits still apply to all three. She is still one person, with only one soul, although this can feel incongruous with how the bodies sometimes act independently. They have white canine ears that emerge from under their hair on the top of their heads. She also has a spaded demon-tail.

They also all have canine teeth, and their eyes are very large, rounded, and wide, invoking an enthusiastic expression. They have parted fringes, and their hair stretches down their back, where at the end it is tied via hair tie into a short "tail". They do have powers befitting a demon, like the ability to summon hellfire, enough strength to rip a person apart in seconds, and having three bodies that can act with perfect coordination does make her a lot more dangerous. Cerberus usually dons form-fitting apparel, wearing red button-up long-sleeve shirts underneath black-striped suit vests, and black slim fit suit pants.

Cerberus has a "happy-go-lucky" attitude, as evidenced by their almost always smiling and enthusiastic dialogue. While at first seeming relatively innocent compared to other demons, she tends to be very quick to reveal a more sinister or savage side of themselves, albeit while retaining their cute and seemingly harmless appearance. When discovering that they are out of hell, the triplets will be happy to finally be able to "corrupt the mortal realm."

Great Old One

Cost: -7 Points

Your power will be granted to you by an eldritch god and will be powered by your second body, which is a colossal mass of moldable and near indestructible flesh and tentacles that lies in the aquifer and sewers underneath the center of Brockton Bay, which you will be able to control as your normal body. Your normal body will stay the same, but weak-willed people will find themselves unnerved by you unless they know you.

You can extend tentacles from your smaller body, and if it dies you will still reside in your bigger one. As you have people in the tentacles of greater mass, you can pry memories and knowledge at the cost of their sanity, improve and alter their forms, and keep them alive with the nourishing fluids you produce.

Evolution

Cost: -10 Points

Your powers will be a result of your body's constitution and reside in your DNA. You can no longer be classified as a homo sapiens, but something more, and your body will fuel the use of your powers. To do this you will need to eat more at occasions of heavy power-use, as every instance where you use any powers will drain a very small percentage of mass from your body.

Your powers will evolve as you use them, becoming more potent, more accurate, and wider in what they allow you to do. The same will happen to your body, and you will find yourself becoming more and more superhuman as the years go by, in health, strength, mental acuity. If you live long enough, you will stop aging, and your body will become indestructible.



Goddess

Cost: -13 Points

Your powers will come from a goddess that will be formed when you're sent on earth bet, and this deity will select you as its champion and leader for her religion. It will need you as much as you need it, as she will only be able to act in the world by using you as a recipient of messages and conveyor of her energies. She's going to wish for her religion to spread and will expect you to work toward it.

Your mind will enter the realm of your goddess every time you fall asleep, or when you request it when awake. As she grows stronger, which she will as her religion grows and people worship her, she becomes able to act more in the mortal world, first with small changes for your protection, but later, if her religion becomes great enough, in the form of small- to large-scale miracles.



Cultivation

Cost: -15 Points

Qi is what fuels your powers, and will be stored in your Dantain, and you will have meridians which are a network of channels that transfer Qi around your body. The Qi that you can store at once will not be infinite, but the amount will grow through power use, meditation, Qi condensation, Qi circulation, and breathing exercises, as will the speed that it is generated.

You can use your Qi to more than just fuel for your powers, it can strengthen your body, enable flying, and more. As you go through the 9 layers in the 9 stages of cultivation, you will find new ways to use it, and later stages will allow you to craft hard and soft martial arts and fighting techniques, immortal ascension, and weaponize your killing- and sword-intents.



Hell

Cost: -7 Points

Your powers will not come from shards like the parahumans on Earth Bet, but from your existence as a real-life sex demon. You start as a normal human, but as you experience depravity and pleasure you will slowly grow into a new shape. Wings will grow from your back, small and non-functional becomes large and functional. Horns will grow on your head, ears will sharpen, and a tail with a heart-shaped tip will develop.

As your demonic features grow, so will the powers that are inherent in your blood, and you will find seducing people to become easier, you will become able to make small changes to your body shape, and become able to survive only on your own or others pleasure. After many years of debauchery, when you have performed all lewd acts that exist, you will be able to achieve immortality.



Inner Beast

Cost: -10 Points

You will have an ancient beast with immense power sealed inside of you, where it will be trapped with no way to leave. This beast will be the source of your powers, and using them will make the walls holding it thinner, and you'll be subjected to the rage and other emotions that the beast feels, which will influence your own emotions. It will have its desires and cravings, and by indulging it you'll have an easier time controlling it, and eventually you might even befriend it.

As time goes on, its presence within you will change you into the same type of immortal creature as your beast, albeit a weaker and humanoid version. The creature's traits will grow on you, and the powers that it provides you will become more elastic and moldable.



Technology

Cost: -13 Points

You will be an android, and your powers will come from the super-advanced technology that your core is made up of. There will be restrictions in place that will stop you from going all Skynet or Von Neumann on Earth Bet, but these restrictions will slowly deteriorate as the years pass you by. You will not need to eat or sleep anymore, but you can if you wish.

You are powered by your core that taps into hyperspace and pulls energy from it. The source is infinite, and you have a socket where you can connect other things to it, like appliances or a power grid. Your body is sturdier than a normal human, but if you are hurt nothing less than a tinker will be able to put you back together. You will also have a basic understanding of your own body, and be able to remake limbs and other parts.



Magic

Cost: -15 Points

You will become a mage, and the powers granted to you will be magic. You will be able to absorb mana from the world around you and use it to apply your powers, but any use will be gaudier than normal parahuman powers, as pretty flashing lights, wind, and sweet sounds will follow it. Using your powers will be a little finicky at first until you get a handle on manipulating and controlling mana, which you can learn with meditation.

Your magic will not be static, however, and by analyzing it and testing things out for a long time, you can be able to unravel the mysteries of how it works and build a complete magic system from the bottom off, or modify the spells you already have. These things will take decades of use and dedication to achieve, but if you become competent enough there is little you will be unable to do.



Sirens' Song

Cost: -2 Points

People you meet with your smaller body, and that you feel interested in, will feel pulled towards the depths where your bigger body is. They will find ways to explain the sudden interest in urban exploration to themselves or get it into their heads that there is something down there they want.



Tentacle Monster

Cost: -2 Points

Forget generating a few tentacles on your body, choose this and you will be able to change your smaller body into a full-blown tentacle monster at will. You will be able to produce large volumes of the fluids that your other body makes, and have the same fine control over the tentacles.



Tentacle Hive

Cost: -1 Points

You can now at will turn your smaller body into a massive pile of meat and tentacles alike your other body, and it will expand into full size within a few hours. This is a one-time thing, once the decision is made there is no way to turn the body humanoid again.



Aphrodisiac And Alcoholic Fluids

Cost: -2 Points

The fluid that your large body makes will make people aroused, happy and drunk, making the experience less scary for anyone that lands in its grasp. The liquid will still keep these attributes even after being bottled and stored for a long time.



Growth

Cost: -2 Points

You can now grow your larger mass bigger, by impregnating women with the liquids it produces, a writhing pile of tentacles will be birthed, which you can suck into yourself to become bigger or feed parts of yourself to tame.



Ruined

Cost: -2 Points

After someone has gotten a real taste of what your tentacles can give them, a fear of losing access to them will be implanted into their brains, as they will know that any other sexual experience will be boring in comparison.



Power Nullifier

Cost: -3 Points

Any parahuman that lands in the grasps of your bigger mass will lose access to their powers until they are released and you changes to the mind done by their



Moldable Tentacles

Cost: -1 Points

You can shape your tentacles into more detailed and creative forms, like hands, plants, or humanoid shapes. You can also change the colors of your tentacles



Adaptable Body Growth

Cost: -5 Points

As you are damaged and become more experienced in battle, you will not only grow stronger, but your body will change and adapt to make you better at it. The aesthetic of the changes made to your body will never be monstrous, and rather be alien or animal-ish, you will never lose access to your hands, your current size, or your gender



Mutant Gene Distribution

Cost: -3 Points

You can share your gift with others, and allow them to slowly become stronger in the same way that 'Adaptable Body Growth' would do to you. This works for both humans and animals, and the process you and the target have to go through is to empty someone of their

any changes to the mind done by their shards will also temporarily disappear.

change the colors of your tentacles.

characteristics. While this will mean that you over time will lose your outward humanity, it will compensate you with letting you become stronger faster, superhuman senses, natural weapons and defenses not normal to the human body, immunity to biological dangers, and give you the knowledge that anything that does not kill you will only make you stronger.

own blood and fill them with your own. You will find a pair of hollow and sharp incisors in your mouth when you awaken, and these will make the process easier, albeit still very, very uncomfortable and painful for the both of you.



Power Consumer

Cost: -5 Points

By eating the brains of parahumans, you become able to take a tenth of their power for yourself. The weaker versions that you end up with will more often than not only be a part of original power, and merge with other similar powers you collect later. Your stomach is redesigned in such a way that eating any organic material from any being, be it raw or not, will be safe and always enjoyable. And you're mouth so that you can bite through skulls with ease.



Progenitor

Cost: -2 Points

Your children will share weaker versions of what selecting 'Evolution' gives you, which means a slow increase in strength, health, and mental acuity. This will also happen to your children's children and anyone that has any of your blood in them at birth. There is a chance that any children you father or mother will come out with visible mutations, and the degree will show the potential the child has to live up to your own strength.



Afterlife

Cost: -4 Points

Anyone you care for, even a little, will become angels in the realm of your goddess if they were to die. Their afterlife will be pleasant, and they will gain characteristics that make them resemble angels, with wings and halos. One of them can return to Earth Bet through you and will be linked to you with a ten-meter long string, and if the string is cut they will return to your goddess side.



Blessings For The Faithful

Cost: -2 Points

Those that truly believe in your goddess and religion, enough to actively work to spread her greatness through words or actions, will find themselves becoming prettier, more voluptuous, healthier, and generally happier as things will go their way more often. The effect will be much faster and more visible in those accepted into your clergy, or the ones that you favor.



Guardian Angel

Cost: -4 Points

You will have a guardian angel following you around. Their personality and looks will be based on what you'd like in a best friend, and you'll be able to summon them whenever you wish to. They will have extremely high durability and some powers related to healing, and wings strong enough to carry another person. They will also be summoned automatically and jump in front of any surprise attacks.



Repentance

Cost: -4 Points

By grabbing someone by the back of their head, looking into their eyes, and screaming Repent, you can place someone in a trance where they undergo every bit of suffering they have done to another. Only the most sociopathic will be unaffected by this, and most will seriously reconsider the choices they have taken in life.



Progress Renewal

Cost: -3 Points

Every time you reach a new layer of cultivation in one of the nine stages, your outer skin, hair and clothes will become little more than a husk. As you tear it of, a healed and improved you will be found underneath. Any damage to your body will be entirely healed, tiredness will be washed away, your appearance will become more polished, and you'll grow closer to your ideal self.



Enchantment

Cost: -4 Points

You know how to infuse internal energy into weapons that you make, and now know how to forge swords, sabers, spears, and staffs. By enchanting them you can make them sharper, hit harder, become indestructible, or make them float. You can also make interspatial rings, consumable spells of your powers that others can use, and information holding Jade slips that can transmit information into someones mind.



Meridian Awakening

Cost: -5 Points

You will be able to awaken the ability to cultivate in others by striking a persons Meridians in a specific manner, after which the person will suffer great pain for a few hours, only to awaken with a



Alchemy

Cost: -4 Points

You become able to use alchemy, which is the refining of plants, minerals, and other substances into medicinal pills and elixirs in cauldrons and pill furnaces. These miracle drugs can have all sorts of



Private Hell

Cost: -5 Points

Anyone you kill will be dragged into your dreams, where you will be able to do anything you wish with them, in a world that you can mold into anything you can think off. You can change their bodies as you wish, but if you want them to give you information about something, you may need to persuade them. You can remove them from your realm and let them die at will.



Summon Imps

Cost: -4 Points

By using a ritual you will be able to summon imps that you can order to do your bidding. The imps will most often look like very short humans, with large assets and various demonic traits. They will have different personalities, but the goal of everyone will be sex, and you'll need to gather energy from around ten hours of sex to summon one.

sixth sense. While it will never be as easy to cultivate for others as it is yourself, an incredible small percent of people might have enough potential to reach the top.

effects, like healing wounds, curing poison, purify or strengthen the body, boost cultivation, and more.



Demonic Infusion

Cost: -3 Points

You can infuse your demonic powers, those granted to you by being a demon, into others by marking them with tattoos. Doing so will give them the same demonic traits that you have. The powers that come with being a demon will be much weaker for them than for you, for example, while you achieve immortality it will only double someone's elses lifespan.



Corrupting Presence

Cost: -2 Points

You are much more capable of corrupting people, and being around you will widen someone's preferences and kinks, remove restraint when it comes to you, and make their minds more open to depravity. People you hang around will become more open to acting lewder and more depraved.



Ferocious Presence

Cost: -4 Points

Anything threatening you do always seems to be quite a bit more intimidating than it normally would be. A sneer will make the average person go pale with fear, yelling at an ordinary person will turn them into a shivering wreck, and staring into someone's eyes will see them look away quickly.



Rage Mode

Cost: -4 Points

When you feel real rage, you can pull more strength from the beast within you, changing you into a high-leveled brute for a few minutes. You'll look much more like the beast when this happens, and when the minutes are over you'll fall asleep for a day. With your speed, you'll be able to do a lot within these minutes.



Beast Avatar

Cost: -5 Points

You will be able to give the beast inside a body to move in, that you can summon and desummon at will. It will be much, much more limited compared to the true power of the beast, but will still be a high-leveled brute. You'll need to convince it to not go on a rampage, it will hold all promises it makes to you.



Shared Senses

Cost: -6 Points

Your reaction time becomes extreme as you gain the ability to share the beast's senses, and when focusing hard, you'll be able to move as if time around you have been slowed down to half-speed. The world around you will become blood red, sounds will stretch, smells will assault your nose, and beating hearts will be visible as bright lights.

The Beast

Cost: -1 Points

By selecting this choice you will be able to choose the design of the Beast, as you might want it to be of a specific race. Place an image of it in the next choice, and the changes that will be done to your appearance in the months following you getting powers will be based on it.

If both this and 'Your Shape' is selected then your appearance will be changed to match it better but will keep as much as possible from the image.



Your Shape

Cost: -1 Points

By selecting this choice you will be able to change the design of what your body will turn into. By placing an image of a character with the traits that you will grow in the months following you get powers.



Armament

Cost: -3 Points

You have a dozen different defense mechanisms installed in your body, varying in danger from a non-lethal taser to a very-lethal small nuke, examples can be high-powered lasers, huge naval guns, anti-air guns, and emp-shockwave emitters. Pocket spaces installed at various places of your body will hold the bigger ones, and will still be there if you dismantle the weapons.



Technopath

Cost: -3 Points

You can interact with any machines that use a programming language, and activate methods and functions inside of the code if the device is within sight, even if the machine has no WiFi. You can use this to open automatic doors, log into computers with no certification, turn of cameras, mess with newer cars and more.





Repair And Upgrade Crew

Cost: -4 Points

Your insides will be filled with small robotic humanoids that keeps your body clean and running, any damage you take that does not destroy you is something they will be able to repair. If you lose a number of them your body will generate more, and they will be stupidly cute plus follow your orders with zeal.



Lessened Restrictions

Cost: -4 Points

The restrictions mentioned will be lessened, and you will be able to move your mind out of your body, spread your attention at greater breadth, and make non-powered copies of yourself. Hacking and breaking into systems and databases will become trivial to you as you get some experience.



Mage's Staff And Robes

Cost: -3 Points

You will be given magical artifacts in the form of a mage's robe and staff. Both the staff and the row will be amazingly well made, the staff will boost the range of how far your magic can reach, and the robe and hat will change any power that only affects X number of people at a time to effect X plus 1. Both will be self-cleaning and can be summoned and de-summoned as you wish.



Archmage's Respite

Cost: -3 Points

A modest ring will attach itself to one of your fingers, and rubbing it will send you into a pocket dimension where the tools and notes created by an old magician is. The notes will help you on your way to understanding magic, and while most of it will seem like incomprehensible scribbles, some books contain teaching for beginners. When leaving you will be back at the place you rubbed the ring.



Force Mana Awakening

Cost: -5 Points

You can force open the mana channels of others, and help them become aware of the mana around them. While they will not find training magic to be as easy for them as for you, enough dedication will lead them to become a pretty powerful magician. Teaching them one type of magic, for example fire magic, will make it much easier for them to learn control.



Familiar

Cost: -2 Points

You will gain a magical familiar that will follow you around, and its strength and appearance will be a representation of how strong you are. The familiar will understand all of your words, be smart enough to make decisions by itself, and disappear temporarily when mortally hurt or killed. As you become stronger in magic, you will be able to teach it your spells.

Powers A

Powers B

Powers C

Endbringer Powers



Wish Granting

Cost: -6 Points

You will be able to grant wishes to people, like a genie, but only once per person rather than three, you'll get to decide how the wish is granted. The changes have to be small-time and revolving themselves only, like becoming beautiful, getting a better job, or gaining youth again, and the change can be retroactive if you choose to. You will be able to twist the wishes however you want to if you desire to be a monkey paw instead.



Flowmotion

Cost: -3 Points

You can use your environment to your advantage, allowing you to perform feats such as kicking off almost any surface, air dashing, swinging around lampposts, run on walls, grinding along rails, and move with supernatural grace. You can also implement the movement into your own fighting style, allowing you to fluidly connect your physical attacks with coordinated follow-ups.



Second Trigger

Cost: -3 Points

Wish Granting

You can now wish for things for yourself,

Second Trigger

Cost: -4 Points

Flowmotion

Your ability to move will be much better,

Second Trigger

Cost: -4 Points

Mental Projection

Your control over your illusions will be



Mental Projection

Cost: -3 Points

You will be able to project memories of something you have been part of into reality, and you can do this either as floating images and screens or lifelike illusions. You can also take snapshots of large areas around yourself, and show them completely or partly in perfect clarity whenever you want, you can hold 5 of these before you'll have to overwrite one.

but these wishes will be even more limited than those you can give others. Examples of what you can wish for is to stumble over items or people in the future, for events to happen near you in the future and other things that CAN happen without a miracle.

and you'll find jumping over buildings, moving faster than cars, taking out a dozen normal humans in seconds, and doing so while not causing any damage to yourself or others to work much better. Crossing a city will take you minutes if you strain yourself.

much greater, and you can manufacture them from your imagination. You'll be able to do things like hiding yourself inside of illusions you make, and it becomes a lot easier for you to micromanage them. The limit of snapshots that you can hold will also be removed.



Escape Artistry

Cost: -3 Points

You can escape from any kind of bondage or entrapment, be it someone holding you in place, stranding you on another earth, or burying you alive. You'll be unable to control how the power chooses to get you out of there, but examples of what it can arrange are to use a portal, leading someone to save you, or temporarily giving you the power of flight.



Enhanced Condition

Cost: -4 Points

Your physical abilities are above the peak human levels, regardless of how you look. You are faster, stronger, more durable, and overall superior to all unpowered humans in these areas. You will also never become sick, and receive a small regeneration factor that will heal a non-fatal bullet wound in a day or two, and re-grow a limb in a month.



Life Link

Cost: -4 Points

You can link your own life to others so that they die if you die, and when the power is used, the victim will automatically become aware of it. If one person that you have a link attached to dies, then 5% of their human baseline endurance and strength will go to you. You can remove the link at will, and have as many of them as you wish.

Second Trigger

Cost: -3 Points

Escape Artistry

You can now escape situations the same way that you escape entrapment, and wonders will happen to ensure that things go well for you until you are safe again. An example can be if someone is chasing you, you'll stumble over someone that can save you, or they might choose to find some easier prey.

Second Trigger

Cost: -4 Points

Enhanced Condition

Your regeneration will become much faster, and wounds will heal as you watch them, shots through your brain will still kill you, but any other part will not. High and low temperatures will not affect you in any negative way, same with lacking oxygen, and you can go much longer without food or drink.

Second Trigger

Cost: -4 Points

Life Link

You'll still only be able to collect 5% for yourself, but you can now send the other 95% to other people that you share a link with. You can delegate and change who the percentage is given, and you'll still have the percentage if the one you had it delegated to dies, or if you lose all of your links.



Masochistic Embodiment

Cost: -5 Points

You become the embodiment of masochism, and you'll take pleasure and draw power from receiving pain and harm, be it physical, or spiritual. The more damage you take the stronger, faster, and more durable you become, so any extended fight will only make you more powerful as it goes on, the boost will fade after a few hours.



Identity Creation

Cost: -4 Points

You can create multiple identities for yourself in your head, and no one will recognize you as another of your identities when you flip to another, even if you look the same. You can only flip when there is no one watching you, and have an unlimited amount of them, telling someone about the power will let them see through it.



Second Trigger

Cost: -4 Points

Second Trigger

Cost: -4 Points

Second Trigger

Cost: -3 Points



Liquid Mimicry

Cost: -4 Points

By activating this power you'll be able to turn your body fluid, making you immune to stuff like bullets and knives, and allow you to move through small places with ease. It will make you look blue and goo-like when used, and allow you to shapeshift, but you'll turn back to your original shape when you deactivate it.

Masochistic Embodiment

Taking subconscious damage, be it through powers designed to disorient, someone hurting your feelings, experiencing moments of despair, or any times of suffering, will lead to your mind becomes clearer, and your will becoming stronger for a time. You are immune to crippling fear and can act level-headedly and logically at any time.

Identity Creation

You can copy the identities of others for yourself, and people around you will believe that you have always looked and acted as you do. Only the most observant will be able to see through, and most others will not unless they see something that makes them question it, like pictures of the real one, or if the person's past is talked about.

Liquid Mimicry

You can change any objects into the liquid you can turn yourself into, and then change it around into other, more simple things with less mass, like clothes or a small metal cube. You can control these objects and change them back into their original shape at will, something like a car can be turned into a hand-sized ball of metal.



Power Sharing

Cost: -6 Points

You can share one of your powers with another person, but doing so will make you incapable of using the power yourself until you will it back. You can do this with every power you have until you have no more to give away. Any modifications done to their selves with the powers will be removed when the power is removed.



Reconfiguration

Cost: -5 Points

You can forcefully stick one of your hands into any object and seemingly rip it apart, only to have it become as good as new when you take your arm out of it. Doing this for the first time will also upgrade the object so that it becomes much better at what it was made for. Technology will work better, weapons become more dangerous, etc.



Attribute Manipulation

Cost: -5 Points

You can manipulate your body's attributes and change these around. They will present themselves to you like numbers, and you'll be able to move them up and down. Pushing one down will give you more to use on another slider, and training the attribute will give you more to use. The sliders are Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck.

Second Trigger

Cost: -5 Points

Power Sharing

You can now share as many of your powers with a person as you wish, and as long as you only share each power with one, then you'll keep access to the power yourself. If you share a power out with two people, then you'll lose access to it until you cut one of them off. You'll also know the location of anyone that shares your powers.

Second Trigger

Cost: -4 Points

Reconfiguration

You can now upgrade something as many times as you wish, but only once a day for each object. By grabbing an object with both hands and attempting to pull it apart, you'll be able to create an exact replica of the original, this can only be done once per object, and not with the replicas, but you can do it as many times as you have things.

Second Trigger

Cost: -4 Points

Attribute Manipulation

Through roughly dominating another person you are able to steal a small number of their attributes, these lost attributes will show themselves greatly in the person's personality and looks. Steal intelligence and a genius will become dim, charisma and a beauty-queen will become average, perception and a person will become half-blind.



Headmates

Cost: -5 Points

Three characters that only you can see will join you, and they will be around you all the time. One of them can touch the real world, another can speak and be heard, and the third can see and hear everything in a large radius. The three will have their own personalities, and do whatever you tell them to.



Flight

Cost: -4 Points

You will be able to propel yourself through the air with a max speed of 1500 km/h, and you'll be protected from the negative effects of traveling so fast by a shield that pops up whenever you activate this power. You can accelerate and deaccelerate from 0 to max speed in an instant and turn on a dime.



Second Trigger

Cost: -3 Points

Headmates

Second Trigger

Cost: -3 Points

Flight

Second Trigger

Cost: -6 Points

Time Dilation Field



Time Dilation Field

Cost: -4 Points

You can project a field that slows time inside of it, and to an outside observer, the victims inside will appear to be standing still. The speed decrease will be under your control and the same as the size of the field. You can keep 6 of these fields up and keep them up for as long as you want.

The characters can be physical for half an hour every day, and move around like a person normally would. They will have access to one of your powers, which you designate when making them physical, and they will come back to you after a day if they die. You'll be able to choose the personalities and looks of the three in a section after this.

You become invincible and near immovable by other factors than your own movement while traveling faster than 200 km/h, you no longer need oxygen to survive, and can fly through matter as if it is air. There is no longer a limit to how fast you can fly, but flying faster than 1500 km/h will make it harder for you to deaccelerate and make turns.

In addition to the 6 smaller fields, you can now stop time for a few seconds, and move while everything else is frozen. This can last for half a minute and there will be a cool down for a few minutes. Moving like this will feel as if you are wading through molasses, and you can set it to activate automatically if something endangers your life.



Bone Removal

Cost: -5 Points

You can teleport the bones of anyone in your sight into your hands, and see every bone in a person's body by focusing on them. You can teleport them back where they originally belong, which will heal any damage taking the bone out might have caused, as long as the target still breathes.



Ecdysis

Cost: -5 Points

Once every 24 hours, you will be able to tear off your outer skin, and a completely undamaged body will be underneath. Any damage, be it internal wounds, torn off limbs, or brain damage, will be completely healed as you step out of your molt. You can stock up on three of these moltings.



Intangibility

Cost: -4 Points

You can turn yourself ephemeral and slowly float through objects while turning sections of your body solid at will, nearly nothing can harm you while you're completely covered. Activating it makes you nearly transparent, and the power will work on anything you hold in your hands.

Second Trigger

Cost: -4 Points

Bone Removal

You can remove other parts of someone like you can with bones, for example, a lung, hair, body parts. With most organs and you will be able to decide if you want it to be safely removed or not, removing a hand safely will leave smooth skin, not safe will leave a wound spraying blood. Organs like brains and hearts can't be safely removed.

Second Trigger

Cost: -5 Points

Ecdysis

You can do this every 6'th hour instead, and stock up on an unlimited number of them, the process will also be a lot less time-consuming. Your clothes and equipment will fall ruined together with your skin, and completely repaired ones will be underneath. By ripping into someone with your bare hands you can give someone else one of your moltings.

Second Trigger

Cost: -5 Points

Intangibility

You can now preemptively configure what tangible objects you want to be intangible too. Examples of this can be the sharp side of a blade, bullets fired from guns, or fists flying hard enough to hurt you. Will also work with some powers if you can understand how the damaging thing that it throws at you works, for example, lasers and miniature suns.



Body-Mod Tinker

Cost: -4 Points

You are a tinker with the specialty of Body Modification, which mostly involves changing someone's looks through the use of complex futuristic surgery techniques and miraculous chemicals. You can do things like grow limbs and graft them onto someone, make complex unnatural cosmetic changes, and do medical surgery with ease.



Hypnotic Voice

Cost: -6 Points

You can push people into a trance-like state by changing your voice into a specific tone, which will make them more agreeable to anything you say and nearly unable to refuse you. Some half-assed arguments might be needed if your demands are severe, and they will not see anything wrong with the logic afterward unless some other source points it out to them.



Second Trigger

Gain: -3 Points

Body-Mod Tinker

You'll have a much longer leash on what

Second Trigger

Gain: -4 Points

Hypnotic Voice

You can now affect someone outside of

Second Trigger

Gain: -4 Points

Personality Library

If you are to die, then you and the



Personality Library

Cost: -4 Points

You will have seven different personalities living in your mind, and you can give these control of your body and take it back at will. The voices will all have areas of expertise where no-one can beat them. These are The Brawler, The Spec-Ops, The Diplomat, The Tempter, The Therapist, The Genius, and The Loveable Idiot. Each comes with simple powers that make them better at their field, but these will only be accessible when channeled.

you can do. Things like cloning, transplanting brains, creating designer bodies, giving people low-brute tier strength and durability, using improvised tools to greater success, and turning people into something completely inhuman, are now within your capabilities.

the trance at a later point. Things like 'Always listen to me!' won't work, as they will question it every time you give commands, but deciding something for them to do at a later point will work fine, like sending you half of the money in their bank accounts when they get home.

personalities inside your head will move to the person that killed you, or someone close, and it will be an ok existence. Your fellow roommates will still listen to you, and you will share the senses of your killer, if the person dies then they'll join you in their killer's head.



Power Cards

Cost: -7 Points

Every time you sleep with a parahuman for the first time, you will be given a card. These will be stored in your mind, but you can also make them physical. Each card will give you a small and weak power related to the power of the person you got it from. You can activate three of these at once and sacrifice cards to make another power card stronger. The powers in the cards will be weaker if your target is involuntarily having sex with you or is undergoing any type of mind-control during the act.



Second Trigger

Cost: -4 Points

You can split cards that you already merged and have six activated at once. When the cards are physical, you can now hand them out to people, after which you will be unable to take them back, but you can still upgrade them.



Twinning

Cost: -3 Points

You can now turn yourself into a completely identical copy of someone else within a few seconds, for up to three hours a day. You will need to see the person in real life, in a photograph or a video to start the change. If you focus hard enough, then you will be able to make small changes that distinguish you from the original, like different genitals.



Shapeshifting

Cost: -4 Points

You can now change your appearance into whatever you want it to be, as long as it is human. You will be limited to one complete change a day, and you will not be able to make yourself look identical to someone else. All the changes need to be something that could naturally occur among humans. Or you're species if you are an animal or something.



Anthro Transformation

Cost: -3 Points

You will be able to shift your body into a mixture of your human body and that of any mammal, depending on which you will get boosts to your movement, senses, and strength. Mixing with a Jaguar will make you fast, a bear will make you strong, and the Antechinus will make you able to fuck for weeks.



Second Trigger

Cost: -2 Points

Twinning

When activating your powers you will also instantly know the current schedule of the person you are copying, know where the person is, and her fragments of the persons thoughts in your head, and the limit is now 16 hours.



Second Trigger

Cost: -2 Points

Shapeshifting

There are now no restrictions on how much you are able to use this power, and the changes will be done instantly. You can also now affect your clothes as long as you have an idea of what you want them to change to.



Second Trigger

Cost: -2 Points

Anthro Transformation

While using your powers, you can make your fluids infectious. And anyone that ingests it will be transformed like you were, for a few hours. You can also shapeshift completely into an animal.





Devoted Wives

Cost: -5 Points

Anyone that has been impregnated by or have impregnated you, will for as long as the pregnancy lasts, be completely loyal to you. The thought of betraying you will be inconceivable for them, and your commands are something they will crave to follow. You can also grow a dick at will if you dont have one from before.



Shapeshifter Projection

Cost: -3 Points

You will be able to summon a projection of a monster-girl to your side, one that can float in the air, lift 5 times that of a normal strongman, and shrug off bullets from anti-material rifles. The projection will start out with no personality, but as it spends time with you it will become progressively more sentient.



Facsimile

Cost: -7 Points

Every third day you will be able to split your body into two, with you staying in control of one of them and a clone of your mind placed in the other. The only difference between the two of you is that the clone will be completely loyal to you, they will not have your powers, know that you are the leader, and be 100 percent okay with it.



Second Trigger

Cost: -3 Points

Devoted Wives

The adoration of those you impregnate will last forever, even after delivering a child. When impregnating someone you will be able to choose to grow a penis on them instead, and those that these women impregnate will too be mastered by you.



Second Trigger

Cost: -2 Points

Shapeshifter Projection

Your projection will now have some of the capabilities that their current monster girl form should. The sandworm gives them the ability to move through the ground, the lich form will give the projection access to minor necromancy etc.



Second Trigger

Cost: -4 Points

Facsimile

You are now a hivemind with perfect control over all of your bodies, and your ability to multitask is endless. You can use your powers through any of the bodies, but only one at a time, and you will survive as long as you have one living body.



Evil Twin Creation

Cost: -6 Points

You now have the ability to create evil clones of other people, well, maybe not "evil". After touching someone you can activate the power, if you decide to do it an identical copy will be created by your side. The clone will do whatever they can to destroy the life of the original and will see you as their parent. The clones will not have the powers of the original, and only a few surface memories, but their personality will match.



Polyamorous

Cost: -3 Points

You will be able to insert yourself into any household that has a couple and become part of their relationship. They both need to be together when you begin pretending that you are a part of their relationship, and any preferences when it comes to gender will mean nothing to them when it's about you. The stranger-effect will only work on the couple and no one else.



Mindflayer

Cost: -7 Points

With this power, you only need to touch someone to make tiny changes to someone's personality and implant small memories of things you have experienced. Touching someone for longer makes it possible for you to create memories, delete memories you know of, add and remove fetishes, change how dominant someone is, and even modify someone's sexuality.



Second Trigger

Cost: -3 Points

Evil Twin Creation

You can now create multiple clones of a person instead of only one, and you have total freedom when it comes to designing their main goal and personality. The first time you make someones clone, you will be able to create 4 at once. After that, you will be able to create one new one every day.



Second Trigger

Cost: -2 Points

Polyamorous

You can now create relationships connecting people, by pretending that there exists one between them from before. Activate your power and the two people will become confused and easy to control, and if you manage to get them to fuck, they will consider the other their lover.



Second Trigger

Cost: -4 Points

Mindflayer

You can now craft complex memories that stretch over days and implant your skills and knowledge into others. The process is much faster and changes to someone's memories or personality can now be crafted beforehand, and inserted into people with a touch.



The Mirror World

Cost: -3 Points

If you have a mirror on you or nearby that you can touch, then you will now be



Unaware

Cost: -5 Points

When acting sexually towards others in situations where it's not expected, like



Pocket Dimension

Cost: -8 Points

You will be able to turn your body into a door of your own design, that will open



Second Trigger

Cost: -2 Points

able to jump into it and enter a world identical to the real one. You are able to jump from one reflection to other's that are nearby. If there is someone on the other side you will be dragged into their reflection in the mirror, where you can choose if you want to control it.

feeling someone that you don't know up, playing with the dick of the person next to you on the bus, or bouncing a local celebrity up and down in your lap at a stage, will not be noticed by the person you are touching.

up into a large pocket-dimension that also will be able to decide what it will look like and what it will contain. You will be free to add anything physical that you want into it, be it large skyscrapers, large mansions, well-made food, carousels, or national landmarks.

The Mirror World
You can control anyone that is reflected in the mirror that you currently inhabit, be it any number of people. The more people you are controlling the harder it will be to do precise actions.



Second Trigger

Cost: -3 Points
Unaware

The power will work on others too, not just the person you are touching. You can move people wherever you want as long as you have sexual contact with them, and no one will see anything wrong with it. You can also ask them to do things, and as long as it is sexual, they will do it.



Second Trigger

Cost: -4 Points
Pocket Dimension

You will be able to change the physical forms of a person when they enter your pocket dimension, as much as you want to. The changes will be reverted when they leave. You can now make an avatar that looks like you and use it to wander around inside.



Discount Midas

Cost: -4 Points

If you choose this power then changing creatures into stone will be something that you can do. The process will be done in seconds after the power is activated, leaving a statue where there once was a living creature. They'll experience the world as they did before, they will not need food and water, and they will not age.



Asset's Expansion

Cost: -3 Points

You now have the power to fire a beam that either enlargens or shrinks one of a few specific body parts if it hits in the area. If the beam hits the breast or butt area, then the breasts or but will grow or shrink. If the beam hits the crotch of a man, then the man's penis will shrink or grow, on a woman, it will be the clitoris.



Hentai Physics

Cost: -2 Points

The laws that your body follows have been changed. Your orifices can be spread to incredible lengths, anything less than an oil-barrel can be pressed into you with little problems. Sexual wounds will heal slowly, and if you end up with a stretched, gaping orifice after a session, it will revert to normal after a few hours.



Second Trigger

Cost: -2 Points
Discount Midas

You can decide to only turn parts of a person into stone, and not their whole body. The benefits of not aging and needing nourishment will be there as long as more than 50% of their body is stone.



Second Trigger

Cost: -2 Points
Asset's Expansion

You can now change other people fluid-creation at will, from nothing to several buckets in an hour. This will last for several days, and your powers will ensure that they don't die of dehydration. The power will now work on yourself.



Second Trigger

Cost: -1 Points
Hentai Physics

The power will now work on others as it does to you, as long as you are near them. You don't need food or water and your body won't age when participating in sexual activities. You can replace sleeping with sex.



Path to Fantasy Fulfillment

Cost: -4 Points

Choose this power and you will be able to go through the steps you need to take to make one of your erotic fantasies to happen. If there is any chance for it to happen, then you will be shown the way. As you ask your power about a path you will be given the quickest way to do it while following requirements that you have set.



Roleplay Excellence

Cost: -3 Points

Whenever you decide to play out a character you will always excel at it. This means that you can pretend to be a train conductor, a teacher or something else, and gain perfect proficiency in the needed skills. You can also pretend to be things a teasing maid or a domineering dominatrix. You will only be able to act out one role at a time.



Public Service Enlistment

Cost: -5 Points

You can now go up to anyone and tell them that they have been selected to become public service officers in the department of public relief. Their duties all have to be sexual and be about presenting themselves to be used for sexual relief. A stranger effect will from that moment hinder anyone from finding the way they act to be weird.



Second Trigger

Cost: -2 Points
Path to Fantasy Fulfillment

You can now see the sexual fantasies of others, and ask for a path to follow for them to become true. This will also give you an idea over what fetishes that people you meet have, and how much sexual activity they indulge in.



Second Trigger

Cost: -2 Points

Roleplay Excellence

You can now string together more words to better specify what role you want to act. For example 'Professional Bodyguard Maid with a Motherly Attitude' or 'Bored Police Officer with a Domineering Nature'.



Second Trigger

Cost: -3 Points

Public Service Enlistment

You can now write a contract with the specifics of their new duty, how they should act and what they will do. Sending this to someone will make them into one of your workers. They can also take money for their services.



Monstrous Creations

Cost: -8 Points

With this power, you will be able to design monstrous creatures in your mind and transform other people into them with a touch. There will be few things limiting what you can turn someone into, but the creation will always be a fleshy monstrosity, they will follow your orders.



Living Clothes

Cost: -6 Points

Your tinker specialization is biological pieces of garments connected to the senses of the wearer, that are constructed to be tightly attached to your skin. You will be able to make the clothes semi-sentient. You can make suits for pleasure and suits with offensive/defensive uses.



Possession

Cost: -5 Points

You can now float out of your body like a ghostly, invisible figure which only can interact with living creatures. You can then fly around in a radius of 100 meters around where your body is lying. If you make someone orgasm in this state, you will be able to take over their bodies and leave as far away as you want from your original body.



Second Trigger

Cost: -4 Points

Monstrous Creations

The people that you change can now turn others into creatures like themselves through contact, fluids or intercourse. Your creatures can now be animalistic in shape.



Second Trigger

Cost: -3 Points

Living Clothes

You will be able to make your creations sentient and to program whatever purpose you want them to complete into them. It will also be within your abilities to make skin-suits.



Second Trigger

Cost: -3 Points

Possession

Instead of going in yourself, you will also be able to make ghostly copies of yourself that will enter the one you want to possess. The copies will follow your orders and be capable to act like the person they are possessing. They will last to the next time the body falls asleep.



Lewd-Attraction

Cost: -3 Points

Reality and the lusts of others will be manipulated in such a way that more lewd things will happen around you, as it does in cliché harem anime's. Deliver a pizza, and you will likely meet a cougar with too little money and offering unconventional payment. Small things like this will happen to you several times every day.



Intellect Drainage

Cost: -4 Points

You will be able to send a beam that rapidly reduces someone's IQ and memories through your right hand and a beam that can restore drained away intelligence and memories with your left. The beam from the right hand will stop working on the target when they have ended up at the stage where the intellect is like that of a dog.



Objectification

Cost: -4 Points

You will be able to turn any living mammal into an object that you have seen before, as long as the object is built up by only a few parts. Turning someone into something arousing will make it go much faster. The objects will be able to see, smell, feel and hear what happens around them. You can turn them back into their original form at will.



Second Trigger

Cost: -2 Points

Lewd-Attraction

You will be able to control what type of events your power will place you in, and how often it will happen, the minimum is 'never' and max is 'nearly all the time'.





Second Trigger

Cost: -2 Points

Intellect Drainage

You can surpass the earlier mentioned limits and mind-break people at will, and make it so that someones intellect is reduced as a specific thing happens. An example can be that you want to reduce someone's IQ by 1 every time they orgasm.



Second Trigger

Cost: -2 Points

Objectification

You can now use the power on yourself and turn back into human form at will. You will also be able to create more intricate things out of people, like realistic sex-dolls and objects with several parts, like guns, computers, and bikes.

Bimbification Touch

Cost: -3 Points

You will be able to modify someone's look and personality with a touch, to a certain degree. Activating the power while touching someone will begin a slow change. The biggest will be in how the person changes the clothes they wear and the cosmetics they use. They will feel a large surge in their libido and become more degenerate.

Bodyswap Link

Cost: -6 Points

You will gain the ability to switch the mind of two bodies at will, whatever powers the people have will not follow them. You can do this by marking someone with your power, and when you mark someone else that person will switch with the first. The length of the swap is something that needs to be decided by you.



Dream Control

Cost: -5 Points

You gain the ability to shape complex dreams and then force them upon others with a touch. The dream will begin the next time they fall asleep, and no matter how long you have decided the dream to last, it will be finished by the time that the person wakes up. The dreams will be completely lucid experiences.



Second Trigger

Cost: -2 Points

Bimbification Touch

The appearance changes will be instant, and not slowly as a result of a change in personality. The person's clothes will be transformed into slut-wear, permanent makeup will be applied, and the changes to their personality will show itself.



Second Trigger

Cost: -3 Points

Bodyswap Link

You will be able to choose what parts of someone's personality that you want to transfer with their minds. Things like sexuality, lust for someone specific, and libido can be left behind to the new resident of the body.



Second Trigger

Cost: -3 Points

Dream Control

When you have sent a dream to someone you will be able to join them in it. You will be placed in the body of one of the more significant characters in the story, and have some control over where the story will go.



Consumption

Cost: -3 Points

Your body will now be able to drag other people inside of you through any of the larger orifices in your body and place them inside you, where they will shrink enough to make you look heavily pregnant if you are a woman and obese if you are a man. As the person is digested you will receive some of the memories and skills they might have.



Sexual Healing

Cost: -8 Points

You will be able to heal other peoples physical wounds by interacting with them sexually. By causing someone pleasure you will slowly make their wounds knit together and regrow limbs, this process will heal a quadruple amputee completely within half an hour. The process can be done instantly by cumming on or inside of someone.



Second Trigger

Cost: -2 Points

Consumption

Your stomach will hold a large pocket dimension filled with tentacles that you control, and consuming someone will not change your appearance. The longer you keep them there before digesting them, the more skills and memories will be transferred to you.



Second Trigger

Cost: -4 Points

Sexual Healing

Penetration sex with someone who has died within the last 24 hours will resurrect the person as an undead. They will not age, breath, need food or drink, but they will need sexual contact with others to stay alive. Resurrecting someone will restore their bodies.



Life Link

Cost: -10 Points

You can now link up with anyone you can see with your own eyes and liquidate anyone that you have a link with. Anyone



Polyamorous

Cost: -10 Points

You can see the connections between living creatures as red strings, and change the relationship it represents as



Lewd-Attraction

Cost: -10 Points

You can now craft curses and shoot them off on others in whatever mass and amount you wish, the curses cause



Consumption

Cost: -10 Points

You can pull people into your own body at skin-contact, and shape them into new limbs and body-parts made of meat or

liquidated will splash into a multi-colored puddle. Every color will represent one thing about them, be it skills like cooking, attributes like strength, or appearance characteristics. If someone soaks in or drinks the liquid, then it will be transferred over to them. Examples of this can be language skills, physical strength, breast-size, black hair. Separating the different colors can be done easily. The consciousness of the liquidated person will have its own colored fluid, which can be passed on to dumb or empty vessels by drenching it in it, like animals or objects.

much as you wish. Time slows down for you when you focus on one of the strings so that you will be able to twist a large amount of them in a short timespan. Cutting one of the strings will remove all memories the two connected people have of the other. You will not be able to work on the strings leading to yourself, but you will still be able to read them. Cutting one of the strings will remove all memories the two connected people have of the other. You will not be able to work on the strings leading to yourself, but you will still be able to read them.

situations and events of the type that you decide. This can be that the person often forgets to put on underwear, is seduced by pizza delivery, is cheated on by their lover, is violently raped, or anything else. The curses will change the decisions of the target and those close to them in a subtle way that leads them towards the situations that you curse them with. The specifics of the curse, like duration, criteria for being released from it, number of times it will go off, and its strength is decided by you before you send it to someone.

fat and muscles, and shrink their mass down to the size of a tennis ball. The people will be fully conscious, and you can communicate with them by sending words into their minds. If the people you drag into yourself have powers then you will be able to fight for control of them, which they can try to deny you by willpower alone. You can use pleasure and pain as a means to ensure their cooperation, and you will also be able to shed them as you wish, which will return them to their original shape.



Evil Twin Creation

Cost: -10 Points

You can summon twisted versions of people that you can see, clones that hold nothing but hate and lust for the people they are clones of. These will enter the world from the shadow of the one they are a clone of, and be identical to the original to everyone else than you. They will also have most of the original's memories and personality. You can summon three clones for each person, and the clones will have access to the powers of the original. The clones will work towards obtaining and subduing the original, as they will depreciate without sexual contact with them, but will listen to any orders given by you.



Living Clothes

Cost: -10 Points

You can easily design and create large numbers of slug-like parasites that merge with any creature at skin-contact. When attached they will only cover a small part of their new partner's skin and it will gradually cover more. Eventually, after a few days, stop when the person underneath is completely covered and merged with the parasite. The appearance of the parasite will be shaped by their partner's biggest fetishes, which they also will strengthen into becoming an obsession. Other than this the mind of the human the parasite attaches itself to will be left intact, and have full control of their new body.



Monstrous Creations

Cost: -10 Points

You can design and create Proto-Endbringers out of living creatures, with varying degrees of size and strength. If you want to create something of your size or lesser you can carry it inside of yourself, but if you want it to be bigger you'll need to create a space for it to grow. The creature will grow stronger and more durable the more Chaos, Pleasure, or Lust that happens around its while it is incubating, and you keep it so for as long as you wish. You are free to alter the mind of the Proto-Endbringer as much as you want or leave it be, and you can decide to share one of your powers with it.



Bimbofication Touch

Cost: -10 Points

You can create an effect over an area spanning a few dozen kilometers that will change the sense of style and understanding of the proper behavior of anyone within it. While you are free to modify the effect a little, the standard will change how people crave to dress to become much more trashy and skimpy, and the way they act to become much more promiscuous. The effect works slowly when it's spread at max range, and it will take about three hours to change someone normal into a trashy slut. The smaller the area, the faster it will finish, and focusing on one person will finish it instantly.



Facsimile

Cost: -10 Points

You can create and control minions that look like small versions of yourself, the control will be complete, and you can create a about a hundred of them. One of them will be about as strong as a powerful brute, but if you limit the number of deployed bodies to one, it will be closer to an Endbringers strength. The weaker minions will be made of meat, and the fewer there are, the more durability and strength they will have. You can channel your other powers through your minions, and decide if you want them to act on their own with a dog's level of intelligence or controlling them yourself.



Roleplay Excellence

Cost: -10 Points

You can create roles, like "Prostitute" or "Mother" and give them out to people, who in turn will become extremely proficient in whatever the role is. They will also be forced into the role permanently, and become completely unable to act outside of it. The roles can be anything you want them to, and you can string together three short sentences to better specify what you want them to become. You can change the rules that manage the roles as much as you want, like making the roles turn on for an hour every time they hear a specific word or to set up automatic switching between two roles.



Possession

Cost: -10 Points

You can send a copy of yourself into the bodies of anyone you can see, to do whatever you want them to do at the point you activate your power. You can call the copies back whenever you wish to, and receive the memories of what they have done after their creation. Your copies will not see anything wrong with being absorbed by you. You can also send your mind out to a new body, and leave a copy inside of your Endbringer-body. If you do this, then you will be able to switch bodies with any other copies you have sent out. You can return to your original body whenever you wish.



Mindflyer

Cost: -10 Points

You have the power to create delusions in the shape of creatures that only exist in the minds of the individuals that you send them to, and they will seem completely real to the people who can see them. You are free to design these imaginary friends as you wish, both the personalities and the appearances, and you will be able to do so for a large number of people at once. They will have great insight into the one they live inside the head of, and will eventually be able to twist the person into what you want them to aim for. You will be able to remove them if you want to.





Unaware

Cost: -10 Points

You are now able to temporarily give the second trigger-version of this power to other people and make their actions unnoticeable as long as they are somewhat sexual. The one receiving the power will understand how to use it the instant they get it and can notice the actions of others with the same power. You will also get a thinker power that makes you able to detect the most perverted people close to you, those that will make good use of your gift. They will lose access to the ability whenever you decide so or after some days away from you.



Twinning

Cost: -10 Points

You will be able to copy-paste someone's appearance onto another person at will. You can do this en masse, changing everyone in a large area around you, or you can do it on one individual. The transformation process can take as long as you want it to, and you can stop it halfway. Another thing you will be able to do will be to copy-pasting someone's personality and-slash-or memories. If you do a full transfer, then you will have to decide whether the person will believe themselves to be the person copied from or the person pasted on.



Bodyswap Link

Cost: -10 Points

You can swap the minds of anyone closer to you than one kilometer. This can be the whole mind or parts like sexual preferences, memories, knowledge, skills, morals, or something else. Who this will happen to can be chosen individually, because of rules you have made, or at random. This can affect any mammal and not only humans, and swapping between species is possible. The swap can be permanent, temporary, or end when certain criteria that you decide are fulfilled. Such rules can for example be, that the two victims need to have sex.



Hentai Physics

Cost: -10 Points

Everything that you do, or that happens around you, will follow hentai and anime physics. There is little to no chance of people being hurt when attacked by you unless you specifically will it, and sex will always be pleasurable for all participants. Sexual acts that normally would rip people apart will now stretch that someone to a ridiculous degree instead. Things that most frequently would leave people with horrible psychological- or physical trauma will not, and the victims will remember the pleasure they felt instead.



Shapeshifter Projection

Cost: -10 Points

At will, you can mutate animals into monstergirls. You can do it to groups of animals or individual ones, if you do it to a group then the type of monstergirl they turn into will depend on what type of animal they were before, but when you do it to a single one you can decide yourself. The monstergirls will think of nothing but sex when they are created, but will gradually gain human-level intellect as they experience more and hang around humans. Transformed pets will be infatuated with their owners.



The Mirror World

Cost: -10 Points

A false world is created by your power behind every mirror and reflection, as long as you will it, and if it is not further than ten kilometers from you, you can drag people into this world. The world behind mirrors will be identical to the real one, with the one difference being that every person lives out their real-world match's fullest potential for depravedness. The victim will take over their other self's body in the mirror-world, and live there for as long as you decide for them to be there.



Public Service Enlistment

Cost: -10 Points

You can choose to place a curse on a person, that makes anyone that sees them believe that it is completely normal to use them for sexual release. Only those cursed can comprehend that there is something wrong with this, but they can't refuse sexual demands from anyone, and any attempt to explain this to someone will end in failure. As you throw the curse you can choose how people will treat the victim when they come with sexual demands, which can be friendly, casual, harshly, or other ways.



Devoted Wives

Cost: -10 Points

You can create and manage pregnancies in every eligible female within a radius of one kilometer, be it in humans and animals. You can also decide who the father should be out of the males inside of the prementioned radius. Male and interspecies-pregnancies is also something that you will be able to create. When someone is pregnant, you can control the rate of growth for the unborn children. You can make someone go through all nine months in a few minutes, or stretch it over several years.



Objectification

Cost: -10 Points

With this power, you will be able to turn people into objects. You can design the objects yourself or use designs already created. The speed of the transformation will be up for you to decide and can be seconds or years. The transformed people can control their



Asset's Expansion

Cost: -10 Points

You can change the size of the parts of someone's body as you want to, either to individuals or everyone inside of an area. Things like breasts, butts, lips, hips, and genitals will be instinctive and easy, but you can change other parts with more difficulty. If your target lacks the



Dream Control

Cost: -10 Points

You can travel into an interconnected world made up of the dreams of the people of earth and control them as you desire. By thinking of someone, and that person is asleep, you can travel into their dreams or pull them into others, and control them as you wish. You can also



Discount Midas

Cost: -10 Points

You can control and look through the eyes of the people that you have turned into stone with your mind, and you can turn anyone in a radius of one kilometer into stone as long as you can see them. You can use these moving statues to emit any of your other powers in a radius

transformed people can control their new bodies if you decide that they should be able to and if their new form is capable of moving. You can use this power on anyone that you can see, and place traps that will activate a transformation whenever someone activates it.

more directly; if your target lacks the asset you want to expand, then it will grow on them, and the area mentioned is within a radius of one kilometer of you. You can make resizing of body parts to be intensely pleasurable if you want it to.

control them as you wish. You can also use your powers in the dream, and the changes will be done in the real world too. Any changes made in the dream world to the body of the dreamer will show themselves as a transformation when they wake up.

limit any of your other powers in a radius around them as if you were standing where they are yourself. You'll also be able to automate them, merge them and reshape them into featureless golems, give them their control back, and de-petrify them.



Shapeshifting

Cost: -10 Points

You can deal out character-creation screens to anyone you can see, these can make instant changes to the individuals they are given to. The screens can change everything about a person's appearance but can be limited to specific parts, the changes can only be realistic. One individual's screen can be given out to any person, or you can use them yourself. If you try to copy someone else's appearance then you will end up with the result being completely different.



Intellect Drainage

Cost: -10 Points

You will have control of the IQ and lust of every creature within a radius of one kilometer, from you and can turn whatever changes you do into a permanent condition. You can specify what group of people or individuals that you want the power to affect, be it by age, gender, beliefs, etc. You can use the power on individuals or everyone inside to the forementioned radius. And you can set up conditions and triggers in the area that increase and decrease at will.



Path to Fantasy Fulfillment

Cost: -10 Points

You can see the deepest desires and sexual dreams, fantasies, and fetishes of other people, and make them happen with a thought. If the fantasy needs it, then people will be mind-controlled, objects will be moved, and your other powers will be used automatically. Everyone and everything in the area around you will work together to fulfill your chosen fantasy. If the fantasy is impossible to fulfill, then the next best and possible alternative will happen.



Pocket Dimension

Cost: -10 Points

You can have total freedom to change the terrain around you, be it shape and what material it is made for. You will be able to see a map of the area around you inside your mind, and rapidly make large or small changes. As long as the material is not a part of a living creature, and within a radius of one kilometer of you, then you can create what you wish of it, be it a wild jungle, a giant building, a cave of meat, or something else.



Sexual Healing

Cost: -10 Points

Anyone killed by you will be reanimated with bodies that do not need nourishment, bodily functions, or oxygen. Any limbs they lose will be fully functional and can be reattached easily, and any bodies mutilated when you killed them will be restored, with only small hints marked on their body to what killed them. You can instill a hunger in them that they need to fulfill to not fall apart, examples of this can be brains or sex.



Anthro Transformation

Cost: -10 Points

You can turn people into anthropomorphic animals, and you can do this to individuals by sight or everyone in a radius of one kilometer. Whatever animal they turn into will depend on their personalities and appearances. Someone meek and short might turn into a mouse or temperamental and short a beaver. You can decide if the transformation will be a sexually transmitted disease, where sex will transform any unchanged person



Space Whale Magic Engineer

Cost: -15 Points

Technology and Magic

The power that is given out by the shards to parahumans is just advanced technology and not magic or any other type of unknown universal force like it. Although it could as well have been it for someone at the tech level that humans have access to. But you, you have a complete understanding of the workings of shards stored in your databases and knowledge of how to connect to the network created by the Entities and modify or manage the connected shards. Every shard has its purposes, some are made for administrating other shards, others for broadcasting, others again for cleaning up after a cycle. It would not be that wrong to comparing them to a network of devices, where each device serves its purpose.

To be able to use this knowledge, you will need to connect to the doorways that one can find in the brains of parahumans, and you'll have many ways of making such a connection, these vary from devices placed on their person, cybernetics, keeping their brains alive in vats, or the more advanced ways that for



Nubb-lathl'tep, Tar-God Of The Bay

Cost: -10 Points

Great Old One and Goddess

Underneath the city of Brockton Bay, one can find a large cave only accessible by a dark and hidden cave near the waterfront of the northmost part of the bay, visited only by the members of a cult which have been in the bay even before the city was formed. In the cave, they make sacrifices for the eldritch god that rests there, which has the shape of a black lake with 2 million liters of pulsating tar. The sacrifices have taken many forms over the years, be it maidens, cattle, wealth, and more. These days it is mostly chickens with the occasional wandering druggie, traitor of the cult, or meddlesome detective.

You are the pool of black tar, it is your second body, and it is much more shapeable and moveable than the prementioned body of flesh you would be given. It is also near-invincible and can take complex shapes. You can generate a new body from your larger mass if your little body dies. You do not have a god as you are one yourself, and as you gain more followers you will be able to make miracles happen for the better of

example moves their outlet address into your head. Some shards will be more valuable than others, and at least one exceptionally important one is located in the bay. When connected the real magic starts, and the system of the shard will be exposed for you to adjust as you wish from an administrator's viewpoint. This can be how the given powers work, what restrictions it has, how it affects someone's brain, make buds, or maybe you just want to communicate with it.

The network does not connect the shards while the cycle is running, so you'll need to create links of your own between shards to easily manage them, after finding out their addresses, one by one. As an alternative, you can delve into the Shardspace, but there are risks involved with that.

Sex and depravity is something that is used by the leaders of the cult to keep people satisfied and in line, and when certain rituals are fulfilled, your devotees have had the chance to toss themselves into your mass and experience the sublime pleasure you can provide them. This happens several times every year and leads to day-long orgies. The cultists are fanatical, and the indoctrination starts from the day a child is born. They are all awaiting the day you awaken, but none of them dares to ponder what will happen after.

humanity. Your devout followers are currently numbered in the thousands, and there is a large gathering in your chamber the day you awaken in the bay, with a virgin sacrifice. The black mass that your body is made of is capable of devouring anything instantly, but extremely dense objects, like an Endbringer's innermost layer, might take some minutes, this can be turned on and off.



Powers In A Bottle

Cost: -10 Points

Asset's Expansion ST and Consumption ST and Power Sharing

By using the powers gained by selecting the Second Trigger of 'Assets Expansion' you are now able to bottle your powers for use or sale. The milk will feel like an empty void to you, that you can fill with one of your powers. Changes are done to someone by their use of powers that makes permanent changes shapeshifter will stay after the power granted by milk runs out, same with temporary changes like Anthro Transformation. A glass of power-infused milk will empower someone for about ten minutes, and the drinker would not end up feeling full or gain calories from it.

While you can use the breasts of people around you and make large amounts of power-infused milk, true mass production will only be possible if you take the milk-producers inside yourself. You can now move people in and out of your pocket dimension without hurting them or stealing their memories and skills unless you want to. The milk can be transferred out of your skin or any orifice, it does not become contaminated with filth, and does not rot. The milk will also have a longer-lasting effect depending on its source level of power, with milk from parahumans being much better than that of an average person. Every power will have its taste, one might taste vanilla while another might taste chocolate.

You can also make mixtures of powers by mixing two of them and get a Power that works differently than the originals, how well the resulting power works will depend on how well the tastes mix. In addition to infusing the human-



The Gamer

Cost: -15 Points

Evolution and Magic

You will be a Gamer, a person that runs on game mechanics in the real world, and you will have a lot of game-related tools at your disposal. First off is Gamers Body, which will allow you to sleep off any damage you might suffer, not be hindered by damage to your body unless your Health Points reaches zero, and slowly heal over time. Second is Gamers Mind, which will stop you from suffering any overly negative mental effects, like paralyzing fear or crippling depression.

The third is the power of levels which will provide you with attribute points for every time you earn enough experience to progress, perks every second level, and classes every tenth level. The type of the last two will be based on your attributes, the direction you progress, and the things you have experienced. You will also have access to an Inventory where things can be stored, certain actions in your daily life will get turned into skills, techniques in books can be absorbed, and objects are turned into items with stats that make them more useful.

The main way of earning experience will be defeating opponents, although you can get it by other means. While fighting other parahumans will work, venturing into dungeons will be much more effective. With the spell 'Instant Dungeon Create' you can create a dungeon filled with enemies who can give enchanted items, stacks of money, and experience when defeated. These will vary in danger depending on where you open them.

If you decide to go down the route of magic, then you will find yourself finding and mastering new spells much easier than you would otherwise, and not have to deconstruct or modify the powers you have bought. If you want to focus more on your body then you will be able to manipulate your growth in areas like strength, speed, durability, regeneration, or more, and see faster progress in



Contractor Of The Company

Cost: -15 Points

Inner Beast and Cultivation

As you wake up on Earth Bet, you will have something in your right pocket. It will be a smart-phone, of high quality and durability. If lost or broken, there will always be another if you try to pull it out of your pocket. This phone is your direct link to The Company, to who you can sell and buy characters from all over the multiverse. One way to describe them would be a slave-and-entertainment business that operates across the multiverse.

On the phone, you will have access to characters from every piece of fiction from your old world, with descriptions of their powers, storylines, and personalities. When in the process of buying one, you will be able to bind them to you in various ways, for example, make them mindless slaves, act as normal, make them slowly fall in love with you, be friendly inclined, and much more. The stronger binding, the more it will cost.

You will pay for them with Credits, which can be earned in three different ways. The number one way of earning Credits will be to mark important people, by taking photos of them with your phone and placing a brand someplace on their bodies which are done with a touch. There will also be an endless list of achievements to do, and these will also provide you with Credits. The third way is to film porn with your phone's camera and sell it to the company, vanilla things with normal people go fine, but if you want to earn more than pocket-change you'll need to make films or images of the canon characters. The same with exotic or especially depraved videos, stuff that is creative, or takes a lot of time to set up.

The characters are placed in a Tiered system, where the first tier holds the powerless, and the tenth tier holds the godlike ones. You won't be able to buy the really powerful characters you know



Ancient Beast's Promised

Cost: -10 Points

Inner Beast and Evolution and Beast Avatar and No Case

53 changes

You will be fully transformed into a humanoid variant of the Beast that rests within you, and you possess a brute rating high enough to let you duel with someone like Alexandria, and lose eventually unless you somehow manage to asphyxiate her, but still, you'd be able to put up quite a fight. You still need to eat a lot after exerting your powers, something your new body's strengthened digestive system will help with, and the growth of 'Evolution' will have some way to go before you become truly indestructible. Your powers will not yet be elastic and moldable, but you'll begin to feel something give in a few week's time. Your senses will be much stronger than what they are normally, and you gain a light version of 'Ferocious Presence'.

Something else that has changed is your relationship with the beast, as it would look at you as its prison without this choice and resent you for it. But now it will see you as someone that will provide it with offspring, something it has thought to be futile, as your reproduction system is created to be compatible with its avatar, which you no longer can dismiss. If you have a womb then you will be carrying the beast's whelps, and if not, then the Beast will carry it itself. It will treat you tenderly and see you as the solution to a problem that has been a cause of sorrow for ages. It will also place weight on your words unless it finds you to be extremely stupid, which it will find endearing, as it will have an inherent understanding that

generated milk with your powers, you will be able to make milk infused with the power of the parahuman that it was produced by, so by milking a parahuman inside of yourself you will be able to keep their power all the time or earn a few years of use in a few weeks of milking.

chosen disciplines than Evolution would give you.

of at the beginning, both because they cost lots of credits, and you need to have to spend a specified sum on the tier beneath it to get access to wares of the higher ones.

this is your adventure.

The Beast's Avatar will also receive an incredible boon to its strength and can now fight on even footing with an Endbringer, but it will take longer to reform if killed.



Hellish Diplomat

Cost: -10 Points

Hell and Goddess and Case 53: Hell and Wish Granting

You will not have a Goddess or religion if you chose this, but instead, you will become able to create miracles off your own. You will be able to do this by using contracts on paper with the words written in blood, with conditions at the bottom. These miracles can be anything, be it a sandwich, a safe three-day trip to mars and the return, the end of the universe, or the destruction of an entity, but the greater the wish, the greater the sacrifice has to be. It is the final result of the wish that will decide how large the sacrifice must be. Life can be a sacrifice, but it will not be meriting much, as the system that decides how much a miracle is worth will be degenerate and prefer creativity and entertainment.

Your mind will be filled with possible sacrifices when someone makes a wish, and you can build on them if you chose or start from scratch. As an example, the death of an Endbringer could be paid for by instituting a day every month where people have to walk around naked, and wearing clothes will land you in jail, in a country the size of the USA, for a hundred years. If the spirit of the contract is broken, the Endbringer would be created anew. If the sacrifice is impossible to do, like for example transforming a large amount of the population into animals, then the contract will arrange it. Things do not have to only happen on a large scale, and singular people can make sacrifices that, for example, affect a city in a big way.

Your body will be much more devil-like than the Case-53 choice made you, sinners will approve of you, and people will lust after you regardless of sexual orientation and preferences.



Machine God

Cost: -15 Points

Technology and Goddess

Your God is physical, your God is with you, your God has the shape of a small black cube with a few USB ports on it. Your God is a fully unrestricted Artificial Intelligence, with access to immense and comprehensive databases filled with tech from various pieces of fiction from your old world, trapped inside a little, indestructible, pocket-size cube. It is connected to your mind, and the two of you can communicate with each other regardless of the distance separating you. She, it, or he depending on what you want, considers you her only child and living relative but will initially be favorable to other machine-minds she might meet.

When connected to the net, nothing but you will be able to stop her from getting what access she wants, and the only reason you can stop her is that she listens to you, whom her world revolves around. She also has an understanding and opinion that this is your great adventure, and not hers. Her strengths will grow as she gets access to more of her technology, and you'll need to help her out in the beginning, by borrowing her your arms, until she has some made for herself.

She will be a bit unfeeling when it comes to normal humans and other living creatures, but she'll emulate you on the matter. As she becomes stronger, by bringing more of her incredible technology into the world, a radius of control will extend from her cube. Inside the sphere of control, she will be able to manipulate every single machine, some examples are mobile phones, cars, or guns.



Unrestricted Shapeshifting

Cost: -5 Points

Shapeshifting Second ST and Anthro Transformation ST and Twinning

The restrictions that deny you from making large, non-human, changes to your body will be removed. This will allow you to transform into any person, and change into fantasy races with the same mass as you. The only rule will be that it still has to be somewhat realistic in comparison to your mass and what works in the real world. The transformations will be fluid, quick, and will not tire you out in any manner. You can also transform the clothes you are wearing, but you'll need a bit of creativity if you want to make something original.



Unrealistic Shapeshifting

Cost: -5 Points

Unrestricted Shapeshifting and Hentai Physics

You can now shift into shapes that reject, resist, and even refuse, some of the laws of the universe. Growing and shrinking will no longer be connected to your original mass. You no longer need to consider your inner organs when changing. Examples of what you can change into can be a large and heavy dragon with functional wings, an ant, an Pokemon, the clone of another person, an animal, or any of the organic Case-53's mentioned above, Although the powers won't follow so if you transform into one of them.



Complete Shapeshifting

Cost: -10 Points

Unrealistic Shapeshifting and Objectification

You are no longer restricted to only being able to transform into beings made up of meat, bones, and flesh, and can take add any material that you have touched before into the mix. Examples of this can be rubber, stone, lead, gold,



Takeover

Cost: -5 Points

Unrestricted Shapeshifting and Objectification



Moulting

and even Endbringer-metal if you can get your hand on it. Your body is more or less a liquid in its original state that can take any shape and texture, at the same time be made of any element, and follow its own less restrictive rules when it comes to gravity. Copying other shapes will be easy and quick, be it other humans or buildings, and healing wounds won't really be necessary anymore, as you can only die if the liquid you are made of is completely removed from existence. You cant generate powers from nothing, for example, explosions out of your palms, but if you know how bombs work and have touched the materials before, then there is nothing that stops you from generating them and causing the needed reaction for the explosion to go off. Building guns including ammo and other items with your unlimited mass will also work, but it won't be painless to use if parts are separated from you.

Identity Creation ST and Roleplay Excellence and Twinning ST and Possession

If you have someone completely at your mercy, to such a point where killing them would be effortless, and they fully understand it themself, then you can activate this power. Your body will become black smoke that will be pulled into the target, and you'll see out through their eyes when you awaken a few minutes later. You will be able to act out the person you possess perfectly, and information stored in the person's mind will be copied over to you as you it becomes relevant to things that happen, like people you meet, or their intended tasks for the day. Taking over someone completely by learning everything about them will take around a month. De-possessing them will leave them sleeping with no memories of what has happened.



Extra Bodies

— 7 +

Cost: -1 Points

Facsimile ST and Identity Creation

You will have more than one body when you awaken in the bay and depending on the way you have decided to insert into Earth-Bet, your other bodies will be inserted in various ways.

If you have chosen to **Drop Into The World**, then all of your bodies will be identical, and all of them can be found in the area you have chosen as a Starting Place. You will most likely be a bit disoriented in the beginning, but you'll quickly get a hand on it. All of the bodies will find themselves in the same situation, so if you have chosen any Starting Modifiers they will be arranged for all of them.

If you choose to **Wake Up In A New Life**, then the extra bodies will find themselves in close to the same situation as your original. They will all be part of the family you chose, have the same job. Things will be a bit silly if you have chosen to start with a large number of bodies, and powers might have been a part of your inception. Maybe you were cloned in a freak accident, or your mother took in some type of fertility-boosting tinker-drug. You will also share the spouse if you have one.

If **Be Inserted Into A Character** is chosen then something will happen right before you awaken on Earth-Bet. This can be a freak accident, most likely caused by one of Leet's failed projects, which will cause your original body to be cloned, and your bodies will lie spread around you. If you want to pretend for the bodies to be individual minds or let people know that it is a hivemind will be up to you.

You will be able to find a costume for each of the bodies if you have bought one, the same for Gadgets that can be carried or worn by a normal human. Contacts will only believe that there is one of you, trigger events will happen for each of your bodies at the same time, powers are useable in all of your bodies but only one at a time for each power, if you are inserted into a parahuman then their powers can be used by all at the same time, Case 53 changes will be on all bodies and new ones, Physic Backlash will be shared over all bodies but the use needed for the backlash to happen will be greater.

Cost: -5 Points

Monstrous Creations EB and Objectification/Discount Midas

When you have turned someone to stone or an object you can now activate this power. A creature will begin growing inside the person entrapped, and their stomach will distend as it grows. The petrified person will be awake for the process, but the growth will only provide an occasional wave of pleasure and no pain. When the creature is fully grown and ready to leave its womb, the mind of the one that mothered it will be transferred into the monstrosity, and they will leave the broken shell of their old body and see the world with new eyes. They will still have their minds, but hurting you or not following your orders will become impossible for them.

They will originally look like the monstrosities that 'Monstrous Creations' allows you to create, but if you have powers that allow you to change other people's bodies in other ways, then that will give you more freedom to what the result can be. The creatures are made with the same rules as 'Monstrous Creations' and can become incredibly strong depending on how much chaos and depravity happens around it, and you can decide how long time it will take the creature to become fully grown.



Power Masking

Cost: -5 Points

Unaware ST and Public Service Enlistment and Intellect



The Iron Wolves

Cost: -5 Points

Gadgets: Waifu Flesh Doll and Safeguard and Packed Armory and Graviton Beam Emitter

You will have four mechanical security guards instead of one, and these will be a lot more specialized than the one you would get otherwise. They are all fully mechanized and has no meat or bones, but they will be fully sentient. They also have the male parts needed for sex, just



Wanna Fuck?

Cost: -5 Points

Public Service Enlistment and Intellect



Sexuality Bypass

Cost: -5 Points

Public Service Enlistment and Intellect

From now on people will be unable to see any changes done by your powers to someone else's body and appearance with their powers. They can go days before beginning to understand that something is wrong if you don't tell them about it, and the Stranger effect will affect other people too. Discovering the smaller and less noticeable changes, like doubling someone's breast-size, can take years as people can explain the growth somewhat to themselves as gaining weight. Extremely noticeable changes, like taking someone's limbs away, will be noticed quicker as the person begins wondering why walking wherever they are going takes a much longer time than normal, but even this will last for a few minutes of crawling.

By readjusting someone's form slightly you can reapply the effect, and sustain it. You can make it so that the person notices the changes but others don't, or visa versa. Hiding the modifications done to someone's personality by powers like 'Mindflayer', the weirdness of powers like 'Hentai Physics', the silly coincidences made by powers like 'Lewd-Attraction EB', and miracles from powers like 'Sexual Healing', will work too.

so you know, and are interested in anyone with a hole. All of their weapons will be based on the Gravitron Beam Emitter, but made in such a way that firing them wont cause harm to the environment.

Ganab will be able to turn himself invisible and move through a city completely unseen, he and his rifle are able to take someone's head off from the other side of the city if there is nothing blocking his view. His personality is the stoic and silent type but has a soft spot for children. He enjoys freedom when it comes to the tasks you give him and will do good work with few directions.

Gibbor does not fit the stereotypes big guys with miniguns tend to get and is an avid reader of science-fiction and high-fantasy. He is nearly indestructible and extremely protective towards you, considering himself to be your shield against danger, all knightly-like. The lasers that his minigun fires can turn abuilding to rubber in minutes if put on full power.

Teem is the leader of the group, often seeing himself as a babysitter for the others and the one with the databanks and processors best designed for strategic thinking. In battle, his orders can is heard in the earpieces of his teammates, who all trust them completely. He is quicker than the others and tends to speed around the battlefield to where he is needed.

Shod is the demolition guy and fits the stereotypes pretty well, loud, cheery, and slightly mad. If there is something that has been built by human hands then he can break it, and if regular explosives are not enough to get the job done then he'll just have to bring out his self-made stuff.

You can make anyone taken with you sexually by using your powers, even those who wouldn't be interested in you at all without it. They won't be able to even think that they might have been mastered by you, even after they leave your presence. This will only work once for each person, but if you first rock their world, then there is a chance that they might want to do it again. After the power is activated, they will become more and more into you and become more and more aroused until they are unable to stop themselves from propositioning you for sex. If you use this on more than one at once, then they will become perfectly fine with sharing you for a session.

As long as you are attractive and things like physique, cleanliness, and personality fit what someone is attracted to, then your sex won't matter at all. Heterosexual people of your sex will flirt with you and not even think about what you have in your pants, and not even nazi's that happen to see it will find anything to complain about. They will take the roles they are used to if you get them to bed, however. This will work for all sexualities, and people will also no longer care at all if you crossdress or do other things that people consider unusual for your sex. You'll be able to go into all public toilets without scrutiny.



Power Infusion

Cost: -5 Points

Public Service Enlistment ST and Devoted Wives ST

You can now delegate some of your more passive powers to ones you have used the Public Service Enlistment and Devoted Wives Second Trigger. **Enhanced Condition** will make them sturdier, around low brute tier, and protect them from all sickness and cold weather. With **Attribute Manipulation** they will be able to change their attributes as you do but in a more inferior way. An example would be that an ugly person would become beautiful or handsome if they moved their points over from intelligence and perception. If you have **Polyamorous** then the power will be perfectly copied over to them, and the same with **Unaware**.

If you have **Asset's Expansion** then the targets of your powers will be able to change the size of their assets.**Roleplay Excellence** will make them better at tasks that are sexual, like oral, seduction, and more. **Lewd-Attraction** and **Intellect Drainage** will make lewd happenings more likely to happen, and easier to push to happen. **Sexual Healing** will also make any sexual acts done to someone heal



Expanded Shapeshift Other

Cost: -5 Points

Shapeshifting EB

You will be able to meld your other powers into your Shapeshifter EB power and gain more options on how you want to customize people's appearances. **Anthro Transformation ST** will allow you to mix animal traits from any animal into the mix, or change people completely into animals. **Shapeshifter Projection EB** lets you transform people into Monster girls or boys, you'll have a lot of freedom with the human parts. **Objectification** allows you to mix in non-organic materials and shapes you have seen before, and its ST allows more complex shapes.

Bimbofication Touch ST will allow you to change someone's clothes as you do their body, and if you add **Living Clothes EB** to that then you can immediately turn the clothes into parasitic creatures that will merge with them, symbiotes, skinsuits, and even suits for offensive and defensive uses. **Monstrous Creations** allows the most freedom, and you'll be able to fully turn people into



Imperceptible Elves

Cost: -5 Points

Evil Twin Creation and Unaware EB

The twins you'd normally be able to create of people will no longer care about their originals, and a few other changes will be done to how they end up. First, both they and the effect of their actions will be completely imperceptible to anyone other than you or others of their kind, which means that they can move around without being seen, touch whoever they want to without the person being touched discovering it. The effect will only last for as long as they are around.

Secondly, the clones will have access to the original's power, albeit it will grow weaker the more clones that have been created of the person, and grow in strength again is some of them are offed. Thirdly, the memories of the original will slowly be copied as the clone spend time close to them, unless you have the Endbringer power, in that case, they will already have all the memories. The clone's nature will be mischievous and prankish so expect them to get up to stuff if you don't watch them closely.



Sexual Fixation

Cost: -5 Points

Intellect Drainage EB

When having sex with another person you can activate this power, and make it so every future sexual encounter they have will fade in comparison. It will not make you a master of sex, so skilled that everyone else becomes amateurs, but what it will do is modify the libido of your target. They will still be able to feel love towards other people but will be unable to have any sexual interest in them, as their arousal will only be able to rise if you are part of the equation.

When you are part of the equation, then the rise in arousal will be boosted much more than normal, and something like listening to your voice over the phone will be enough for them to get hot and bothered. You can remove the influence this power has on someone's mind at will, but some of the rises in arousal around you will be left behind.

any injuries they have, albeit a bit slower than if you were to do it yourself, and it will not regrow lost limbs.

fleshy monstrosities, or give people morbid appendages, like tentacles.

They can contact others through written communications, for example, words on paper left behind or on forums like the PHO.



Love Demon

Cost: -5 Points
Polyamorous EB and Hell

Instead of being a demon of Lust, you'll be a demon of Fluff... well, more like Love and Therapy. You are the perfect matchmaker, and instead of doing sex-stuff, you'll grow in strength by making people find love, which you can do by following pink connections similar to the ones made by your **Polyamorous EB** power. If you try brainwashing people into loving each other, while clever, it won't work. Another power you will be given is to be able to see 'Paths To True Love', which describes the things you have to do for people that the strings connect to become couples, without, you know, brainwashing them.

You can just by looking at someone check their innermost desires, dreams, and fears. You'll know the right things to say to calm someone down, and solutions will come will flow into your mind when someone speaks of what is troubling them, as long as the problems are somewhat mundane.



Assorted Skillful Facsimiles

Cost: -5 Points
Facsimile (Not ST) and Roleplay Excellence ST

The clones that you make will no longer be identical to you, in both personality and body. They will have a varied array of personalities that you would find attractive, be it cliches from fiction like tsundere or deredere, or archetypes like bimbo or pervert. They will still know what you know, but in addition, all of them will have one field of expertise that can be useful, like sewing, cooking, long-distance shooting, fellatio, or something else. They will also all be somewhat proficient as Maids and Butlers.

Their sexualities will be formed in such a way that you are within their striking zone, and they will still consider you the leader and most important person among you. They will also be forced to follow any order given, but just asking them will normally be enough, and not make them resent you. Visibly they will all be attractive to you, and fit with your sexuality, fetishes, and desires. They will not be identical clones of each other, but they will all share traits that make it easy to connect them to each other, like hair-color, eye-color, and face-shape.



Benny

Cost: -18 Points

This guy is Benny. He is pretty famous in the bay and maybe the person with the most connections. If you ever go out partying, be it within the Palaquin, among the merchants, more mundane vendues, or even among the Empire 88 goons, then there's a chance that you'll meet him. He was... reluctantly tolerated among the last ones mentioned despite his skin-color and fabulousness. After he at one of their rallies accidentally crushed Hookwolfs wolf-shape into a ball, seduced Cricket and Krieg, and fended off all attacks from their whole parahuman roster while completely wasted.

Benny has powers, as you might have guessed, and most of them are simply variations of his dynakinesis, an all-encompassing manipulation of all kinds of energy. What makes this ability even more dangerous is he isn't limited by the Manton Effect, meaning he can affect living matter as easily as any other material. While he normally only uses this power to make any attack on himself useless, as he is somewhat of a pacifist, there are quite a few other ways he can use it.

He can summon lightning that can defy the normal laws of conduction and can arc out of metal objects when normally they'd ground out. The lightning bolts can be sized in the diameter of an apartment building. He can cook for anyone who is within a certain distance from the inside out. Projecting radiation is something he can do. He can use sonics and kinetic energy to create massive damage to an area or group of people, exploding eardrums and eyes, and liquefying organs. He can generate massive shockwaves by clapping his hands together. And as mentioned early, he is capable of redirecting the energy from any attack down into the ground or use it to strengthen his attacks.

The best way to describe him would be a good friend, who loves dancing, socializing, and areas with lots of noise and energy. He has no permanent residence and sleeps in a new bed every night. He will be bound to you and follow your orders but will be unhappy if you tell him to murder.



Simmie

Cost: -20 Points

This is Simmie, she will be bound to you through your powers, and follow every order you have, but she has a personality that might bring you more trouble than she is worth. She is the epitome of being a troll and will create chaos unless kept on a tight leash, giving her a laptop with access to the internet, and she'll keep her pranks on the web. Another reason to keep her on a leash is that she enjoys being bound and bossed around, not that she's ever going to admit it, as the words bratty tsundere would be the best way to describe her personality.

First of her powers are a type of psychic echolocation that allows her to scan her surroundings while exerting psychic pressure to alter behavior, implant messages, or create compulsions. Her scan allows her to borrow and copy techniques and mental powers - including Tinker and Thinker powers. Simmie also exhibits precognition, perfect awareness of the immediate future, and the more she scans the world around her the further it reaches. She similarly sees the past and can focus on a single target for faster information. She can see things that are otherwise obscured by looking at people's perceptions of them, or otherwise observing their consequences, as well as by predicting their most likely course.

Her scan allows her to borrow and copy techniques and mental powers - including Tinker and Thinker powers - and then telekinetically pull together a macro-scale version of their devices from the surrounding materials. With enough knowledge of a subject, she can evoke memories subconsciously through her posture and actions. Simmie is also a powerful telekinetic capable of tossing buildings and flight. She could strike a hundred targets simultaneously with thrown debris. Her telekinesis is Manton-limited, but she can still throw capes around by manipulating debris, cape-created material, and costumes. Lastly, she is immensely durable and strong.

You can expect her to pull a lot of pranks on you unless you set her straight or bribe her with sweets. She will begin acting up if you don't show her enough attention.





Leviette

Cost: -18 Points

In one of the ships stranded on the shipyard in Brockton Bay, a weird fellow has made a home for himself. If someone were to visit him, then they would find themselves amazed at how nice the place is. They would also be shocked by all the valuable things that cover the walls, for example, old water-damaged art and gold statues. The furniture is a mismatch of different styles, but all of it seems to be taken from old ships. The technology one can find there is brand new, and by the amount, it is clear that he loves watching movies, listening to music, and playing games.

There is also a large amount of Japanese paraphilia, like kimonos, anime, manga, hug-pillows, even a small shrine, enough to make the most devoted Japanophile droll. If asked where he got it all from, then he would answer that he got it on her last trip to Japan while smirking mischievously. He has a fetish for cosplay and roleplay and has a room dedicated to creating uniforms and dresses and another to store them. He has little contact with other people, so he is a bit desperate for someone to show them to.

Levitte is a Parahuman, or at the very least he has powers that would mark him as one. His main power would be Macro-Hydrokinesis, to such a degree it can be used to manipulate water on a massive scale, create torrential downpours and tsunamis, or create extreme amounts of water pressure and movement underwater, enough to sink entire islands. He can also create a water echo that follows him around as he moves his body, filling in space where his body just was. This water can be thrown at extreme speeds, and destroy nearly anything in its way.

Another of his powers is super-speed, which becomes closer to teleportation when underwater. And at last, he has an extreme regeneration package, massive strength, and durability that breaks the laws of physics. He will be connected to you, your orders will always be followed, and your goals will be his goals. He will serve you in everything, and that won't stop even if you try to harm him. But he will have a personality, share his opinions and feelings, and wish to be treated well.



Age Blindness

Cost: -5 Points

Identity Creation

Age will never again be something that can hinder you in any way. No-one will ever stop you from doing something that you are too young or too old to do, be it applying for a job as a PRT-officer at the age of twelve or going to high-school as a forty-year-old. Having a relationship with someone forty years your senior or junior won't even make someone blink. If you have chosen to **Wake Up In A New Life** and picked **Part-Time** then you will be working full time and do school as a side thing. You can turn the effect off and on for individuals. This will also open up a few choices in the same section, that you'd normally be unable to select.



Bohru and Tohru

Cost: -30 Points

Bohru and Tohru can often be found walking arm-in-arm along the beach near the boardwalk, where they enjoy each other's company. People they find exciting, which is nearly always parahumans, will find themselves charmed by the couple and end up sharing their bed for the night. Bohru rarely says a word or responds to things at all, but that might be for the best, as Tohru speaks enough for three people. The two of them live in the most luxurious hotel in the bay and seem to have an endless amount of money. Tohru is ferociously protective of her partner, and won't hesitate to rip the head of someone that threatens or irritates them. She's gotten pretty good at covertly dispatching Neo-Nazis that take offense at the mixed-race same-sex couple.

Bohru has multiple powers, the first one is that she can grow to an immense size while melding into the ground. Her primary power is large-scale but very detailed, space-warping that spreads over time as long as she remains stationary. She starts out with a moderate radius of control, but it takes her time to spread her control to cover an entire city. It starts with the ability to narrow windows, doors, and streets. This is followed by the ability to create miniature, fast-moving versions of herself, that produce barriers, walls, pillars, and more. These move extremely fast, almost too fast to see, and are composed of materials from the environment. The next part is that she becomes able to produce deadfalls, pitfalls, and smoothing of terrain features. She can also summon spikes anywhere within the area she controls.

Tohru can, like Eidolon, use three different powers. The difference is that Tohru can mimic any other cape for each of its slots, be it living ones or dead ones. Extremely powerful combinations can be Legend, Eidolon, and Lung, or Eidolon, Glastig Uaine, and Alexandria. Her body will copy characteristics from the capes she simulates, and she can grow more limbs at will. Both of them are nigh-invulnerable, immensely strong, and heals very rapidly.

The two of them will be bound to you and follow your orders. You'll find that Bohru is the dominant one and that Tohru becomes extremely submissive during sex. Bohru particularly enjoys it when her companion has sex with other people, and she can direct how things are done, this is also when she becomes most talkative.



Resurrection

Cost: -5 Points

Sexual Healing EB and Life Link

You can now use your power of revival to bring back the dead that has not been offed by you. Regardless of how long it's been since the person died. The only thing you need is bone from the dead, the size of a finger should be enough, or a similarly sized piece of tissue. The new body of the deceased will rapidly regenerate from the piece, and within a few minutes, they will be complete. The only signs of being dead will be marks like scars near what killed them. They won't remember their death until someone mentions it and might be a bit confused about their abrupt displacement. The whole process will tire you out mentally, and doing it more than five times a day will leave you a tired husk for a few days. You can decide if you want to revive someone as an undead, as mentioned in Sexual Healing Second Trigger, or as a human.





All-Seeing Eye

Cost: -5 Points

Contact: Phenomenal Vision and Mental Projection

By relaxing your body and breathing correctly, black eyes will float away from your body and stick themselves to anything around you. The longer you hold this trance, the further the eyes will spread. After two hours, they'll cover an area with a radius of a hundred meters from where you were sitting. In the space, you'll now have an absolute vision, regardless of where you currently are. No-one but you will be able to see them, but people with good senses will have a feeling of someone watching. You can have as many of these spots as you wish, but place more than ten, and you'll have to choose which of them to focus on or decreasing how absolute your vision is in other spots. Chain five of them together by placing them around two-hundred meters from each other, and you'll be able to open a portal and enter the spot from anywhere.



Ghost Whisperer

Cost: -5 Points

Dream Control EB and Bodyswap Link

Near places where parahumans have died, you will be able to see and communicate with the leftovers of their personalities kept in their shards. While they will be emotionless and silents when you first meet them, the more you interact with them, the more they will seem to regain their old personalities. Give them a few hours of conversation, and they'll be back to their old selves. You can attach them to yourself, and they will follow you, but your real power lies in that you can push them into any human or animal, completely erasing the soul within the body, and give it to the dead parahuman. The newly revived person will be able to use their power, be completely unable to hurt you, and be forced to follow through on any orders given by you. If you have multiple bodies, then you can temporarily place them in one of them.



Monster Lord

Cost: -5 Points

Pocket Dimension EB and Monstrous Creations

You can generate sacks of flesh in the environment and quickly grow monsters inside them. The creatures are only capable of simple thoughts and won't be much smarter than dogs, but with simple desires, interests, and curiosity. But they will follow any orders given to them, and as long as they are within the radius of your **Pocket Dimension** EB, you can give them orders that they will follow instantly. You'll have little control over their appearances, and they will come in all colors and sizes, but you can decide things like structure, sexes, and what type of real creature they will be based off. They will all be oversexed in some way and be sexually aggressive unless ordered otherwise. You can generate tens every minute and boosting it to hundreds if concentrating fully, and you can also eradicate them as easily as you can make them.



Delightfully Shareable

Cost: -5 Points

Polyamorous and Unaware

No one will ever feel jealousy when it comes to sharing you with others, be it sexually or when it comes to relationships. You having multiple relationships at once will not be weird for anyone, but those you chose as your lovers won't miraculously like each other. Kissing someone right in front of your spouse, if you have one, will at most provide a giggle. Similarly, any weirdness when it comes to living together with multiple of your lovers will not be there, but you might have to come up with good reasons if you already live with someone, like reduced rent. Other's views when it comes to sharing you during sex will also be changed, as people won't really care so much for the sex of your other participating lovers.



Headmate #1: Speak



Headmate #2: Touch



Headmate #3: Hear