

GHQ Jump Hollow/Fullbringer Powers Supplement

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A hollow's abilities seem to fall under two categories, the powers and abilities that they all seem to possess at a certain level comprise the commonalities. This would include access to the use of a Garganta, cero, bala, etc. (At the Menos level at least. Fullbringers have Bringer Light instead and can do some seriously esoteric stuff with it like pass their Fullbring around and absorb another Fullbringer's powers to advance your Fullbring.)

At the same time each hollow seems to possess something that makes it unique, be it a body of stone or the power of lightning, or another of those that are derived out of the specific torments and burdens of the soul. The origins behind the unique powers and abilities are usually related in some way to the user, whether it is the location or the personality, or the event/history that inspired them. Usually while not a complete explanation there is some link between the powers and something related to the user.

These powers tend to grow out of a sense of necessity and desire and it is these two traits that shape the powers progressionary route as the hollow evolves into different forms, and it is also true that the power can affect the form a hollow takes. It is through these more unique forms that hollows grow stronger.

Hollows get 400 points for customizing their starting Hollow form with abilities and powers.
Hollow Dinos get 500 points for customizing their starting Hollow form with abilities and powers.
Fullbringers get 400 points for customizing their starting Fullbring.

All powers are usable only at their lowest form outside of the Alt-Form you gain in this world. If you are a Fullbringer then you can only access the powers of your Fullbring after activating it.

Any mention of Sealed means a form or state in which you are weaker than x (Usually Resurrección but Fullbringer it will be the first Fullbring, like Asher's metal Snake, and second Fullbring which is different from the first, in this example Asher's sword and shield)

All powers save those that are Unique are static in nature, meaning that while you personally may figure out several uses for them they don't grow beyond the boundaries of the text written.

All powers that mention Hollows effect other spiritual beings that are like Hollows such as oni, evil spirits, and demons after this jump.

Unique Power [First Free additional purchases 400]: A power unique unto yourself. This starts out at the lowest level, weaker than even the power of a Cero which is just a blast of spiritual energy, however this power grows with your spiritual energy to heights that could equal even the feats of the Shinigami's Bankai. You may link this to any other single power gained through this Supplement to make THAT power scale in such a way instead. If you chose a power that was purchased multiple times then the highest level of purchase is the base that this power grows from. A Unique Power can't be stacked on an already Unique Power, they're Unique.

Examples of Unique Powers are things such as making constructs from one's own spiritual energies on the lower and an ageing aura at the higher end.

Weakness [+100]: There is a flaw in your power that can be exploited to royally screw you over.

You may take this choice up to three times. The examples of how bad the effects are include things such as you can only use it so many times limited to the number of eyes you have or can never use it in the light of day.

Child Mode [+200]: What's this? You wish for this fate? Well okay. Your mask is cracked and it leaks a terrible amount of power out, making you Hollow bait in living form and also for some reason making you a child in the process. Funnily enough this same deficiency makes it kinda hard to find you, your spiritual energy is everywhere within a mile of you and too diffuse for those who seek you out to find so it kinda evens out. Anyway Child Mode lowers your powers all across the board but you may take Cerro Feast for free so there is that.

Bizarre Biology [50]: This is a neat thing. Your biology is fundamentally odd. This could be something like being a giant plant person to being a head in jar. No matter what this is it grants you a neat little advantage but is mostly something that will make you 'off' enough that what were once critical points of attack are now not so important.

Customized Look [50. Free and Mandatory for Fullbringer]: You can customize what you look like within the boundaries of your Animal Aspect, Fullbringers just gain the ability to create a Fullbring which is all of the powers bought here in physical form. This also allows you to customize the looks of your powers.

Soul-Body Separation [100]: This technique allows a Hollow to forcibly extract a living spirit from his/her body. It is usually not used because Hollows tend to go after Pluses, who have no physical or living body to speak of. The soul is still attached by the Chain of Fate and can be saved.

Caustic Nature [50]: When a Hollow grabs a living being with their hands, the spot where the person was grabbed is burned as if acid were poured onto it. These wounds seem to allow the Hollow's Reiatsu to seep into the person, causing great pain to the victim. The wounds can heal if given enough time, beings with enough spiritual energy are immune to this damage.

Body of Stone [50]: You are fundamentally harder to kill than on average. Flesh like granite and a body that acts as a living statue. You no longer feel the need to breath.

Biological Attacks [100]: Your attacks are poisonous or contain viral agents that you can brew internally. You personally are immune to the personal stuff you brew with your own spiritual energy but this power has no other friends. So you might wanna put a half-life on those powers of yours... if you know how.

Mental Scratch [100]: Claws which allow you to scratch a foe and gain insight into their memories. The only thing you can do is learn significant memories but with this you could learn who your foe loves most, and maybe some other information.

Decoy [100]: This is an ability that allows you to grow a lesser Hollow 'lure'. It can also be transformed into a decoy copy of an image that you have in your mind. The lure can be disconnected from the main body easily and you can only have one active at any one time.

Elemental Mastery [100]: You can produce and control an element (E.g. Fire, Wind, Water, Ice, and Lightning). You can produce enough of the element in question to be fatal, usually enough to create a mantel of the element around you. You may purchase this multiple times, up to a maximum of three, gaining greater control over your element and more of it can be produced at it's height this power could reduce a small house to cinders in one attack.

Cero Feast [200]: Cero Feast is the act of eating an opponent's Cero, or more generally any energy attack, and using it to vitalize yourself or even give your own cero, or more generally any energy attack, a boost equal to the attack eaten. You must be able to eat the attack, meaning you must not only be aware of it but also fast enough to prepare the spiritual vacuum needed for this power, which takes a full three seconds but you can reduce it with time and training. The Feast can only grant you as much energy as that which was committed to the attack but if you chose you may throw all the energy and more into a powerful cero of epic proportions.

Consumption (Free & Mandatory for Hollow Dino) [200]: Most Hollows must eat a lot of spiritual beings to grow past certain limits before undergoing a form of spiritual metamorphosis based on the five stages of guilt. You do not. You can substitute the emotional balance in most with a large number of bodies and a healthy appetite. How this works is unknown but it does what it says.

Physical Boost (First Purchase Free and Mandatory for Hollow and Hollow Dino) [100]: You are generally much better in all of your physical stats. Strength, manual dexterity, and endurance are raised to superhuman levels, levels just beyond the human of a human in peak physical condition but you can train to grow stronger, faster, and tougher with time. An additional purchase grants a sizeable boost, up to starting with a hide tough enough to take a hit or two from a Menos with little damage and strength enough to throw a van casually. This needs no spiritual energy it's a bonus to your base form.

Enhancing Speed (Alex's thing) [500]: By pouring spiritual energy into the air around you can accelerate beyond limits. This is a power that has no limits, you can do so infinitely. The flaw in this case is the fact that your body can only take so much, so if you accelerate beyond safe speeds don't expect to like it when your legs start to shatter or your skin peels off.

Extra Limbs [50 per]: You can have an extra limb, either human or aligned with your Animal Aspect, limbs that would not do their jobs without another limb (such as wings) come in an amount so that they can do the job they were meant to.

High Speed Regeneration [500]: Regeneration on this scale can flash grow limbs from spiritual particles and even damage to major organs is not something to worry overly about, as long as your body still has enough spiritual energy and at least one eighth you starting mass left in a whole chunk.

Get Huge [100]: Double your size. May be taken up to a number of times to make you 130 feet tall. Sealed outside of Resurrección (or similar state) down to one purchase. This comes with a proportional increase in strength and durability.

Merging [400]: While all Hollows can cannibalize each other to gain power, you have the unique ability to fuse with a spiritual being you have defeated and receive all its abilities. The act of fusing with the other being involves a battle of wills and the weaker the target is beforehand the larger your own upperhand will be when you go to take them over. This ability allows you to evolve without limit, unlike normal Hollows who must evolve in phases you can get powers from very out of context sources such as Shinigami or something else entirely. However when you abandon a host that you've fused with, almost certainly killing them, you lose the abilities that you've taken on and gain new ones from the next host. If you have Aspect Manifestation you may instead consume your foes from the inside perfectly and make them part of you.

Aspect Manifestation [500]: This allows you to perfectly manifest an aspect of those you have consumed, including their knowledge, muscle memory (and thus their battle styles), physical form, and powers. You may only manifest the aspect of one individual at a time while in sealed form. While released, via Resurrección, you may manifest as many of the absorbed powers as you so wish. Unless you have Merging as well you can't use abilities outside your own type (I.E, Hollow with this power can't use Shinigami powers) Aspects can't progress past the point that you consumed them at.

Invisibility [100]: The ability to become invisible from sight, though not other senses. This can be purchased again for an additional two senses up to all of the five physical senses being obfuscated. You can toggle what is being obfuscated with an effort of will.

Quimera Parca (Reaper Chimera) [200]: The powers cost is extreme, a donation of the left arm of three willing subjects, to create a being on the level of a Arrancar during Resurrección. This is

incredible but force harm upon the user. A wound that will refuse healing until the beast produce by the power is put down, and thus isn't the best choice in the world for a Hollow without actual caring companions. This form of the power allows you to chose the other two participants of the power, they need not even be Hollow only needing to be willing to endure the burden the power places upon them.

This power creates a being with around a third of each of the users defining physical traits and more than the sum of its parts in spiritual energy. This being is not mindless but is mostly independent of its 'parents' it will defend them but only after they have been grievously harmed.

Summoning Mindless Lesser Hollows [200]: You can manifest a few dozen lesser Hollows who are linked to you through a spiritual means, usually a thread though sometimes they are limited to the area of your spiritual pressure. These lesser Hollows are weak, only one one hundredth as tough as you and with limited ability to do anything without direction, but whenever you wish you can send out a signal through your spiritual control and they'll explode in a very small, very localized cero blast.