

Danny Phantom CYOA (Jumpchain-Compliant!)

Welcome to the city of Amity Park! This is a quiet, peaceful city, as anyone will tell you!

Except... that's not true at all. You see, it all started about a week ago, when a ghost-obsessed inventor by the name of Jack Fenton succeeded in opening a portal to the ectoplasmic dimension known as the Ghost Zone! His 14-year-old son Danny managed to have a little accident with it, too, and then the ghosts started escaping... it's been a weird time for everyone.

To help you get by for the ten years you'll be spending here, you've got...

+1000 CP

Now have fun, and don't forget to survive!

Section 1: Identity

Roll 1d8+13 for your age, or choose your own age and gender by paying 100 CP.

Drop-In [Free] – You arrive in this world as you are, with no memories, friends, or enemies.

Ghost Hunter [100 CP] – You are one of a few who have dealt with Ghosts before this outbreak, and you have the skills to take them down and send them back to the Ghost Zone.

Inventor [100 CP] – You have spent years researching the Ghost Zone and ways to explore it... and prevent its inhabitants from exploring your world.

Half-Ghost [200 CP] – Through some sort of accident involving a portal to the Ghost Zone, you have become a human-ghost hybrid! It will take some time to learn your new powers, but you can change between human and ghost form at any time, and can even use some ghost powers in human form!

Ghost [300 CP] - As a native of the mysterious Ghost Zone, you have a number of abilities at your disposal and some experience with them already. However, you also have a few easily-exploited weaknesses. Also, since you're already technically “dead,” your goal now is to not be sent back to the Ghost Zone for the ten years you'll spend here.

Section 2: Skills and Abilities

Discounted Skills are 50% off for the specified origin.

Ghost Tracking [100 CP, Free Ghost Hunter] – You now understand the basics of spotting ghosts among the populace, and are capable of seeing through their disguises.

Precognition [100 CP, Free Drop-In] – You just seem to know when and where big events are going to go down around here.

Ectoanalysis [100 CP, Free Inventor] – You have an innate knowledge of the unique properties of ectoplasm, and with a bit of time, can learn how other forms of matter or energy connected to ghosts work – even if you can't use them.

Ghost Busting [200 CP, Discount Ghost Hunter] – You can strike ghosts physically so long as they forget to go intangible. This is more useful than it may sound at first.

Re-Boo-Able Resource [200 CP, Discount Inventor] – You can now refit just about anything to run on ectoplasm as an energy source! Your car? Sure! A weapon? Why not? Your lights? Never pay the electric bill again!

Unrelenting [400 CP, Discount Ghost Hunter] – They can run, but they can't hide. Once you've set your set your sights on a ghost, they can never truly escape you.

Ghostproofing [400 CP, Discount Inventor] – You now know how to work with the anti-ghost element, Ecto-ranium. You can incorporate it into anything you build.

You Don't Need To Trust Me, But You Do Need To Hear This [400 CP, Discount Drop-In] – While your motives will always be suspect, that alone won't stop you from getting a message across. Even if they don't like you at all, your information has a reputation for being correct and timely.

BEHOLD, SON! [600 CP, Discount Inventor] – You've done it – you can build portals to and from the Ghost Zone, and even create a portable version! The best part? All you need to make them is some ectoplasm, enough space, and enough raw materials.

One They Fear [600 CP, Discount Ghost Hunter] – Something in your blood is anathema to the creatures of the Ghost Zone. If a ghost ingests your blood somehow, it may be permanently destroyed.

Section 3: Ghost Powers (available only to Ghosts and Half-Ghosts.) Note that flight, invisibility, overshadowing, and intangibility come free with either of the specified Origins.

Beware! [100 CP, Free Ghost] – Scaring folks is a lot easier, as you're better at timing your appearance.

Ghost Sense [100 CP, Free Half-Ghost] – You can sense the presence of ghosts and other spiritual entities through a sort of chill that passes through you when they are nearby.

Ghost Shields [100 CP] – You can make a shield of ectoplasm around yourself. A strong enough hit will break it, but it grows stronger as you do.

Ecto-Blast [200 CP, Discount Ghost] – You can fire a small beam of ecto-energy from your hand, which can damage ghosts and humans alike.

Ghost Stinger [200 CP, Discount Half-Ghost] – By touching someone, you can use a sort of minor electrokinesis to stun and weaken them. With time, you can use this to redirect other electrical attacks at twice the power, but short range.

Duplication [300 CP, Discount Ghost] – You can make copies of yourself with a bit of concentration and effort. If struck too hard, they dissipate, but they can act on their own.

Electrokinesis [300 CP, Discount Half-Ghost] – You can control mundane sources of electricity up to and including power plants. This comes with the bonus of being able to travel through electrical currents.

Pyrokinesis [400 CP, Discount Ghost] – You can create and manipulate blue ectoplasmic flames.

There's not much to be done creatively with this, oddly enough – it just sort of boils down to “BURN IT.” Still, it's pretty powerful.

Cryokinesis [600 CP, Discount Ghost] – You can create and control ectoplasmic ice. While this may just seem like an opposite to Pyrokinesis, it has a number of creative uses, such as creating ice shields or, with training, making ice constructs that move on their own.

Ghostly Wail [600 CP, Discount Half-Ghost] – You can emit a sonic/ectoplasmic wave of pure destruction from your vocal cords. Ghost shields, solid matter, and ghosts alike buckle before its might.

Section 4: Items and Gear

Ecto-Lined Thermos [Rated Free: For Everyone] – A thermos that can capture and hold one ghost at a time. Symbol/brand of your choice on the cap.

Pocket Change [50 CP] – A decent sum of money – about \$1000, in fact. Should be enough for a couple weeks.

Ghost Detector [100 CP, Discount Drop-In and Ghost Hunter] – Identifies and tracks nearby ghosts.

Ghost Gabber [100 CP, Discount Inventor] – Translates any unintelligible sounds that ghosts make. For some reason, adds “fear me!” to the end of every sentence.

Ecto-Blaster [100 CP, Discount Ghost Hunter] – A rifle-like weapon that fires ectoplasm at enemies, though it is not as strong as if a ghost were using Ecto-Blasts.

Hoverboard [200 CP, Discount Ghost Hunter] – A surfboard-like device that can fly at about 20 meters from the ground and a speed of 200 km/h.

Ghost Gloves [300 CP, Discount Drop-In and Inventor] – A pair of gloves that can hold onto anything, including ghosts.

Ecto-Combat Suit [400 CP, Discount Ghost Hunter] – A power suit that comes with a wrist-mounted Ecto-Cuff launcher, capable of disarming and restraining ghosts.

Spectre Speeder [400 CP, Discount Inventor and Half-Ghost] – A vehicle that can be used for transport

both underwater and in the Ghost Zone.

Ecto-Communicators [400 CP, Discount Drop-In and Half-Ghost] – A set of nine headset like communicators that work anywhere – even in the Ghost Zone. They also block outside noise.

Specter Deflector [500 CP, Discount Inventor] – A belt that is effectively a personal Ghost Shield generator, it can block ghosts or half-ghosts from touching or attacking the wearer.

Booo-merang [500 CP, Discount Half-Ghost] – A boomerang that, when keyed onto a specific ghost or half-ghost, can follow them anywhere for up to ten years.

Ecto-Skeleton [600 CP, Discount Inventor and Half-Ghost] – A one-person battlesuit that increases the wearer's physical (and ghostly, if a half-ghost) abilities 100-fold. However, unless upgraded, it can drain the user's very life from them.

Section 4: Drawbacks

You can take up to 2 Drawbacks for a total of +600 CP.

Sidekick [+100 CP] – You have to put up with being effectively rendered a B-Lister for your ten years here. During battles against ghosts, you will serve as a distraction more often than not.

Ecto-phobia [+100 CP] – You're not just afraid of ghosts – anything ghost-related will have your knees knocking and your hair standing up! Better watch out on Halloween...

Crushes [+100 CP] – You will have serious love trouble for the ten years of your stay here. Relationships will start, become awkward, and then break for reasons you can't quite fathom.

Malfunction [+200 CP] – If you are a Drop-In, Ghost Hunter, or Inventor, your gear has a habit of shorting out on you at the worst times. If you are a Ghost, your powers have a disturbing habit of turning against you. If you are a Half-Ghost, your mixed DNA has destabilized, causing your powers to malfunction and dooming you to eventually melt into ecto-slurry unless you find a way to restabilize yourself.

The Rival [+200 CP] – You have a hostile rival in your field, with the same Origin as you. They are nearly your equal in your field, and are jealous of you outshining them all the time. If you are a Drop-In, however, there is instead a Half-Ghost believing themselves to be an unstable clone of you and seeking to stabilize themselves with your blood.

The Nemesis [+300 CP] – An ancient and powerful ghost has set its sights on you, and found you wanting. They can and will do anything to get at you, including endanger innocents and sacrifice

anyone in their way.

Emptiness [+300 CP] – You have it all, don't you? So why does your life feel so... incomplete? There's something you just can't buy or build, and you won't be at peace until you have it. It's a person, isn't it? Someone you loved, who chose some *idiot* over *you*!? Oh, this will not stand, you swear it!

The Ultimate Enemy [+600 CP, takes both Drawbacks] – Oh dear. An evil future version of you has arrived to ensure their own existence. Good luck stopping them from destroying everything you hold dear.

Drop-Ins: This evil version of you has somehow become a Ghost, and has every Ghost Power besides Cryokinesis.

Ghost, Half-Ghosts: This evil future you has all of your Ghost Powers, as well as Ghostly Wail if you don't have it already. They are triple the strength of our Ghost Powers.

Inventors, Ghost Hunters: This evil future you has all of your Items, but three times as powerful, and has an Ecto-Skeleton if you don't already have one.

Section 6: Future

After the ten years you spend here, all of your Drawbacks are revoked. You then have three choices.

Going Home – Okay, this is too spooky. Yer outta here. You return to Earth with everything you have from here and anywhere else.

Going Ghost – What? You, leave? HAH! You retain everything you have here and from anywhere else, and on Earth, it is assumed that you are dead or missing.

Going Onward – This has been fun, but it's time for the next adventure. You take everything you have from here and anywhere else forward with you into the unknown.