BLOODY ROAR

by THE ONE-ARMED ANON

"The unrelenting call of the wild courses through my body. The tremble of these fingers cannot be stopped. The real me...The facade of a man crumbles and my true self awakens with a primal scream."

"Zoanthropes... Beings possessed of animal strength and human intellect. Their existence has been the stuff of legend since the dawn of human history. As technology advances, genetic scientists gain the ability to awaken the beast-like powers that lie dormant in human genes. The giant multinational Tylon Corporation secretly plots to reap huge profits by exploiting these superhuman abilities. Opposing Tylon is a group of renegade zoanthropes fighting for the dignity of their kind. This fierce struggle shocks the world.

Although they succeed in thwarting the evil plans of Tylon, the zoanthropes unwittingly withdraw worldwide attention to their existence and their amazing abilities. Fear and envy among ordinary humans soon lead to prejudice and oppression against zoanthropes. Thus persecuted, the zoanthropes look for hope in a newly formed underground organization: The Zoanthrope Liberation Frontier. ZLF followers, claiming to fight for zoanthrope rights, use their exceptional combat skills as zoanthropes to overwhelm the forces of the human world. However... The world learns too late that the ZLF is actually a terrorist organization convinced of zoanthrope superiority and advocating global rule by zoanthropes. Indiscriminate violence claims the lives of many innocent people. The ZLF even targets its supposed brethren, punishing or abducting zoanthropes who refuse to collaborate. As the rift between human and zoanthrope widens, total chaos and destruction seem inevitable. Now, more than ever, the world needs new leaders to bridge the gap, heal the wounds, and create a new era of peace."

You... Wherever you have come from, you have been brought here at the dawn of this conflict of ideals and individuals. You are here for the next **ten years**, in the hopes that somehow you - amongst all of these other people - will have the power to make a difference. Take these...

+1,000 Control Points

And show me how you fight...

Bringer of the New Age.

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IDENTITIES:
Age is 1d8 + 24
Gender is the one you came in with.
50 CP enables you to choose both.

Drop-In (Free): You awaken in a run-down hotel room. Pretty stereotypical, right? Any equipment you have is piled at the foot of the bed, and the alarm clock on the nightstand reveals that the time is 3:00 AM. Claw marks all over the walls and - you realize - completely destroyed bed reveals that your Zoanthrope aspect manifested.

Tylon Researcher (50 CP): You survived the destruction of the Tylon Corporation shortly after your Zoanthrope genes were activated as part of a greater study. You've since been on the run - both from the ZLF and from the law. A fugitive beast... I wonder what part you'll play in this new world of beasts and men?

ZLF Soldier (50 CP): Whether joining willingly, or brainwashed by the chameleon zoanthrope Busuzima, you have become a member of the organized zoanthrope battle lines. Your Zoanthrope genetics were manifested shortly before being captured, and as a result you were spared, while those around you... perished. For now, you will do anything to aid your comrades. But what about the future, I wonder?

Freelancer (50 CP): You've kept your Zoanthrope genetics hidden for a long while, only the barest hint of manifestation evident in times of great emotion and panic. Now that the world knows what you are, you find yourself the target of many people. The ZLF wish to either twist you to their cause, or silence your voice for good. The humans fear your power, and believe you need to be put down. In this era of indiscriminate violence, will you heal the wounds? Or will you bite deep and finish it all?

Experimental Zoanthrope (50 CP): Anger. Pain. All you feel anymore. You were one of the unfortunates, kidnapped by the Tylon Corporation and twisted into an artificial Zoanthrope. Your human form has forever been robbed from you, for you are twisted into a monstrous combination of man and beast - your Zoanthrope form even more of an abomination. You were freed in Tylon's destruction, and are now alone in a world that fears you - both from the ZLF seeing you as a twisted mockery of the zoanthropes, and from the humans. What are you capable of, when you are an animal backed into a corner?

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Location:
Roll a 1d8 to see where in this world you land. You see, the conflict is everywhere, so no matter where you are you're liable to end up in a heap of trouble.

Alternatively, one can pay **100 CP** to decide where they land.

1. **North America**: From drug cartels exploiting zoanthropes as runners and bouncers to organized protests decrying the treatment of them, North America is a hot bed of conflict in the Human-Zoanthrope.
2. **South America**: H'oooh boy did you land in a nasty one. From mild discrimination to open-season lynchings, the so-called 'mongrels' are not welcome in the South American lands.
3. **Europe**: The ZLF is trying hard to create conflict here, but until one reaches countries like Czechoslovakia, zoanthropes and humans are in an odd equilibrium as they struggle to achieve equality and balance between the two.
4. **Russia**: Well, this is awkward. The ZLF has little to no presence here, and yet there is still much conflict. The zoanthropes have taken to the countryside, the vast open wilderness that covers most of Russia, while the humans have taken to placing bounties whilst staying close to the major cities.
5. **Asia**: Similar to the rest of the world, zoanthropes and humans are quite frequently at odds. However, it seems that some 'types' of zoanthropes are more accepted than others, while others are reviled. Who knows the reception you will receive here?
6. **Africa**: One of the few places where humans and zoanthropes are equal, although mostly for the wrong reasons. Here zoanthropes can fight for local warlords as powerful bodyguards or shock troops, and they earn the same pay and food as their human counterparts. Some zoanthropes have even staked their claim to various parts of the wild continent, becoming warlords themselves. The law has almost completely disintegrated here, except for the very southern reaches. What might you be able to achieve here?
7. **Australia**: And here, the ZLF seem to have a central presence. A few cities have held out from their control (and thus bristle with hatred for the beast-people), while the rest of them toil under fear of being slaughtered in the ZLF's rush for dominance. You might easily be able to enact change here, or it might be the greatest challenge of your life. You decide.
8. **Free Choice**: And here is where things get interesting. You choose where you wind up. Will it be in North America, working through social and economic changes to bridge the gap between human and zoanthrope? Or will it be Australia, where the ZLF reign supreme - as they believe they should with the world? Or will you pick elsewhere - perhaps the far north, avoiding the conflict entirely? The entire world over is your oyster.

Regardless, after rolling or choosing your location, you start anywhere you wish in that continent.

BLOODY ROAR

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SKILLS, ABILITIES, & PERKS

Beast Change! (Free): You can freely access your Zoanthrope form, becoming a monstrous humanoid that is a horrific combination of human and beast. Reptile, mammal, avian, amphibian, piscine, it does not matter what. If it existed in Earth's lifetime, you can choose it. (Yes, this includes Dinosaurs. No, it does not include microorganisms.)

Martial Artist (Free): Pick one martial art from Earth's history & various cultures. You now know the basics of this art, as well as a few of the more advanced moves. More beneficially, you know how to apply this martial art to your Zoanthrope form - and combine the two into a deadly style of combat. Wrestling forms and dances are also accepted if they can be theoretically used in combat.

Breaking the Silence (100 CP. Free Drop-In): When what you say is grounded in truth, you will find willing ears no matter where you go. People will be more sympathetic to your cause, and your message - whether it's of peace, war, or something else - will spread like wildfire.

Lab Manager (100 CP. Free Tylon Researcher): Your organizational skills, management, and multi-tasking capabilities are without equal, to the point that from a simple office cubicle, you could run ten laboratories in different nations at once, so long as you had communication.

Hear My Roar (100 CP. Free ZLF Soldier): The more you witness abuse and prejudice, the more your anger mounts until you can't help but let it out in a horrific, monstrous shout. This shout knocks those weak-of-will unconscious, and leaves others still incapacitated or shocked.

Word on the Street(100 CP. Free Freelancer): No matter where you are in any urban environment, any information you are looking for can be easily found just be walking the street. Any information you hear off-hand will pertain to your interests, and it seems all of the rumors are dedicated to supplying you by eavesdropping. The opposite goes as well: any information of yours you want spread, you just mention it to someone once and it's off like wildfire.

Juggernaut (100 CP. Free Experimental Zoanthrope): The human body's physical limitations are shattered by you upon breathing. For now, your physical limits are at the peak of human physique: You match the strongest, the fastest, the toughest, and the most dextrous humans alive. With effort, you can easily break their records, and far beyond even that.

BLOODY ROAR

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Hunter (100 CP): Through dealing with Zoanthropes, humans, and combinations of the two alike, you have learned a skill set on tracking and hunting them coolly and efficiently. As well, facing Zoanthropes in particular has lead you to be able to sense an animal's actions, and be able to predict what they will do with startling accuracy.

Alternative Form (200 CP): Normal Zoanthropes are restricted to one or two forms their entire life. You are one of a few that can access more, so long as the two forms are related. An extra - and final - payment of 100 CP will add a third form.

A Lone Spark (200 CP. Discount Drop-In): When the chaos closes in, and all around grows dark from death and destruction, your flame is the one that will still shine. Even if it is extinguished, or forced to move onward, you leave embers in your wake - for you are capable of uniting even the dregs of society against a threat, and your actions are capable of driving a crowd to any feat - be it defense of their home or a violent revolution.

Technically Trained (200 CP. Discount Tylon Researcher): Your years of working with varying levels of lab equipment and powerful technology has left you capable of figuring out the basics of any piece of machinery or tech you come across. The amount of time it takes to properly master it is proportional to the complexity of the task it completes. As well, after mastering it in that time, you can immediately figure out any... 'unorthodox' uses as well. Like a blender for a safe-cracker.

Your Terrorists are Our Freedom Fighters (200 CP. Discount ZLF Soldier): No matter how brutal or destructive your actions may be, to a point you can still sell them as being heroic and gold-hearted. People will still love you, even if you bomb cars and break faces. There is a breaking point to this however, an atrocity you may commit, where no amount of help will save face - be it tearing out the soul of an innocent, or committing cold-blooded torture right on national television. Once that threshold is crossed, this perk is nullified.

Taunting (200 CP. Discount Freelancer): You have a variety of what we'll call 'taunt buttons,' and when you keep one in mind, it has a desired effect against a taunted opponent. Whether you want them driven into an irrational anger, stunned by audacity, or driven off by rudeness, your taunts have a visible effect on an opponent's psyche, even damaging it to a degree.

Minor Manifestation (200 CP. Discount Experimental Zoanthrope): Minor manifestations of your Beast Form are capable, such as shifting your ears for highly-increased hearing or your nose being tweaked ever so slightly to capture scents better. over time, this manifestation allows you to call on all of the various aspects of your Beast form, from iron-hard patches of fur to hyper-dense bones.

BLOODY ROAR

by THE ONE-ARMED ANON

Stage Select (200 CP): You can bring forth a battlefield 20 meters x 20 meters x 20 meters in volume, matching your own specifications - either three-dimensional and operating on such physical laws, or two-dimensional and operating on the physics of a classic arcade fighting game. Anyone inside it has to play by its rules, including you.

Defense Breaker (200 CP): You have a list of combo moves and attacks dedicated to breaking - or bypassing - enemy defenses. As well, you are capable of developing new ones on the fly based on the 'shields,' 'guards,' and any other defensive measures you come across. These breaker attacks have an open-ended nature, allowing you to combine a great variety of other attacks with them.

Kinetic Recharge (400 CP. Discount Drop-In): Physical blows dealt by you to any number of poor corporate mooks, equal-level rivals, and vastly-overpowering villains alike will allow you to recharge your energy and stamina levels slightly for each successfully-connecting blow you make. **Only works if the attacks are melee. Weapons allowed.**

Zoanthrope Awakening (400 CP. Discount Tylon Researcher): With this, you have a way to not only implant the Zoanthrope gene within any living person safely, but you can awaken it immediately as well due to knowing the required wavelength. Your knowledge of it is extensive to the point of being capable of splicing in any beast you have access to into the Zoanthrope gene, with few consequences.

Cornered Animal (400 CP. Discount ZLF Soldier): You refuse to back down, even when the wounds have tallied up like a scoreboard of bleeding gashes. The closer you are to defeat, to losing everything in the moment, the more savage and powerful your physical strikes become.

Adaptation (400 CP. Discount Freelancer): Beasts have had to adapt to many things, such as climate changes and environmental destruction. You reflect this ability to change, as your body not only unconsciously modifies itself to best suit the environment it's in within minutes, but your mind also switches gears to expect the unexpected from every turn in your environment. Coupled with this, you know how to use your environment against any opponent, be it in the middle of a street brawl or a battle of words and politics.

Bioelemental Attacks (400 CP. Discount Experimental Zoanthrope): You have had organs within you - either you were born with them, or they were implanted - that allow you to actively generate and manipulate two of the world's volatile elements: Fire, and Electricity. Somehow you naturally generate these two when attacking, and the organs can be naturally switched on or off by intent. There are others in this world that have similar - but theirs are limited to fire or lightning, and their control is less 'polished,' as it were.

BLOODY ROAR

by THE ONE-ARMED ANON

Juggler (400 CP): You have specific nuances to your attacks and attack-combos. If you time them correctly, you can keep an opponent you have knocked into the air from ever touching the ground again, until you run out of stamina to maintain it. It doesn't matter the opponent's size or weight, either.

To The Ground (400 CP): Like Juggler, your attacks and combinations have a nuance to them: Instead of knocking an enemy into the air, and keeping them there, your attacks instead keep the enemy knocked backwards and downwards. Again, it doesn't matter how big or heavy the opponent is.

Chimera (500 CP): Whether you were born with your Zoanthrope form an amalgamation of beasts, or through lab work & genetics were made into a hybrid monster, your Zoanthrope form is now a heavily beefed-up, powerful combination of three different animals. Your physical power rivals the supernatural strength of Mythic Beast Change and the unholy dexterity and killing prowess of the Wicked Spirit. **If you want more than the base three, 50 cp per extra animal added to the final Chimera. Incompatible with Mythic Beast Change, Wicked Spirit, and Impossible Genome.**

Mythic Beast Change! (500 CP): Whereas normal Zoanthropes access beasts that have existed in Earth's time, your Beast Form is a beast from myth or legend, ranging from a majestic Phoenix to a raging Dragon. Your power in this form is equal to the killing prowess of Wicked Spirits and Chimeras alike. **Incompatible with Wicked Spirit, Chimera, and Impossible Genome.**

Wicked Spirit (500 CP): There is a malevolent force that will reveal itself in this world's timeline called the Unborn, a monster that binds itself to the Zoanthrope form of a man called Xion. It seems you've found a docile variant - though your Zoanthrope form is bound to a monstrous, metallic hybrid of praying mantis and dragon, your power increases to rival - and can excel - that of a Mythic Zoanthrope. **Over-rides any animal chosen for Beast Change (unless Alternative Form is taken to allow a second one). Incompatible with Mythic Beast Change, Chimera, and Impossible Genome.**

Impossible Genome (500 CP): Your Zoanthrope form bears no resemblance to any Earthbound or mythical creature, but instead heralds from a powerful beast within your past. Choose any monster you have defeated - be it a savage Tigrex, a majestic Arc Whale, or any other beast that's fallen by your hand - and from this point onward, that beast forms the foundation of your Zoanthrope form. **Incompatible with Mythic Beast Change, Chimera, and Wicked Spirit.**

Companions

No man or woman can change the world by himself. A stout, loyal crew is always needed, as the basis of a growing organization. Perhaps you would like to ensure you have such a crew to start out with?

BLOODY ROAR
by THE ONE-ARMED ANON

Comrade (50 CP): A Zoanthrope soldier that has decided to follow you - above any other charismatic leader on Earth. Decide their Beast form, and you will meet them shortly after arriving on this world.

+Mythic Beast(100 CP): Your comrade is now a Mythic. Choose a legendary creature to make their beast form.

+Chimera (100 CP): Your comrade is now a Chimera. Choose three animals based on those existing on Earth to comprise their beast form. 50 CP allows you to choose another animal to mix in with the first three.

+Wicked Spirit (100 CP): Your comrade now houses an Unborn-like spirit. Their form is bound to that of a metallic, monstrous hybrid of dragon and praying-mantis. Their power has been drastically increased in exchange for housing the wicked spirit.

+Bioelemental Attacks (50 CP): This comrade has received the surgery, and now has electrical- or flame-generating-and-manipulating organs implanted into their body. They can choose between either the fire or the electricity, but with time can unlock the other element.

Maybe you already have a crew waiting in the wings?

Companion Import(50 CP per 1 Companion **or** 200 CP for All Companions): You already have people you want to bring in? Well, let's welcome them aboard shall we? Decide on their individual Beast Forms and you'll be set to go, arriving on this world with people you have an established history with.

+Mythic Beast (100 CP per 1 Companion): Your companion is now a Mythic Zoanthrope. Choose a creature from legend to comprise their beast form, or you can select a powerful beast they have defeated before to become their beast form.

+Chimera (100 CP per 1 Companion): Your companion is now a Chimera. Choose three animals based on those existing on Earth to comprise their beast form. 50 cp allows you to choose another animal to mix in.

+Wicked Spirit (100 CP per 1 Companion): Your companion now houses an Unborn-like spirit. Their form is bound to that of a metallic, monstrous hybrid of dragon and praying-mantis. Their power has been drastically increased in exchange for housing the wicked spirit.

+Impossible Genome (100 CP per 1 Companion): Your companion now has for their Zoanthrope form, a powerful beast that they have slain at some point in their life. Can be any form of creature, be it a savage Tigrex or a majestic Arc Whale.

+Bioelemental Attacks (50 CP): This companion has received the surgery, and now has electrical- or flame-generating-and-manipulating organs implanted into their body. They can choose between either the fire or the electricity, but with time can unlock the other element.

BLOODY ROAR

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Equipment

You'll need some equipment before you attempt to do anything here. Sure, you bring in any items and gear you have. But what if that's not much? Or you need to fill in the gaps? That's where this comes into play.

Survival Gear (50 CP): With how chaotic the world is, it never hurts to have something to help on long journeys, yeah? With this, you have: A small canister camp stove, a canteen, a lighter, a box of stormproof matches, two weeks worth of MREs, a small water-filter, a 4.5-inch knife, flashlight, rain poncho, a waterskin that can hold a half-gallon of water, and a small folding shovel.

Zoanthrope Gene Samples (100 CP): Five glass tubes with an isolated Zoanthrope gene in each of them, each tube has the exact chemical and protein make-up of the gene printed on the side.

Gym Equipment (100 CP): Enough fitness equipment for a home gym, each piece of it reinforced to be indestructible. Choose from five pieces of equipment in this list: Electric treadmill; rowing machine; balance beams; weight-training bench and collection of weights, dumbbells, and kettlebells up to 250 lbs, and a barbell with max of 500 lbs - comes with a box of extra weights; stretch machine; all-in-one multi-gym; stair-step machine; suspension resistance trainer; elliptical trainer; stationary bike; hyper extension bench; chin up bar; set of respawning punching bags; and a resistance pool. ***This equipment can be summoned or dispersed with the snap of a finger, and will be stored in whatever you call home, whether it be a warehouse or an actual house.***

Brawler's Gear (100 CP): Fingerless brawler's gloves where the knuckles and back of the hand have been reinforced - either with pouches of buckshot sewn into them, or with layers of metal. Comes with shoes built with cleats that are capable of digging into even concrete, allowing for better traction and reducing the likelihood of being knocked back. Comes with a pair of shinguards and armguards built to take damage from a freight train without denting. All of this equipment regenerates if damaged, and is nigh unbreakable to begin with.

IMI Desert Eagle (100 CP): Do you seriously need a .50-caliber, gas-operated, semi-automatic pistol capable of firing at 200 meters? I think you do.

Pancor Jackhammer (200 CP): A 12-gauge, gas-operated automatic shotgun designed in 1984, you have one of a few working prototypes. Fires at a rate of 240 rounds per minute. Reloading will be a bit of a hassle, as the gun retains the individual shells in the cylinder much like a revolver. Despite this, a trusty weapon to have. Comes with a self-refilling box of 200 shells.

BLOODY ROAR

by THE ONE-ARMED ANON

M16A4 Assault Rifle (200 CP): Ah, a trusty model. Capable of semi-auto and full-automatic modes of firing, at an effective range of 600 to 800 meters. Rate of fire varies: Cyclic rate is 800 rpm; sustained is 12-15 rpm; semiautomatic at 45 rpm; and burst rate is at around 90 rpm (rounds per minute). Gas-operated. Comes with a self-refilling case of 1,000 rounds.

Cheyenne Tactical M-200 Intervention (200 CP): Not the sniper rifle you were expecting huh? 7-round magazine, firing at a speed of 330 feet per second. Optimized for accuracy, and capable of both day and night optics. Effective firing range of 2,000+ meters. Comes with a self-refilling box of 200 rounds.

Rebel's Shroud (100 CP): A pair of tattered jeans, a grey hoodie, and a red bandana tied into a mask. When worn, these three items make you a literal blur - security cameras see you as a pixelated blob, guard dogs are friendly to you, and if you make no effort to interact with people they will completely ignore your presence. Bumping into somebody breaks your shroud though, as does committing any sort of violent or destructive act.

Zoan Wave Transmitter (100 CP): With a customizable range of broadcast, this wavelength is the same one Tylon Corporation had been researching. The wavelength awakens the Zoanthrope gene within a person, invoking a spontaneous transformation in which the individual's mind is briefly overtaken by their animal's instincts, as their body acclimates to the ability to shift between their base form and their Zoanthrope form.

Armor-Shift Manufacture (100 CP): A small machine - big enough to hold a massive pauldron or two - that gives any pieces of armor or clothing placed inside a specific quality: When their wearer changes form, the armor and clothing changes form with him / her.

DRAWBACKS

Find yourself needing more points? I pray you know what you're doing, for this can end only in hilarity or pain. Take a maximum of 600 CP in drawbacks.

Big Head Mode (+0 CP): Everyone seems to have... changed. Their heads, hands, and feet have grown to astronomical proportions, while the rest of their bodies have stayed the same. Expect nobody to acknowledge or respond to this change, and for you to appear insane pointing it out.

Divided Loyalties (+100 CP): You will meet good-minded people on both sides of this conflict, some vying for peace and co-existence while others are justified for believing in supremacy. This will tear at your own loyalties to one ideal or another, and those of your allies as well.

BLOODY ROAR

by THE ONE-ARMED ANON

Property Damage (+100 CP): You will get drawn into fights with low-level mooks and battle-ready civilians almost daily. And when you fight them, there will inevitably be lots. And lots. And lots. Of property damage. Broken walls are the least of your worries, as you will find yourself the target of blame for many of these.

Egotistical Sonofa... (+200 CP): You... I don't know what's your problem, man. You're a completely big-headed jackass. Any attempts at ingratiating yourself with one side or another will frequently meet with disaster because of your bad attitude. How do people even stand you?

Full-Frontal Liberation (+200 CP): Somehow. Somewhere. Your reputation got mixed up with another person's. The ZLF is now seeking you to bring you into their fold, and people see you as a hardcore zoanthrope supporter - as well as cold-blooded murderer, if the details are to be believed. That's not all - it turns out, Tylon Corporation has sown these rumors, their remnants goading you into coming for them as a result. For one reason or another, there is a trap waiting for you - and they know of your... other capabilities.

It Hurts... (+300 CP. Exclusive to Experimental Zoanthrope): You suffer debilitating pain as a result of the twisted experiments done to you by the Tylon Corporation. This pain will make you waste away to a mere shell of yourself over time, the pain growing worse with each weak until you're driven insane - a monster seeking to end it all.

Human (+300 CP. Locked from Experimental Zoanthrope): You were not born a Zoanthrope - instead, you were the greater half of humanity born outside the supposed 'other race' of humans capable of transforming into beastmen. You are locked from purchasing the perks: Beast Change, Minor Manifestation, Adaptation, Chimera, Mythic Beast Change, and Wicked Spirit.

Still not satisfied? Gods help you now, the only option then is...

Public Enemy #1 (+600 CP): You done goofed now, sonny-Jim. You are hunted by everyone, for one reason or another to be decided at your leisure. No city will harbor you for any length of time, and you will have hunters on your tail at all times, ranging from powerful bounty hunters to the elite of the ZLF forces - even their leader himself, Shenlong. You are seen as both the obstacle to domination and co-existence simultaneously, no matter how well-meaning your actions will be.

BLOODY ROAR

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The End

Ten... long... years...

This world of conflict, you have been in for a decade now, and it's time to wrap things up. Your actions have left the world spinning, whether to a new age of co-existence between human and zoanthrope, or to a dark age of war and bloodshed. You have left your mark, and tales will be told of your actions, whether heroic or villainous.

But now it's time to move on...

Will you:

Go Home?
Tired of the fighting, the chaos, the bloodshed and hatred,
you end your journey be going back to the home
you left. Nothing has changed - except for yourself.

Stay Here?
You have left your mark on this new world,
and have made a loyal group of friends and allies.
You decide to stay here, and help rebuild in the
coming ages. Back home, you have gone
missing, never to be found.

Move On?
Your actions, reckless or otherwise, have
left you eager for more. Another adventure, another chance
to leave your name spangled across the stars
of the universe.

Regardless, all drawbacks are revoked and you are left with your decision. Whatever may come of this, let your story be told by generations to come...

BRINGER OF THE NEW AGE

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CLARIFICATIONS

Zoanthrope forms are basically lycanthropy - you will resemble a half-man, half-beast combination of your base human form, and whatever beast is derived from your Zoanthrope gene.

Timeline: This jump starts out at the beginning of Bloody Roar 2, just after the formation of the ZLF and the true decline of the world into havoc. There are the events of Bloody Roar 3, Bloody Roar: Primal Fury, and Bloody Roar 4, all of which will take place within the next ten years. What happens during this, can either be left alone or influenced by you. For that is what the voice hopes you will do, after all - bring about change.

Chimera, Mythic Beast Change, and Impossible Genome are second forms on top of your basic, free Zoanthrope form. Wicked Spirit overwrites your free Zoanthrope form, and so gains an ass-ton of strength in exchange. The same rules apply to your companions.

Alternative Form is simply access to another Zoanthrope form that is based on the same logic as your freebie Zoanthrope. Any creature that is bound on Earth, and can be traced back historically. This still allows for forms such as Velociraptors and other dinosaurs. **YOU DO NOT HAVE TO BUY ALTERNATIVE FORM TO ACCESS ONE OF THE 500 CP FORMS. IN FACT, DOING SO WILL JUST GET YOU THREE FORMS UNLESS WICKED SPIRIT IS CHOSEN, IN WHICH CASE YOU GET TWO.**

Keeping the two paragraphs in mind, quick example:

Person with Chimera: Form 1 - Dog, Form 2 - Chimera (Wolf + Scorpion + Eagle)
Person with Mythic Beast Change: Form 1 - Penguin, Form 2 - Phoenix
Person with Wicked Spirit: Form 1 - Unborn / Wicked Spirit (the dragon-mantis-thing)
Person with Impossible Genome: Form 1 - Wolf, Form 2 - Nargacuga
Person with Alternative Form: Form 1 - Rabbit, Form 2 - Goat
Person with Alternative Form x2: Form 1 - Goat, Form 2 - Boar, Form 3 - Lizard

Person with Alternative Form + Chimera: Form 1 - Dog, Form 2 - Chimera (Wolf + Scorpion + Eagle), Form 3 - Owl
Person with Alternative Form + Mythic Beast Change: Form 1 - Penguin, Form 2 - Phoenix, Form 3 - Hawk
Person with Alternative Form + Wicked Spirit: Form 1 - Unborn / Wicked Spirit, Form 2 - Eagle
Person with Alternative Form + Impossible Genome: Form 1 - Wolf, Form 2 - Nargacuga, Form 3 - Eagle

Other clarifications to come.