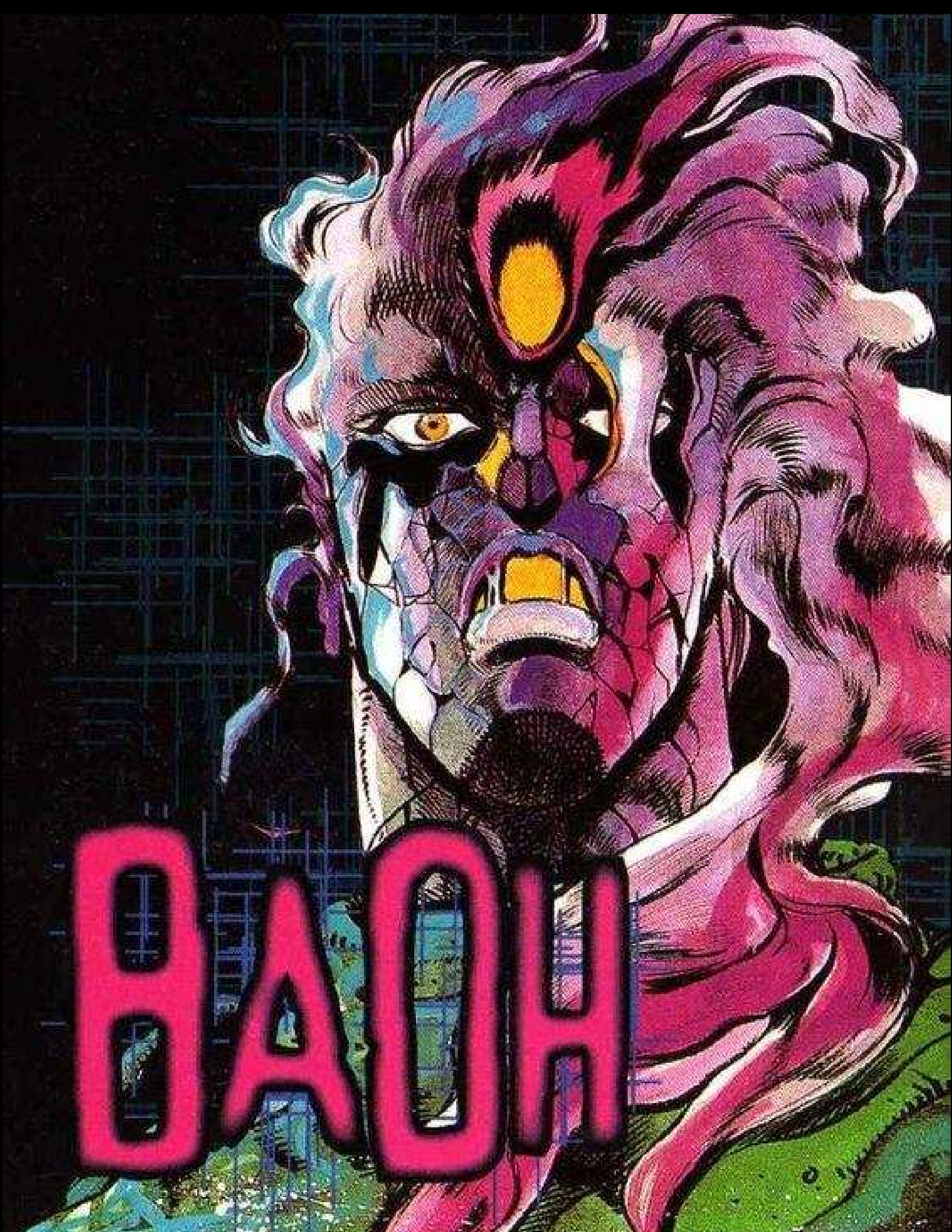

BAOH

Introduction

A black train trails along a remote track. No identification number, no documented destination, no indication of where this train is going or why. On this train, Sumere, a young clairvoyant girl, is attempting to escape her captors, before entering a train car where the teenage Ikuro Hashizawa is trapped in a coffin-like water tank. She frees the boy, as both begin their flight from the organization that owned that black train: Dress.

Dress is a secret organization under the Japanese government. Possessing hardly any oversight and seemingly bottomless funding, they conduct immoral experiments of all kinds in order to elevate Japan into the ultimate global superpower. With research ranging from cybernetics, artificial evolution, and even psychic powers, Dress's research culminated in the parasite known as Baoh. The Baoh parasite has the potential to progress both medicine and warfare forward by decades, but if let loose, the experimental parasite risks destroying the entire human race.

The escaped Ikuro Hashizawa is the first and only human test subject for the Baoh parasite, and he will use this power to protect himself and his new psychic ally from the ruthless assassins sent after him by Dress.

Will you be an ally yourself of Ikuro and Sumere? Perhaps you're on Dress's payroll? Of course, you may just be someone who was in the wrong place at the wrong time. Either way, take these 1000 choice points to equip yourself to survive, avoid, or maybe even thrive in the dangerous times to come.

Origins

Choose age and gender freely.

Bystander [Free] - An innocent victim who got caught up in either Dress' experiments, or their pursuit of the escaped bioweapon. You don't have to be allied with either side, you might have even just appeared in this world with no explanation, but you won't be far from the action.

Dress Operative [Free] - You've never had the strongest moral compass, maybe that's why you fell in with Dress. Succeed, and you'll be rewarded with more money than you could ever want. However, with a monster like Baoh on the loose, you might want to rethink how good this deal is.

Baoh [600CP] - In a tragic twist of fate, your life was saved in return for becoming an experimental test subject for the parasitic Baoh. You managed to escape, but don't expect Dress to give up on you easily. To help keep its host alive, the Baoh parasite has granted you regeneration strong enough to reattach limbs. If asphyxiated, you will be placed in a state of suspended animation, for centuries if need be. It's said that the only way to kill the Baoh parasite is with fire, a weakness Dress will happily use against you.

Baoh Armed Phenomenon - When your life is put in danger due to injury, the parasite transforms your body to grant superhuman strength, agility, and durability, great enough to tear a human head off its body or deflect bullets. To start, the parasite will take full control while in this form, acting on instinct to eliminate all sources of murderous intent, but in time you'll learn how to stay conscious while in this form. Your regenerative properties can even be shared with others through your blood.

Most of Baoh's abilities are only available in this form, but like your ability to consciously control the Armed Phenomenon, you can eventually learn to take advantage of your abilities even in human form.

Tactile Sensor - A special sensory organ in your forehead. In your Baoh Armed Phenomenon, this replaces your regular senses, while in your armored state, being no less effective and granting you the ability to detect the emotions or intentions of nearby animals as “smells”. You can even follow the smell of a specific person for miles. Special frequencies can jam this organ, leaving you blind and deaf.

Baoh Meltedin Palm Phenomenon - One of the first abilities a host of the Baoh parasite develops. From your hand, you can emit a highly corrosive acid that can liquify human flesh in seconds, and solid steel walls in minutes. You are naturally immune to the acid due to your mutated skin.

Baoh Reskiniharden Saber Phenomenon - Similar to how the parasite hardens your skin, it can harden a specific part of your skin and make them jut out as razor-sharp blades that can cut through iron like tofu. In emergencies, you can even detach the blades to launch them as a projectile.

Baoh Shooting-Bees Stinger Phenomenon - A peculiar mutation for taking care of distant attackers. You are able to launch quills out of your hair like a shower of needles. That’s not all, as the special chemicals on the needles react with flesh on contact, causing them to violently combust.

Baoh Break Dark Thunder Phenomenon - One of the Baoh’s most deadly Armed Phenomenon. Using a mechanism akin to eclectic eels, you are able to emit an obscene electrical voltage out of your body. This lightning is strong enough to vaporize a grenade or cause a human’s flesh to explode right off their bones if directly hit. This also allows you to act as a human power plant and use your electricity to fuel even high-powered lasers.

Bystander Perks

One 100cp perk Free Bystander and all other perks 50% off

Strong Intuition [100cp] - You have an uncanny intuition for people, you can tell when somebody is up to no good even if their words make sense, or when someone is being sincere despite the circumstances around them being suspicious. This isn't foolproof, nor will it let you read minds, but just knowing the kind of person that will starve themselves to buy you chocolate or shoot you in the back on a whim will take you far in life.

Naughty, Naughty [100cp] - I'm sure you're the type who was called gifted from a young age, or maybe just a brat. Your foes have a tendency to underestimate your cleverness. With nothing but household objects, you can form elaborate traps to catch more powerful opponents off-guard. Your will is similarly tough. Even as a random old man or a young child, you could ignore the pain of a gunshot, or endure days of torture.

We'll Meet Again [200cp] - The world is a cruel place, but not everyone on it is. You often find yourself in the vicinity of good samaritans who would gladly put themselves in danger for a stranger. Whether it's getting shelter from a nice couple in the woods or being saved from an oncoming train by a disguised superhero. Even in enemy territory, those you formed a bond with will have an unusually easy time tracking you down.

Small Target [200cp] - Dress' surveillance network is said to be so advanced it could track a single fly across the country, then what does that make you? Shaking major organizations off your trail is bizarrely easy for you. This doesn't stop individual trackers from finding you again, but with enough distance you can shake them off too. This also greatly assists you with getting away with petty crime, like gambling as a minor.

To Fight Is To Live [400cp] - When you think of a psychic, a 10-foot-tall wall of muscle probably isn't what comes to mind. It's not 1:1 but increases in your physical toughness have a clear impact on your psychic power, and vice versa. Become strong enough to annihilate steel with your powers, and you could shrug off a knife lodged deep into your brain. You could even carve symbols into flesh with just one finger. Togglable.

Strongest Psi Warrior [400cp] - It appears your true psychic might is greater than even you realized. Upon sustaining sufficient injury, you enter a berserk state. In this state, your psychic powers become exponentially greater. In return, both your powers and emotions run wild. Just being near you is a very real danger, so it's ideal to avoid this outside of emergencies. This defense mechanism can be toggled off ahead of time.

Table Turner [600cp] - Psychic powers don't need to be destructive to be a danger to the world. You possess an instinctive form of clairvoyance. With it, you can gain just about any information out of nowhere, whether it's the specific code, the winner of a horse race, or a specific person's current location. Sneak attacks or disasters are almost always preceded by vague prophetic visions. This seems to provide limited technopathy, such as inputting a password into a digital lock from a distance.

Dust To Dust [600cp] - Your psychic abilities seem to mirror those of the brutal Walken. Through a kind of Telekinesis, you can induce molecular vibration in your surroundings. This could be used to boil someone alive, or mold solid steel like clay. To a limited extent, you can control what you're vibrating, such as trapping someone's arm in a wall you melted, but this is quite clumsy, as the power is primarily meant for destruction. If mass murder isn't your thing, it's a great power for reheating coffee.

Dress Operative Perks

One 100cp perk Free Dress Operative and all other perks 50% off

Ace Marksman [100cp] - Bioweapons are fine and good, but humanity has still yet to render the firearm obsolete. You're a crack shot, able to hit a dog between the eyes from a mile away. Your hands never shake, and while you lack the kinesthetic vision to dodge bullets, you can almost always tell by shooting at someone whether their reflexes and senses are within the limits of human ability. A great way to tell the men from the monsters.

Taking Responsibility [100cp] - Who says great power comes with great responsibility? That's a problem for underlings. Whenever your team is faced with a humiliating failure or defeat, even if you're ostensibly in charge, you can place all the responsibility on one person and be done with it. Now, you'll need to be careful about leaving evidence that points to your own personal actions causing the failure, but that's what murder is for.

American Connections [200cp] - Science is expensive, and would you know it, so is running an evil organization. No matter your own social standing, you never have trouble finding shady sponsors for your equally shady projects. There needs to be a clear benefit for said sponsors, but if your results are promising, your funding is functionally infinite. Do note that things won't end well without a little sucking up to your sponsors.

Seek And Destroy [200cp] - You are a professional assassin, and should that match your origin in future jumps, you'll be starting with a perfect record. Using nothing but your own senses and a little intimidation, you could track a target who gave the government the slip to the middle of nowhere in just a few hours. You can completely erase your presence, and your skills with a knife put other killers to shame.

Hazy Eyes [400cp] - If secret organizations know one thing, it's cover ups. Shady train carrying illegal goods? Pure hearsay. Destruction of a secret lab visible from shore? Somebody left the stove on. One of your men launching explosives in public? You'll need to discipline them behind closed doors, but otherwise won't see any publicity. For you, covering up massive incidents is not only quick and easy, but surprisingly cheap.

A Malicious Character [400cp] - Doctor Hazyeye's research has produced countless weaponized animals, but people like you are still needed to keep them in line. You are a god at training animals, even unfathomably dangerous animals. You can not only train them, but instill in them the malice needed to enjoy the destruction they cause. You also know a thing or two about installing hidden weapons into animals.

The Executioner [600cp] - A previous accident destroyed your body, but you were rebuilt with the use of cybernetics. Your metal endoskeleton is immune to even Baoh's potent acid and can survive far more damage than any human. You're also choked-full of gadgets from hidden guns to a deployable hang glider. You can also integrate weapons or machinery directly with your body, like connecting a sniper scope straight to your optic nerve or installing a brainwashing device into your hand.

Unnatural Selection [600cp] - Evidently, you spent time under the tutelage of Doctor Hazyeye. You fully memorized the procedure by which he modified animal cells, and then subjected them to extreme environments to artificially induce rapid evolution. With this knowledge, you can speed up and even direct the evolution of any living creature. You can make bats that emit a specific frequency, spiders the size of humans, etc. Creating new organisms like the Baoh parasite is well within your abilities.

Baoh Perks

One 100cp perk Free Baoh and all other perks 50% off

A Young Body [100cp] - There's something about you, or rather your body that just screams "prime material". Any scientists looking for an experimental subject have a hard time overlooking your potential for any shady experiments they may be running. While this has a chance of putting you in danger, it also significantly raises the odds of getting injected with some kind of super soldier serum, or a brain-eating parasite. Togglable.

Clear Character [100cp] - When people look at you, they see someone they can rely on. Particularly earnest people can tell at a glance that you're a good person, even if you currently look like a horrific monster. Oddly, this has the opposite effects on particularly heartless individuals, who are quick to underestimate your emotional vulnerability until proven otherwise. This is significantly less effective on those you've already betrayed.

Fear His Touch [200cp] - There are many abilities like Baoh that grant power at the cost of your mental facilities. Having your intelligence or awareness reduced, you don't lose any of your ability to use tools. In fact, your kinesthetic vision is enhanced to such an extent that even while running on pure instinct, you could throw rocks with the accuracy of a bullet or let your knife ricochet off a surface to hit your opponent.

Embrace Of Decay [200cp] - You are a weapon, plain and simple. Even without using any special powers, the damage you can inflict on a living organism is often disproportionate. Throw a corpse and take out two others, hit someone with an electric shock, and their flesh will explode off their body. This doesn't make you stronger per se, but your attacks just have a way of causing way more damage than they logically should.

The Parasitic Worm [400cp] - Seems you've taken inspiration from the Baoh's parasitic nature. You have the odd ability to crawl into the bodies of other living beings even slightly larger than you. You can crawl inside the bodies of any organism even slightly larger than you with ease. Not only will the organism survive until you bust out, but they may not even realize anything is wrong and continue walking around without a care.

Cold And Dark [400cp] - The power of Baoh is the power of evolution, which is to say the ability to adapt to danger. Develop an electrical power just as a grenade is thrown at you, enhanced reflexes the instant a sniper starts firing at you, flight when you fall off a building. This doesn't grant potential you never had, but experiencing any life-threatening situations speeds up the development of any evolving powers or forms you possess.

This Is A Monster? [600cp] - Baoh is a danger not just to their enemies, but the world as a whole, but oddly... you are not. This perk significantly reduces the danger that parasites and powers tied to your body pose to unintended targets. Parasites stop growing right before they'd start infecting others. Even when you enter a berserk state, you'd instinctively direct your aggression away from loved ones. Of course, this can only do so much to reduce the danger of omnidirectional attacks like explosions.

That's No Human [600cp] - Baoh's true potential is achieved when the host finds balance with the parasite. It won't be easy, but you can learn to maintain consciousness during what should be a berserk state. Not just that, with practice, you can master any of your alternate forms such that you can utilize their special powers without even transforming, like how Ikuro could wield his various Armed Phenomenon without transforming or use the Tactile Sensor in addition to his other senses.

Items & Allies

One 50cp item or ally Free, one 100cp, 200cp, 300cp, and 400cp item 50% off all Origins.

Reinforcements [50cp/Per] - No need to face the dangers of this world alone. With each purchase, you may import a companion from your past jumps. Alternatively, you can use this option to create a completely new OC companion. They receive 600cp and may gain extra cp from drawbacks.

New Friends [50cp/Per] - Somebody from this world catch your eyes? With each purchase, you may receive a "slot" that allows you to take any resident of this world with you as a companion, so long as you gain their informed consent. Alternatively, you may pick out a specific character, whom you will repeatedly meet on positive terms, but should you be unable to gain their consent, you will be unable to give the slot to anyone else.

Neoplasm [50cp/150cp/300cp] - Dress laboratories managed to create many weaponized animals as a result of surgery, cybernetics, and artificial evolution. Bats that can blind the Baoh Parasite, Mandrills filled with hidden weaponry, etc. Regardless, even the smallest Neoplasms have some special ability that makes them useful in battle. For 50cp, you gain a single small Neoplasms like a squirrel or bat. For 150cp, you gain either a swarm of smaller Neoplasms or one large beast that has been greatly enhanced, like the aforementioned Mandrill. For 300cp, you possess a single animal infected by the Baoh Parasite and all the abilities that come with it. The parasite seems to have stabilized and will not reproduce.

Whichever option you choose, they are well trained and loyal. If you have a pet you're fond of from past jumps, you can import them with this option.

Dampener [100cp] - A headband, headphones, etc. This is some kind of accessory that is able to dampen any supernatural powers you're unable to control. This weakens them, but it's ideal to use something like this if you have any abilities you can't quite control, or just want the added challenge.

Sketch Pad [100cp] - Not necessarily a sketch pad, but some kind of mundane object like a coffee cup or old coin that is unusually receptive of your psychic or clairvoyant abilities. When using this, visions become clearer, predictions more reliable, etc. Not very useful without ESP.

Old Buzzard [100cp] - Sometimes the simplest solutions in life are the best. This shotgun never jams, and depending on your needs, can be unnaturally destructive or accurate. One moment it can splatter a head in one shot, the next it can precisely hit a small syringe from meters away.

It's Junk, But Take It [200cp] - A nice motorcycle... er, motorcycles. Whenever you find yourself in an emergency where you need to chase or escape someone fast, there always seems to be an average motorcycle with the keys in the ignition right around the corner. These still need gas.

Blown To Smithereens [200cp] - A very special bullet for a very special gun. This rifle is housed in a small suitcase with a few dozen explosive bullets. To be clear, when I say "explosive" I mean each individual bullet could easily take down an airplane. Bullets restock monthly.

Piercing Rays [200cp] - A component of Dress Laboratory's security are these large lazer beams. Despite its size, you have no problem pulling it out of nowhere. Without an external power source, it can be fired once every week, albeit with enough power to carve up a Baoh host like wet tissue.

Shady Experiments [300cp] - Bioweapon research is rarely pretty. No matter the jump, you have a contact that can send you massive shipments of animals for experimentation, ranging from dogs to exotic species. Once a year, you can even get a human test subject. This is as illegal as it sounds.

Brain Washing Machine [300cp] - Dress has managed to compress their brainwashing technology into a small handheld machine. Placing this against a target's head will place them in a trance where they will follow any order you give, up to killing their entire family, until jolted out of it.

Unnatural Habitat [300cp] - The primary expense of Doctor Hazyeye's research. You have access to dozens of remote animal habitats. You can freely control the conditions of these habitats to extreme levels. Most will die, but this does significantly raise the odds of random mutations.

Hunter's Hospitality [400cp] - Deep in a secluded mountain is a small cabin where a sweet couple live. They will gladly let you stay with them, and even arm themselves to protect you. As long as nobody follows you, even major organizations find it almost impossible to track you to that house.

The Black Train [400cp] - A long unmarked train. Not particularly spacious, but has a way of bypassing any checkpoints, and never seems to clash with other train schedules. Perfect for transporting large quantities of illegal research material without any risk of getting caught.

Dark Facility [400cp/600cp] - What's an evil scientist without an evil lab. This facility is filled with countless labs for experiments of any kind, and basic lab equipment seems to restock when you aren't looking. Finding people to staff this lab is your responsibility, as is acquiring any particularly valuable research samples or materials.

For an undiscounted 200cp, this is loaded with top-notch security, from a naturally labyrinthine limestone cave below, to security cameras, escape pods, emergency bulkheads, and even high-tech laser cannons.

Drawbacks

Jumper The Visitor [+0cp] - Didn't that woman die in chapter 1? Wait, why does Dordo suddenly look like the Terminator? Did Ikuro get the horse money or not? By taking this, you may decide to what extent the events and appearance of this jump are affected by the different Baoh continuities. Perhaps you like the manga-only fights, or prefer the OVA art style, maybe you're more comfortable with Baoh's All Star Battle model, etc.

Part 0 [+0cp] - In the grand scheme of things, Baoh was a footnote in manga history, but it would go on to be an inspiration to something much greater. While isolated from the conflict here, you'll occasionally come across psychics calling themselves "stand users", hear legends of ancient vampires, the ruthless Dress may even find themselves under investigation from the similarly influential Speedwagon Foundation, and so on.

Brief Visit [+0cp] - For how many lives are lost in the battle between Ikuro and Dress, it's actually surprisingly brief, a week or two tops. By taking this drawback, your jump will end briefly after the destruction or permanent dissolution of Dress, even if your ten years here are far from up. You're free to expedite or delay this from passing by as much as you please, or simply keep your head down and go about your own business.

Roughhousing [+100cp] - We can't all walk out of battle without a few scars for our troubles. A large portion of your body is covered in ugly scars, rashes, or similar blemishes. These are quite ugly, and even if it's not debilitating, the pain never completely goes away.

Scurrying Home [+100cp] - What's that? You've killed thousands in battle? Sure, whatever you say, loser. You can never seem to catch a break. No matter how absurd your track record, even the smallest failure will lead to endless mocking. This never fails to agitate your pride.

Bloody Dreams [+100cp] - Some nightmares are warnings of a dark future; others are just your subconscious being sadistic. Almost every night, you are plagued by horrifying nightmares foretelling horrific fates befalling you and your loved ones. They aren't prophetic, but they often feel that way.

Shouldn't Have Taken This Job [+200cp] - People like you just never learned how to turn down a paycheck. You have a terrible track record for accepting all the most dangerous and thankless jobs available. Employers are quick to pick up on this and send you on even worse jobs for dirt cheap.

Jumper Remembers Nothing [+200cp] - Like young Ikuro, your rocky arrival here has fragmented your memory. You start the jump as a blank slate but will gradually be able to piece together your past. That said, you have a much easier time reclaiming painful or traumatic memories.

Deep Rapport [+200cp] - In an odd twist of fate, you've become irrationally attached to a young child. They aren't completely unlikable, but for unknown reasons, Dress is eager to capture them. Their success will spiral you into a deep depression followed by self-destructive madness.

Like A Nuclear Bomb [+200cp/+300cp] - You have difficulty utilizing any of your supernatural abilities without causing unintentional destruction to those around you. Attempting to use more than half your power will plunge you into an instinct-driven berserk state. 100cp less with Dampener.

Nothing But Trouble [+300cp] - Without exception, interacting with city folks always ends in disaster. If they aren't part of an evil organization trying to eliminate all witnesses, they're being chased by people just as dangerous. What's worse, you just keep giving them second chances.

The Smell He Despises [+300cp] - I'd say you should think about a new cologne, but it won't help. Something about how you smell drives Baoh hosts mad with rage. It's to such an extreme that they can track you from cities away, and their power increases tenfold in your immediate proximity.

Expected Guest [+400cp] - How unfortunate. Five years ago, somebody slipped Dress a file outlining your weaknesses and abilities, and even when you'll arrive. They've made preparations for your capture and elimination. As comprehensive as these files were, they left out the exact potency or skill of your abilities, so you aren't completely exhausted of surprises.

Global Contamination [+400cp] - When the Baoh Parasite fully matures, it will reproduce in order to infect more life forms, killing the host. You have a similar parasite. You cannot remove it, and at the end of the jump, it will kill you. It has a weakness that can be exploited to stop it, but you'll need to uncover that weakness yourself before the end of the jump.

Dominate The World [+400cp] - The escape of Ikuro made Dress panic, thus pushing them to begin mass producing Baoh soldiers. While this will make Dress a far, far more dangerous foe, it's only a matter of time before the parasites begin to reproduce, putting all life on Earth at risk. This drawback cannot be taken by companions.

Ending

The Resident - Go Home
[All the secrecy and bloodshed has taken its toll. You will be returning to your home world with all that you've gathered up to that point.]

The Guest - Stay Here
[Your time is up, but there is still so much to do. You will not be continuing your chain. You've decided to spend the rest of your days in this world.]

The Visitor - Move On
[It's time to say goodbye. Maybe in the far future, you'll be able to come back, but for the time being, your next adventure awaits you.]

Notes

Jump by Gene

The organization's actual name is Dress, because Araki found it funny. The OVA dub called it "Doress", while the Viz Media translation of the manga threw that out entirely to call them "Judas Group". Feel free to fanwank what it's called in your jump.

There's no way to know whether Baoh would have developed even more abilities prior to killing the host. Rely on your own fanwank for that.

If you take the Drawback Part 0, you are fiat incapable of gaining any powers or resources that wouldn't otherwise be available in this jump.

You won't have to worry about the Baoh parasite killing you post-jump.