B.E.M. (2019)

Version 1.0.0



Welcome to Libra City and the world of B.E.M. Drawn by the scent of the evil and corruption which festers in Libra City beneath a thin shiny veneer, three immortal humanoid monsters have arrived in Libra City as part of their ongoing quest to become human through the act of saving enough humans. Their activity in the city will inevitably lead them to oppose the Unseen Council, the covert shadow government which rules the city as a semi-open secret.

This is a world much like our own, the geography seems to be the same, and it shares some of the same popes. But beneath the surface this is a world of monsters born of alchemy, chimeras, and cyborg horrors born of mad science, a world where there are other things that lurk and move in the shadows.

You will be arriving at the start of the first episode of the anime, and staying here a full decade. Whether you will support the Unseen Council, aid Bem, Bela, and Belo in their quest to find humanity, attempt to clean up the port city of Libra City alongside Sonia Summers and Gavin Briggs, or something else you may need these:

+1000 Choice Points

Good luck and good jumping.

Location:

While other locations are referenced, events in the anime focus and center around Libra City so you will begin within it. Whether you're in Upper or on the Outside is up to you and your choices.

Age and Gender:

Your age is your own as long as it mostly fits your origin, and same with your gender. Choose them both freely.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Humanoid Monster: You are not a person. At least not a person of this world. You may choose to be connected to Bem, Bela, and Belo, another monster sharing their origin, but otherwise you have no connections in this world. This can also be treated as the Drop-In option, giving you no connections or memories whatsoever.

Monster Made from Man: You are a criminal mercenary, a tool and weapon of the darkness which plagues Libra City or this world at large. While you are not guaranteed to be insane, your past and connections in this world are with the criminal element, those prone to murder and violence, and you are likely an experienced assassin yourself.

Untainted: You are an individual not yet consumed by the darkness of this world. You may be a cop, a politician, a pharmaceutical company head, or something else, but the important part is that you have not (yet) succumbed and sank into the darkness that gnaws at the roots of the world.

Conspirator: Or perhaps you are no mere tool of the darkness, but part of its root. You are associated closely with Vega and the Unseen Council. No mere monster of the week, you are a part of the political machinery that corrupts and controls Libra City, or maybe an equal to Doctor Recycle himself. Alternatively you might be part of Doracho Chemicals.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Arcade Knight (100 CP): You are an expert at all sorts of video games. While you're best at arcade shooters, you're skilled enough to actually be a professional gamer in any sort of game, and maybe even go somewhat beyond them. Needless to say, you have extremely good reflexes.

Jeanne D'Arc (100 CP): You're beautiful. You might not be Helen of Troy, but you're good looking enough to go into an industry where appearance is key, such as being an A-list Hollywood actress, model, or an idol. This won't give you the skills for such a profession, but you'll be good looking enough to possibly get the chance to start in such a career path. And this beauty even extends to your voice, having a great natural vocal range and a pleasantly appealing speaking and singing voice. Getting the vocal training to be a great singer is up to you, but you have the voice to be one.

Your inhuman traits are also strangely attractive. Little signs of a monstrous nature such as pointed ears or fangs will come off as cute, or mysteriously handsome on you, instead of unnerving. While most people may still not find a truly monstrous form attractive, there will be a certain monstrous beauty in your form even then, and to the sort of person who is into such things your beauty will be truly stunning.

Movie Quality (100 CP): Whatever else can be said about the movie, the art was definitely of a higher quality. Now you bring this effect to worlds you visit. As if normal life was merely tv production budget, and now they are made to a higher standard. Things are just sharper and crisper, and everything is more vivid. No one in the worlds you visit will notice the change; it has always been like this to them, but details will stand out more, character designs will be a little more complicated, and reality will just look better. It's not a huge effect, but you can notice the difference.

Witch (300/600 CP): You possess psychic powers similar to those of Vega showcased in the final battle. Specifically, you possess telekinesis capable of launching a person flying with little more than a bit of focus. This telekinesis is strong enough to restrain a humanoid monster in their human form with ease, or even constrain them in their true form, and can apply force with enough finesse to break individual fingers while doing so, mangle an arm, or apply it evenly to crush them from all sides. You could telekinetically deflect one's elemental attacks, and match one's strength with your telekinetic force if

allowed to focus. One could escape your hold on it by forcing you to dodge or block its elemental attack while you're holding their body in place.

For the higher price they are instead similar to Harazy's. While the extent of her telekinesis isn't known, yours are at least potentially greater than Vega's even as showcased in her first showing of them, capable of restraining two humanoid monsters with more ease than she'd later restrain one, and more than a match to constrain one even if they did enter their stronger form. In addition to telekinesis - which can be used to levitate yourself with relative ease - you possess some level of hypnotic power, able to influence the minds of those with weaker wills, either implanting ideas or rendering them open to the suggestions of others. But more notable is the destructive force you are capable of generating. Floating high off the ground you could still create a deep, and wide round crater in concrete by releasing it in a sphere around you, and it is powerful enough to render an immortal humanoid monster unconscious for a prolonged period. Though at full output this inflicts enough strain to risk knocking yourself out as well. You begin with a mastery of it similar to Harazy's own, though with time and effort maybe you can learn to influence stronger minds, or focus this power in one direction instead of releasing it in a sphere.

Humanoid Monster Perks

Almost Human (100 CP): You possess the ability to compress any monstrous form you may possess into a shape that's almost human. It will have some minor signs of your monstrous nature - things like slightly pointed ears, or possibly a little odd eyes - but otherwise be indistinguishable from a normal human. When you enter this nearly human form you can also reduce any of your powers to nearly human levels as well, super strength becoming merely a little stronger than you were, or regeneration being slowed to taking hours to heal what would take you seconds normally. You are able to revert parts of your body to your monstrous form without reverting all of it, such as transforming your hand fully back into that of your monstrous form; this will not on its own allow you to manifest parts of different alt-forms simultaneously; you remain in only a single given alt-form which has compressed into a false human guise and can selective reveal certain aspects of it. Since you're paying CP for this you can choose which powers are affected when you enter it, and to what extent from leaving them at their normal levels, or reducing them to 'off', and can use this to limit any of your perks.

Energized Attack (200 CP): Select one of fire, electricity, ice, or sound. Like Bem, Bela, Belo, and some of Doctor Recycle's creations, you possess the ability to generate that element and use it for attacks. Whether it's freezing breath like Bela, the ability to generate electricity from your body and fire it out like Bem, fiery heat that can coat your claws and be launched out in waves like Belo, or sonic screams like Julia Bush. Whatever you choose it's more than sufficient to make you a threat to a human being, or to the room around you; a human could potentially survive your attacks, though would be highly likely to be knocked out, and you won't be destroying buildings in a single attack but you might make holes in walls.

For an additional 100 CP this becomes less of a power to project the energy from your body and takes on aspects allowing you to control it or generate it from afar. While the amount of raw power you possess doesn't grow much, you could cause brownouts and power surges in even a beyond cutting edge pharmaceutical headquarters by actively causing its electrical systems to surge out of control or shut them down. It needs to have crossed a certain threshold before you can affect it, so you won't be shutting down people's neural signals, or silencing foot steps with just this.

Scent of Evil (400 CP): It lingers over Libra City like a malignant cloud, and now you can smell it too. You possess a 6th sense, though seemingly somewhat tied to smell, for malice, corruption, and the sort of antisocial behavior that leads to wanton murder. While it will linger somewhat on those who commit such acts, it is heavier on those who are

planning such deeds, and heaviest at the moment of enacting them. This will help you identify those who intend wickedness, or where it is happening, capable of tracking them with nothing more than your nose, sometimes bringing you across an entire city.

For truly grand, and vile schemes it could coat an entire city. While this will make it hard to identify the source, it does help forewarn you of less immediate intent. Such a scent would only grow more and more with the scheme, becoming a horrible odor before it is finally enacted, and you will be able to learn to tell some information about schemes - such as general vileness, scope, or how 'ripe' they are - from their scent, giving you warning when evil is approaching.

Bug Eyed Monster (600 CP): You are no longer human. Instead like Bem, Bela, Belo, or those modified with Bem's cells you're something more monstrous. This form is humanoid but obviously inhuman, possessing claws, fangs, thickened, armored skin, and a general monstrous lean to its shape; you don't have to precisely match Bem, Bela, and Belo in appearance - Bela already stands out with her hair and unique color scheme - but you will share their general body layout and capabilities.

Capabilities including superhuman strength and agility. You're strong enough to smash through walls, fast enough to bounce around a room, and generally possess substantially superhuman capabilities. Even your ability to heal and recover is enhanced, though with just this you lack true immortality, merely possessing a low end healing factor, and like those injected with Bem's cells you can die from sufficient wounds, or electricity. Though it might be better to compare you to Manstoll's creations of Greta and Burgess as you still possess a substantial healing factor and ability to survive wounds, something like being lightly charred with a hole in your stomach survivable, though you won't be regenerating if frozen and shattered, burned more than skin deep, or cut into little pieces. While still very much killable even by sufficient bullets, you are not going to turn into a puddle at the first jolt of electricity through you but a sustained use could.

You can also craft a humanoid form for yourself. You'll need someone to base it off of, and this seems to take time and effort - and making a new one will mean losing your old one - but you can turn into a human shape and retain most of these powers. It will not quite be perfect, but you'll probably do a job closer to Bem, Belo, and Bela, than Vega.

If you purchased **Energized Attack** above, or possess an equivalent ability, your energy projection capabilities will grow somewhat. Instead of a threat to humans, your casual attacks would reliably kill an ordinary human and likely larger macrofauna, and with a sustained attack you could burn a body to ash with electricity, much less fire. Structural damage likewise becomes a lot more likely when you go all out, instead of wrecking the

room with your attacks, you might manage to bring down the entire structure or the armored inside of a powerful mech; 3 of you working together could easily destroy a massive bridge, and even one of you could bring down (hollow) metal supports thicker than a human with casual ease.

This does seem to dull your sense of taste, and pleasure, as well as your sense of pain. Food is bland and tasteless, but you could put your hand in steaming hot coffee without even noticing anything more than a faint sense of warmth. A harpoon shooting through your chest will hurt, torturous electrical shocks might stun you, and you'll be feeling it if someone shatters every bone in your arm one by one; even then though you won't be at risk of blacking out from the pain, it will hurt a small percentage of what it normally would on a human, and the pain will fade quickly.

Like the 3 originals you possess the ability to take this form further, pushing from your normal form into a more monstrous one. The more beautiful you would normally be the more monstrous this shape seems to be, becoming more hideous and terrifying the more beautiful your default nature. In this form your strength, speed, and even energy projection powers (should you have any) are increased.

For an **additional undiscounted 200 CP or 300 CP** you possess an even more powerful form. This can come in 3 versions; each of these can be accessed directly and do not have an ability to go further and more monstrous, but if you wish the beauty inversion may apply to them.

The first is a shape, costing only **200 CP**, that is like Vega's. Several times larger than a normal person, this form comes with noticeably increased strength compared to an ordinary Bug Eyed Monster, and will increase your strength even further from its baseline than that form. It also comes with 4 arms which are able to stretch out with great speed, and impressive reflexes. And the ability to levitate yourself, moving in three dimensions although seemingly working by repulsion from the ground limiting your altitude. The speed of this flight isn't impressive compared to a Bug Eyed Monster's speed and agility, but it does allow for 3 dimensional movement, and your general toughness is enhanced to where they'd need to do something special or you'd need to stop fighting back for them to threaten you with their blows.

The second, costing **300 CP**, is a massive, kaiju sized horror like worm with a demonic face, and your human body rising from it, similar to Manstall's monstrous form. Its power is immense, easily dwarfing the form above's, as it makes you a massive monstrous larger in each dimension than skyscrapers, a towering creature whose head rises, at an angle from the ground, and still having body on the ground to support itself,

substantially above a typical city skyline. Your physical strength and resilience is on a similar scale, capable of smashing buildings by moving through them, shattering skyscrapers with ease, and stretching out your tongue as a devastating weapon. Your human body on top enjoys full Bug Eyed Monster capabilities itself - albeit unable to use most of the agility while fused into a kaiju - and can grow its arms to massive size to increase their strength, or stretch out fingers as fastly extending spears.

The third, costing **300 CP**, is actually the smallest of the three, albeit barely. Like Bem at the end of the film BEM Become Human, you are able to enter (only) in times of great emotional furor, and heights of passion. This seems to fully release your power, pushing you into a monstrous form beyond even your normal more monstrous step, larger and vastly more powerful. Capable of flight, strength enough to match the kaiju above, and fueling your attacks with the same sort of energy that two immortals would release in death to create massive explosions which level city blocks. In raw power it is sufficient to destroy the kaiju above, without suffering the drawbacks that come with being so massive, but you are not free to enter it at will, requiring an emotional peak that goes beyond mere fear of death.

Immortality (600 CP): Like Bem, Bela, Belo, and Vega you are an immortal being. Whether your immortality is unexplained, or taught to you by the Borgia pope, it doesn't matter. You do not age, you do not need to eat, drink, or even breathe. Wounds can damage you, but being stabbed through with harpoons several inches thick would make it hard for you to move those limbs until they were removed, but even such wounds will heal in instants once they are removed, limbs regrowing in mere moments; something like blocking the epicenter of a psychic blast that creates a massive crater would render you comatose for several hours.

Killing you by any method available in this world would mean destroying every last cell of your body, as you can regenerate from any one of them. There is one alternative method. Kissing (or swapping saliva with) another such immortal will cause both of you to release the energy of this immortality, a surge of energy reaching to the sky with just a touch of lips, and a deep kiss will result in the release of energy on the scale of a thermonuclear device and your mutual destruction.

This immortality is no guarantee against more esoteric means of death or death magic, but your life force is vastly greater than an ordinary human's providing you with some defense against such deaths.

Monster Made from Man Perks

Face the Monster (100 CP): Humans, even Doctor Recycle's cyborgs, are just not physically matches for the humanoid monsters. Against immortals who can instantly heal wounds, what chance does a mortal have? And yet they simply keep going despite this. This won't remove these advantages; you won't be killing immortals (with this) or healing instantly. However you have what it takes to keep going.

You can face the fear of death without flinching back. You can still run if you want, but it will be a choice as your fear will not conquer your rational mind and make you. Similarly you are able to push through pain and physical hardship. This does make you somewhat tougher than you'd ordinarily be, especially to blunt force trauma, but you're far from a superman. Get telekinetically thrown off of a bridge to crack the pavement below and you're going to break some bones. Even so you can drag yourself out and forward, undeterred by the pain, and ready to continue with your goals. You still might want medical attention instead of crawling into your sewer lair.

Criminal Contracts (200 CP): People seem to be rather willing to hire you for criminal tasks. Just from time to time you'll receive job requests for criminal activities. Usually this seems to function more by a dead drop system than anything, the request and promise for pay arriving in your warehouse or other property, and giving you a place to drop the goods and pick up your pay, but if the job actually requires you to work with someone else you might meet a coworker. Many of the jobs will be assassination missions. Still the pay is good for the time invested, the jobs come steadily as long as you don't actively work to betray your unseen clients, and it'll ensure you have something to do.

Nin (400 CP): You may not be a match for a monster yet, but you're far closer than most people could ever hope for. Your physical abilities are superhuman, though still lacking compared to a Bug Eyed Monster. Still you're strong enough to kill people barehanded, fast enough that a skilled marksman would have trouble getting a shot off at you, much less actually hitting, and tough enough to survive a bullet with minimal effect if it doesn't hit somewhere particularly vital, or to survive jumping off of a skyscraper - though being knocked off at high force by a monster will probably leave you broken and dying. Along with these physical capabilities you now possess a certain amount of combat skill allowing you to put up an almost even fight against a humanoid monster in their natural form, at least until they shift into their more monstrous and stronger form; though with their immortality this would be more about fleeing than winning on your part.

Amorphous (600 CP): You are no longer made of flesh and blood. Instead you are made of a substance, such as water, starch, sand, or something similar. The substance must be

something relatively stable and common (no uranium or titanium alloy), and either liquid at room temperature or easily available in a powdered form. Either way you are able to live as this substance, controlling and moving your body in this form. In it you lack most normal human weak points and vital areas, though it does not mean you are invulnerable. Water can be frozen, boiled, or electrocuted, sand could be melted to glass, and if something does remove enough of your substance from you it could alter your form, weaken you, or disperse you entirely. You are, however, able to shoot out parts of your form at high pressure, and call it back to yourself once done. This is easier as liquid than something composed of solid particulates, but as water you could fire out parts of yourself as a cutting blade capable of slicing through a human body with ease and then recall it to you from the area. You can also call on other sources of this material to in effect feed yourself, potentially draining it from another individual you are in close contact with.

Unlike the creations of a certain doctor you are able to transform back into flesh and blood if you desire.

Untainted Perks

CSI: Outside (100 CP): It might be hard to believe, but you are actually a fully trained detective and crime scene investigator. You are especially good at recognizing the cause of death. You might not be able to tell the exact type of poison without some forensics, but you'd need little more than a glance to tell you someone drowned, died of poison, was killed by blood loss or injury induced shock, etc, and even more exotic causes of death - like being drained of all starch - you could figure out, and once you've seen a couple of cases of an exotic method you'll recognize it at a glance in the future too.

Survivor (200 CP): You don't seem to die easily. Oh, you can't survive more injuries than usual, and you're not immortal, but you do tend to not be targeted for death. Random collateral damage seems to miss you, if you're part of a group of cops that a monster decides to slaughter you can safely expect to be last, and unless you're the only one that fits their 'type' around a serial killer or monster will choose someone other than you as their victim. Give someone a reason to specifically target you, however, and this goes out of the window. If you personally insult the serial killer they might pick you for it, or if you prove yourself a threat the monster may well target you; though collateral damage should still miss you, unless they're actively trying to cause it so it will hit you.

Even when targeted by death, you still have some of this luck. The ring that turns you into a berserk monster which can only fight until it dies activates a touch slower on you. Attacks miss your vitals by enough that you have time for swift medical attention or to have an ally sacrifice themselves to give you their immortality. This is far from immortality, especially if you throw yourself into a fight you really don't belong in, but death does seem to have a little bit harder of a time grasping you.

Secret Keeper (400 CP): You're trustworthy. At least you come off that way. You've got something about you that seems to encourage others to trust you with their secrets. This works best if you can actually be trusted not to reveal the secret, but this isn't limited to your allies. Your enemies are prone to bringing you into their confidence if they think they may be able to sway you over to their side by doing so even if only in a limited way; such as revealing to you the conspiracy that rules a city in hopes that if their plan to destroy the city gloriously fails you will take over as its secret king because as someone who wants power enough to oppose them you might actually maintain that power.

Those Who Will Inherit Your Will (600 CP): You might not possess the skills of a leader, but you possess the charisma of a king or the face of a movement. When you work towards a set of ideals or goals, you will find yourself inspiring others to your cause. People will come to ally themselves with you, offering their aid and rallying around you.

This works best with ideals and noble causes, but even if the cause is merely your own power, if you promise to reward your followers you will find others gathering around you. You do have to work towards the goal, and people must be aware of it; if you're trying to prove a monster isn't evil in secret no one can step forward to join you, but if you begin to publish their actions and actively work to rally people you will find them more willing to consider your goal and cause than they otherwise would be.

But sometimes you can no longer work for your goal. If you die, mysteriously disappear, or even fake your death while pursuing a goal, you will find that far from causing your supporters to lose faith and hope that you galvanize them to greater heights of fervor and loyalty to the cause. Following your martyrdom others will rise up to inherit your will continuing to pursue your goals, and spread your message. They might not be as successful as you could have been, but your movement will outlive you. And this effect will carry - albeit to a progressively lesser extent - to them, and to their successors.

Conspirator Perks

Human Monster (100 CP): You are an excellent liar. Your tells, if any, are minimal, and lying does not seem to cause you physiological stress. You could easily lie to a lie detector, or to someone's face. You're also pretty good at thinking up lies on the spot.

Grasp of Politics (200 CP): You have a basic understanding of how to play the game of politics and a talent for it. This includes some level of administration and managerial skill so that you can actually run a city, or potentially more, once you've risen to the top position. This won't make you among the all time greats, but you're good at understanding the politics of a system or group, recognizing the unwritten rules, and using them to your own ends. Whether a political campaign in a democracy, a secret cabal ruling a city, or a king's court of feudal lords, you can quickly grasp how to maneuver the dangerous waters of intrigue and would be a valuable ally to any would-be leader, or a viable candidate if you aimed for the position.

That Was Like Yesterday for Me (400 CP): You possess a memory fit for an immortal. This won't help you to memorize a book just by glancing at its pages, and you can still misremember things, but you could remember something 500 years ago like you would remember something yesterday, and you never seem to run out of room for new memories, and the ability to keep them separate and clear. Of course this sort of immortality proofed memory will also help you maintain your skills against the degradation of lack of use, and will make you resistant to attempts to alter your memories, and all but immune to attempts to erase them.

Hundred Loose Screws (600 CP): Like a certain mad scientist you are skilled in the creation and implantation of cybernetics, and the transformation of humans into monstrous creations. Turning them back into normal humans might be beyond you, but with just this world's technology you could create a cyborg which could fight a humanoid monster for a time, or manage to transform someone into living starch or water. If you don't want to make cyborgs you could probably genetically splice creatures together to make dangerous hybrids and chimeras; you'll have the requisite knowledge for both.

This also includes the start of this world's alchemical knowledge and while even its heights do not allow a perfect recreation of the humanoid monsters and their immortality, you might eventually be able to create your own pseudo-immortal monsters though giving them the ability to change back may still prove beyond you.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

A Bullet (600 CP): Doctor Recycle's bullet might not have actually worked, but this one will. Maybe it was made from an actual immortal instead of a highly flawed clone of one, or maybe it's just Jumpchan at work. This bullet can kill anything. It won't stop other people from resurrecting them, but it will stop them from automatically reviving if they possess some means of self-resurrection. Of course the bullet does have to hit to kill, and be a good clean hit. If it merely grazes a limb, bounced off of armor, or gets stuck in the thick outer layers of a kaiju's flesh it won't kill them. But if you can get a good clean hit to a "vital" organ (even if normally they could live without it or regrow it) or into the center of their mass this bullet will kill them.

Once used the bullet will not be replaced until the start of the next jump.

Humanoid Monster Items

Replacement Outfits (100 CP): Don't you hate it when your transformation destroys your favorite outfit? This box will contain a replacement for any of your clothes that are destroyed as a result of damage in combat or through one of your transformations. Won't replace things you sell off, intentionally destroy (other than through transformation), or ruin in other manners, but no longer do you need to fear clothing damage at least.

Cane (200 CP): This cane is a combat ready weapon. It will always remain strong and sturdy enough for you to use it as a bludgeon at your full strength. Beyond that it is an excellent channel for any energies or powers you possess, allowing you to channel them through it as if it was a part of your body. In fact these energies will be a little more powerful and easier to control when channeled this way. The boost is slight, but it's there.

Arm Wrappings (400 CP): Resembling 2 sets of dark bandages, when worn around your arms, these wrappings can be shot forward at your mental command, stretching out dozens of meters to wrap around targets. You can use them to swing on poles and objects, or launch them towards your enemies to wrap around them. While it's feasible for an enemy to break these wrappings, they will scale to be strong enough that they could bind a creature as strong as you if they were able to successfully wrap their arms to their side. If torn or damaged these arm wrappings will regenerate slowly over time, though if you heal quicker than a normal human they will share this increase to healing speed.

Monster Made from Man Items

Fee for Looking Away (100 CP): This is a small stipend of bribe money to give to cops to overlook your criminal activities, or maybe just to live on if you'd prefer that. The amount isn't much, but it's enough to keep an individual about at the poverty line with just this.

Monster Bowling (200 CP): This is a set of 2 giant bowling balls almost the width of a torso and 10 giant bowling pins. You seem to be able to summon these tools, the bowling pins appearing in the air to fall down towards targets in a proper triangular formation, and the bowling balls appearing in your hand when called. While the bowling pins don't seem to have any special properties other than being larger than human wooden objects which appear several feet above targets, the bowling balls despite their large size are strangely easy for you to roll, and seem to launch with more force than you'd normally possess, moving forward at great speed and even if they miss they will curve to come back at an opponent though they will eventually lose speed to friction, other objects they hit on the way, and can be stopped. Finally you possess a third bowling ball you can summon around yourself to launch yourself at great speeds and force towards a target, like with the bowling balls this will swerve and course correct to hit a target, and its accuracy (and force) are both greater, plus the bowling ball serves as armor of a sort.

Vacuum Mech (400 CP): This six limbed mechanical vehicle, is built to mostly resemble a giant bug. Well it seems to have just a head and abdomen, so maybe it's an arachnid that's missing 2 legs. Heavily armored, its main armaments are in its front legs. These limbs possess powerful vacuums which are capable of sucking in objects, up to the size of entire cars, and putting them in the containment room in the mech's abdomen where they will be dealt with like the trash they are, either through the use of a built in compactor, or a built in incinerator, capable of dealing with the trash at the same rate that it can be pulled in - and it possesses enough force to suck in entire crowds of people, and vehicles. Though do be careful not to pull in something too powerful for it to deal with.

Normally you'd be irreversibly cybernetically grafted to this vehicle, rising from its 'head' like a horn, but for you we've got one with a cockpit you (or someone else) can pilot.

Ninja Suit (600 CP): This black suit looks a bit too bulky in places to be the stereotypical kabuki stagehand turned ninja outfit, but that's only because of all the weapons it carries. A beam sword in one arm is capable of slicing through monsters like a hot knife through butter, an arm mounted energy blaster provides a weapon strong enough to momentarily stun a humanoid monster, a needle-launcher shoots small metal

projectiles at a speed and force necessary to kill someone if they hit in a vital area without the flash or noise of a gun or beam weapon, and one shoulder mounts a weapon that launches a large harpoon like weapon with enough force to drive it completely through the chest of a humanoid monster, or straight through walls, and then catch in someone on the way back preventing regeneration with the big metal spike inside of them. One hand is also able to shift into a mechanical, bladed tentacle, providing you with an additional mid-range attack and manipulation option.

As useful as the weapons are, the more impressive ability is the ability to merge with shadows. By entering a shadow you are able to become a nearly flat, shadow-like dark shape which can move along walls, and spring out again, resuming your normal dimensions. You're not invulnerable as this 'shadow', or wholly 2 dimensional and something striking you will force you from this shadow form, but it is still an excellent tool for infiltration and exfiltration.

Finally one of its eyes is also able to double as a projector, allowing you to project images from your memory, or even words.

Untainted Items

Ultimate Bonbons (100 CP): Coming in vanilla, mint, and bergamot, these bonbons smell absolutely wonderful, and taste it too. You'd normally have to wait in line for 3 hours to buy them, but you get a box every day. Unlike normal, yours can be enjoyed even by creatures who would normally have no sense of taste as long as they do eat.

Personal Arcade (200 CP): This is a room filled with arcade cabinets. Enough arcade cabinets to fill an actual arcade and then some. No cabinet is repeated, giving you scores of games to choose from. These arcade games rotate fairly regularly, though you can keep certain favorites, and can include arcade games from any jump you have visited, as well as arcade games based on the jumps you have visited.

Upper Penthouse (400 CP): A penthouse apartment in the sky, all your own. Well maybe not. It might be a modest mansion. Whatever it is, this is a house for the upper crust of society, the sort of housing that the social elite might possess. Comes with the basic amenities that the upper class would expect, its utilities and rent/taxes being paid for by your Benefactor. Possession of this penthouse marks you as part of the urban elite. It will update to fit each setting you arrive at, always the home of the elite and always granting you some chance at an 'in' into that social circle by your possession of it.

Pharmaceuticals Company (600 CP): You are now the proud owner of your very own, corporate headquarters and manufacturing plant. Its headquarters is almost a fortress, filled with cutting edge technological defenses, but they're not the true value of this company. Its patents and technology are a little beyond cutting edge helping to make it the heart of what could be a major pharmaceutical corporation. In each new jump it'll always update to be a little beyond the cutting edge of local medical technology; no promise that medical technology from past jumps will work in new settings, but it will always be a little beyond the best medical technology normally available to the local society. It won't include lost technology, or any unique or extremely rare artifacts or special powers, but if supernatural methods have been made part of the common medical techniques of the local setting - such as widely available healing magic - they will be included. And while it's not specifically geared for it, the line between medical technology and bioweapons is often a very thin one, same with genetic engineering and manipulation or narcotics manufacture.

Conspirator Items

D-Toxin Tablets (100 CP): This is a bottle of happiness pills. They relieve anxiety and worry, filling the taker with a pleasant, good feeling that leaves them mostly functional although prone to complacency and compliance. In higher doses they cause black outs and malleability of memories. You get a bottle, and it will refill monthly. Not enough to keep a monster drugged into amnesia, but enough to keep a normal person happy and compliant.

Operating Room (200 CP): This small lab is designed for the purpose of human modification. While it won't provide raw materials or resources, it possesses the tools necessary for installing cybernetic augmentations into living creatures. As you gain additional means of human modification you will find the tools and equipment of this operating room updated to suit your skills and capabilities. It won't invent new tools, or add anything that requires materials which are not commonly available in the setting the skills come from, but it will retain these upgrades in new jumps.

Aces (400 CP): Libra City's elite special police forces, the Aces are actually failed replicas of humanoid monsters, possessing physique which puts them at near peak human capabilities, and extreme recuperative capabilities, able to survive anything short of heavy incineration. Armed much like a SWAT team, though with additional anti-monster tools in the form of large, shoulder mounted harpoon guns which fire extra large harpoons with enough force to pierce a humanoid monster's shoulder or chest and come out the other end.

You have 12 of these aces at your beck and call. These aces come with a pair of armored vehicles for their transportation. Killed aces will be replaced within a year.

Unseen Council (600 CP): The Unseen Council is a group of highly influential individuals who control Libra City, maintaining a stranglehold on events in the city, and even managing to influence and manipulate national politics in its favor. You now lead your own council which controls another city in a similar fashion. While lacking de jure control over the city, it possesses a de facto control which allows it to act semi-autonomously from the local national government. You may alternatively merely be a high placed member of the Unseen Council in Libra Cities.

In future jumps you will find yourself as the head of a similar council of highly influential individuals who possess de facto control over a city, ruling it almost as an effective city-state semi-autonomous from national rule, and influencing national politics to keep it this way. While they are ultimately a power hungry illuminati, they are willing

to accept your rule over them and follow your commands loyally as long as you are not actively detrimental to their interests. You may select a new city for this council to exist in in each jump, and while it cannot be a national capital, or the seat of national government, it can be a major city (in the real world you couldn't select Washington D.C. Tokyo, or London, but you could choose to have this level of control over New York City, or Shanghai).

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Beta and Gamma (100 CP): This pair of Humanoid Monsters see you as something similar to an older sibling or a parent. They possess a natural tendency to defer to your judgment in matters, due to a deep seated trust in your insight and wisdom. Their sense of morals and ethics ultimately mirrors your own, though their personalities lead to them having a tendency to rub each other somewhat off, with one being more outspokenly cynical, though ultimately more idealistic, and the other being more outspokenly optimistic, though ultimately more pragmatic. In the end they rely on you to serve as the mediating element.

Each of these Humanoid Monsters has the entire Humanoid Monster perkline, as well as either the Arcade Knight or Jeanne D'Arc perk, and Replacement Clothes.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Become Human (Toggle): Want to start at the beginning of the film in the city where Doracho Chemicals is based? Feel free to use this toggle to do so. Want to declare the film with its alterations to how the main characters and their powers worked, and retcons of Vega's backstory (with Manstoll's survival, and immortality being part of her design instead of being taught to her by a corrupt pope) null, void, and non-canon to your jump? Feel free.

Long Journey (Toggle): Bem, Bela, Belo, Vega, and Manstall had lived in this world a long time, since alchemists were being burned and the Borges popes were in power at least. Instead of staying a mere 10 years, you can have your jump start with the accidental creation of Bem, Bela, and Belo or several years later with the creation of Vega and continue until it would normally end.

Aced the Shooting Exam (+100 CP): Your aim with ranged attacks is absolutely terrible a match for the aces when they used machine guns as opposed to anti-humanoid monster weapons. That is fifteen of you could surround someone and fire on full auto at point blank range and you might hit them a few times. Really you're lucky you didn't just kill each other that way. Don't expect to be hitting a human target with a ranged attack that's smaller than the broad side of a barn.

Afraid of Eternity (+100 CP): You have entered this world alone. No companions or followers of yours will join you in this world; you may still pay to import them to have them gain perks and items from it they simply will not arrive. Worse, you seem to have forgotten having had companions altogether, or that it is possible to take companions along with you. During your time here you will remember your journey as a lonely one with no permanent allies or friends. This will end a few days before the jump does, so that you can ask any would be companions along. Still, one must wonder if the sheer loneliness will allow you to retain your humanity?

Creepy (+100 CP): You are a socially awkward individual. Any coolness you have seems to have been lost, leaving you coming off as a dork and dweeb, and you have picked up a tendency to stare at and actively stalk people. While you can still definitely make friends if you put effort in, or maybe save them a few times, expect it to take more work than it normally would for you.

I Will Not Be Affected By the Rules (+100 CP): You're a strongly moral person, and will do what you see as right even if it is actively harmful for you and your career, and will staunchly refuse to compromise on your sense of justice for pragmatism.

Strays (+100 CP): You have a tendency to place yourself as the protector of vulnerable individuals, especially children (doubly so those who live in slums). You will find yourself quickly becoming extremely emotionally attached to these individuals, and that they will be repeatedly put into danger as if they were magnets drawing it to them. If you are able to remove them from a situation where that is possible you will find yourself picking up more and newer strays.

Talk Fast When Explaining Things (+100 CP): You get overly excited by your hobbies and are overly willing - and eager - to share them at length. You have a tendency to forget social decorum or even comprehensibility when this happens, nerding out at length often about topics your audience doesn't care about in the slightest.

Vegan (+100 CP): You are no longer able to feel empathy for human beings. You will not necessarily immediately default to murdering them all, but you are no longer able to feel an emotional connection to them as people, or to find it within you to care about them as individuals. Maybe you can care for them like a child with an ant-farm cares for the hive, but they really will feel like mere ants to you, simplistic, sub-jumper entities whose personal lives ultimately do not matter, and who are in the end interchangeable and replaceable with each other.

I'm going to have to kill more just to calm down (+200 CP): Good news this drawback does not strip you of your ability to feel empathy for human beings. You just feel a compulsion to kill them. It will bubble up in you over time, forcing you to find a victim and end their life. The act of killing will calm this urge for a time, but if you are stressed, wounded, annoyed, or agitated the time between murders will decrease. Day to day stress of paying rent and buying groceries will whittle away at the time between murders, while something big like being embarrassed in a fight might completely send you back into the need to kill even beyond your few normal restraints and favorite targets despite having just performed a spree immediately prior.

Pinocchio (+200 CP): Well you might not want to be a real boy, but you will find that you suffer many of the problems that drive the humanoid monsters to seek to become human so fervently. You are unable to taste food, or enjoy many of the pleasant aspects of human existence, every form of human pleasure is dulled or muted for you. You can still find some enjoyment in music, intellectual derived delights, or even maybe in acting as a

human, but these pleasures will be dull compared to those experienced by a human. This drawback also removes your primary sexual characteristics.

Save Enough Humans (+200 CP): You have to, or fail the jump. You now have a quota of humans you must directly save from a violent death or fail the jump. Sweeping societal change won't count for this, your task isn't to change how humans live, you have to personally protect them from the monsters, supernatural or man made, that lurk in the shadows. Minions can help you, but you need to attend in person, taking an active and personal role in the process. And any humans you kill will be dozens more people you have to personally save, though thankfully those who have cast aside their humanity to become super powered cyborgs, chimeras, or other such 'monsters' can be killed as you wish.

Don't worry too much, though, this will ensure that wherever you go in this world is prone to the same sort of monsters and murderers as lurk in Libra City. Finding them in the act is up to you however.

Seen too Much (+200 CP): You have uncovered too much information about the Unseen Council, and Vega now wishes to have you removed. Your removal is now her top priority, even above her own glorious death, and she is willing to bend all the resources at her disposal to the task. Expect cyborg assassins, homunculus hit squads, and political maneuverings all to target you at once. If you deal with Vega, or leave Libra City, you will find that other shadowy authorities want you dead, forcing you to deal with similar attempts on your life throughout the duration of the jump.

Became Human (+300 CP): Much like Bem at the end of the film you have become human… through a similar method. You have merged your life with a dying human, perhaps whoever your background in this world would have been, but instead of usurping their soul's place yours has been subjugated to them. They will possess all your powers, and access to your warehouse, but none of your skills or experience, and will have to learn to use your powers the hard way. You have no control over them, they are unaffected by any perks you have which would allow you to influence their behavior, and while you can observe their actions (sharing their senses) you cannot directly communicate with them, limited to an empathic link that allows you to share your general feeling on matters (such as happiness, approval, anger, disapproval, nothing more clear than general emotion) in a manner which is obviously a separate entity, and communicating to them in their dreams though these will usually be murky and half-remembered. And if they fail the jump you do as well. Any drawbacks you take apply to them (if you take **Save Enough Humans** they will believe they will be killed if they fail to).

No Longer Able to Survive the Atmosphere (+300 CP): Like Gravity Man you are no longer able to survive exposure to the Earth's atmosphere no matter how immortal you are. While a brief exposure won't kill you, you must live your life in a sealed suit which provides you with your new atmosphere only able to remove it for brief periods of time. Thankfully you will be provided with such a suit, which will continuously provide you with the atmosphere you require to live. Unfortunately if the suit is torn or damaged it will not automatically repair itself, you'll have to mend it yourself (and quickly). And if you leave the Earth it will apply to whatever atmosphere (or lack thereof) you find yourself in, still requiring this suit to keep you alive.

Promise Me Not to Use Your Powers (+300 CP; incompatible with Became Human): This world is not kind to those with powers. While you still possess your powers, you have promised your benefactor not to use them. If you use any power that is discernibly superhuman or supernatural, including things like cybernetic augmentations, you fail the jump. This also applies to any technology or items which are discernibly supernatural or beyond the technology of the world. You can still use anything that can pass as not being used, but if an ordinary human that casually observed it would immediately recognize it as extraordinary and you use it it's out; clothes that visibly repair themselves, or an instant healing factor would be out, but items that merely reappear in a safe place if broken wouldn't be out as a casual observer could mistake that for just an object that happened to be there. Breaking this promise will lead to your failing the jump.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

I generally tried to follow the show with precedence over the movie. This is why you get the show version of their energy attacks by default and can buy an upgrade for the movie's versions of Bem's and Belo's (I can't remember Bela's actually manipulating energy instead of just breathing it out still… but she got the ability to launch hair spikes that did nothing of use).

I have no idea why in Episode 10 Vega was able to restrain multiple with her powers at once while in Episode 12 she kept having them break any time she was lightly distracted.

The ninja guy was almost certainly a cyborg in his first appearance, much less second, but the Nin perk gives you his level of physical ability sans shadow diving, the Ninja Suit item gives you the shadow diving and the weapons he had after being revived as a bigger, buffer, cyborg (making you better as you have both power sets for him).

The Bullet is obviously non-canonical. The one in the show failed completely. But there were too many immortals running about, and something that worked on their flawed clones and was implied could have worked if it had been made from Vega instead of an ace that I couldn't resist the urge to include it as an option.

I don't know what canonically happens to things pulled into the vacuum mech. They don't show up again, and Bem, who has a very strict no killing humans rule, blows it up without concern despite dozens of people having been pulled inside. Given it also didn't fill up… apparently it got rid of them fast.

Pharmaceutical Corporation combines Doracho Chemicals (hence the fortified headquarters) and Gavin Briggs's Briggs Foundation (most of its function).

Changelog:

Version 1.0.0: Released.