
歪の
アマルガム
石山諒
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Amalgam of
Distortion
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怪物
JUMP COMICS

INTRODUCTION

In the 17th year of the Showa Period, at a village in the mountains of H Province, six mummified bodies were excavated.The bodies were about 60cm in length and were placed in wooden crates sealed with shimenawa ropes. Each body seemed to take the shape of a curled-up newborn.

During the second world war, the Japanese Army Research Institute took this discovery into consideration. Thanks to surplus funding from the government, they began research on using human bodies as weapons. However, the whole establishment vanished, along with their data and the original mummies, due to the post-war chaos. The name of this establishment is “SAI”.

In the modern day, SAI is alive in well, and is implanting cells from the mummies to create monsters called Amalgams. Though only 1/10000 survive.

The latest success is a boy named Rokumichi Kusaba. A simple highschool boy who was made into an amalgam after being tricked into jumping in front of an oncoming train by a hologram. After losing one arm and his entire lower half, he is injected with the monster cells. Through the unbearable agony facing both his mind and body, against all the odds, he retains his humanity.

It was his love for his childhood friend that kept him strong, and after his escape, he was enlisted by the Japanese Special Forces to help put a stop to SAI, and seek a way to restore his body so he can return to the normal life he treasures.

You receive 1000 Choice points to spend as you please, as well as an additional 200 Choice Points that may be spent on either Equipment or Monster Cells.

Sanctioned Security Risk:

Like young Rokumichi, you are a simple mystander that got roped into this situation through forces out of your control. You haven't yet been drafted into either side of the conflict, but for one reason or another, you'll be present during Kuromizu's infiltration of SAI and Rokumichi's rampage. From there, you'll have your chance to either escape, or try to cozy up to either the Special Forces or SAI. Your age is 1d8+14, and your gender is unchanged, though you may freely decide both for 100CP.

Special Forces Squad 0:

You're an agent of the elite Special Forces unit Squad 0. You're a top secret department of the Japanese Police Force dedicated to investigating and handling incidents that cannot be publicly acknowledged. For the time being, this means SAI, and the Amalgams they set loose into the world. Only two other members of Squad 0 are within reach at the moment, but soon a young Amalgam will be added to your ranks. Your age is 1d8+14, and your gender is unchanged, though you may freely decide both for 100CP.

Sai Organization:

You are a member of the criminal organization SAI. SAI is an organization that specializes in creating human weapons of all varieties, and the monster creation technology is one of their creations. Currently you answer to chief Sarrah Warren, a cannibalistic lunatic and the lead scientist on implanting monster cells. She is responsible for a great deal of SAI's growth, but with her at the wheel, more and more of SAI's resources have been gone to her own projects. Your age is 1d8+14, and your gender is unchanged, though you may freely decide both for 100CP.

DESIGNATION

SECURITYRISK

Stress Tested - 100CP:

Even if they have the luck to beat the odds, the one component all Amalgams must have to survive the process with their mind intact is pain tolerance. You have the will to power through being skewered thousands of times without losing your mind. Not because you don't feel it, but because you can hold on tight to the things that are important to you. This doesn't mean you don't still have a limit for how much punishment you can take.

Community Service -200CP:

Even if you're an unambiguously dangerous monster, whether in body, mind, or both, government agencies are willing to let you prove your humanity by using your skills for civil service. If you aren't guaranteed to cause a problem, they may even let you back into society if your service has been sufficient. This offer won't be on the table if you've left no ambiguity to your intentions of causing harm.

Peek-A-Boo - 400CP:

Despite being called monsters, and having some extra bits to them, for the most part, being a sapient Amalgam isn't much of a disability. For any powers or bodily modifications you undergo that result in visible physical deformities, you have the ability to retract these changes into your body when the power is not in use, as if you were a completely normal human.

Inhumanity - 600CP:

In general, humanity isn't the kind of thing that just comes back once it's lost, but you seem to manage. You have the ability to skim the line between human and monster. In the case of powers or mutations that rob you of your humanity as they get stronger, as long as you aren't completely gone, you can still recover your mind, though this will revert any power gained as well. If you completely lose you human mind to your powers, and manage to return through some miracle, you will retain the full extent of that power, without any of the mental degradation.

Hero of Justice - 100CP:

Your will has been sharpened to a razor's edge. You have no hesitation in taking actions that are cold of monstrous for the greater good. You can tell for certain when an action is actually for the greater good, and not just baseless paranoia. The only time you will need to doubt your righteousness is in situations so gray that you might as well be guessing blindly what the "right" thing to do is.

Living Antique - 200CP:

I know it's a trope, but it's still bizarre to see someone like you in this day and age. You have the skills of a master ninja. Your stealth and physical ability lets you infiltrate with ease. You can store dozens of weapons on your person, and use them all masterfully. You can even get poised to strike an enemy from behind without them seeing you enter the room, while they're facing the only entrance.

No Worse for Wear - 400CP:

It's only natural that monsters and collateral damage go hand in hand, but When you defeat an enemy, the damage from their rampage seems to just fix itself. Destroyed buildings are rebuilt overnight, and mutilated or deformed victims quickly return to normal, even if they logically shouldn't. This won't revive anyone who died, nor will it take effect if the enemy still technically won.

Normal Badass - 600CP:

With just martial arts, you can bridge the gap between your body and weapons, even human bioweapons. You feel no inherent fear towards them and can deal with them with relative ease. You can dodge semi automatic gunfire from dozens of machine guns point-blank. You can even use your techniques to fight on the level of genetically engineered monsters as a normal human. Your body is clearly superhuman, but some enemies are too strong to match with technique alone. If an ally or opponent is on the verge of transforming irreversibly into a monster in body and mind, you can bring them back to their senses through violence.

SPECIAL FORCES

ORGANIZATION

Doubling Down - 100CP:

Big surprise, evil organizations are evil. As long as the organization you work for is unambiguously evil, you get a free pass to be as horrifically cruel and repulsive as you want without anyone taking issue. Tricking people to jumping in front of a train with a hologram? How mischevious! Eating human intestines while getting turned on by screams of agony? Must be an acquired taste.

Armed to the Teeth - 200CP:

You have the medical and mechanical expertise to implant weapons into the human body. These weapons run off of the subject's biological processes and energy, negating the need for an external fuel source. These weapons can be deployed or retracted at will, with no external signs, or loss in physical ability. Losing too much bioenergy to the weapons can be fatal though.

Algorithmic - 400CP:

Your logical mind and grasp of biology has given you mathematical understanding of bodily movement. You can spot and interpret the tells and preparatory actions preceding any movement, and prepare to dodge before they've even made their move. You can deconstruct martial arts like this, but also this can also be used to predict attacks made with supernatural powers or inhuman biologies, as long as there are physical movements associated with it.

Baby Maker - 600CP:

Through horrific self-experimentation, you've perfected the ability to grant the powers or physical properties of your own body or those sharing your genes into others by implanting your cells into them. You can freely decide what abilities are implanted, but they must be rooted in biology to some degree to be implanted, though it's effects don't necessarily need to be within the bonds of physical possibility. The more fantastic or potent a power, the lower the survival rate, with 0.01% as the baseline. Though this can be slowly improved with practice.

COMPANIONS

Import - 100CP:

For each purchase, you may import two of your allies travelling with you from past worlds into this one. If you don't have anyone in mind, you can also just make entirely new companions. They recieve 600CP, and may gain up to 200CP from Impediments, though they will not gain any additional stipend for Equipment or Monster Cells. Naturally, companions can't buy more companions.

Canon - 100CP:

Each purchase of this allows you to select two characters already present in this world as potential companions. Against all the odds, you will repeatedly meet this person on good terms repeatedly. They'll find themselves warming up to you, and even if you become enemies, you'll often be presented with the opportunity to make amends, at least on a personal level. Gaining their informed consent will allow them to follow you on your travels to future worlds.

EQUIPMENT

Hero Bait - 100CP:

This projector allows you to render 3D holograms of people that are visually indistinguishable from the real thing. You can freely decide how they look and what they do. You can even simulate yourself to make a quick getaway.

Secret Clubhouse - 100CP:

You have your own secret base of operations. There is no paper trail that will lead people to this base. It has everything you need for living, training, and it even has a meeting room and secure underground cells.

Follow the Leader - 200CP:

You have a replenishing supply of tracking devices that can be injected directly into a target's bloodstream. These devices never break down, and are powered by the target's own bioenergy.

Armed and Dangerous - 200CP:

Several guns and rifles have been implanted all throughout your body, that you can deploy and control through muscle contractions. You never need to reload, and they're completely undetectable when not deployed.

Foreign R&D - 300CP:

You have exclusive ownership of a cutting-edge fighter jet. The jet is equipped with guns and missiles, but also an experimental stealth system that will render you invisible to most modern radars. Comes with piloting instructions.

Loud and Proud - 300CP:

Implanted into the palms of your hand is an experimental sonic weapon. Fueled by your own bioenergy, you can release massive sonic blasts that can annihilate half a forest in one shot. Be mindful of controlling the output.

Baby 1/0 [Mermaid] - 800CP/900CP:

You have the power of agelessness and immortality. Your body can regenerate from anything short of complete disintegration, and any foreign substances in your body are ejected over the course of 24 hours. You can even control severed body parts. Your regeneration also continuously replenishes your bioenergy, and without the risk of death or disability, can force high-risk medical procedures to succeed through trial and error. For an additional 100CP, you are not the spawn of the first mummy, but a human who dined upon the flesh of an actual mermaid. This allows you to give birth to monster children, akin to the ones used to make the Amalgams. They will always be stillborn, but their cells can be used to create abilities just as strange and potent as those of the Amalgams. You can decide whether you give birth to a monster or an actual living baby at conception.

Baby 2 [The Big Tengu] - 700CP:

From the palms of your hands, you can generate a strange black substance with properties that enhance gravitational vectors, allowing you to control gravity. In short, you can cause objects to fly, or force it in the direction you desire. You can even cause small buildings to levitate without your presence, or exert enough force to tear through steel. This can also be applied to create mini black holes called Unlucky Stars, that annihilate everything in their path until enough matter has been consumed. Using these powers to their full potential will cause two furry "wings" to sprout from your back.

Baby 3 [Red Devil] - 600CP:

Use of Baby 3's powers is accompanied by an eye in the middle of your chest, and various demonic traits. The power of Red Devil is to create Demonic Gates, portals that can connect two points in space, letting you traverse immense distances in an instant, or use them to teleport shorter distances in battle.

MONSTERCELLS

Baby 4 [Nine-Tailed Fox] - 600CP:

The power of Baby 4 comes in the form of nine furry tail-like tentacles sprouting from your back. You can control them all individually as powerful limbs, but there is more to them. Each tail has mouth at the end, and long prehensile tongues. The saliva of the tails can reconstruct the molecules of whatever it touches. These tongues let you mold matter like clay, like sculpting a stone into a sword, or licking someone's face smooth to watch them suffocate.

Baby 5 [Gogou] - 600CP:

The power of Baby 5 involves the control of brain waves, allowing them to rewrite one's memories freely. This also comes with the ability to manipulate electrical currents, and detect moving objects within a massive range of yourself. Use of this power is accompanied by circuitry-like growths all over the user's body.

Baby 6 [Gashadokuro] - 600CP:

The power of Baby 6 is limitless bone development. In other words, you're able to generate an infinite number of bones of any shape or size from your body. You can only generate bones so fast, and stronger bones take longer, but you can grow and regrow bones without any limit, it doesn't even take nutrients from your body to do so. You don't seem to feel pain from sprouting countless bones outside of your body either. You can freely control your bones and the form they take. The physical changes that come with this power are the bones which jut out of your body when in use. You may also end up substituting lost body parts with bone.

Baby # [???] - 300CP:

It doesn't really matter where these cells came from. You get the monstrous physical ability shared by all Amalgams, but no unique ability beyond that. This is still enough to take on some of the strongest humans with only two fingers.

Muddy Water + 100CP:

You are the hero of justice, and you will not stand for evil in any form. It's just unfortunate that your sense of morality is so black and white, not to mention violent. Things are either good, or they need to be slaughtered, no in-between.

Worrywart + 100CP:

You're just a mess of a human being. Your always anxious about everything, and when there's nothing to worry about, you just start thinking about irrelevant stuff to get stressed out over. This attitude has a way of getting on people's nerves.

I Did Nothing Wrong + 200CP:

You're one twisted child. You're possessed by an irresistible desire to murder people in aweful ways. You genuinely don't understand what's wrong about this, or why people look at you with such disgust because of it.

Hitting Where it Hurts + 200CP:

You have a normal daily life that you value above all else. Unfortunately, those you love are repeatedly dragged into dangerous situations because of you. You have to save them every time, from whatever horrific fate awaits them.

The Inner Battle + 300CP:

You're locked in conflict with your own powers. Using your superhuman powers will be paired with intense physical and mental pain. Using too much power will cause you to lose your life, and destroy indiscriminately as an empty husk.

Debts Unpaid + 300CP:

The life you live has been a lie. Your memories have been drastically altered, to bind you to a life debt that can never be repaid. You will be compelled to commit atrocities and put yourself in harm's way. Failing your master will result in more stress than your mind can bear, as will learning the truth.

IMPEDIMENTS

CONCLUSION

Go Home

You've experienced things that most people will only be able to imagine, but you've had your fill of the incredible. You will return to your original world. Whether to reacclimate to the mundane, or to overwrite it with the fantastical.

Stay Here

Unfinished business, or just a sense of obligation? Whatever the reason, you've decided to spend the rest of your life in this world. Fight as a hero of justice, an unstoppable villain, a bystander, or something else entirely. This is your life now.

Move On

One adventure has completed, now it's time to move right along to the next. You will leave this world behind, and move forward to yet another world. Is it peace or adventure awaiting you? Maybe you'll return one day, but for now, this is goodbye.

Jump by Gene

Any Designation can be taken as a Drop-In option.

Implanted weapons bought with Choice Points will not be pushed out of your body by any forms of regeneration you may have, unless you want it to. You may decide at the start of each jump whether you start with the weapons implanted in your body or not.

We know the powers of Babies 3 and 5, but we never see how they look on humanoid Amalgams, so I just guessed what the superficial changes would be, based on what we do know. Feel free to come up with something else, if you have any better ideas.

CLOSINGNOTES