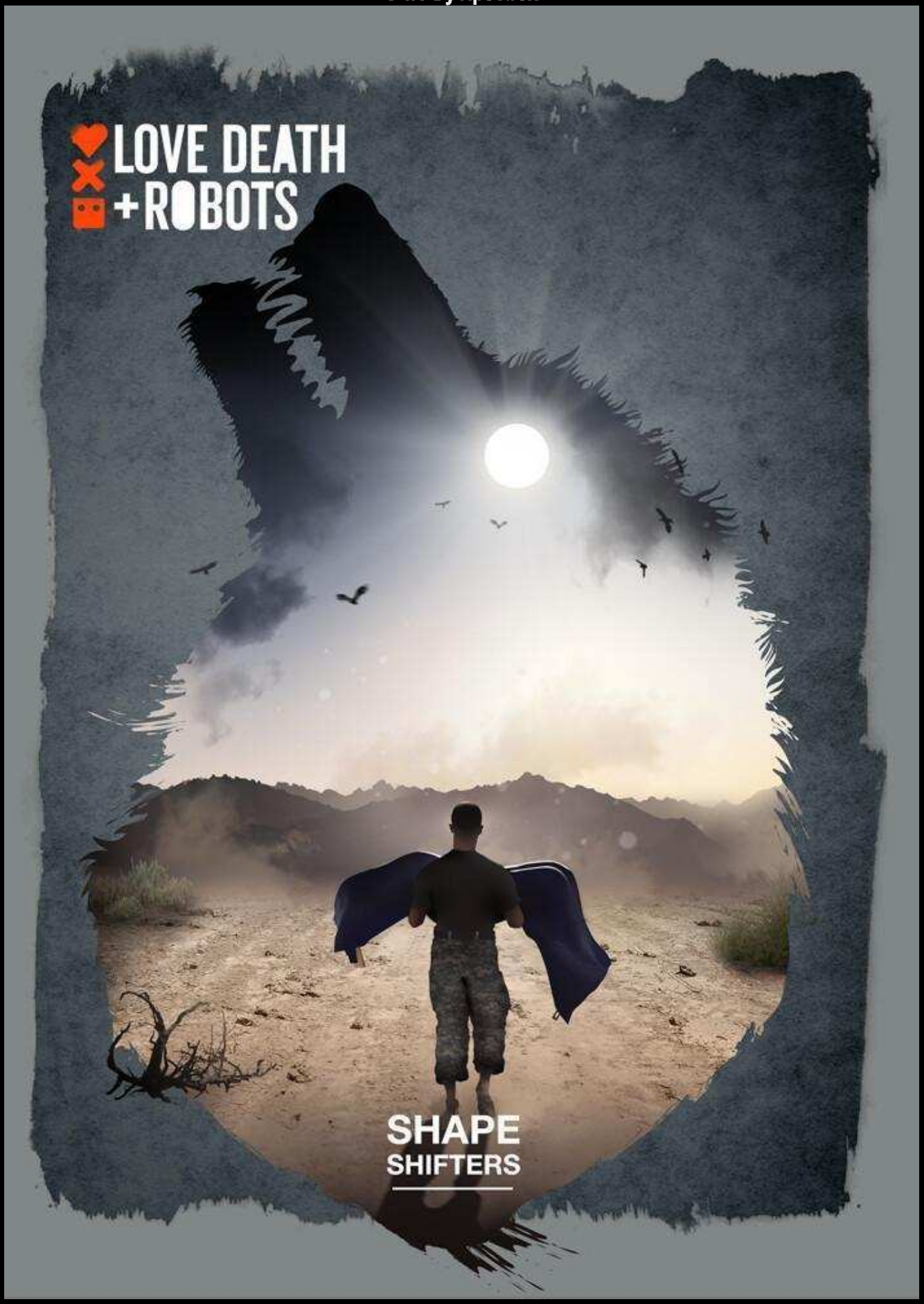
LOVE DEATH + ROBOTS
SHAPE SHIFTERS

V 1.0 By Apocbox



It's the middle of the war in Afghanistan, and the United States has made a controversial decision to include shapeshifters, people with abilities far surpassing that of humans, in it. They're despised by the majority of soldiers and have trouble fitting in. Soon a member of a duo of US werewolves will be killed by a Taliban wolf, with his buddy going after him in revenge.

ORIGINS

Choose your age and sex for free

Drop In

You appear out of thin air with no prior history in this world within walking distance of the US military base with two shape-shifters.

US Soldier

A soldier of the United States of America. You were deployed to Afghanistan a few months ago. You wake up in the base with two shapeshifters on it. They're to go on a mission today where one of them gets shot.

Taliban Fighter

A warrior of Allah fighting the American pigs that have come to your country. You wake up in a dilapidated shack a few miles from the American shack with the two shape-shifters in them.

Perks

Perks are Discounted to their respective origins, perks worth 100 are free and the rest is 50% off

General

Shape-Shifter 400

You're a rare subspecies of humanity, a werewolf. You possess increased physical characteristics compared to humans, being able to lift weights that even the strongest of men will have trouble with and run as fast as an Olympic sprinter with endurance for a couple of marathons at your full speed. You have night vision and an incredible sense of smell, being able to follow it for days and dozens of kilometers away, as well as an ability to see far into the distance, like you were using binoculars, by straining your eyes. You heal far faster than a human and can survive lethal wounds while also being able to regenerate damage that humans can't, like regrowing limbs and organs. But the main ability from which your kind gets its name is being able to turn into a man-wolf hybrid. In that form you are even stronger and faster, with only other werewolves or heavy ordnance being able to kill you. You do not possess any of the famous werewolf weaknesses from legends or and have great skill and experience in utilizing your abilities.

Drop In

Father To Your Man 100

You care about your subordinates, and they know it. The working or serving under you treat you with respect befitting a parent, while retaining any sort of professionalism.

Dog Trainer 200
You are an excellent animal trainer and can make even the wildest of beasts behave at least a little. Strangely enough, this also works on those that are part beast or can transform into one, as they automatically feel somewhat submissive to you.

General Weaknesses 400
Myth and truth vary from one world to another. In some werewolves, they are only somewhat allergic to silver, while in others that's the only thing that can kill them. Now whenever you have encountered a weakness of a certain type of being in one world, that weakness will persist into the others when you interact with their kind there. The more similar the two different versions of said beings are, the more closely the weakness transfers.

Playing God 600
You are an utmost genius when it comes to genetics and more specifically gene editing and splicing. From creating new, more resilient versions of the same crop to figuring out cures to genetic defects to finding out how to turn a werewolf into a human or vice versa.

US Soldier
Baisic Training 100
You've gone through some absurd version of basic military training and know everything they taught you there perfectly. Your body is always in top condition, and your skills and physical form never deteriorate. You are skilled with all ranged weapons, both shooting and taking care of them, and have talent for tactics and strategy.

Self-Discipline 200
You have infinite willpower and determination as well as immunity to mental trauma. Your mind is always sharp no matter the condition your body is in, and you have high resistance to starvation, dehydration, and poisoning. You also bleed out less and can survive with horrific injuries far longer than should be possible.

Sweet Taste Of Revenge 400
Did they really think that they could just kill your buddy and not expect to be hunted down? Whenever someone hurts you or your loved ones, your physical stats rise far beyond the norm to help you find the offenders and hurt them, and the angrier you are, the better the boost. With this, even a regular human could kill a werewolf or two if they killed their best friend.

True Freedom 600
There is no leash on you, and there will never be. No one can control your mind or soul, nor can your body be bound or locked up. Chains holding your hand rip as easily as tissue paper with the most minor of flexes, and the walls of any prison might as well be made of marshmallows when you have been imprisoned in them.

Taliban Fighter
Mountain Living 100
It's a tough life, but you manage. You have high tolerance and resistance to heat, with the sun and wind also being unable to blind you. You know how to move around the mountains and deserts far more quickly than others, as well as having some minor training with guns, both how to shoot and take care of them.

Stealth 200
You're a master of moving unnoticeably without sacrificing any of your speed. Your footsteps are silent, and it's almost like shadows absorb you into themselves whenever you're trying to hide in them. Lying still makes you even less noticeable, making people's eyes slide off of you.

Home Defender 400

Whenever you defend what you consider your home, be it a single building or an entire country, you and your allies get a boost in luck. How strong that boost is depends on how much stronger your opponent is than you.

Hit Them Were It Hurts 600
You are a master of psychological torment and physical torture. You know just what to do to hurt somebody so much that they would just give up. By just looking at someone, you can guess where and what their weak spots are as well as how to break them in the quickest and most efficient way possible.

Items

Items are Discounted to their respective origins, items worth 100 are free and the rest is 50% off. Anything can be imported in to a fitting item (Weapon into a weapon, tool into a tool etc.). If lost or stolen you get them back in an hour. All items can be brought multiple times, with free items costing 50 after first purchase. You can combine compatible items like A and B.

Drop In
Cattle Prod 100
A long electro shocker stick with infinite charge. It is quite painful and even more so to all sorts of man-beast hybrids or otherwise beings with mixed traits.

Silver Bullet Piercing Through 200
An infinite can of silver spray paint. It's highly effective against all types of werewolves and other shapeshifting creatures, burning and hurting them even if they were immune to silver.

Collars And A Leash 400
A box of ten electrical collars with GPS in them and a remote to control them. Act similarly to the Cattle Prod item with the added benefit of being unable to be taken off or broken without your permission as well as being able to hurt anything it is put on no matter their pain tolerance or even if they don't feel pain at all. Remote has an infinite range, and the GPS in the collar cannot be blocked in any way, and both have an infinite charge.

Universal Cure 600
Dart gun with an infinite amount of ammo. Any half-human hybrid or being that can change forms between human or humanoid and something else will be turned into a regular, normal human when hit with a shot from this thing.

US Soldier
Uniform 100
A comfortable set of desert camo. It is surprisingly durable, being around half as tough as Kevlar while also providing great protection from the heat. Doesn't impede your movement and is capable of stretching and shrinking to fit whatever form you take.

Weapons Delivery 200
A wooden box full of various modern guns numbering a total of about 50 and a good amount of ammo for them all. You can freely choose what guns are in there as well as choose again when you receive a new box each month.

Mechanized Support 400
A number of IFVs, tanks, helicopters, and planes numbering in the dozens. Similarly to the Weapons Delivery item, you can choose exactly what these are as well as choose again when you gain a new batch in a year's time. All of them come with enough fuel to last them about a month of active duty.

Home Base 600
An extremely defensible piece of land with an outpost on it. The walls are nigh impenetrable to both bullets and explosions, as well as having an infinite supply of food and water to last a hundred men an indefinite amount of time. Always has electricity, and any radios and other communication methods cannot be blocked here. Finally, it has two CH-53Es that are guaranteed to take everyone safely out of whatever county it is currently set.

Taliban Fighter
Stealthy Kit 100
A stealthy set of full-body-covering clothes that provides great protection from the sun and allows you to blend in with the rocks and sands easier. At any moment you can take most of it off and appear as a regular civilian with the rest of the outfit disappearing into your warehouse.

Homemade Weapons 200
An infinite supply of low-quality handmade firearms and ammunition to them. They will work surprisingly well in the hostile conditions like deserts or jungles and will never jam or rust but have dubious accuracy and penetrating capabilities.

Hidden Sanctuary 400
A hidden base inside a mountain. It is covered by an SEP field that makes your enemy's attention slide off of it as well as many underground passageways leading to nearby villages and towns. Has an infinite supply of food and water to last hundreds of people indefinitely.

Traitors 600
You have a few high-ranking generals of a chosen nation in your pocket. They are completely loyal to you and can both feed you top-secret information as well as seed disinformation to their own people. If they are ever discovered to be traitors, they will never spill anything you don't want them to.

Companions
Companions can’t take drawbacks.

Original/Import 50 for 1, 200 for 8
Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 cp to spend as they please.

Canon 100
Take any individual as long as you can convince them to go.

Drawbacks
Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

Extended Stay +100 per
Stay for 10 more years. Can be taken as many times as you want but you only get cp for the first 4 purchases.

Mutt +100 per

You are discriminated against for something. Maybe your race or gender or sexuality. Even people who are normally open-minded and inclusive will periodically say some casually offensive stuff. Can be taken as many times as you want but you only get cp for the first 4 purchases.

I Had That Dream About Your Sister Again Last Night +100
You say the dumbest shit that comes out of your mind with zero regard for anyone's opinions on the matter. Prepare to receive a lot of strange looks.

Wet Dog +200
You smell like a wet dog, and nothing can get rid of that smell. It is extremely noticeable and aggravating to both regular animals and werewolves.

Dog Soldier +200
You are a member of the military, and you will continue to be one until the end of your stay here. Even if you were to be severely injured, you would still not be discharged.

It's Still My Fucking Country +200
You're a patriot of either the USA or Afghanistan with nothing being able to change that.

Silver Hand +200
Silver burns your flesh, and the damage done by it takes ten times longer to heal while leaving behind ugly and painful scars. Doesn't matter if you're a werewolf or not.

You Can't Sit Here +200/400
You hate with all your heart either the whole of humanity or the werewolves. For an additional 200, it's both.

Claws and Blood +300
You cannot use ranged weaponry and must rely on either your body or melee weapons.

Full Moon +300
For the three days a month on the full moon, you will lose your mind and turn into an aggressive man-eating animal who can't distinguish friend from foe.

Common Enemy +300/500
The humans and the werewolves had enough of each other and are now in a global war. What this drawback does depends on which side you choose, and you have to choose. Siding with humans would make werewolves be able to turn humans into other themselves by sharing their blood with a newly turned person being guaranteed to side with the wolves as well. Siding with the werewolves makes it so silver is now an effective weapon against them. If you're a werewolf who's sided with your kind and also taken the Silver Hand, gain an additional 200 points since silver is now even more effective against you.

The Final Choice
First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take this toy versions of A for free.

Now Choose

Stay Here
Want to stay around? Well good luck to you. Here take additional 1000cp to spend here

Go Home
Want to go see your family? It's okay to miss them. Here take 500cp to spend here before you retire.

Next Jump
That's what we're talking about! Here take this A.

Notes

Changelog
V 1.0 Release