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-Introduction-

Years ago, a new pesticide known as Power Killer appeared in stores of Kangwon Province one day with the catchy slogan "One spray kills them all".

Despite the lack of marketing, this slogan combined with the makers also saying they'd pay for any bug that it fails to kill made the pesticide quite popular with consumers, especially with hikers, campers and online reviewers.

However, the problem was that the bug you killed would be dissolved in dust and its DNA would get mixed with the nearest human, causing a part of their body to transform into the bug's features and turning them into what became known as an Insect Human.

Soon after the bug spray was released in the market, its distributor, Natural Life, went bankrupt, leaving everything behind it veiled in complete mystery, especially the identity of its makers. Fortunately, as the small company was based in Kangwon Province, the scale of the damage caused by selling the spray to the public was luckily contained within the province.

Suchan Jang is one of the poor victims that used Power Killer (now better known as Jungle Juice) while he was in junior high and ended up being merged with a dragonfly. Currently, Suchan is a college student at the top of the social food chain and he’s still succeeding in hiding the pair of insect wings he gained, but, this is going to change today.

You’ll arrive here on the same day Suchan went to the movies with Mihui but they ended up encountering an aggressive Insect Human with Praying Mantis’ traits.

You’ll stay ten years in this world probably as an Insect Human yourself.

Good Luck.

+ 1000 CP

-Origins-





Your gender is the same from your last jump and your age is 18+1d8.
Alternatively, for 50 CP you can choose both yourself.
Any origin can be taken as Drop In.



NEST Student (Free): The NEST is an organization based on a large college town hidden behind a mountain in South Korea. Its main goal is to save and create a society for the infected people of Jungle Juice, protecting them from both discrimination from the mundane people and from aggressive Insect Humans, whatever it takes. The NEST's second purpose is that Insect Humans like you can apply for departments as students instead of choosing to live safely in the civilian area, so they can learn various skills and how to handle their inhuman abilities.
You're one of such students, being the second transfer student of this semester, with the first being Suchan, either because you've decided to enroll here in order to put your hands in the cure for your condition or because you wanted to be stronger. You'll start at one of the NEST's dormitories. I advise you to get ready because the Registration Day is arriving.



NEST Staff Member (Free): You were one of the NEST's students, but you have already graduated and decided to stay working here, as a respected member of its staff instead and one of those responsible for keeping this place running smoothly. It's up to you to decide your exact role at NEST, as you can be a more generic employee, a member of its many security squads, a teaching assistant or even one of its professors depending on your choices below. Depending on your role here, you'll start at NEST's civilian shelter or at one of its dormitories.



Pet Shop's Associate (Free): In addition to NEST, another force of Insect Humans that is out to collect the remaining cans of Jungle Juice, but their interests with them are far from benevolent like NEST's goals. This force is known as Pet Shop, a group of Insect Humans out to destroy the current social structure by creating a new society where the Insect Humans reign supreme against normal humans and only the strong can survive.
This organization, founded by a man only known as Breeder, was keeping itself hidden and its actions were more discreet, but, in the last few months, they've grown extremely bold and menacing, with their terrorist acts increasing in frequency and scale, especially those against NEST.
Either way, you're one of the many criminals associated with the Pet Shop, as one of Breeder's henchmen, regardless if you believe in his ideals or if you only serve him due to some other personal reason. You start in one of Pet Shop's facilities and/or safe houses.



Stray Dog (Free): In the middle of the war between NEST and Pet Shop, there's a third force, one considered hostile by both sides despite its benevolent nature. The Stray Dogs are a group of Insect Humans with nowhere else to go, leadered by Carl Davidson, the former chief researcher of the Jungle Juice project. Every one of its members is an Insect Human that has gone through Feeding at least once and, as result, they were slowly losing themselves each day if Carl hadn't found a way to help them.
Unlike the two other main organizations, while they lack a greater goal of creating a new society for people like them, the Stray Dogs have been tracking down and destroying former breeding labs of Pet Shop, as well as taking care of their Feed Trained Specimens, over the last few months.
Regardless of your exact background in this world, you're now the newest member of the Stray Dogs, with you arriving in its current base located on an abandoned school.

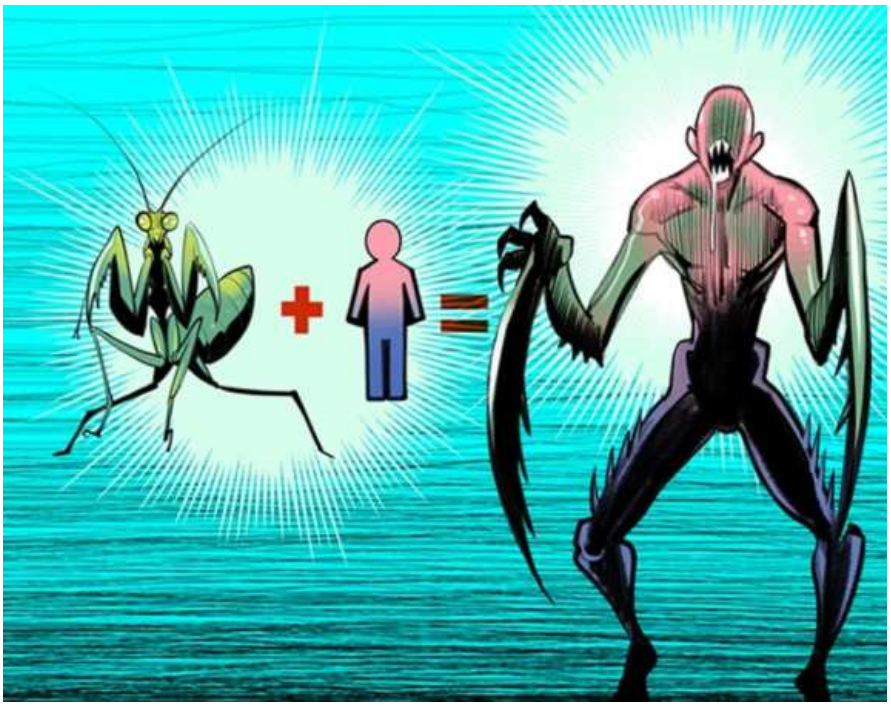


Member of M.A.S.K. (Free): In the past, the M.A.S.K. was a security team that worked in the lab "Jungle", but, after their employer attempted to kill everyone involved in the creation of Jungle Juice, the only remaining member, Gilbert Eisenbahn (better known as the Leader), developed a revenge plan. He turned the former security team into an actual squad of mercenaries, reuniting some of the worst people possible, such as various serial killers, con artists, vile researchers and even a cult leader. Their grand plan is to use a large-scale chemical terror attack in order to transform an entire city's population into mindless beasts to exact revenge against society and force the rest of the world to hunt the creator of Jungle Juice. Even if you aren't as vile as the other members of the group, the Leader recognized your skills and offered you a place in M.A.S.K., making you their newest masked mercenary. I just hope you don't get killed by your coworkers. You start at their hidden base in Gangwon.

-Perks-

Each perk is discounted by 50% to their respective Origin.
Discounted 100 CP perks are free.

General Perks:



Insecta Complex (Free for Everyone/Incompatible with the Just a Mediocre Human drawback): Maybe you were having problems with some insect and decided to use that bug spray, maybe you were attacked in the middle of the street by a stranger or maybe you were fully aware of what you were doing.
Regardless of the exact reason behind this, you've sprayed a bug with Jungle Juice and it just instantly got turned into dust that you inhaled. As a result, on the next day, you woke up already transformed into an Insect Human with some of the traits of the insect you were fused with.

You're free to pick any bug to be fused with (see notes for more explanation about what kind of insects you can choose), acquiring its natural abilities as your Insecta Complex, more usually called only as Complex.

First of all, you'll be mostly free to decide how your appearance was altered by your transformation. You could just acquire certain traits or features from your chosen insect (like visible parts of exoskeleton, claws, stingers, wings, horns, special eyes, or even extra limbs) or your entire body can be physically transformed into insect-like. These traits don't necessarily need to be on the exact same body part, as pincers may appear on your shoulders and stingers may be on your arm instead.

In addition to the cosmetic changes, your Complex also grants you the physiology of your chosen insect, not only enhancing your physical condition to above peak human

levels on a basic degree but also grants you access to special abilities of your design based on the insect's natural features, such as being able to fly with dragonfly wings. Again, such abilities don't need to be exactly like the characteristics of the insect, as Complexes have endless ways of practical use. A good example of an Insect Human with an ability that is beyond the insect's natural abilities is the leader of the Pet Shop himself, Breeder. His Complex grants him the physiology of a diving bell spider, mainly the ability to manipulate water using his web, a feat that is obviously beyond the spider's capabilities. It'll be up to you to decide which abilities you'll develop from your chosen insect physiology, as long as they're within the limits of the other abilities shown in the series.

Furthermore, regardless of your chosen insect, your skin will also be reinforced at least to a minimum degree, even if it isn't visibly altered, turning it into a sort of Exoskeleton. Some species will naturally have their Exoskeleton more resistant than others while other species may have abilities that literally turn it into a biological armor, but, for all of them, there is a way to enhance its durability and hardness that will be explained later.

Lastly, the most common path to enhance your Complex is through understanding its characteristics and through training to develop your skills, however, there is a darker way to evolve it beyond its natural limit: Feeding. This is the act of eating the flesh of another Insect Human, which causes the Complex to evolve and become stronger by absorbing the meat's nutrients. Despite this, they generally lose their reason in this process and end up with an immense craving for Insect Human's flesh, so I'd advise you to avoid following this path unless you're prepared to deal with all the consequences.



+Rare Complex (100 CP/Requires Insecta Complex): Normally, you would be restricted to only pick a non-extinct regular species native to this world, however, by taking this perk that act as a sort of "modifier", you'll be able to choose to have a rare and special Complex instead of a regular one. There are three possible options for you. First, you'll be able to choose an extinct native insect, having been fused with its preserved samples instead of the living animal, such as the frightening *Manipulator modificaputis* or the giant Monster Millipede. Second, you'll be able to fuse with an insect from any world that you've visited before, as long as said insect is at least similar to this world's bugs and you have at least a sample of their genetic material.
Third and last option, your Complex will be of the same type as Hwanyeong Yu's, as the insect you've fused with was infected with some kind of parasite, resulting in you also developing some ability related to such being. Using Hwanyeong Yu's case as

an example, she was fused with a firefly that was infected with cordyceps, resulting in her developing healing capabilities based on the fungi's properties. Another possibility would be fusing with a regular ant infected with a different strain of cordyceps, which could grant you some degree of mind control through generating the fungi and puppeteering those contaminated with it.



+Living Hive (200 CP/Requires Insecta Complex): Normally, one human is unable to fuse with multiple insect specimens, but rare cases of successful fusion do occur with specimens that dwell in groups, such as ants, bees, cockroaches and termites.
You're one of such rare cases, having fused with an entire colony of approximately a thousand of your chosen species of insect.
The benefits you gain from this varies according to what kind of insect you are, either you develop some special, powerful ability based on your status as a living colony (like the Old Man of the Predators that, due to fusing with a colony of Exploding Ants, has the ability to plant explosives that can be remotely detonated on anything he touches with his left arm) or you'll have access to the accumulated power of the colony to enhance a specific trait of your Complex (like how the accumulated life force of 1000 cockroaches grants Huijin an incredibly powerful regeneration).
In the latter case, as it's a clearly more powerful option, you'll only be able to use a portion of this power at the start of the Jump and you'll need to train in order to harness all of that force.
In the case you have chosen an insect that doesn't usually dwell in groups, like dragonfly or scorpion, instead of fusing with an entire colony of 1000 individuals, you'll only fuse with an approximately ten of them, which will grant slightly weaker benefits as such species don't form colonies and you'll only be able to successfully fuse with them due to paying a special price.



+Experimental Enhancement (200 CP/Requires Insecta Complex): Insect abilities are weapons and people naturally would seek for artificial means to enhance them. During your childhood, you were experimented on by the same organization that was responsible for your transformation into an Insect Human, causing one of your Complex's abilities to be enhanced in an unnatural way and possibly change into a whole new ability.
How drastic is the enhancement of said ability determines if the experiments done to you will have consequences in the form of possible side effects.

For example, if your Complex is the Emperor Scorpion, the experiment could have enhanced your low poison level to make it considerably deadlier, with this having no negative side effects over you. However, on the other hand, if your Complex only granted you the ability to produce a fluid-like acid which upon contact causes a fire-like sensation, the experiment could have altered it to actually evolves into true pyrokinesis, but, such drastic enhancement will bring serious side effects, such as the fire you produce also burning you and causing excruciating pain for example.



+Feed Training Specimen (100 CP/Requires Insecta Complex): You went down a path that there is no turning back, whether by your own will or forced by someone. You have consumed the meat of a fellow Insect Human and such an act of cannibalism changed you, for better and for worse, as well as opening a new dark path of growth.
First of all, as your body absorbs the meat's nutrients, the insect genes within you will be enhanced, causing your insect traits to be enhanced to a basic degree, such as horns and claws growing slightly larger, and your sense of smell will be greatly augmented, allowing them to easily detect the scent of other Insect Humans, to the point of even being able to distinguish regular ones from other Feed Trained Specimens like you.
Furthermore, from this moment on, intense craving will take hold of your body and your humanity will slowly corrode (or quickly corrode, depending on your actions), so, by taking this perk, you must take the **Carnivorous Specimen** drawback for no extra points. Fortunately, there are ways for you to control such negative effects.

Fun Facts With an Entomologist (100 CP): You might not be a proper entomologist, however, you still possess a wealth of knowledge when it comes to the capabilities, behavior and properties of basically every mundane insect species of this world, requiring someone to be a true graduated entomologist in order to be able to surpass your knowledge in this subject. This type of knowledge is especially useful in a world like this one as you can easily deduce which is the Complex of an Insect Human by analyzing their physical traits, as well as allowing you to predict what kind of abilities they might have hiding based on their insect's natural capabilities.

The Undefeatable Natural Enemy (200 CP): In order to restrict the limitless propagation of any specific species and regulate the ecosystem, nature has a cruel way to maintain the balance: the natural enemy, the worst predatory opponent imaginable for said specific species. In addition to bigger predators like frogs and anteaters, several insects also have other insects as their natural enemies and, when an Insect Human of a given species encounter an Insect Human with the Complex of their fated natural predator in battle, the prey will feel an instinctive fear,

however, such instinct can be overcome through willpower or simply being stronger than the opponent.
However, this is something that will never happen with your prey. Everytime you encounter a being you can be classified as its natural predator, you'll always instill an instinctive, powerful fear into the core of their being, no matter how powerful they are. While those with willpower powerful enough won't freeze out of fear, they'll still fear you no matter how well they can handle it and will shake at least a bit. This also makes it far easier for you to intimidate your fated prey. Lastly, you can turn this perk's effect on and off at will, after all, I don't think you'll want your allies to also be frightened by your presence.

The Defense Mechanism of the Jumper (200 CP): The Defense Mechanism is the mode in which the Insect Humans react to threats. Normally, our sense of reason as humans achieves a balance with our animal instincts, but, Insect Humans like us can temporarily enter in a state that can break that equilibrium and tap into our instincts, allowing us to exert even greater power. This state is the Defense Mechanism, which is used to enhance our insect abilities. However, these mechanisms are hard to control, as if you break the balance between reason and instinct by too great a difference, you may enter a state in which you've lost all sense of reason, but this is pretty uncommon to happen for most Insect Humans. Using Defense Mechanisms is something every Insect Human is naturally able to do, but, by taking this perk, you receive a few benefits.
Firstly, you're naturally skilled at controlling the balance between reason and instinct that allow you to effectively use your Defense Mechanisms without any risk and consuming far less of your stamina. Second, you're now also able to use these mechanisms to enhance any biological abilities by tapping in your instincts, not only your Complex's abilities. Third and last, you're very skilled when it comes to creating new techniques to be used with your Defense Mechanisms, as well as having the needed creativity to give interesting names for each one of these techniques.





Gigantism (400 CP/Requires Feed Training Specimen): Through multiple sessions of Feeding, most Insect Humans eventually lose themselves in this urge to feed on prey and become beasts, both mentally and physically as the insect genes within them overwrite more and more of their human side. However, their evolution doesn't stop there as they keep growing more monstrous everytime they consume more Insect Humanoid meat, until reaching the level of the monstrosities known as Mega-Breeds, the Breeder's masterpieces and most cherished specimens. Originally, there would only exist four of this kind of monster, but, apparently, the Breeder decided to create the fifth, by forcing you through consistent Feeding sessions over a long time period that resulted in you becoming a monster on par with Mega-Breed like Gigantea, the Hercules Beetle and the White Witch.

As a Mega-Breed, you have grown to a gigantic size, being at least five meters tall (or even taller than this depending on your chosen insect) and having an equivalent increase of your physical attributes, as well as having all of your insect features overdeveloped in a monstrous fashion. Furthermore, your Exoskeleton has become extremely resistant to the point of even causing your skin to become darkened.

Normally, becoming such a monstrous physical powerhouse would mean you'd have lost your humanity since a long time ago, however, as you're paying a special price, you'll have maintained your mind intact despite becoming a beast, but keep in mind you'll still feel all the negative effects of Feeding despite still retaining your ability to reason. Lastly, you don't need to worry about the Breeder wishing to hunt you.

NEST Student Perks:

The Most Dominant Species of Them All (100 CP): Jungle Juice turns humans into living, breathing weapons and, considering how it's common for people to become serial killers or even mindless beasts by the consequences of Feeding, it's quite a challenge for someone to keep their human heart alive despite their now inhuman nature. Fortunately, this isn't a challenge for you, as, when it comes to resisting any change in your mind that could make you lose a part of your humanity, your willpower will be temporarily enhanced and you'll have an easier time to finding ways to resist your instincts, such as biting yourself to not attack others during a berserk rampage for example. Of course, this doesn't grant you immunity to the psychological effects of things like Feeding and Hunter's Force, but you're going to have an easier time leading with them.

Top of the Social Food Chain (200 CP): You're a pretty popular guy/girl in NEST, being that kind of person that is invited to all the school parties and social events. This isn't for nothing, after all, you have an innate, deep understanding of the working of a society's social aspects, be it in college or outside it. This understanding makes it far easier for you to rise to the top of the local social food chain, as well as making you always aware of the possible impact caused by your actions on your popularity and reputation among the groups you're part of, allowing you to never compromise your position accidentally. Furthermore, you also know how to look confident, act friendly and approachable and have a good sense of styled hair/clothes appropriate for the situation you're in, all in order to achieve success in your social circle. If you were in a mundane college, it would be easy for you to become the reigning champion of its social circle, but, in a place like NEST where merit and strength matter a lot, you're going to make a lot more of effort to really rise to the top of the social food chain.

The Hidden World (400 CP): The world can't know about the existence of Insect Humans for their own safety, so, to keep them invisible, NEST uses its resources to erase every evidence of their existence and Insect Human situations in the normal public. For situations of minor importance, NEST usually sends trusted students to take care of them. You're one of such students and, after so many successful cases, you've become a specialist when it comes to hiding the existence of the supernatural from the mundane people.
Some of the simple methods employed by NEST you've become very skilled with includes using drones to fake said supernatural events was just a show, flooding the forums about the situations, manipulating the media coverage, disseminating false film recordings and even tricking the police to get them off the suspects' scent by creating false clues to lead them in the wrong direction.
However, it would be pretty difficult, or even impossible, to hide the supernatural if something like the attack of an rampaging Insect Human happens in the middle of a big city.

Furthermore, if you manage to have access to a lot more resources than those available for NEST, you could even manage to hide the existence of the supernatural in a world like that of Fate, where the battle between Servants and other magical beings tend to be a bit too flashy considering they should be hidden.

Forced Doping (600 CP): In addition to brainwashing, Gayeon's neurotoxins also have an alternative usage. Through alteration of the target's nervous system, the neurotoxins can trigger their Complex and temporarily unlock its true potential for around two hours, acting as a form of forced doping. In some special cases, once returned to normal, the affected Complex will begin to change and grow, little by little evolving towards that true potential once unlocked artificially, like what will happen with Dohwa due to being temporarily controlled.
You might not have been attacked by Gayeon in the past, but, regardless of it, you developed the unique ability of using this form of Forced Doping on yourself, but targeting and triggering specific abilities instead of only your Complex.
Once a year, you can trigger a single, specific ability or perk you have, unleashing its dormant potential to grant it a tremendous boost in power for around two hours before returning to normal. However, exactly like Dohwa's Complex, the ability that was triggered will also begin to change and grow, slowly unlocking more and more of its dormant potential.
Initially, you'll only be able to use 10% of the original, artificial enhancement for a few minutes at best before exhausting yourself, but, with enough training and effort, you'll eventually reach the point of being able to use 100% of its dormant power indefinitely. Stronger abilities will obviously have more powerful boosts, however, keep in mind that they'll be harder to train than weaker abilities and thus will require way more effort and time to fully unlock their potential.
Lastly, you can only trigger an ability or perk once, but, if it evolves into an entirely new form (and thus with a new dormant potential), you'll be able to trigger it again.



Hunter's Force (600 CP/Requires Insecta Complex): For the Insect Humans, DNA compatibility refers to how well an insect's DNA has fused with the human host and this compatibility determines the wide variety of effects of Jungle Juice, as the varying degrees of compatibility determine how Complexes manifest. This is why some people have physically transformed into insect-like bodies while others have only acquired certain traits or features.

However, there are special cases. You're one of those special specimens, the likes of Suchan and Gayeon Sin, the select few Insect Humans whose DNA is exceptionally compatible with the insects they were fused with.

Due to your high compatibility, your limbic systems, in charge of your instincts, have been fused with that of your insect. As a result, you gained access to the Hunter's Force, a powerful hidden trait stemming from the natural instincts within your insect DNA, which causes an absolute increased power of your insect abilities but that initially used to make you experience an odd phenomenon in which instinct takes over reason, causing you to lose your ability to reason and your control over your Complex when activated.

However, as you're paying a special price for this, like Suchan and maybe Gayeon, you'll have already tamed this power without needing any more regulatory training to control it, allowing you to act with the same beastly instinct as the Feed Trained Specimens and yet maintain your mind in full control over your body.

Furthermore, whilst active, this state will causes your eyes and traits like wings and horns to glow and grant you a massive boost to all of your physical capabilities, increasing your physical strength to match that of Predators and giving you a very keen sense of smell on par with that possessed by Feed Trained Specimens, as well as massively enhancing the power of your Complex (and any other biological-based ability you might have).

Lastly, there is something extra about this power. Considering that insects don't have a limbic system, it means your limbic system actually fused with one of the pieces of the insect's brain, meaning its "mind" is actually residing within you, manifesting as a giant version of it inside you mind and technically making your Complex alive. Normally, this would be another obstacle for you, however, as you have fully tamed it, this "insect" will actually be friendly towards you and won't attempt to take over your body, as well as defending your mind from any potential hostile invader without being needlessly territorial, giving an extra layer of protection to your mental space.

NEST Staff Member Perks:

Code of Conduct, Article 18 (100 CP): Propolis Members may use their complex to uphold order on campus. This is just one of the many rules that are enforced in NEST in order to maintain the order and prevent any possible seed of chaos from developing. As a respected citizen and staff member of NEST, you've already memorized every single one of them and, not only that, you'll always be aware of all the rules of the organizations you're part of. Furthermore, this also has the side effect of making you aware of the terms and conditions of any deal and contract you've agreed with, be it supernatural or not.

Tactical Combat Instructor (200 CP): When you were still a student, you were trained by Professor Ji himself in the so-called Mega-Pest Combat Techniques, a special martial art developed by him to be used by Insect Humans without special offensive abilities and who are forced to rely on hand-to-hand combat, being mostly based on Jiu-Jitsu and other fighting styles that were the basis for the Modern Army Combatives program. In addition to being a very skilled practitioner of the Mega-Pest Combat Techniques, essentially already having achieved the same rank of Jaesong Hyeok, you're also skilled in teaching this martial art to others, requiring only a few weeks of training for you to take an amateur in combat and make them a fighter on par with Huijin. However, keep in mind that this martial art only reaches its fullest potential when used by people with enhanced physiologies like the Insect Humans.

A True Educator (400 CP): Now, Jun Ji has a rival when it comes to being the best professor in NEST. You're a very good teacher on par with Jun Ji, being a specialist in intimidating your students with threats of expulsions and possible deaths to then turning it around and rewarding them with profound insight that help them grow as individuals. Even those that have deeply rooted inferiority complexes and self-hate could channel them towards their own personal growth with your assistance.
But your lessons aren't restricted to support only your students' personal growth, as you're also skilled in teaching them on how to control and evolve any supernatural ability they might have, capable of easily identifying what are their strengths and their weaknesses, as well as also being able to easily develop individual challenges designed to strengthen such weaknesses.

A Cruel Educator (600 CP): Like Jun Ji and the Dean, many of the NEST's educators seem to be adept of some … harsher teaching methods, like threats of expulsions and even possible deaths. However, considering how cruel the world is for Insect Humans and how much their students grew up in such a short timespan, such methods can be considered justified. Even if you make use or not their methods, everytime you intentionally expose your students and pupils to some risk, the quality and effectiveness of the training as well as their experience gain will be enhanced proportionally to how serious said risk is. After all, only the strong will survive in this world and it won't patiently wait for those larvae to grow up, so a quick and effective teaching method seems to be perfect in this case. For example, if you

decide to be really drastic and plan to actually kill your students if they fail, a single training session could be equal to entire months (or maybe an entire year) of dedicated training.



The Epitome of the Insecta Complex (600 CP/Requires Insecta Complex): There is a level of mastery that only a handful of individuals can reach by honing their Complexes to the very extreme. This level of superiority is the upgraded form of Defense Mechanism which also serves the pinnacle of an ability of a Complex, the so-called Advanced Defense Mechanism. And you, my friend, are one of the few people that reached this level by training and understanding your Complex to the maximum.
Before starting to talk about your Advanced Defense Mechanism, as the requirement for reaching this level, you also have an extensive knowledge about how your insect abilities work and how to masterfully wield them, as if you had trained and studied it for several years. Now, it's now up to you to decide how your Advanced Defense Mechanism will manifest from four possible options.

- The first option is to strengthen the raw power of a single insect ability you originally have to an absurd degree, akin to Jun Ji's Nuclear Blast that is able to defeat opponents like the Predators in a single attack. For example, if you had a toxin creation ability, you could create an Advanced Defense Mechanism that involves producing a special toxin as powerful as the Seed created by Bidan Lee.

- The second option is to enhance one of your insect abilities, but, instead of focusing entirely on raw power, you'll focus on augmenting its effects and evolve it to its next form, in the same way as San's Bubble Golem gives her the ability to telekinetically control the toxic bubbles she produces. A Complex capable of creating explosions could gain the ability to focus them into concentrated and extremely destructive projectiles for example.
- The third option is to have your Advanced Defense Mechanism be a transformed state you can access to enhance all of your abilities to a lesser degree, like Huijin's Valkyrie form that enhances all of her physical attributes and her resistance against toxins. Additionally, this transformation might also unlock some physical trait possessed by your fused insect that you don't have access to in your base form, like gaining the wings of an ant or cockroach while only you're transformed.
- The fourth and last option is to your Advanced Defense Mechanism not be an active technique, but a passive, general boost to all the characteristics and traits of your Complex, like how Jaesong Hyeok's Complex went from creating only small pieces of biological armor to becoming able to create a full body armor that grants him an incredible defensive power. This general enhancement is weaker than the one granted by a transformation, but this one will always be active and won't consume your stamina.

You can purchase this perk multiple times if you want to receive multiple Advanced Defense Mechanisms, but extra purchases won't be discounted, only the first one.

Pet Shop's Associate Perks:

For the Greater Good (100 CP): The list of the crimes and awful acts committed by Pet Shop and its members is very long, including, but not limiting to, countless homicides, torture, kidnapping, large scale terrorism, human trafficking, brainwashing through Feed Training and forcibly turning random bystanders into Insect Humans. However, if all of this is to one day create the Breeder's ideal world where the law of the jungle is supreme, one with a twisted morality could say it's for the greater good. If you're planning to join such an organization, this is going to be good for you. At will, you'll be able to turn off your morality and guilt, allowing you to act fully unrestrained by them. Of course, you'll still be aware of what you're doing and won't turn evil by simply turning them off, however, you won't have any problem with any action you've done during this time. After all, it's all for the "greater good", isn't it?

Eye for Corrupt (200 CP): Despite NEST's high security, Pet Shop still managed to infiltrate three of its agents to act as spies, each one of them motivated by different reasons. As someone affiliated with Pet Shop, you seem to have developed a special. You're able to sense if you can or not corrupt someone into working for you by merely looking at them, be it through offering things (like money or power), manipulating them or just directly blackmailing them. While this doesn't exactly give you knowledge of how to corrupt them, just a general idea instead, this also makes you aware of how difficult it'll be for you to corrupt them, so it'll be up to you to discover how to make them your allies.

Shadowy Force (400 CP): Apparently, you were trained in the arts of stealth by Pil Henson, one of Breeders' right hand men that act as a transporter for Pet Shop. You're capable of silently moving with almost superhuman precision while maintaining your top speed. Your mundane stealth skill reaches the point that it could even make you a match to Pil himself if it wasn't for his Complex's camouflage ability. Furthermore, your skill in remaining hidden doesn't limit only to your movement, but also extend to the damage caused your actions, as you're also proficient in disguising damage provoked by you as if it was caused by some natural cause like how the Breeder floods entire small towns in order to kidnap people and turn them into new specimens, while disguising the damage as if it was a natural flood. Of course, you could also use this skill to incriminate others instead of disguising the damage as natural if this fits you more.

Master of Feed Training (600 CP): There are many monsters among Pet Shop's forces under Breeder's control, like Gigantea and the Predators, but, regardless of their power, the organization's greatest weapon is the Feed Training, that is, the process of brainwashing and strengthening Insect Humans through Feeding. After a long time working with the Breeder, he decided to teach you the techniques of Feed Training that he uses with his specimens and you upgraded them to a whole new level.

In addition to being trained on how to get your specimens that have lost themselves due to Feeding to eventually become completely obedient toward certain individuals, allowing you and people of your choice to command them as long as their addiction to meat is sometimes satisfied. You also have knowledge related to the methods needed to cause specimens to develop further into Mega-Breeds through continuous Feeding and related to how to create the hellish conditions needed to induce the development of Predator-like beings.

Additionally, when you or your Companions/followers are those Feed Training your specimens, it doesn't matter if they're Insect Humans or not, as the effects of Feeding will be the same, with a few key differences depending on their specific species, but, in general, they'll always become more monstrous and more powerful. Furthermore, both Insect Human meat and the flesh of their own species will cause the same effects related to Feeding for them.

For example, if your specimens are Ghouls, if you can feed them with Insect Human meat or with Ghoul meat and both will cause them to become the Ghoul version of a Feed Training Specimen, which, in this case, will cause them to develop into an even more monstrous version of kakuja.

As a bonus, you also become very skilled in disguising the flesh of some species as if it was regular animal meat, which can be pretty useful if you want to trick someone into Feeding.



The Origin of the Predator Species (600 CP/Requires Feed Training Specimen): You were one of the many subjects that survived the Feeding experiments controlled by Breeder, however, in order to survive that hellish lab where anyone could be prey, you willingly choose to become a monster and your Complex evolved, turning you into a different breed from the other Feed Training Specimens and allowing you to attain a greater power while still keeping your sanity. You've become one of the Predators, a group of monsters that embraced the corruption caused by Feeding and, this way, managed to overcome the risk of insanity.

As a Predator, your physical condition was enhanced to put you above a trained regular Insect Human, as well as your Exoskeleton having been strengthened to grant you impressive durability regardless of your Complex but still far below the level of a Mega-Breed's Exoskeleton.

However, what sets you apart from other Feed Training Specimens is how your Complex decided to evolve after consuming the nutrients from several Insect Humans and augmenting the insect DNA within you. You acquire the special ability known as "Origin of Species", which allows you to temporarily borrow the Complex of a species close to your own fused insect, essentially transforming your body in order to give you access to some of said species' abilities and manifesting some of its traits in a way that is fused with your original insect's traits.

You'll be free to choose which will be this secondary species, but it must be within the same superorder as your fused insect. For example, if your Complex is of a Firefly, you could become able to manifest the traits of a Hercules Beetle, as they're both from the Coleoptera order. However, this ability has a limitation, as it's a borrowed Complex, it'll strain your body as you're forcing it to do something it isn't adapted to.

Lastly, due to you having fully tamed the risk of insanity and the urge to feed on prey caused by Feeding, you won't be forced to take the **Carnivorous Specimen** drawback for no extra points as its effects are neutralized.

Stray Dog Perks:

Temporary Solutions (100 CP): The training developed by Carl to gain mastery of the Blackout experienced by Feed Trained Specimens consists of several stages, with the first one of them being to overcome the urge to feed. Until achieving mastery, it's hard to fully overcome it. Fortunately, there is a workaround to contain this strong impulse, albeit temporarily, that is by consuming real bugs instead, working just like how chewing nicotine gum can reduce cravings for smoking. You took this concept to heart, as you can always find alternative ways to temporarily satiate any urges, instincts and/or addictions you might have (or at least offer some temporary relief for you). The closer the alternative ways you utilize are to the real thing you're craving for, the more they'll work, as, if you're a vampire with a literal thirst for human blood, drinking animal blood will satisfy you way more than drinking some red juice for example.

Maxed Physical Aspect (200 CP): The second step of the process to acquire mastery is to max out on physical training as, how blackout occurs when the Insect Human is driven to the absolute edge both mentally and physically, it's mandatory to have a strong physicality in order to control it. Carl's physical training involves smashing a boulder underwater while wearing weight constraints and every member of the Stray Dogs need to eventually pass through this step, with you not being an exception to this. Due to having already completed this training and absorbed a portion of the light of an Amber Fossil (which is the key for attaining control over blackout), you've attained peak physical condition, regardless if you look like a massive muscle-man, a small child or a thin girl for example. Furthermore, you won't need more training to keep your physical condition and it'll never degrade due to your aging, allowing you to remain in your prime health and condition even in old age.

Quarter Mastery (400 CP): For those that haven't learned how to fully control Blackout yet, there is an alternative way to experience some of the benefits without risking to lose their reason, which is through submitting just a quarter of themselves to the influence of Blackout. While you might already have mastery over Blackout, you can still apply this same concept to any other berserk state (or any other transformation that makes you lose control over yourself in some way) you have access to. By focusing your energy on a part of your body and partially entering said state, you'll be able to keep control over yourself despite feeling as if a part of your body didn't belong to you anymore.
The benefits (and other potential side effects) you'll have from this partial transformation will be limited to 25% of its total power at best, but this is a little price to pay in order to attain control over such uncontrollable powers.

Jungle Scientist (600 CP): In truth, you aren't just another person rescued by Carl from one of Pet Shop's breeding labs, but you're actually his coworker, being one of the scientists that directly worked in the development of Jungle Juice. While you might or not be involved in the death of thousands of innocent people that were used as subjects like him, you fully understand how Jungle Juice is made and how the principles behind it works. Furthermore, you're also a true specialist in DNA mutation and gene modification, especially when it comes to insects and similar beings, making you able to replicate or even enhance things like June Bug and Cinderella if you have the right equipment and the needed base materials. Your knowledge also allows you to literally manipulate the physiology of insects to grant them traits of your design by editing their genes, much like how the M.A.S.K. Researcher uses to do. Additionally, as you're the third survivor of the Jungle lab's explosion, you don't need to worry about the creator of Jungle Juice wanting to go after you to eliminate any evidence of the research. Lastly, if you want, you may add ten years to your age, unless you want to be a prodigy that worked as a scientist while you were still a child.

Blackout Mastery (600 CP/Requires Feed Training Specimen): When an Insect Human consumes the flesh of another Insect Human, they undergo a new transformation, the instincts in their Insecta Complex start to overwhelm and control them, with the insect genes inside them will begin to take over their body and overwrite their humanity.

This is what causes the blackouts and loss of rationality experienced by Feed Training Specimens. So, in order to overcome the urge to feed on prey and regain complete control over the body, the Insect Human will need to fight in order to subjugate and tame the mutated insect genes within them.

In the same way as the other members of the Stray Dogs, after a long time of training, you've won this battle, completely taming your Insect DNA and being in full control over yourself now, with no more risk of going rampant. As a result, you've mastered Blackout, becoming able to use this new power in battle.

When active, the power of the Blackout will dramatically enhance your physical abilities putting you on the same level as the Predators, as well as darkening your scleras, but those aren't its main effect. Considering the way to use its power is to embrace the genes of the (first) Insect Human they happened to have consumed, the successful mastery of Blackout allows you to partially emutate the Complex of said Insect Human. Essentially, this allows you to transform your body in order to give you access to some of said Insect Human's abilities and manifest some of its traits in a way that is usually independent from your original Complex.

You'll be free to choose which insect species was fused with the first Insect Human you've consumed, regardless if said species is close to your own fused insect or not.

However, this ability also has a limitation, as emulating basically lets you mimic the abilities of another insect by forcing yourself to perform something your body isn't designed to, so it'll strain your body and, if you abuse this power, you'll have some form of negative side effects and might even die if you force yourself beyond your limits.

Furthermore, there is a greater level of Blackout Mastery, *Fusion*. Beyond merely copying another Complex, Fusion allows one to unlock entirely new abilities by fusing their original Complex and the Blackout Complex together, such as coating the carapace of a centipede over dragonfly wings for example. This greater level would normally be achievable only by those blessed with the Hunter's Force, however, as you're paying a special price, you'll have the potential to eventually reach this level through training and experience.

Lastly, due to you having fully tamed the risk of insanity and the urge to feed on prey caused by Feeding, you won't be forced to take the **Carnivorous Specimen** drawback for no extra points as its effects are neutralized.



Member of M.A.S.K. Perks:

The Gold Digger (100 CP): What kind of mercenary would you be if you couldn't tell how much your precious services are worth? You're a specialist in determining how much things are worth, being able to precisely sense what are the monetary values of services and objects. However, it has a limitation as the value you'll assign to them will be based on what you know about them. For example, if you find a broken sword abandoned in some cave, you'll determine a far lower value than it's actually worth if you don't know that said rusted sword is an enchanted, legendary weapon in truth.

The Protected (200 CP): The masks used by the members of M.A.S.K. possess a special filter that protects their brains from the effects of June Bug (despite this being quite weird considering that June Bug is injected, not inhaled), however, you don't even need to wear a mask to have this protection. Thanks to a quirk in your physiology, you possess a complete immunity against mind alteration effects caused by toxins and mutations. Furthermore, this also prevents any possible alteration in personality due to any non-lethal damage in your brain.

The Gunsmith (400 CP): After having his Complex modified by the M.A.S.K. Researcher, the Leader was able to evolve his original abilities of the bullet ant that granted him the ability to create bullets and combine it with other Complexes. While this is an ability innate to his physiology, after analyzing him, you discovered how to replicate this feat through artificial means. You're able to create bullets and infuse them with the power of Complexes and other biological abilities by combining them with at least a tissue sample of their original owners. For now, each bullet can only hold a single ability, but, with further research, you'll eventually become able to infuse multiple abilities into them and also discover how to create other types of ammo and even weapons that house the power of specific biological abilities.

The Leader (600 CP): Gilbert Eisenbahn is a genuinely impressive individual with various skills and you share some of his talents, starting with his dark charisma. You have a terrifyingly high charisma when leading with evil beings. The more evil and twisted they are, the more your words will charm them, as you don't have a charisma worthy of cult leaders, you have a charisma able to convince cult leaders to become your allies or even serve you. Even forces of pure evil would be tempted to let you talk with them and, if you have the right arguments, it's pretty probable you can convince them to join your side, however, redeeming them will be a whole different story, as you'll need something else other than this perk to try to do this. Additionally, you're also a specialist in promoting harmony and incentivizing teamwork no matter how different and peculiar the members of your team are, as well as preventing conflicts between members, whatever it takes. You could easily assemble and manage a functional team formed by a mad scientist, a cult leader, a greedy serial killer, an insane serial killer, two professional mercenaries, a sadistic torturer and a revenge-driven supersoldier, being fully able to make them work perfectly as a team.



The Chimera (600 CP/Requires Insecta Complex): The Leader, harnessing the power of the modified June Bug and all the Complexes he's collected throughout the years, he created the ultimate bullet to be used as an alternative for his grand plan. However, before actually developing this bullet, he and the researcher decided to make some experiments involving its power, using you as their subject.
As a result, your body has been infused with four other Complexes through artificial means but in a stable and permanent way, without needing to be injected with more June Bug to harness this power. Basically, you have been turned into a sort of chimeric Insect Human whose body will have the traits of all the five insects you've been infused with, granting you access to several different abilities based on your Complexes.
You'll be free to choose which are these four extra insect species you've been fused with, as well as deciding how their traits will manifest in your body. Furthermore, due to possessing a stabilized version of June Bug within you, you'll be able to temporarily transform into a monstrous chimera mode, causing all of your insect and abilities features to become augmented and giving you a monster-like appearance, similar to that of Feed Training Specimens. In this state, your power will be comparable to the Predators, however, even if you're a stable chimera, staying transformed will cause strain in your body and quickly consume your stamina if you aren't used to it.
At least, you don't need to worry about your body beginning to break apart as the tissues of your body die due to the severe side effects from the June Bug experienced by regular Insect Humans that are injected with it.

-Items-

Each item is discounted by 50% for their respective origins,
with discounted 100 CP items being free. Every item is fiat-backed.
You receive an extra +300 CP to spend on this section only.

General Items:

Small Insect Figurine (Free for everyone with Insecta Complex): You receive a small, cute, absolutely adorable replica of the insect you've chosen to be your Complex that you'll be able to summon in your pockets at any time you want. Some distracted people might even confuse the replica for the actual insect. Lastly, if lost or destroyed, a new replica will appear in your Warehouse the next day.



Complex Tattoo (50 CP/Free with Blackout Mastery): A couple of Insect Humans have tattoos of a stylized form of their insect with a skull motif on some part of their bodies. It's unclear if these tattoos are only cosmetical or if they're an actual part of their Complexes, as those that achieved Blackout Mastery spontaneously develop one of such tattoos. Regardless of it, you now also possess one of these cool tattoos with a design of your choice somewhere on your body. As a bonus, you're able to make the tattoo invisible, visible or even make it glow at will.

NEST Jacket (100 CP/Free for NEST Students and NEST Staff Members): The students enrolled at NEST receive a leather-like jacket to use as their uniform, however, this jacket isn't a regular jacket as they have special capabilities due to being made from a kind of fabric specially engineered using state-of-the-art NEST technology. This special fabric makes the jacket able to alter its shape in order to fit the inhuman traits the student might have, allowing a winged Insect Human to release their wings without needing to damage the jacket, as the holes formed by them will mend around the wings. The uniforms used by the staff members probably also have this same feature. In addition to receiving the NEST jacket (or uniform if you're a staff member) by taking this item, as a bonus, you can also apply this same special property to any piece of clothing you own.



Jungle Juice (300 CP/600 CP): Power Killer, or better known as Jungle Juice, is the pesticide that was advertised to kill any insects but whose mutating properties turns the user into a hybrid of insect and human. It's the key substance behind all the events of this setting. As the years pass, it's growing harder and harder to find the remaining bottles of Jungle Juice, with even NEST itself facing great difficulties in finding it as they found less than 100 in this current year, which is barely enough to make two or three vials of Cinderella. Without access to a source of its key ingredient, it's basically impossible to have a reliable supply of Jungle Juice in this world, unless you purchase it here.

For 300 CP, you acquire a single spray can of Jungle Juice, containing enough of it to turn around twenty humans into new Insect Humans. The spray can is self-replenishing, requiring a whole month to completely refill its content.

Alternatively, for 600 CP, instead of a single bottle, you'll acquire a portion of the unsold inventory of Jungle Juice, more precisely, a large box filled with a hundred spray cans, with all of them being self-replenishing like the 300 CP version of this item. Such a big, self-refilling supply of Jungle Juice is more than enough to change the power dynamic between the main factions if you play your cards right.

NEST Student Items:

Student's Basics (100 CP): Normally, as the semester haven't began, you would need to go through the whole registration process that involve going after one of the professors and managing to bring back an USB Drive to the NEST lab, however, by taking this item, you'll already have your place in one of the NEST's three main classes guaranteed, receiving an extra 17th USB drive for the course of your choice. You receive your own Student ID, which is needed for identification and access to the buildings where access is restricted to civilians and exclusive for students and faculty members. Lastly, if you take this item and you aren't a student, you'll instead have the background of having been a NEST student in the past before taking on your current role, whatever it is, with the USB and ID only serving as souvenirs that you kept (however your Student ID will still be active and still grant you access to some of those restricted buildings).



Special Equipment (200 CP/Can be taken multiple times): Every once in a while (especially before battles against external forces), the NEST Lab Research Center located in the Technical Development Department is open for students so they can apply to have them make special equipment that enhances their unique Complexes. During one of such occasions, you've applied for one of such pieces of equipment and your request was accepted.

You received a special equipment of your choice made using state-of-the-art NEST technology, be it a weapon tailored to complement your style of combat or a gear made to enhance your natural abilities, like Huijin's knuckle dusters whose form is inspired on the thorns of the cockroaches or Succhan's goggles that have hexagonal lattice lenses designed to enhance his compound vision capabilities. A customized prosthesis can also be taken as a special equipment. You can take this item multiple times in order to receive multiple special weapons and equipment.

Propolis Membership (400 CP): In NEST, there is a special social club consisting of each year's Valedictorians and Valedictorian Candidates from various departments. This group is named Propolis, the very caliber of NEST's combat power and handles all the dangerous incidents beyond NEST grounds, being composed of only elite individuals who are the best in their fields of specialty. Simply put, they're NEST's greatest assets. Even if you're just in your first year here, you've been officially recruited as the newest member of Propolis, receiving their unique black uniform and even your own Propolis Badge that also works as a high ranking security pass. Normally, NEST could task you with special missions that are rather dangerous in exchange for extra credits to your grades and you'd need to find a partner to work with, however, as you're currently the only available Propolis member here, you won't be forced to accept any task.

Additionally, if you take this item without being a student, you'll instead have the background of having been a Propolis member in the past before taking on your current role, whatever it is, with the uniform and badge only serving as souvenirs that you kept (however your Propolis Badge will still be active and still grant you access to several restricted buildings).
Lastly, in future jumps, you'll be able to join any similar elite team of your choice that are part of your current origin's organization, like joining the S-Class if you're a hero in the One Punch Man jump.



Pumpkin Carriage (600 CP): Even before Yoona Ko lost herself thanks to Feeding, NEST Labs have been researching a way to counteract the effects of Feed Training. They had little success on this goal, however, they created a special serum named Pumpkin Carriage. This serum contains a microscopic chip carrying a tiny dosage of Cinderella into the target's nervous system, capable of suppressing an Insect Human's appetite and sense of smell and thus preventing them from feeling the urge to feed. Unfortunately, the current version of the Pumpkin Carriage is an imperfect cure due to still being experimental, as they'll still feel some of the Feeding's effects and it'll just mostly calm them down, allowing them to barely retain themselves. However, by taking this item, you receive a serum containing the perfected Pumpkin Carriage, as well as a hard drive containing all of the research data related to it.
This perfect version of Pumpkin Carriage will fully suppress the urge to consume Insect Human meat caused by Feeding, as well as also working on any other unnatural addiction they might have, like the murderous instinct to kill and devour humans possessed by the demons from the Kimetsu No Yaiba world. If lost, used or destroyed, a new serum of Pumpkin Carriage will appear in your Warehouse next month.

NEST Staff Member Items:

NEST Cigarettes (100 CP): You receive a neverending pack of high quality cigarettes, which are perfect if you need nicotine in order to fuel your abilities. These cigarettes, while being like any mundane one, have special properties, such as not causing any damage to your health or to the health of anyone near you as well as not being addictive in any way. Furthermore, they also tend to calm you, relieving any stress you're feeling.

Professor Ji's Personal Notebook (200 CP): Professor Ji has the habit of always keeping records of how the lecture went each time he led a session, writing down the details of his students' individual progress, as well as all of their strengths and weaknesses, on his old notebook. It even contains suggestions of individual challenges designed to strengthen such weaknesses. Somehow, you managed to put your hands on a pristine copy of his personal notebook, filled with these annotations and even small drawings of his students to compliment the analysis about them. However, your copy of it is special, as its records won't be limited to Professor Ji's students but also extends to most other notable individuals of this world, including the members of Pet Shop and M.A.S.K., as if Jun Ji had written about them. Post-jump, the notebook will keep updating itself in order to add information about other notable individuals in future worlds you visit, with it always having space for new pages.

Insect Restraints (400 CP): NEST houses far too many uncontrollable monsters in its prison, so, to safely contain them, the lab developed a special metallic substance that was used to create cuffs. Any Insect Human that touches this special material, even slightly, instantly becomes debilitated and their insect abilities are suppressed, albeit temporarily. The debilitating effect of the substance lasts for a few minutes after the contact with it is ended, however, it's not foolproof as it appears everyone above a certain degree of power (like those with Blackout Mastery for example) are able to partially resist this effect. You receive a cubic meter of this special material, as well as the instructions of how to synthetize more of it, however, keep in mind that not even NEST seems to have the needed resources to mass produce it. You receive more of this material at the beginning of each future jump.



Cinderella (600 CP): This deep blue serum is the miraculous cure that is the reason why most NEST students want to become Valedictorians to put their hands on it. Initially created by Carl Davidson during his research involving Jungle Juice in an attempt to cure his daughter and later perfected by NEST's scientists, Cinderella applies the same principle behind Jungle Juice against itself, being able to decompose the insect DNA in the infected human body, which means, this solution can restore the human to their original, normal state. However, it isn't easy to make, as it's a condensed, extract

compound made from Jungle Juice itself whose supply is limited, which prevents NEST from mass producing it. You receive a vial containing enough of Cinderella to cure ten Insect Humans and turn them back to their original selves, as well as the formula to produce more of it. Furthermore, the Cinderella contained within the vial itself is also special, as it's also able to cure any unwanted, artificial mutation possessed by whoever drinks it, as long as said mutation is biological in nature. The vial will self-refill overtime, requiring around a month to refill completely. If lost or destroyed, you'll receive a new vial of Cinderella in the next month.

Pet Shop's Associate Items:

Insect Humanoid Meat (100 CP): The Breeder's modus operandi with leading with stubborn specimens is to force feed them and use the addiction caused by Feeding to eventually break their spirits. If you want to copy his method of turning stubborn specimens into trusty dogs, this might be useful for you. You receive a small piece of ethically sourced Insect Human meat that can be easily disguised as regular meat, perfect to force feed someone with it.
By default, this piece of meat will count as having been taken from an average Insect Human with a random Complex when it comes to things like nutrients and the insect genes it carries, however, if you prefer, the piece can technically be from your own flesh instead, meaning it's guaranteed it'll carry the genes of your own Insecta Complex, whatever it might be. As a bonus, the piece of meat will always taste fresh and be disease free regardless of conservation. If lost or consumed, you'll receive a new one next week.

Hallucinogenic Drug (200 CP): The third ranked member of Propolis, San, is currently serving as a spy for Pet Shop after being brainwashed and, as a specialist in interrogation and assassination, she develop an interesting hallucinogenic drug, which causes Insect Humans to instantly begin to hallucinate right after injecting them with it, capable of affecting them regardless of any resistances against toxins they might have. The effects of the drug lasts for a few minutes and the substance can also be used airborne, with a slightly decreased effectiveness. You receive a vial containing a few doses of the hallucinogenic drug, as well as its formula if you want to produce more of it, however, it'll require further research from your part in order to enhance the drug and make it also work on other beings than only Insect Humans.

The Seed (400 CP): You receive a small syringe containing a single dose of the Seed, a massively potent poison invented by Bidan Lee using the poisons and toxins extracted from the Predators. This poison is extremely deadly, being potent enough to kill a thousand Insect Humans with a single dose. Once injected into someone, it'll cause the victim's cells to disintegrate quickly, making them bleed from all openings in their body and consequently die. Additionally, the Seed is powerful enough to even nullify any toxin resistance and healing factor the victim might have, as long as their regeneration isn't stronger than the life force of a thousand Insect Humans.
If lost, destroyed or used, you'll receive a new syringe with the Seed after a month. As a bonus, you also receive the instructions about how to synthesize more of the Seed using other base materials, however, keep in mind its key ingredients will always be extremely powerful poisons like those used by the Predators.



The Breeding Laboratory (600 CP): In addition to its general facilities and safe houses across the country, Pet Shop also has various Breeding Labs/Feed Training Farms hidden away from human settlements, where several Insect Humans are imprisoned and force fed in order to create weapons for combat, with these being the places where Breeder usually keeps his finished specimen products.
Due to Pet Shop's forces never staying in one place for too long, there are plenty of these Breeding Labs that were left behind, some of them even still filled with hostile Feed Training Specimens while others being completely abandoned. You've managed to find one of such completely abandoned Breeding Labs and became its rightful owner.
This facility is essentially a large military complex consisting mainly of a luxurious safe house where a few people can live comfortably and a prison section whose cells are capable of housing up to a hundred people. These cells' bars and shackles are reinforced with a special metal that can't even be broken by the average monstrous Feed Training Specimens, allowing you to safely contain such beasts in the cells while you're still training them to be obedient dogs.
The prison section also contains a special large room that can be used to serve as an arena where you can simply throw your specimens there and wait until only the more powerful among them remain alive, being a perfect hellish place to cultivate their strength.
Furthermore, hidden in the basement, there is a giant containment unit, meant to keep and contain a Mega-Breed and other similar monsters on the same level of Gigantea himself, counting with all the equipment needed to restrain such physical powerhouses.
Lastly, your Breeding Lab will be hidden away from civilization in a location of your choice, with it also following you along your Chain, reappearing in future worlds in similar places and retaining any modifications done to it.

Stray Dog Items:

Abandoned Building (100 CP): The Stray Dogs aren't as resourceful as the other three main forces of Insect Humans, with their headquarters being basically just an abandoned school they found. Like them, you've found an abandoned mundane building, like a supermarket, a shopping mall, a hospital, a school or another similar place of your choice, being located somewhere away from any city. Regardless of its exact nature, this building serves as a perfect hiding place and base for you and your allies that won't attract anyone's attention as long as they don't manage to follow you here. The building will follow you along your Chain, reappearing at some place of your choice in future settings, as well as retaining any modifications done to it.

Bowl of Insects (200 CP): Like how mentioned before, consuming real bugs offer a temporary relief to the urge to devour Insect Human meat experienced by Feed Training Specimens, however, this item brings this to a whole new level.
You receive a bowl filled with a varied selection of still living non-toxic insects that, when consumed, will temporarily satisfy any addiction someone might have, despite offering no sustenance or other benefit. A single insect will offer relief to someone that eats it for a few days, with their urges and cravings returning to normal after this time. The bowl contains a few dozens of insects and it's self-replenishing, taking a few hours to replenish each insect. If you're planning to personally make use of them, I hope you don't find eating bugs disgusting.

Feed Trained Bodyguards (400 CP): One of the members of the Stray Dogs, Nanami, possesses a pretty interesting Complex. Having been fused with a Gossamer-winged Butterfly, Nanami is able to brainwash those with ant Complexes through pheromones released by her or her saliva, causing them to become extremely loyal towards her. She usually maintains four Feed Trained Specimens acting as her bodyguards, but, for some reason, she decided to gift you with five other specimens she brainwashed during an attack in some former Breeding Lab. Maybe you saved her life during that attack but, regardless of the exact reason, you're now the leader of a small squad composed of five Feed Training Specimens with ant Complexes, each one of them being even stronger than a trained NEST student like Hyeseong Cha due to them being originally trained to be weapons for Pet Shop. Such specimens, that should only crave meat, are absolutely loyal to you and will put your safety above their own lives if needed, despite still acting mostly in a bestial way. Lastly, these five Feed Training Specimens count as your followers.



Blue Amber (600 CP): Over a decade ago, in the Baltic Sea, a huge sinkhole was created unexpectedly out of nowhere. Explorers were sent to investigate the site and ended up discovering endless deposits of amber in the form of glowing gems. These amber ores contained fossils of unidentified insects that had never been known to humans prior to that point and theoretically existed in prehistoric times. A certain korean man uncovered that the genes of these insects housed mystical powers beyond imagination, so he bought off exclusive mineral rights to exploit the sinkhole and kept all amber fossils to himself. From his work, a certain product was manufactured using the extracted DNA of the insect: the Jungle Juice. In a few words, this amber fossil is the very source of the substance that turns humans into Insect Humans and the key ingredient for Jungle Juice.

However, not all of these amber ores were equal, as different ores possessed different levels of purity. The lesser quality ones lose their value once exposed to air due to their low purity, while the extremely pure pieces, the Blue Ambers, are able to retain their light (that is, the gene of the ancient bug that was trapped inside them) even outside.

You receive a handball-sized Blue Amber, which, in the right (or wrong) hands, allows for the mass production of Jungle Juice. This single amber ore has enough light to produce up to around 10 tons of Jungle Juice or other related byproduct, like June Bug for example, however, once its light is fully used, it'll become darkened and lose all of its value. Furthermore, the light emitted by this Blue Amber can also enhance an Insect Human that absorbs it, with this being the key for someone to unlock Blackout Mastery. While a single Insect Human can only absorb a small spark of the amber's light if they're at their physical peak, theoretically, it might be possible for someone to discover a way to absorb all of its light and acquire a level of power never seen before.

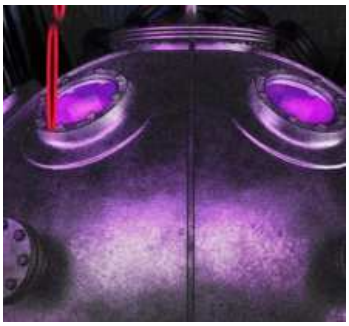
If your Blue Amber is lost, destroyed, or all of its light is consumed, you'll receive a new one at the beginning of the next jump or after ten years, whichever comes sooner.

Member of M.A.S.K. Items:

Complex Bullets (100 CP): After you joined M.A.S.K., the Leader decided to give you a welcome gift, a set of twelve bullets infused with the power of your own Complex (or with the Complex of any of the other members of M.A.S.K. if you aren't an Insect Human or if you prefer). The properties and effects of the bullets will vary depending on which is your Complex. Some examples include explosive bullets if your Complex is the Bombardier Beetle, bullets infused with toxins if your Complex is a poisonous/venomous insect or even deity-killing bullets if the insect you fused with is a certain kind of bees that consume divine energy. The bullets will be replenished overtime if used, at a rate of one bullet per month.

The Mask (200 CP): All M.A.S.K. members possess a special kind of insect mask and you're no exception. You receive one of such masks, with its appearance being based on your Complex. The mask comes with three useful functions, starting with cameras installed on its eye components that enhance the user's sight and are connected to a set of contact lenses in order to share the user's POV with someone else. It also possesses a built-in filter, which protects whoever is wearing it from airborne toxins and even from negative effects of June Bug, somehow. Last but not least, the mask possesses a device that conceal its wearer from security cameras and any other recording equipment, including satellites, with its effect jamming cameras and making the user's appearance blurry in the footage. If lost or destroyed, a new insect mask will appear in your Warehouse next week.

June Bug Injector (400 CP): The M.A.S.K. Researcher developed an entirely new type of drug that was created by combining Jungle Juice with the DNA of genetically modified insects and the first (failed) Cinderella. This new drug is June Bug, which can be considered an improved version of Jungle Juice, as even without spraying it at an insect, the modified insect DNA in the substance causes transformation on regular humans. Alternatively, when injected on an existing Insect Humans, it essentially acts as a performance-enhancing drug, making their Complexes to be massively augmented. Its benefits range from enhancements in physical abilities that resemble those that took steroids to the internal DNA of the modified insect causing partial body transformations, greatly augmenting their ability to hunt down their prey. Unfortunately, June Bug also has serious negative side effects, like excruciating pain and damage to internal organs, including permanent brain damage if taken directly. This brain damage turns them absolutely violent and makes them become mindless blood-thirsty monsters, acting as if they were Feed Training Specimens.
You receive a pistol-like injector containing six darts filled with June Bug. The injector has two different modes that can be altered by a switch on its side: the first one is the default mode, where its darts will contain the regular version of June Bug, and the second one is the safe mode, where its darts will contain a more stable version of June Bug whose effects last only for a few hours and don't include brain damage. The darts will be replenished monthly if utilized and, if the injector is lost or destroyed, you'll receive a new one after a month.



June Bug Bomb (600 CP): The Leader's grand plan is to send the White Witch to the most densely populated city in the Gangwon Province and explode a bomb in order to release tons of June Bug into the air, with the estimated number of casualties being around 1.5 million of people. This entire plan is to supposedly get revenge against society, however, its true goal is to create a large-scale incident that can't be hidden by forces like NEST and will force the world to go after the creator of Jungle Juice. Even if the actual bomb is still a few months away from completion, you receive a finished copy of it. This giant bomb contains around 10 tons of June Bug, capable of turning hundreds of thousands of people into mindless, monstrous Insect Humans that will attack anyone on sight. The bomb can be programmed to detonate with a time or when at a specific location, as well as with you also receiving the code to disarm it. Of course, if you don't want to use the bomb in a chemical terror attack, you can also use the June Bug stored inside it for other purposes. If the bomb is detonated or all of its content is consumed, you'll receive a replacement at the beginning of the next jump or after ten years, whichever comes sooner.

-Companions-

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP/100 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

-OC Companions-

None of the following Companions exist in this jump unless taken here.

Spider Baker (50 CP): A greedy but still sweet lady with a spider Complex that altered her entire body, making her skin purple as well as giving her extra eyes and arms. She's responsible for running a bake sale in the civilian area of NEST, where she primarily sells cider and donuts. However, despite being a civilian, she's quite skilled with her Complex and is able to use multiple Defense Mechanisms revolving around her web creation abilities, matching even trained NEST students. This, combined with her protective and motherly attitude towards other spiders, made her to be considered the NEST's unofficial leader of all Insect Humans with spider Complexes.

Walking Hive (50 CP): A calm, collected student with a dream of discovering new insect breeds that joined NEST this year, he's an interesting case due to the nature of his Complex. Hailing from a clan of entomologists, he became an Insect Human after spraying Jungle Juice on one of the ant colonies that were stored in his family's house. But this ant colony wasn't a regular one, as it was also housing a single Slaver Ant queen, so, while Jungle Juice affected the entire colony, he only fused with the queen, resulting in the rest of the ants being reformed inside his body. Essentially, his Complex is that of the Slaver Ant, but he achieved a symbiotic relationship with the countless mutated ants and became their "hive". Thanks to his Slaver Ant's abilities, he's able to release and command the multiple different breeds of ants (such as flying ants, beetle-like ants, venomous ants, and more regular ants for example) that live within him, allowing him to use them to attack and do other tasks. Following his dream, he wants to join the Study of Genetically Modified Human class.

Security Chief (100 CP): So, there is a third badass old man in NEST alongside Jun Ji and the Dean. When he was younger, he worked as a first-rate mercenary, however he eventually started to work for the Dean and, when the NEST was founded, became the main security chief. Through many years of combat, he's now a jaded, straightforward individual that displays an immense brutality when fighting and enjoys mainly three things: booze, women and killing monsters.
He's one of the strongest members of NEST, thanks to his extreme level of physical prowess and skill, being both proficient with using knives and his own fists in combat, however, he doesn't actually display any other special abilities that put in doubt if he really is an Insect Human. In his opinion, the Insect Humans that are more fit to survive in this world aren't the brave or the strong, but those that have a loose screw, so he's rarely called to personally train a few students, with him especially enjoying training students that have some degree of regeneration or enhanced durability as, since his childhood, he always wanted to have "toys" that won't break.

The Geisha (100 CP): This noble masked woman is only known as the Geisha due to her usual outfit, being the proprietress of a secret restaurant whose main product is Insect Human meat and that is in good terms with Pet Shop. She has an unnerving aura of grace and serenity, but at the same time also being highly vain and narcissistic, usually seen smoking using a oriental pipe while calmly running her business. Just like Hyeonbin Ju, the Geisha has fused with a Tobacco Hawk Moth that granted her the ability to release a highly hallucinogenic, dark smoke from her body. Despite being an Insect Human, she maintained her beautiful human appearance intact, despite having the habit of breaking any mirror she sees due to seeing herself as a hideous monster, something she's on the inside.
Furthermore, as the monster she is, the Geisha fully embraced the corruption caused by Feeding and became a Predator even without the guidance of Breeder. As her "Origin of Species", she gained the ability to copy the traits of a Skipper, the world's fastest butterfly, which grants her incredible speed and reflexes, combining with her deadly and silent combat style, allowing her to basically vanish in the middle of the shadowy smoke she releases and making it appear as if she were teleporting.

One-Eyed Predator (100 CP): Definitely one of the unluckiest men you've ever come across, his involvement with the world of insect hybrids began after he was tricked and almost killed by a serial killer Insect Human however, before she could finish him off and feed, steel beams fell and crushed her. In order to save his life, a group of medics associated with Pet Shop had to do an experimental surgery on him, transplanting her organs into him and infusing him with her entire DNA instead of only her insect genes. As a result, he became a new kind of Insect Human with the traits of an unknown centipede, one that had his own version of the Hunter's Force, but that manifested as the serial killer's desires and urge to feed instead of the insect's instincts.
He still managed to maintain his gentle nature for a while, but, after being tortured by a particularly cruel Feed Training Specimen, his sanity was lost and he decided to embrace his monstrous side and join Pet Shop as one of the Predators. As his abilities, in addition to his enhanced physical condition, he's able to manifest four tendrils that resemble centipedes from his back, however, after abandoning his humanity, he became able to copy the traits of the Amazonian Giant Centipede, making these tendrils far larger and stronger when activated. He also has a minor healing factor, whose main effect is to regenerate his tendrils.

Redeemed Monster (100 CP): You found this young-looking man working in a small city and quickly became his friend after helping him understand more about social norms. In truth, he was one of Breeder's masterpieces, another one of his mindless Mega-Breeds, with his fused insect being the Diabolical Ironclad Beetle, which caused him to be a giant, dog-like beast covered with several layers of a metal-like biological armor. A year ago, he was defeated by Propolis while they were investigating Pet Shop and barely managed to escape, however, that battle altered something within him and re-awakened his humanity, causing him to return to his

original human form and recover his mind as well as essentially removing his urge to feed.
He decided to try to return to living in society, however, it seems like he doesn't have any memory of his past before he was captured by Breeder nor the interest to uncover it. His Complex, while weakened, still allows him to form metallic armor around his body whose durability surpasses Jaeseong's armor, but, little by little, he's gaining the ability to temporarily transform back into his previous beast form.

Ice General (100 CP): Being the sole survivor of a family of mercenaries, this blue-haired girl wasn't affected by their deaths, as, even before she became an Insect Human, she had the philosophy of a true hunter, summarized in the phrase "the strong survive and the weak die". After some time as a soldier, she ended up becoming a mercenary herself, with both jobs shaping her into an ultimate sadist, greatly enjoying causing pain on others, no matter if it's physical or emotional, as well as living mostly for warfare and slaughter. Furthermore, while working for Breeder, she decided to accept the offer of greater power by becoming an Insect Human.
However, the insect she fused ended up initially worthless as it only enhanced her physical condition due to not possessing any special property, which resulted in her staying as an independent agent despite partially agreeing with Breeder's ideals.
Yet, this worthless status of her Complex changed after she went through Feeding, as, instead of relying on another's insect genes to overcome the urges or of embracing the corruption, she managed to tame the insect DNA within her through sheer willpower alone, resulting in her Complex being extremely strengthened in the process.
As a result, she finally developed a very powerful special ability, the power to create and manipulate ice to a legendary degree, on par with Jun Ji when it comes to raw power, but without causing any side effect on her. This ability is due to her having been fused with a larva of Goldenrod gall fly, whose bodily fluids induce extracellular freezing at relatively "high" temperatures, with this being a property that was useless for her until her Complex's evolution. She's also blessed with a terrifying creativity when it comes to new usages of her cryokinesis, however, she doesn't seem to be able to stop time.



Jungle Queen (50 CP): After her father's death while she was just a child, her mother turned to the drug life and fell in with unsavory men. Fortunately, when she was 8-year-old, her grandfather who was a brilliant scientist took her Meriem away on a hover cycle from the future, which is where he intended to take her using a time machine he developed.

When they arrived at his laboratory, he enhanced her molecular structure using a perfected version of the Tardigrade Model, thus providing her with superhuman regeneration and strength to be able to survive any condition. However, they manage to time travel just as the government men affiliated with Project Imagine destroy the lab, causing something to go wrong as they ended up 70 million years into the past instead of going 70 years into the future. There, her grandfather was killed by a Tyrannosaurus and, as the years went by, she grew into a voluptuous 19-year-old. She lived in the local jungles, happy and free, and even made a jungle bikini (with dinosaur teeth hanging on the strings) out of a leopard-printed snakeskin blanket.

The local dinosaurs also learned to fear her, as the enhancement granted her a superhuman condition, with all of her physical attributes and senses being augmented, with a Velociraptor's claws being unable to pierce through her tough skin for example, putting her on par with some physically powerful Insect Humans. She also possesses a healing factor that can be hastened proportionally to her food intake and is an expert at using knives and spears. She's also accompanied by the spirit of her grandfather who appears to her from time to time, offering advice and insight.

However, in the moment when her whole home town would be transported to the past in another similar world, she was caught in the middle of a time rift and ended up returning to the present when you first found her and she decided to accompany you in your journey.

-Drawbacks-

There is no drawback limit, take as many as you think you can handle.
Remember the rule: Drawbacks always override perks.



Beyond the Super-String Theory (Free): The setting of Jungle Juice is actually part of a greater universe (and multiverse), the so-called Super String Universe, sharing the same timeline as the events of series like Reawakened Man, Neolithic Girl and Terror Man for example. However, all the events related to Jungle Juice and the Insect Humans are pretty separated from the rest of this greater shared universe, so, by taking this toggle, the version of the world of Jungle Juice you're going to visit is completely separated from the rest of the Super String Universe, so you won't need to worry about encountering things like the godlike Prophets, the cruel White cult and the transcendental race of demons known as the Black Wing Clan.

Entomophobia (+100 CP): Many people consider actual insects disgusting and you're no exception to this. Unlike the name of this drawback implies, you don't actually fear insects but you do feel an innate repulsion towards them in general. If you're an Insect Human, it won't alter how you see and treat Insect humans, but it'll cause you to hold back your own abilities, almost as if you were disgusted of yourself. Fortunately, this rejection of your insect half won't be enough to cause you to develop any side effects. On the other hand, if you aren't one, then in this case you'll also feel this repulsion towards both actual insects and Insect Humans.

Protagonist's Bad Luck (+100 CP): Just like Suchan himself, you seem to be a true magnet when it comes to misunderstandings of various different natures. Fortunately, almost every one of these misunderstandings will be harmless as long as you don't make things worse, such as people misunderstanding what are your exact intentions behind your actions or people thinking you're having an affair with someone else due to catching them naked in your bathroom. However, life isn't just flowers, as it's guaranteed that some of your enemies will manage to charge you for a serious crime you haven't committed like murder at least once during your stay. Nothing prevents you from proving your innocence, but it'll be at least as difficult as it was for Succhan to prove he didn't murder Woobin.

It's About Power (+100 CP): You have a thing for strong women and/or men, being very attracted to their strength. While this isn't necessarily a bad thing, once you find an individual of your preferred gender(s) and that is stronger than you, it'll be basically impossible for you to not develop at least a crush on them and have your moral compass severely affected by your attraction towards them. You could even accept to become their henchman only to stay close to them, even if they're basically a sociopathic terrorist. Unfortunately, I can't exactly judge you because, just like Myeonghoon Kang, you surely have a good taste.

Insect-like Human (+100 CP/Requires Insecta Complex): The innate degree of compatibility that someone have their fused insect determines how their Complex will manifest physically. Some blessed people have won the genetic lottery and have only developed non-visible insect traits, lucky people have only minimal inhuman features, most people have significant insect parts that can't be concealed easily but still don't negatively impact their appearance, and then there are unlucky people like you, the ones that physically transformed into insect-like bodies.
You have a clearly inhuman, insect-like appearance, potentially having insect body parts replacing your own limbs or even acquiring something like an insect head. While you won't necessarily be ugly or disgusting, it'll be impossible for you to hide your true nature as an Insect Human. At least, you don't need to lead with your fellow Insect Humans treating you as a monster, as many of them are also in the same situation as you.

+Monstrous Specimen (+100 CP/Requires Insect-like Human): Well, you were really unlucky in terms of compatibility, either due to being too compatible with your insect that resulted in further mutation or due to being too incompatible with it that caused a malformed fusion. As a result, in addition to having an insect-like body, you actually have the same monstrous and disgusting appearance seen on the mindless Feed Training Specimens. Thanks to it, people are going to mistake you for another one of the beasts commanded by Breeder and it's almost sure you'll be treated as a monster by most people until they realize your appearance isn't caused by Feeding. If you really are a **Feed Training Specimen**, then your monstrous appearance will actually be the result of Feeding, so it's going to be far harder to convince people you haven't lost your humanity.

Just a Mediocre Human (+200 CP): In a world of Insect Humans, you're bound to remain a simple, mundane human, being completely immune to the effects of Jungle Juice and its byproducts and thus preventing you from ever acquiring the power of the Insecta Complex. Furthermore, while you can still wield supernatural powers, you're also forced to stay human until the end of your stay here, locking you from accessing any non-human Alt Form you might have.

Inferiority Complex (+200 CP): From your perspective, people will always manage to overcome their challenges and surpass you, while you'll stay behind, unable to accompany their progress. Well, this isn't true, but you'll feel it as if it was the truth. In a few words, you've developed an inferiority complex on par with the one possessed by Hyeseong. Of course, like him, you could channel such a sense of inferiority toward personal growth, however, things will conspire in one way or another to ensure that you'll never be able to surpass this inferiority complex until the end of your stay here, no matter how much you have grown.



The Sharpest Fangs Win (+200 CP): The Great Eight Clans are old and powerful clans which date back to the Neolithic Era and that currently serve the cult White. One of the eight clans, the Baek Clan, before its collapse, were experimenting with the creation of chimeras by combining Neolithic animals and human DNA. It's highly possible that certain Korean man also utilized their research to create Jungle Juice.
However, by taking this drawback, a certain Japanese man will also have used the Baek Clan's research to create his own strain of human/animal hybrids years ago, essentially bringing the events and hybrids from a completely separated setting to this world. In summary, this man developed a special surgery that blends human DNA with that of animals, like mammals, reptiles, fishes, birds and amphibians, turning them into mutant humans known as Therianthropes, whose display animal features in a more expressive way than the inhuman traits displayed by Insect Humans.
Currently, the Therianthropes are being used as fighters in the tournaments organized by various zaibatsu that have strong influence over the law in Japan, however, they're planning a special tournament known as the Destroyal where it'll be decided if the creation of Therianthropes is deregulated and possibly exposed to the public. While you won't need to directly lead with such issues unless you go to Japan, don't think the existence of Therianthropes won't affect, as, once their existence be revealed to the public, it'll become considerably harder to keep the existence of Insect Humans hidden by multiple reasons, as well as it's guaranteed a few dozens of powerful Therianthropes will move on to South Korea and join organizations like Pet Shop and NEST. Finally, in around two years, one of the four major business conglomerates which handle all the affairs in regards to the hybrids will put their plan of turning all of humankind into dinosaur hybrids in action.

On NEST's Threat List (+200 CP/+300 CP): Have you ever wondered why the NEST has this name? It's because the nest in the wild exists to protect the eggs and the hatchlings and to ensure that not even a single one of them falls in the ground. Its function should be to act as a shelter, but I believe it's more fitting to say it's called NEST because it's held together by twigs and filled with gaps and holes thanks to its leaders' modus operandi when it comes to maintaining order. NEST might actually have noble intentions and care about its citizens, but it's also extremely paranoid when it comes to potential threats, even if said potential threat is a trustworthy student that has no fault in possessing abilities hard to control.

For 200 CP, NEST has classified you as a volatile/potential threat, regardless if you're affiliated with them or not. In order to lead with you, they're planning to arrest you and put you in an Isolation Unit, which is essentially an unofficial prison cell, for an indefinite period of time. While you could convince some students and staff members that you aren't a threat, it's impossible to convince the upper echelons of NEST as they're too attached to their strict convictions.

Alternatively, for 300 CP, they'll instead classify you as an active threat, meaning they won't seek to capture you but they'll want to eliminate you. To make things worse, even most of the students and other staff members will be fully convinced you're the monster the NEST classified you as. Fortunately, it'll take a long time until they decide to send Propolis after you or engage in a full scale war, unless you give them a good reason to spend more resources on the hunt for you.

Deteriorating Complex (+200 CP/+300 CP): The Insecta Complexes are predominantly influenced by our brains. If an individual's brain rejects its given Complex, it triggers an overload reaction within the body everytime they use their insect abilities, with desires such as "I'm not a monster" or "I want to be a normal human being" might end up becoming negative side effects of their abilities. Essentially, the more someone rejects their Complex, the more side effects they get in return. Apparently, you have also rejected your own Complex at some point in the past, which resulted in you also developing side effects. Every time you use any of your insect abilities, you'll suffer some form of negative side effects, like excruciating pain or serious strain over your entire body. While these side effects will always bring you suffering, unless you seriously misuse your Complex, you don't need to worry about your body deteriorating.

Alternatively, for 300 CP instead, your situation will be even worse than before. In addition to the side effects you already had, your careless handling of your Complex before you could properly understand it ended up leading to permanent damage to your physiology, causing your body unable to properly handle your insect abilities. Every time you use your Complex, your body will deteriorate more and more from the adverse effects and the side effects will only get worse and worse, eventually causing your death if you overuse them beyond your limits.

If you don't have an **Insecta Complex**, this drawback will instead affect any other out-of-setting ability you might have.

Carnivorous Specimen (+300 CP): Through feeding, the Complex can evolve to become stronger, however, such taboo acts have serious consequences. After having gone through feeding at least once, the insect genes within you mutated, causing you to be attracted to other Insect Humans through pheromones and making their smell extremely appetizing from your perspective. This gives you intense cravings and an urge to feed on prey, that is, other Insect Humans, comparable to a strong addiction. The more you feed, the more you'll crave like an addict having withdrawal symptoms.
Furthermore, as you reach your limits mentally and physically, you'll discover another side effect of Feeding, the Blackouts, that is more than the mere temporary loss of consciousness but it's actually the takeover of your body by the Insect DNA within you. If you ever fall into a Blackout, there is a chance you might go into a berserking rampage and your body will temporarily become more monstrous. If you're in a state of uncontrolled blackout for an elongated time, there's a risk you might not be able to return for good. In this case you'll end up losing yourself and becoming an insentient being like Pet Shop's Feed Trained Specimens without a mind of your own.

Ultimate Prey (+300 CP): Due to some odd peculiarity of your physiology, you emit pheromones that makes your smell extremely appetizing for any Insect Human, even those that have never gone through Feeding, causing any of them to simply feel an extremely powerful urge to devour your flesh that will cause their instincts to suppress their ability to reason while in your presence, with such behavior being similar to that displayed by the monstrous Feed Trained Specimens toward Insect Human meat. The only Insect Humans that will display some resistance against this effect are those that have attained Blackout Mastery and the Predators, but they'll still sense a resistible desire to consume your flesh.

Curse of the Undertaker (+300 CP): There are strange voices resounding within your head, the dark voices that just don't seem to go away. Never. Throughout the entire day, these voices will constantly tell you to kill everyone on sight and, the longer you go without killing anyone, the more they will make you suffer and eventually you'll begin to have visual hallucinations related to heinous monstrosities that will put you in further agony. The only rest you'll have from the voices is after killing someone, that will cause them to stay quiet for some time. There is no way to get rid of these wretched voices permanently, so it might be just a question of time until they drive you crazy.

Valuable Specimen (+300 CP): The Breeder has a twisted relationship with his specimens and experiments, seeing them as nothing else than objects and products, even those that he considers his masterpieces like Gigantea. Regardless of your current affiliation, the Breeder considers you an interesting specimen with a potential at least on par with Suchan and wants you, dead or alive. Ideally, the Breeder would want to force feed and add you to his personal collection, however, he'll totally be willing to simply eliminate you if he deems you a serious threat or if you annoy him

too much. Expect to eventually face the forces of Pet Shop coming to kidnap you and to be treated as a priority target during their attacks.

Hellish Battle Royale (+300 CP): Regardless of whichever would be your Starting Location, you've been captured by Pet Shop and sent to one of its many Feed Training Farms located somewhere away from any human settlement. They put you in a large complex, filled with several other prisoners. To make things worse, you'll be reduced to only your BodyMod and anything you've purchased in this jump as well as being impossible for you to escape from this place by yourself. Fortunately, in a week after your arrival, the members of your faction will come to rescue you, so you'll be forced to survive until then, whatever it takes.
To give you more details about your challenge, there are basically a hundred of the regular Feed Training Specimens, a few dozens of people that haven't completely lost their humanity yet and could acquire Blackout Mastery with the right guidance if they remain in control until they escape, around five individuals that are embracing the corruption and are slowly becoming Predators and at least one monstrous specimen that is already growing to become a Mega-Breed. Furthermore, there is no food here, so, unless you can survive an entire week without sustenance, you'll end up being forced to consume Insect Human meat. Optionally, you might try to bring some of these other prisoners together with you after this hellish week.
Lastly, if you're actually a member of Pet Shop, you'll have no extra benefits here but, once you get out here, you'll find yourself on a higher place in the hierarchy due to proving your worth to Breeder by surviving.

Prototype B (+300 CP/Requires Insecta Complex): How unfortunate. Instead of being one of the relatively new Insect Humans that have been transformed by Jungle Juice on its finished version, you're actually one of the many human subjects that were experimented on during the research leadered by Carl. Just like his daughter, you've been infected with a modified, incomplete version of Jungle Juice, that is only known as Prototype B. As a result, your Complex is simply deformed due to the fusion with the insect DNA being imperfect, with only half of your body displaying your fused insect's features albeit in a twisted and grotesque way, like half of your face becoming that of a fly for example. Due to your deformed physiology, your insect abilities are weakened and you'll feel almost constant, excruciating pain. To make things worse, Cinderella will have no effect over you due to the way the insect genes are merged with your body, so you can't be cured and will need to endure this torture until the end of your stay here. Lastly, I just hope you don't go through Feeding in-jump, as, considering it makes your corrupted insect genes to overwrite your human half, I don't think you want to know what kind of tortured monster you would end up becoming.

Lost in the Jungle (+400 CP): The godlike beings known as the Prophets used to watch over and protect various worlds and dimensions before their disappearance, but, unfortunately for us, they managed to create a protection for this dimension you're arriving at. While this didn't stop you from reaching here, it still managed to interfere with your connection with your Benefactor. As a result, you've been reduced to just your BodyMod, with all of your out-of-jump perks, powers and abilities having been removed until the end of your stay here. This also affects any of your existing companions, restricting them to their original power. Fortunately, you still maintain anything purchased from this jump.

Leave Your Possessions Behind (+400 CP): Feeling confident enough in your abilities to be willing to relinquish your possessions in order to attain greater power? If you take this drawback, it means you are. While you keep any item purchased from this jump, none of your out-of-jump items will enter this jump with you and will be preserved far away from your range until the jump is completed. This even extends to your followers (which many times are considered as part of items) and your Warehouse, which you won't be able to access.

The Lone Hunter (+400 CP): So, you're willing to abandon your closest allies for the duration of your stay here in order to achieve greater heights, then show me how far you'll improve yourself by sacrificing others for your own gain. While you can still take Companions in this jump, you can't bring any of your existing Companions and followers into this jump, as you'll enter this world on your own, without your allies' support.

Volatile Threat (+400 CP): You're a ticking time bomb, with all of your supernatural abilities, be them purchased here or from other settings being extremely unstable and unreliable. As a result, you're always on the edge of losing control over yourself and your abilities. Every time you use any of your abilities, you'll seriously run the risk of going on a rampage due to your wild powers temporarily taking over your body that will cause you to attack everyone on sight. Even if you avoid using your abilities, strong emotions, cravings or even simply being exposed to danger may lead you into a berserk fury. Once you're in these berserking rampages, your consciousness will be fully suppressed so you can't return to normal by yourself, requiring someone to fight and/or immobilize you until you calm down naturally after some time, however, every time you go berserk, the longer it'll take for you to calm down. It's just a question of time until you spiral out of control and reach the point of no return, being reduced to an insentient force of destruction. I hope you can count on your Companions and other allies to help you.

Jungle Apocalypse (+400 CP): Apparently, the schemes of the Creator of Jungle Juice related to the incidents in the Kangwon Province were just the experimental phase of his grand plan. In the years after Jungle Juice was sold in the province, while remaining hidden, he analyzed how the local Insect Human population reacted and made his preparations to move on to the next phase, creating a global network of multiple distributors and shell companies as well as exhausting the reserve of Amber Ore in order to create an absurd amount of Jungle Juice. Now, on the day you arrive in this world, he'll begin the main phase of the plan, starting with the distribution of Jungle Juice using countless different brands all around the world, as well as also causing some terror attacks using it in the same way as M.A.S.K. planned to do using June Bug. Every country in the world will now be affected in the same way as Kangwon Province was, with the numbers of new Insect Humans probably reaching the number of billions still in the first year.
The chaos will spread worldwide, with the world you're arriving being far more dangerous than before. Expect to see a civilization much more similar to Breeder's ideal world than before. Good luck, you'll need it.

-Ending-

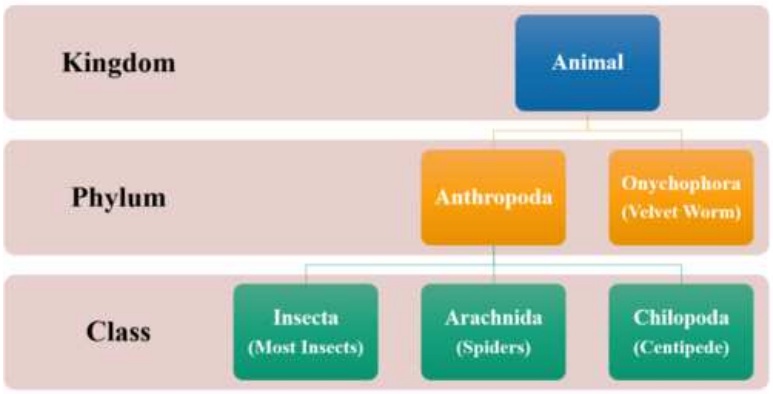
Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of Jungle Juice, ending your chain.

Move On: Go to the next jump and continue your adventure.

-Notes-

1. About the **Insecta Complex** perk, how expansive the range of the creatures that can be affected by Jungle Juice is still unknown. While most Insect Humans were merged with an insect of the **Insecta** class, some people have received the DNA of other arthropods, like the examples of the **Arachnida**, **Chilopoda** and **Diplopoda** classes that are often seen as bugs. Furthermore, there are also the cases of Woobin Dan that possesses a Complex based on a Velvet Worm and of Bom Baek that was fused with an Earthworm, which aren't even in the same **Anthropoda** phylum, but rather part of the **Onychophora** and **Annelida** phylums respectively. Therefore, for the sake of this jump, you'll be free to pick any species that is part of the aforementioned classes and that could be considered a bug;



2. The **Fun Facts With an Entomologist** perk is a reference to Dr Entomo, a reader that almost always comments fun facts about some insect species that appear in each Jungle Juice chapter in Webtoon. Follow entomosfunfacts on Instagram or TikTok for more fun facts about insects;
3. Considering how powerful Breeder's hydrokinesis is at its peak, it's safe to assume you would need **The Epitome of the Insecta Complex** perk to match his full power level;

4. There are three main classes in NEST that are the ones required for the students' major (Study of Genetically Modified Human, Practical Combat For Insects and Understanding NEST Protection) but there are also secondary classes like Liberal Arts for example;
5. Technically, Feed Training Subject is a term used to refer only for those who were force fed by Breeder, however, in this jump, I also used it to refer to any Insect Human that have gone through Feeding;
6. Even without considering your out-of-setting powers, you can still become physically stronger by strengthening your Complex if you have taken the **Maxed Physical Aspect** perk;
7. Huijin's regeneration in her Valkyrie form is powerful enough to survive the effects of **The Seed** item, however, keep in mind that Huijin's regeneration in her default form would already requires something akin to an atomic bomb to fully exhaust her stamina and life force;
8. The effects of the in-setting version of the **Hunter's Force** perk is very similar to Feeding, but without the risk of insanity;
9. **Jungle Juice** can only dissolve small insects completely, bigger insects (and insect-like beings post-jump) will only have part of their bodies affected by it, but it'll still hurt a lot;
10. Furthermore, **Jungle Juice** isn't limited to only turning humans into insect hybrids, as it can also work with other intelligent species that can be considered human-like, such as elves, dwarves, lizardmen, goblins, orcs and beastmen;
11. The certain kind of bees that consume divine energy used as an example in description of the **Complex Bullet** item is a reference to SCP-5993, mentioned by u/Raptoriantor on my post about the most dangerous and powerful insects of the multiserve;
12. If you take the **The Origin of the Predator Species** perk, you don't need to worry about any psychological change due to becoming a Predator;
13. If you have take the **Blackout Mastery** and **The Origin of the Predator Species** perks, you can still take the **Carnivorous Specimen** drawback if you want to receive extra points;
14. The options for secondary insect species for the **Blackout Mastery**, **The Chimera** and **The Origin of the Predator Species** perks follow the same rules of the **Insecta Complex** perk, however, you can take the **Rare Complex** perk multiple times to enhance your possible options. However, keep in mind that, each time you take this perk, it'll enhance a single Complex;
15. If you have both **The Chimera** and **The Origin of the Predator Species** perks, the secondary Complex that you gain as your "Origin of Species" mandatorily need to be related to your first, main Complex, even if you possess four extra artificial Complexes;
16. The OC Companions are based on Muffet (Undertale), Shino Aburame (Naruto), Kishibe (Chainsaw Man), The Lady (Little Nightmares), Ken Kaneki

(Tokyo Ghoul), Damon (Fray), Esdeath (Akame ga Kill!) and Meriem Cooper (Cavewoman);

17. The **Jungle Queen** OC Companion was a request made by u/FreelanceAdvisor;
18. The right name for Amber Fossil is actually Pumpkin, as it was incorrectly translated by official Webtoon, but I preferred to keep it as amber in this jump;
19. In some future update, I want to add a few Scenarios, with some of their rewards probably being the reserves of Amber Ore and the entire NEST;
20. Unless mentioned otherwise, if any of your items are lost, destroyed, or stolen, then they'll reappear in your Warehouse in their previous condition after a week, with any beneficial modifications being retained;
21. I only added the **The Sharpest Fangs Win** drawback because I always thought Jungle Juice was similar to Killing Bites, so I wanted to find a way to mix both settings;
22. **Drawbacks** are removed after the end of your jump;
23. The series is still ongoing, so I'll probably update this jump to add new content at some point.

-History-

V 1.0: Released