TERRA FORMARS CYOA: JUMPCHAIN COMPLIANT
By THE ONE-ARMED ANON

The year is 2599.
Humanity has reached an unsustainable level of overpopulation on Earth. Efforts to terraform and colonize other planets - efforts that should have been made years ago - are now underway. Immediately, a rather cost-effective method had been developed: seed the planet's surface with moss and cockroaches. The cockroaches would eat the moss, and their corpses would fuel the moss' growth. The combination of oxygen and carbon output given off by these organisms would create a breathable atmosphere.

Recently, a team was sent to Mars to exterminate the roaches, as it had been determined that the moss alone could finish the job due to the atmosphere's level of development. The team's name? Bugs #1.
Contact with Bugs #1 was lost immediately after arrival.

A second expedition is being mobilized: Bugs #2. But there is an odd difference between Bugs #2 and the first expedition: Where Bugs #1 were trained scientific and military personnel, Bugs #2 is a group of the poor, the condemned, and the homeless. And so far, they have not been given an idea of what is to come. But you... You know what's coming, don't you?

Bugs #1 lost contact with Earth because of the roaches. Something has gone wrong, and instead of being ordinary, weak cockroaches, they have been warped and uplifted into something more. Where once was a common pest, now stands an exoskeleton-clad monster that looks like a man, with Herculean strength and nightmarish speed. The roaches, now called Terraformars, slaughtered Bugs #1 to the last man.

And all throughout, the higher-ups are expecting this. They know something that nobody else does. Something involving mysterious pyramids that were revealed after the roaches were seeded on Mars. And the words...

"The memory left by Rahab..."

What is Rahab? How have the roaches evolved to a humanoid state?

How much are they hiding?

You start two to three years before the Bugs #2 launches, and no matter what you do, you WILL be on the ship when it launches. You are bound for Mars.

Beyond that? Everything is up to you. Have these to aid your future:

+1,000 CP

And let us see how you can change a future full of intrigue, blood, and senseless death.

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Identity

All Identities receive a 50% discount on items and skills marked for them.
And after all. Can't exactly be an Unknown Variable, right?
Choose from one of the supplied Identities below.
Age: Roll 1d8 + 23, or **50 CP** to choose your own age.
Gender: Come in with your default gender, or **50 CP** to choose another.

Vagrant (Free): You have no established history, a simple wanderer picked up by U-NASA to become one of the new operatives to Mars. No connections, no history, no identity in this world. But regardless of any of that, you have a mission: Claim Mars for humanity.

Condemned (50 CP): You committed a crime, either by taking many lives, betraying your home country, or something far more heinous. Regardless, you were put on death row - And would have been executed. However, U-NASA came to you a mere week before your death date, and offered you a deal. A new start: Be one of those sent to Mars to aid in terraforming. In a choice between death or life, you made the only one any sensible person would choose.

Poor (50 CP): Since the beginning, you have been at the bottom of the barrel. Every opportunity you've tried to take advantage of - to obtain a new life - has been ripped from you by rivals and technicalities. As the world grew more and more crowded, your situation grew worse - until something odd happened. You received a letter in the mail, from the international organization U-NASA. This... This is what you've been looking for. A new start, a time to begin things anew.

Scientist (50 CP): A high-ranking U-NASA scientist, you know what the Bugs #2 Team will be facing on Mars. As such, you've been sent along with the team to ensure their success, and maintaining their... new, unique bodies. You see, you were the one who operated on the ones chosen to go to Mars, surgically enhancing their bodies to withstand the still-dangerous climate of the red planet's surface. The Mosaic Organ Procedure... While you yourself have not undergone it, you know how to unlock it's secrets and ensure your comrades are always at top, combat-ready strength. For they will need it.

So you've made your decision. To either have an established part in this world's history, or to be free from any memories and connections. Regardless, let's get you geared up aye?

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ORGANIC MOSAIC PROCEDURE

The basis for humanity's plans to reclaim Mars. The Mosaic Organ Procedure: A surgery in which the human body was reinforced to withstand the still high-altitude-like climate of Mars. The survival rate of the surgery is 30% - and due to such a high death chance, most people undergoing it have either nothing to lose, or are in need of money.

There is, also, an added benefit: Through the surgery, a foreign DNA array is inserted into the cells of the human body. With this, the cells in one of the Operatives' weak flesh and blood will be able to transform. For many, the transformation has to be done with a specific serum-injection, carrying animal tissues. For you? No injection necessary.

Now the time comes to choose your Surgery. Your comrades on Bugs #2 have the Bugs Procedure. You? Well, your options are a bit more open.

Bugs Procedure (100 CP. Free for Condemned, Poor, and Vagrant): The basis of your Organic Mosaic Procedure was formed from one member of the Arthropoda family. Choose any arthropod, and they become the basis of your transformation.

Alternate Original Organism (A.O.O.) Procedure (100 CP): You won't see individuals with this surgery until much later, during the Annex I arc. In short, where the base Bugs Procedure has people spliced with arthropods, the A.O.O. is a highly-experimental surgery. Choose from ANY creature belonging to Animalia, excluding Homo Sapien, as your Base Organism. This procedure is many times more advanced than the Bugs Procedure, making you far stronger than the Bugs-2 crew in your transformed state.

Bribed the Doctor (300 CP): Well you're a tricky one aren't you? Before you underwent the Procedure, you... passed a sample of "something" to your surgeon, as well as an undisclosed payment. This sample came from a beast or monster you've slain in the past, perhaps from another time or another place even. You'll have a hard time explaining this one, but at the same time you'll be capable of a lot more than one of the other two Procedures.

Now that you've decided on your Procedure, it's time to get into the nitty gritty, eh?

But first, maybe you'd like to augment your Surgery base. Give it a few... Improvements?

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Mosaic Augmentations

Turns out, there are plenty of alternative methods of boosting one's Mosaic Organ Procedure. The Chinese developed one among other things, so perhaps you'd like to have a go?

Hereditary Base Organism (200 CP): Choose an organism from the Arthropod family. It turns out, you are descended from someone who underwent the Bugs Procedure (someone who volunteered as an experiment is the most likely case). You are, like Akari and Michelle, capable of manifesting two organisms when undergoing a transformation: Your inherited base organism, and the one you may (or may not) have been spliced with. Can only be purchased once. Can be modified by A.O.O, but not by Bribed the Doctor.

Red Surgery (200 CP): A variant of the Mosaic Organ Procedure developed by the Chinese government... Well, at a later date. Still, it seems your surgeon's hands are guided by your unknown benefactor. In the end, the result is the same as it will be in the future: Your abilities when transformed become drastically more powerful, and capable of crushing both Terraformar (Roach) and Human alike. As well, you can manifest your Base Organism in small, subtle ways - enough to give yourself a heavy advantage, without the other party even being aware.

Hidden Potential (100 CP): Having undergone the Procedure, it seems as if your human DNA has unlocked some... unheard-of characteristics of your Base Organism's form. Be it a Wasp base whose stingers can be fired like harpoons, or a Locust base whose leg-strength can suddenly prove strong enough to kick off from the atmosphere, allowing for free-directional jumping. Your humanity has yielded some unseen benefits, it seems.

Beyond Animalia (100 CP. Requires A.O.O. Procedure or Bribed the Doctor): Well, somebody's not even going remotely common, eh? Very well then. You're free to choose from ANY variety living organism. Cactus? Bacteria? It doesn't matter - So long as it's living, and has a genetic code that can be used for your Organic Mosaic. Note: Viruses and the like do not count.

Right. NOW that we're past all that, maybe it's time we actually got down to the nitty-gritty, eh? Eh?

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SKILLS, ABILITIES, AND PERKS

Quiet (100 CP. Free Vagrant): Movement, breathing, any action that does not involve combat or loud speech are eerily quiet. You can move without making any noise, your breaths are indistinct, and any action that doesn't naturally generate a loud noise becomes quiet.

Calm (100 CP. Free Condemned): When you are faced with a situation that evokes any sort of emotion in any other person, you instead react with indifference. You are capable of drastic emotional control, even when faced with death, and even when pain is inflicted you just do not react. People will wonder if you can even feel, be it pain or emotion.

Defiant (100 CP. Free Poor): You have had enough. You have suffered enough at the hands of the world, and the people that have scorned you for too long. Remembering all the times you were made lesser than others, for sport or otherwise, pushes a surge of adrenaline through your body that makes you capable of standing up under even the heaviest of loads. You will not take this anymore.

Tactical (100 CP. Free Scientist): You've worked in your field long enough, and know precisely what it takes to keep a good facility running. One of those things is a tactical eye: You can keep track of everything going on within a chaotic setting, from the intern struggling to write down notes to that odd man over in the corner of the operating room without even turning your head, to even the fact that your co-worker just had a dirty thought by the quirk of their eyebrow. Without even looking.

All From The Wasp, You See (100 CP): Komachi passed off his growing set of abilities as 'simple biological aspects of the Japanese wasp.' Funny thing? Everybody believes him. You now have the ability to just blatantly bullshit about the source of your powers to anyone, and they will readily believe it. The reactions upon believing it though will vary.

Scavenger (200 CP. Discounted Vagrant): You've wandered for who knows how long, and know instinctively by sight, smell, and touch when you've found something valuable. Also, you know the opposite: If something is deadly, useless, or otherwise, you'll know it as well.

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Cheater (200 CP. Discounted Condemned): Oh you're just a nasty piece of work, aren't you? You know what causes the most damage, and you use copious amounts of it. Biting, scratching, stomping (specifically toes), you know the exact angle, amount of force, and what to use, to deal the most damage. Also, your backstabs are always unseen and inconceivable, and you always have a pocket full of sand to dig into someone's eyes.

Martial (200 CP. Discounted Poor): Some martial arts were made for the poor to defend themselves. Choose one of them, and immediately you know the basics of that martial art - as well as some of it's more deadly techniques. When the time comes and you have to use your M.O. transformation, you know how to incorporate both form and art into one fluid, deadly combat style.

Chief (200 CP. Discounted Scientist): You take pages from the book of Sun Tzu, Churchill, and numerous other leaders. Whereas before you may have just known how to keep track of a chaotic field, now you know how to guide all of it's aspects into a unified force. Whether it's the chaos of a factory floor or the havoc of a battlefield, you know how to guide every aspect of it to a favorable conclusion. As well, your emotions are stoic and solid, allowing you to be rational during these times of crisis.

Sheer Presence (200 CP): There is no 'Fear of God' when you're involved. There is only 'Fear of You,' as your presence and nature suddenly grow to imposing, dominating levels. As well, to better communicate this nature and presence you have a flare for the theatrical, and can draw the attention of enemy and foe alike as you will it.

Guided Feet (300 CP. Discounted Vagrant): Normally a wanderer like yourself doesn't socialize all that much, but you still know the people you can go to when you need it. With this? You can find those people anywhere and everywhere, just by walking. As well, when being tailed, followed, or chased, you can just carry onward and conveniently lose that person just as easily. Anywhere a person can even theoretically be found? You can find that place as well. Odd, just from deciding to start walking and never stop.

Switch Knife (300 CP. Discounted Condemned): You have a talent for something - something that made you quite the terror when you were still in prison. You could make literally anything - from a broken tooth to a shoe string - into a weapon, and you always had access to particularly deadly items - even when it made no sense for you to access them. I mean really, a letter opener in the cafeteria? Note: Due to the nature of this, you also always have a knife on you. Even when you've been completely searched.

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Roma Warrior (300 CP. Discounted Poor): Huh. It turns out, part of the reason you were chosen was because you've hailed from a once-strong bloodline. And in being chosen, they've found ways to awaken that genetic potential in you. Your strength, speed, and endurance are the result of 600 years of ancestor's selective breeding, making you powerful enough to take on a swarm of the Roaches by yourself. Hint: Your last name may or may not be Newton.

Tech Overhaul (300 CP. Discounted Scientist): You know every piece of lab equipment you could ever work with, inside and out. And you know how to absolutely twist, pull, disassemble, and completely fuck with it to the point that you can make entirely new tools from the old. Sample-spinner into a deadly weapon? Why that's just one pebble on the beach.

Subtle & Slight (300 CP.) Your talents at subterfuge, falsehoods, and plain obfuscation are second to none. Even when you're a massive, twelve-foot tall giant you can make yourself appear as no threat to anyone, even someone worth ignoring. You can mask your true strength to even a keen eye, and have numerous contingency plans to compensate for when someone does find out your secrets.

Number One (400 CP. Discounted Vagrant): You've had to look after yourself for a while now, and have developed quite the repertoire to aid this. You can instinctively understand the fighting potential of an opponent, can analyze anything that would give you an advantage over them, and know... another skill towards looking out for number one. You know the best methods of GETTING THE FUCK OUT OF THERE, and know how to look for any number of openings to do so.

Absolute Disgust (400 CP. Discounted Condemned): You are not some emotionless psychopath, or happy-go-lucky slaughterer. When you fight something that fills you with complete hatred and disgust, your attacks grow swifter and more destructive until whatever it is that you hate is destroyed. Does not have to be a living being, can be an inanimate object or even a concept.

Kamen Man (400 CP. Discounted Poor): You have scraped your way from the bottom of the barrel to where you are now, and you will not lose it - or anyone else. When you are placing yourself in the defense of something - be it an object, a person, or an ideal - your strength, durability, prowess, willpower, and sheer proficiency in the relevant skill increase five-fold. You will defend it to the last, and damn the son of a bitch who would take it from you.

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M.O. Surgeon (400 CP. Discounted Scientist): You know the Organic Mosaic Procedure's ins-and-outs like the back of your hand. As a result, you can perform the surgery on anybody, be it human or animal, and they will not need the transformative serum as well. On top of that, while the normal survival rate of the procedure is 35%, your skills with it have increased such a dramatic amount that nine times out of ten, your patient will survive the Procedure.

I See Where This Is Going (400 CP): You have the uncanny ability to spot 'plot points' and the potential outcomes of each, as all people are characters on a greater stage. You can encourage good ideas (sticking together on a monster-infested planet) to prevent unnecessary deaths, and can unravel bad ones (letting the traitorous character flee) to prevent even further plot fuckery in the future.

Bring In The Cavalry (200 CP): If you have any number of people you wish to bring on the Bugs-2 mission, well they're gonna have to undergo the procedure huh? To import any 8 Companions will cost 200, any others after the initial 8 are free. Which procedure? Well, choose below:

-> Bugs Procedure (Free): Choose an Arthropod for each companion imported. Their procedure integrates that creature into them, and their Procedure integrates this with them fully.

-> A.O.O. Procedure (100 CP): Choose any organism from the family Animalia for each companion imported. This procedure integrates that organism into them fully, and their resulting transformation is many times stronger than the base Bugs Procedure. An additional **50 CP** unlocks ANY organism for this surgery.

->Red Surgery (100 CP): On top of the procedures available, each companion's Base Organism is capable of being manifested in incredibly subtle ways. As well, it's general strength and power is increased, both for killing Roach and Human alike.

->Hereditary Base Organism (100 CP per Companion): Choose an Arthropod per companion this option is purchased for. That companion gains a second Base Organism on top of the one granted through surgery.

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EQUIPMENT & GEAR

Operatives' Uniform (Free): Reinforced for combat, this spacesuit is built to withstand heavy environmental damage and has numerous pockets, pouches, and other forms of storage for carrying a variety of tools and scientific samples. Looks really, really stylish too. Comes with a durable, easy-to-clean jacket in the style of a lab coat.

Can of Bug Spray (50 CP): Unlimited amounts of the most powerful bug spray available. Does not work on the Roaches.

Smiles' Sword (50 CP): Originally just a decorative captain's saber, this sword actually proved very useful for slaying the Roaches - as George Smiles, one of the Bugs-1 Crew, used it to swiftly cut apart the one Roach that died, and sent it's head back to Earth. Something about this sword feels odd - for this was the one that slew the first of the Roaches, and now it feels like the blade itself wants to finish what it started.

Transformative Serum (100 CP): For normal people who've undergone the Procedures, they require this serum to transform. However, for you? This serum just empowers your transformation's abilities, and throws your Mosaic Organ into overdrive. Comes in delivery method of your choice: Snort it like cocaine? Sure. Drink it with a shot of whiskey? Why not. Inhale it via an e-cigarette? Absolutely. Any delivery method you can think of will work. Comes in a package of five doses, doses respawn every week.

Weapons Cache (100 CP): You have a cache of weaponry developed entirely for one purpose: augmenting your capabilities in your Procedure-generated transformation. Be it a variety of baseballs to be used with heavily-enhanced eyesight, or a quarterstaff with disassembling parts meant to be broken into pieces and controlled with a length of spider silk. Whatever you decide, and whatever works best with your Procedure-generated form. Alternatively, you can import a weapon to have qualities which work well with said form.

Capture-and-Containment Gear (150 CP): A net-gun whose ammo is made of high-tensile, polymer yarn (by itself made by mixing a polymer with sheets of reduced graphene oxide (RGOF) and carbon nanotubes (CNTs) during spinning. The yarns are much cheaper than those using CNTs as the only additive, producing fibres that can be sewn like threads and coiled into springs.) Includes a set of ten large, reinforced glass cases big enough to hold two fully-grown Roaches.

Jet-Powered Vehicle (200 CP): Be it a snazzy car or a planetary rover, you now hold the keys to a vehicle which is capable of lightning-fast on-wheel transportation, or equally-fast hovering speed. Either way, it's a really quick mode of transport with added utility in increased trunk and storage space, comfortable (and heated) seats, good sound system, pretty much everything you'd want in a futuristic car.

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Mosaic Organs (200 CP): A cache of twelve air-tight, cryogenic containers with Mosaic Organs, harvested from the Roaches on Mars. These organs allow for the A.O.O. and Bribed the Doctor level of surgeries. All of the individuals involved in the Annex-I missions have these organs as the basis of their transformations.

Airdropped Laboratory (200 CP): On command, five times every ten years, you can call down a large shipping container (made to allow for comfortable standing if at least 12-foot or higher) holding a specific laboratory. These 'dropped-in labs' hold close-to-state-of-the-art equipment befitting their purpose. Can spawn one of the following 'lab archetypes' per five drops: Field Analytics, Administration, Specialized Storage, General Storage, Auxiliary, Lab Maintenance, Medical, and Production. Note: Customizable and capable of being upgraded if one finds better sources of technology.

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DRAWBACKS

So. 1,000 Points not getting you everything you want?
Very well then. Good luck.
Take a maximum of 600 CP in added challenge. Any others you want to take? Well

Johjo (+0 CP): Something... Something went wrong. The Roaches are bulkier now, but they... When they aren't dealing bloody carnage, they're posing. Wait, your teammates are posing as well! There's glitter in the air everywhere! And the background's multicolored and looks like an acid trip! WHAT THE SAM HELL IS GOING ON?!

Cheekless (+100 CP): You were - either through experimentation or an unfortunate quirk of birth - born without cheeks. Your ability to communicate and eat are heavily impacted, and in general you look horrifying to the average person.

"Just SHOOT IT!" (+100 CP): When it comes to melee combat? You're stellar, and remember everything. But good luck using a gun for it's intended purpose, ESPECIALLY when doing so would be handy. You just don't know how to use a bloody gun except as a bludgeon. An ineffective bludgeon.

Panic (+200 CP): You suffer panic attacks, especially when exposed to blood, gore, and gristly scenes. You lose all fine motor control, begin shaking wildly, and are just freaking out to the highest level. Even during combat.

Political Target(+200 CP): One of the world powers, it seems, is aware of your capabilities. And seeks to harness them for their own, whether they take the legal route or the murderous route. Regardless, you will find yourself embroiled in physical combat and politics as they seek to grab you, and exploit everything you know, have access to, and own. Hint: It's probably the Chinese.

Short Window (+300 CP): Your comrades can maintain their Mosaic transformations for a long time it seems. However, you just can't keep it up compared to them. Your Mosaic lasts a maximum of three minutes, and can't be increased through training. **Can't be taken with No John.**

Schrodinger's Roach (+300 CP): Oh dear... The Roaches have gotten stealthier. Every place you aren't looking at at a given time has a chance of having a Roach hiding within it. Whether it's behind that teacup you're drinking from or hidden in the trunk of your car, everywhere you aren't observant of at all times will most likely be holding a Roach.

No John. You are the Roach. (+500 CP): For your ten-year stay, you are locked from your abilities - both the ones you brought here with you, and the ones you

purchased here. For you see, you are not human - You are one of the Terraformars. Hunted by your own kind, and soon targeted by the operatives of Bugs-2 - whose Procedure-granted forms have been made on par with the Roaches' strength. They will chase you, both factions, and should they catch you, they will kill you. But first, they must catch you. And just to make this more difficult? None of your allies join you, and that pretty little warehouse you had access to? Gone. And unlike the other Roaches, you don't plonk down an egg when dead. When you die, you die. Permanently.

There From The Beginning (+600 CP): Instead of starting out three years before the Bugs-2 mission, you are instead on the Bugs-1 Spaceship. And unless you either make it on the pod back to Earth or die, you'll be stranded on Mars until the Bugs-2 mission comes around. But don't think that surviving until Bugs-2 is the end. Nope, twenty years later you will be a part of the Annex-I mission. And all throughout this? Not only are the Roaches massively powered to ridiculous levels, but you are not allowed to move on until you've completed your objective. EXTERMINATE ALL ROACHES.

From A Single Hair (+600 CP): Normally, the Roaches are limited in what they can take: They are skilled at surgery, but it requires full-on limb grafts and Mosaic Organ transplants in order for them to mimic the abilities of the Operatives. Then there's you: All they need to splice in from you is a small piece of skin. A stand of hair. Or maybe a small bit of blood. After that? They will have access to all of your abilities - That's right. Not just your Organic Mosaic. ALL OF YOUR ABILITIES.

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EPILOGUE

Ten years later (or however long you've been here), it's finally time to go on. This has been a rough ride, with bloodthirsty roaches and teammates dying left and right. But now it's time to leave all that behind you, as you come across three choices...

Go Home?
You're done. The roaches took too much away from you.
You saw too many good people die needlessly.
You can't handle this anymore.
You return home, where everything is just as it was -
except for yourself.

Stay Here?
You've put too much sweat, blood, and tears into helping this world
to give up on it now. You elect to stay - although
what good you can do is entirely up to you.
Back home, you've disappeared, never to be found.

Move On?
Your fight against the Roaches has kindled righteous anger
in your soul, and you elect to carry onward on your adventures.
You will not let anything like that happen again.
You can't.

But before you go... A small gift.

U-NASA Flag (Free): A five foot by three foot flag with the U-NASA logo stamped in the center of it. For the person who took no drawbacks, it simply has 'BUGS-2' stitched into it. And underneath that, a list: Every person who died on that mission has their name lovingly sewn into the fabric, immortalized within it. The same goes for if you participated in Bugs-1 and Annex-I missions - All those that died will be sewn on to be remembered.

But. If you should do the impossible. If, somehow, you saved everyone - whether on just Bugs-2, or on all three missions, the flag changes. Instead, the team name(s) is/are displayed across the top. And at the bottom, under the U-NASA logo: **MISSION ACCOMPLISHED.** And around the rest of it are names - handwritten signatures and messages of farewell, good luck, and good will from the team members. Wishing you well on your journeys, and all things in your future.

And if the flag with all-three teams represented is obtained? Well, there's a little bit extra...

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MISSION ACCOMPLISHED

You've done the impossible. You've saved all three teams:
Bugs-1
Bugs-2
Annex-I

And eradicated the Roaches from Mars.
So long as the flag hangs proudly, it seems that the mysteries of Rahab are open to you, hero.

Blessed By Rahab: The mysteries of the dead planet Rahab were left on Mars, and one such memory resulted in the biologically-impossible evolution of the moss, the Roaches, and later on the silk moths. It seems this capability now belongs to you: Any organism you deem worthy will begin on an evolutionary path towards a humanoid (or other uplifted) state of being. They will follow any and all designs you wish, from evolving biological structure to culture, language, and beyond.

This process will take **hundreds** of years, but can be refined and worked with to reduce the amount of time slightly. But, even if you leave these organisms for another land - or even another world - they will still evolve and follow your designs. NOTE: Has to be a non-humanoid organism for the Blessing to begin it's work.