Monsters Inc. by Alera_Anon

The future is bright at Monsters, Incorporated.
We're part of your life.
We power your car.
We warm your home.
We light your city.
Carefully matching every child to their ideal monster to produce superior scream refined into clean, dependable energy.
Every time you turn something on:
Monsters, Incorporated is there.

We know the challenge...
The window of innocence is shrinking.
Human kids are harder to scare.

Of course, M.I. Is prepared for the future with the top scarers, the best refineries, and research into new energy techniques.

We're working for a better tomorrow... today!

We're Monsters, Incorporated!
We're M. I...



Origins –

Drop-In (Free): Well, this could end poorly. You somehow ended up in a world filled with monstrous beings of every shape, size, and color, and yet the mere thought of contact with something a human only TOUCHED makes them break out in a cold sweat. Actually spotting a human would drive them into a mass hysteria, so you'd probably want to buy a Monster Form.

CDA (100 cp): As a member of the Child Detection Agency, you have been trained to swiftly and decisively protect the Monster world from the dangers of human contact. Since this is part of a government organization, you'd certainly have to deal with a lot of regulations as well as monitoring the bureaucracy of Scream power companies to assess which ones are the most at risk of human contamination.

Scarer (100 cp): Imagine if the world relied on coal-power, and every coal miner was treated as a combination of sports legend, war hero, and celebrity. It's a Scarer's duty to brave the Human world, terrify children to provide electricity back home, and avoid the "dangers" of human contact.

Scare Assistant (100 cp): Not a single bit less important than the Scarer, these unsung heroes of the Scaring Floor are responsible for managing their partner's workload: matching Child to Scarer, calling in Doors, adjusting Scream intake, keeping their Scarer fit as a frightening fiddle, and doing paperwork. It might not be as glamorous, but you are vital.

Perks:

I'm Off Duty (100cp): Amazing how it seems like you go from a living nightmare to an average joe just by clocking out. You can at will toggle into a casual manner that completely eliminates the intimidation factor of your presence. It won't stop people from remembering that you could pick them up and snap them in half with frightening ease, but the fact just doesn't seem scary when you're right there nursing a cup of coffee and reading the paper.

Hide and Seek Champion (100 cp, discount Drop-In): Folks just can't take their eyes off you for a second, can they? You just disappear into a hiding place in a blink of the eye! Literally, in your case. The moment you are unobserved, you can appear in a hiding place close by (no further than the adjacent room) that you could have feasibly gotten to on your own. If you can't get past a locked door, you can't appear behind it. This ability does need to recharge after each use, but luckily this can be done simply by jumping out and scaring someone (or a simple "boo!" will suffice).

Measure of a True Monster (100 cp, free Scarer): If you're not scary, what kind of a monster are you? The more fearsome you are, the more respected and liked you will be. It's not just your appearance that makes you scary, however, but your actual ability to scare and skill at it. This applies to non-monster cultures as well, even when they don't usually look up to people that make a living by jumping out of children's closets and scaring them.

Disposal (100 cp, free CDA): The CDA drill every method and manner of safely disposing of child contaminants, quickly disinfecting and destroying all traces of the dangerous materials. You can quarantine with the best of them, quickly identifying what the best procedure to halt the spread of whatever the subject came in contact with comes second nature to you.

Can Wrangler (100 cp, free Scare Assistant): You have a way with Scream collectors than translates to other power systems. You can swap out devices made to contain energy so quickly there is no waste or danger if it is collecting energy or so that it doesn't even have time to power off if it is using energy.

Lost and Found (200 cp, discount Drop-In): Life can take you to some strange and far away places. But the end of any good adventure is coming home. In your journeys you'll find that things tend to arrange themselves to give you a good shot at making it back to whatever place you consider home in a particular world. Maybe you're just lucky, maybe you just happen to run into the few people who'll go out of their way to look out for you. What matters is that when all things are said and done, you don't ever really need to worry about being lost forever.

Well-Fitted (200 cp, discount CDA): Look, nobody is going to be busting through doors and rappelling through windows while wearing something as bulky as a completely environmentally sealed HAZMAT suit. You're not nobody. For some odd reason otherwise bulky and hampering protective equipment doesn't seem to come with the hindrances that you'd expect. That sealed HAZMAT suit isn't going to impede your range nor speed of motion, and that tinted visor isn't decreasing your vision at all. Strangely the more protective such things are the smoother you seem to move. Maybe it's just the confidence that comes from knowing that you've got all your bases covered.

Monster Cum Laude (200 cp, discount Scarer): Maybe you graduated at the top of your class at Monster University or Fear Tech, maybe you just obsessively followed the legends of the Scaring industry. Either way, you know every scaring tactic in the book and even the tricks of the trade that normally take the pros years to refine. Your encyclopedic knowledge of all things Scary lets you match up the perfect textbook response to a target's worst fears and your practical knowledge lets you adapt it

Oh Hey! We're Rehearsing A Scene From The Upcoming Company Play! (200 cp, discount Scare Assistant): Well, this is an interesting boost to your fast-talking skills. While yes, you are noticeably quicker at thinking on your feet and having your mouth catch up, people also don't seem to notice when you slow down to come up with something, the main boost is in putting your bluff into action. Say you're practicing a scene for the company play to cover up an argument? You'll have a script, produce it, and direct it all single-handed within the week. Sneak in someone as "Bring an Obscure Relative to Work Day"? You bet that's getting into the company calendar.

Monstropolitan (400 cp): As a Monster, you'll notice some of the variety in the locals. Different shapes, sizes, physical consistency, number of limbs than the day before, shops cater to all kinds here. And now you'll find ones that can cater to you anywhere. It doesn't matter that your an acidic ooze, you can still find a shop with a fitting tie (that won't dissolve or slip) in any World. Are you three stories tall but want a Frisbee? You can find a store with one. Need fireproof tissues? Luckily there's a box in stock! While they won't sell any commodities beyond the tech level available in the current World, you can always find something to buy matching your physical requirements. Of course, you can only SHOP at these stores, but strangely enough they seem to disappear when you don't need them.

You Start Getting Attached to IT (400 cp, discount Drop-In): They really shouldn't have named you. It seems that no matter how dangerous and deadly people believe (or know) you are, it never stops you from bonding with them. Even if a single touch meant death for someone they could find themselves having a major soft spot for you. Regardless your level of danger doesn't seem to hinder your social interaction in anyway.

Rapid Response (400 cp CDA): At any moment a human child contamination could seep into the monster world. When the alarm goes off, you and your team are on the move. You could get a full team with equipment and vehicles on the scene mere seconds after you receive an alert. This ability applies to any (non-time based) alarm or similar notification that you receive.

Let The Animal Out (400 cp, discount Scarer): Sometimes, you've just got to gather up all the fancy lesson plans and tricks, make a neat little pile, and throw it all out the window. That's when you dig deep and let the scary out. You can roar hard enough to shake the walls (and knock monsters crawling on them loose), rip out hidden doors from the wall, and tear a machine the size of the Scream Extractor out of its arm & toss across a room (with effort).

Riding Your Coattails (400 cp, discount Scare Assistant): Let's face it. You might be called the assistant, but you're running the operation. As the brains of the team, you know how to organize one-on-one training regimens that help build skills from scratch and refine natural abilities & personal talents to greater heights. Your group exercises tend to leave them even more motivated than before and occasionally reveals skills they had but didn't realize were useful.

Mons Tribe Member (600 cp): Like the ancient tribe that formed the entire monster world, by eating what a certain creature eats you start to take on traits of it. Effects become more noticeable the more often you eat the same thing, but you can't adapt similar traits if they're from a supernatural source like magic or a learned skill. Physical traits and biological adaptations only This only applies to one type of creature's traits at a time, but you can reset your appearance at any time and re-applying the same traits takes less food each time.

It's True! I Saw The Whole Thing! (600 cp, discount Drop-In): Man, people REALLY tend to overestimate you. Luckily it's to your advantage. You could just stand up on a table and say "Boo!" and next thing you know the entire restaurant explodes into mass hysteria, with eye witnesses on the news swearing up and down that you blew up cars with your laser vision & picked up people with your mind powers. Even if you actually had those, everyone errs on the side of over-caution, interfering with their ability to actually deal with you. Not to mention the whole "so deadly a single touch a could kill you" line of thinking that pops up about you.

WE'RE ALWAYS WATCHING (600 cp, discount CDA): ALWAYS. In order to properly monitor potential breaches of children into the monster world sometimes a member of the CDA needs to go undercover. You're the best they have. You excel at being placed in a position that gives you the maximum access to information with the minimum risk of alerting others or raising scrutiny. People don't even seem to suspect anything when you blatantly badger them to send the relevant paperwork and files your way.

It's All About Presence! (600 cp, discount Scarer): The single greatest weapon in a Scarer's arsenal is the skill to set the mood to get the biggest scream possible. With enough build up, you could even scare well-trained adults enough to power a door from the other side. And that's without this perk. With it, you are a master at the skill, able to assess the environment, instantly know how to prep it with what's available, and even able to build up an atmosphere of things besides terror. Laughter, anger, national pride, whatever mood you aim for can be built up to 11.

Fear Tech (600 cp, discount Scare Assistant): From closet doors to Scream energy, you've studied it all. You can build a portal that's linked to a matching door, energy collectors that can absorb power just by being connected through said portals, and you know the secrets of how to convert Scream into actually usable power. And not just Scream or even Laughter, no! With a little effort, you can adapt almost any emotion into a usable power source. The more extreme, unrestrained, and... Well, powerful the emotion is, the more energy can be derived.

Scare Floor

Monsters have a wide variety of appearances and clearly you need to customize your own. Drop-Ins must pay 50 cp to use this section, all other origins may access it for free and choose one of the 4 body types for free, or pay 200 cp to import a non-human alternate form that can be further modified.

Chitinous - Insectoid, Crustacean, or Arachnid, you skitter, chitter, and creep everyone the fuck out. Their type of legs are typically hexapedal with good speed when sprinting but somewhat lacking in maneuverability while moving.

Fluffy – Whether it is feathers or fur, you are one big fuzzball. It might get hot in the summer and be a pain to groom, but you can't beat going fluffy, amiright? On the plus side, you can puff up to seem bigger than you really are.

Scaly – This covers a wide variety of monster body types, from full-on reptile to a pebble-hided goblinoid. You are most likely going to be slithery, lanky, and sneaky.

Slimy – You may be a living ooze, or a slug-like monster. What you lack in speed, you make up for in momentum. If you don't want to slow down, it'll take more to stop you especially if you can just slip through what tries to block you. Can be taken with or without slime trail.

Monster Customization

Limb Swap (free): With this option, you can swap out a pair of limbs for a matching type. For example, swapping humanoid arms (normal structure and finger number with opposable thumbs) for crablike pincers. You can also divide a set of limbs into an equal number, but this divides their strength/durability accordingly. Each type of limb would have their own innate advantages and disadvantages, like pincers would have great crushing power and an intimidating snap, but lack dexterity and thumbs/fingers. Removing a set of limbs entirely grants a large increase to strength by focusing the limbs' power into the body, but you would lack a limb's ability to manipulate the environment (although you would have a snakelike or slug-like form that could coil, squeeze, and slither with all that focused strength).

Monstrous Values (free): While in Monster form, you have the same preferences as a monster. Garbage isn't disgusting, it's a delicious cafeteria buffet! Obviously not out of the trash can, you're not an animal. Your stomach isn't the only thing swayed by the change. Odorants are used by monsters all the time, are you a Low Tide or Old Dumpster kind of Jumper? Wet Dog, maybe?

Additional Head or Limbs (100 cp): Gain an extra pair of limbs (subjective to the optional Limb Swap) or an extra head with all the benefits those come with.

Scuttler (100 cp, free Chitinous): Your leg layout kind of makes cornering hard, but it makes up for that in a different sort of maneuverability. Forwards, backwards, strafing left or right, you can do all of those at up to your normal running speed, not to mention that you get a lot better at managing where your feet land when you have more than just two.

Huff 'N' Puff (100 cp, free Fluffy): Whoo, check out the pipes on this Jumper! You can breathe in so deeply that you look almost twice as big. This is REALLY good for roaring, with the added practically of bigger being more intimidating.

Sinister Slither (100 cp, free Scaly): Know what's more unnerving than seeing something run past your bed at night? Almost seeing something run past your bed at night. Luckily, you're usually the one doing the running (and it's not your bed). You get a noticeable boost to your sprinting speed when changing cover, when crouching low your speed further increases, and as a side-benefit you can make a creepy rustling noise whenever you move (note the "can", don't have to do it all the time).

Trail Lazin' (100 cp, free Slimy): It's kind of gross, but you can secrete a few types of slime trails with differing effects. The first kind is sticky, allowing you to adhere to walls and ceilings. The second is slippery, allowing you to move faster (in the sense of accelerating from snail to turtle).

Amphibious (100 cp): The ability to breathe underwater isn't that uncommon among monsters, whether or not you have visible gills is up to you. You also enjoy a slight increase to your swimming speed.

The Inhuman Fly (200 cp, discount Chitinous): Do not try to change the channel. You are on both the horizontal and the vertical. Mainly because you can scuttle up walls. Any good monster can climb up and over stuff, but its an area where you prefer to phrase things in terms of "walking", a "nice jog", and "ain't no thang". Not to say that you're magically immune to gravity's pull, but you can basically just stick to every surface and have enough strength to hold yourself there in much the same way you'd chill on a street corner with a cup of joe. Others may find this extremely creepy and unnerving, but they are filthy groundwalkers.

Look At You, You've Got Your Own Climate! (200 cp, discount Fluffy): Well it's true. Your fur or what-have-you is incredible at regulating your body temperature. Even extremely cold temperatures found in some of the most isolated places on earth aren't really a problem for you. You could even go skiing in a Himalayan blizzard! Oddly this seems to work just as well in hot climates as well. Somehow your body seems to be able to release or retain heat in just the right ways to ensure not only your survival but also your comfort.

Fire Breathing (200 cp, discount Scaly): Fairly self-explanatory, you can exhale fire from your mouth and nose. Scarers with this trait wouldn't use this to the full extent (modern day kids tend to have fire alarms, so that's a BAD IDEA to spout smoke and flame around), but inhaling before a roar tends to have a very intimidating hellish glow back-lighting their fangs. Because this is tied to your respiratory system, watch out for sneezes. On the plus side, you're also more fire resistant now and your lungs & related airways are immune to heat damage. Additional Heads also gain this ability.

Squishy (200 cp, discount Slimy): Someone should really put a bell on you. Your body's so soft that if it has feet, your footsteps don't make any noise. Even if you don't have any, you could still squeeze into gaps, easily hiding under beds and behind dressers. On top of that, you're no less durable than you were before (possible even more so, at least against bludgeoning).

Cara-pace Yourself (400 cp, discount Chitinous): Best skin condition in the world. Your body is covered in the finest in tough, durable natural plating. Bristling with intimidating spikes! When a mommy grasshopper and a daddy tank love each other very much, with more alcohol then is strictly legal, and a crab joins in, they get you! Probably as God's punishment for their crimes. Sordid family history aside you're incredible tough. Other monsters might be able to take a hit but you get to walk around in the finest armor a monster could have.

Beefed Up Beast (400 cp, discount Fluffy): Folks could be forgiven if they looked at you and mistook you for some kind of mutant grizzly bear bitten by a radioactive Siberian tiger. Your body has the raw mass that would trip the alarms in any self respecting person's primitive instincts. The ones that have been taking it easy ever since we stopped being consistently in the "Prey" section of the food chain. Not only is this good for intimidation, but you have all the raw strength, toughness, and natural weaponry to play the part perfectly. There are bigger monsters out there but their height is usually measured in stories.

Camouflage (400 cp, discount Scaly): You can blend into your surroundings so well you might as well be invisible! Sure, being hurt tends to make you take on a random color pattern, but this ability is so effective you (a 3-D being) can blend into a painting (2-D) and still not be seen from the side. Be warned, objects you wear or carry can still be seen.

Living Gel (400 cp, discount Slimy): Your entire body is a gelatinous substance! You can casually slip through cracks (which can be a downside if you slime over a grate), ooze around blows, and control your body's surface tension to somewhat control your shape (sending tentacles oozing around a bed to terrify a child, for example, would require more concentration than just becoming a sphere to roll faster).

Gear –

Scare Simulator (100 cp, free Scarer): This room appears in your Warehouse, allowing you to practice your scaring with highly realistic simulations. It has settings for practically every scenario, updating every time you encounter a new detail that could pop up in a bedroom. Unlike the ones currently used by Monsters Incorporated, this includes things like the Child actually walking around, unexpected pets, surprise parent checks, and more.

Wouldn't Have Nothin' If I Didn't Have You (100 cp, discount as Additional Head): You can either import or create companions to have a Scaring/CDA team of your own. They gain their origin for free, and have 300 cp to spend on perks. Additional purchases add an additional 300 cp to the companions' pool to spend up to a max of 600 cp. If taken as the Additional Head option, the companion shares your body as well as controls an equal share of it. You have enough coordination to make normal movement is easy enough, however if one of you decides to move differently (or not at all), acts too quickly, or simply is unaware they needed to move it could cause problems. Alternatively for 300 cp you may import up to 8 companions with 400 cp to spend. Companions cannot purchase this option.

Three Little Words: SIX WHEEL DRIVE (100 cp, free Scare Assistant): This sleek sports car is a real monster on the road, runs of screams (and laughter), and looks AMAZING. Comes absolutely loaded with special features like adjustable seats (that can somehow lower past where the floor should be), a radio that picks up Monster World stations anywhere, and will reappear parked near your current location within the hour if ever destroyed.

Yellow Uniform (100 cp, free CDA): This sealed suit protects you from any contamination, allowing you safe proximity to any hazardous materials. It also has a durability slightly higher than Kevlar, with a lack of features beyond tinted lenses at the eyes, your body shape, and identifying number to help you remain anonymous.

Door Shredder (200 cp, discount Scare Assistant): This wheeled contraption is made for destroying the high-tech, specialized devices that are the Closet Doors. Thanks to a Jump-chan upgrade, the one you have can safely destroy any portal you feed into it. You just have to be able to move the portal into the opening or (in the case of immovable/immaterial portals) move the Shredder's opening around the portal, and let 'er rip! Easy to dispose of, safe little chunks of what used to be an access to another space/time/other.

Disposal Kit (200 cp, discount CDA): The main part of this kit is a light-weight metal "bowl" (about the size of a manhole cover) with a power drill to quickly fasten it over the contaminated area. Once fastened, a few seconds later a muffled explosion will be heard, and after removing the bowl will reveal the hazardous object has been reduced to a nice, clean ash. The accompanying hand vacuum allows for further disinfecting of the area by quickly removing the last traces, leaving the surface tidy and undamaged by the explosion.

Closet Warehouse (400 cp, discount Scare Assistant): Inside your Warehouse, you gain your own special Door Track that brings any Closet Doors you've made or simply own to a terminal (also in your Warehouse). The Door Warehouse can hold thousands of doors (as opposed to the company's millions of doors), but they're always linked to a closet. With this system, you can select a Door, load it in, and rack up those Scare Numbers off the clock (among other things). Closet Doors won't work out of the universe they belong to, but can remain stored indefinitely. An excellent source of Scream energy (or other types, if you have the modifications).

Drawbacks:

The Window of Innocence is Shrinking (100 cp): Kids these days are just getting harder to scare. The jaded youth make things difficult for the Monster world, even if the transition to Laugh Energy becomes widespread the children's apathy will be apparent. In short, expect a lot of power shortages during your stay.

23-19! (100 cp): Man, you are really unlucky. Like REALLY unlucky. You can rarely leave a child's room without having a sock stuck to your back, and that's when you don't slip on a toy and land on a pile of jumping jacks. Not to mention the times when a stream of child objects just falls out of your locker onto you. The amount of workplace incidents that happens to you makes your job pretty difficult.

Powerful Emotions (200 cp): Huh. You interact weirdly with Monster technology. Not only that, but your own as well! It might be the fact that you were originally a human before coming here, but whenever you have strong emotions there is a noticeable (and dangerous) power surge in your immediate area. It's not reliable enough to power any devices with, since it overloads them with a tendency towards explosive results.

You're not scary. (200 cp): Your life's dream is to be a Scarer. Every waking moment devoted to being the scariest thing possible, attempting to gain employment on the Scare Floor. Unfortunately, you just aren't scary. No one will ever find you scary, not even the most timid bedwetter will be startled by you. But you won't let that make you give up on your dreams, will you?

Banishment! (300 cp): Well, shit. Maybe you were framed, maybe you deserved it, but you got banished to the Human world with no supplies. Any human alternate forms are inaccessible for the duration of this Jump and your sightings will be explained as a cryptid like Bigfoot or the Abominable Snowman, with humans seeking you out just like other cryptids to try and prove your existence, hunt you as a trophy, put you in a zoo, or whatever their reason is. Any attempts to retreat back into the Monster World will be treated as a jailbreak, with every attempt made to capture you and re-banish you in a different location.

How Many Kids You Got In There? (300 cp): With this drawback, your arrival in-Jump coincides with Mike & Sully's attempt to take Boo back through her door. Unfortunately, when Boo powers up all the doors in the Closet Storage, that was a LOT of doors leading into kids' rooms. Obviously, someone had to have tried to use their closet during all of that, and so a large number of children found their way into the Monster World. It's up to you to recover them all and return them to their proper homes in order to prevent a catastrophic discovery by adults. Be warned, some of those doors start of REALLY high up.

Notes:
Yes, the gear section is pretty sparse, but there is a heavy lack of it in both Monsters Inc. and Monsters University. Luckily you have a nice Monster form customization to fill that void.