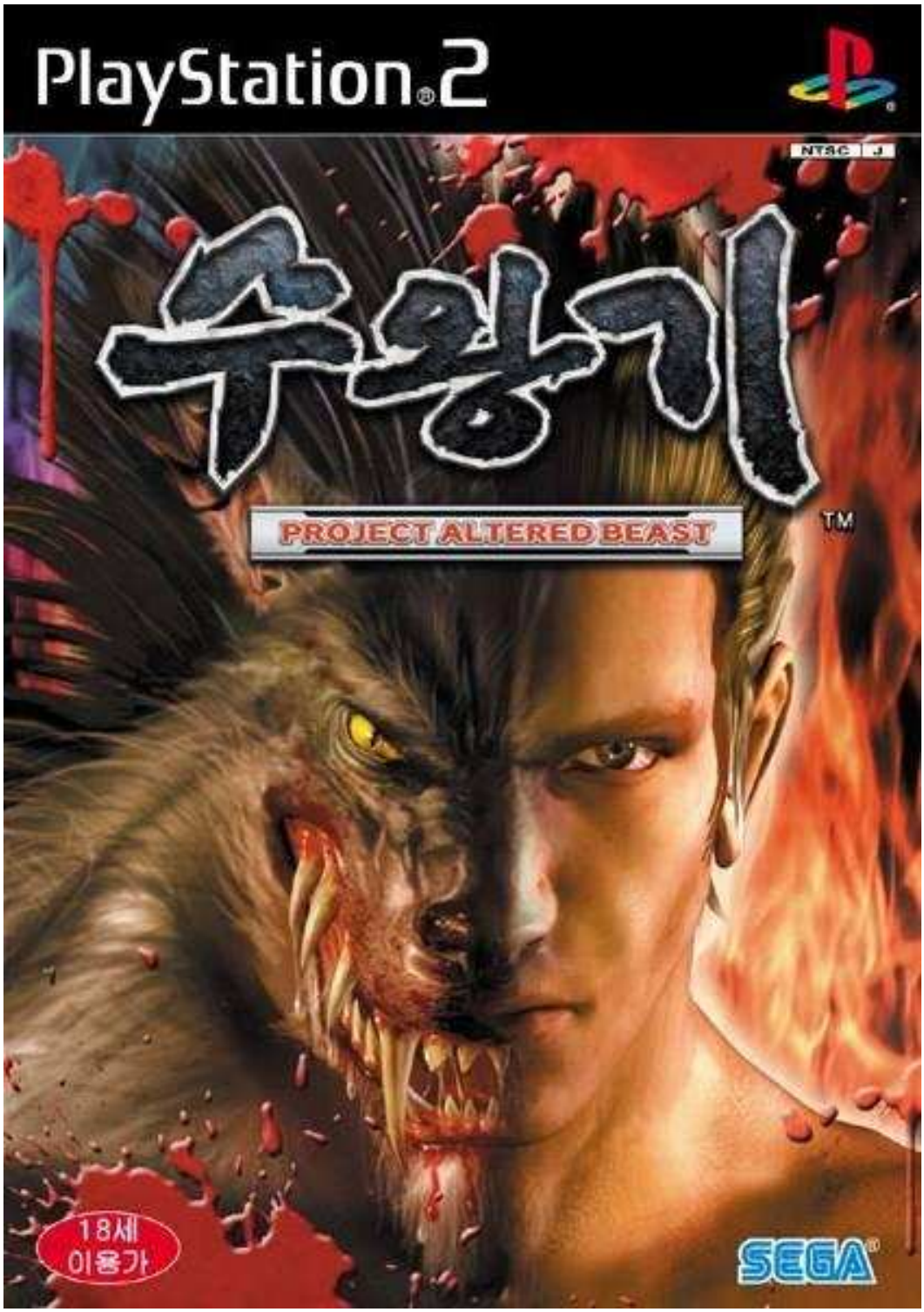
Project Altered Beast

By Deaderthandeath



Unrelated to a certain story in Greece, this story follows a man called Luke Custer, a super-soldier capable of turning into anthropomorphic beasts. After surviving a helicopter crash, Luke loses his memory and sets off to learn about the truth behind his past, the Genome-Cyborgs, and the abandoned city full of monsters he has found himself in.

Origin:

Genome-Cyborg (Free):
Created by Dr. Eric Jobs and the American Government, Genome-Cyborgs are super-soldiers with the ability to transform into anthropomorphic animal form due to a special chip being implanted within them. Originally, there were only three successful units, but with you there are four. Due to their capabilities, they are immune to the Genome Mist.

Age and Gender:

Roll a 1d8 + 20 for age, gender can be anything. Yes, *any gender,* even ones that really should not be possible. After all, there is much genetic engineering can do.

Perks:

(Discount a single perk from each price tier)

Instinctual (100 CP):
Despite the drastic shifts in biology, Genome-Cyborgs somehow have no trouble with controlling their new forms. Maybe the transformation's instincts are included in the chip? Anyway, you now share this trait, being able to instantly adapt to any non-human form, using it as well as your own, no matter how different it is from your own.

Combat Training (100 CP):
Being here without knowing how to fight is a death sentence, you know, with all the monsters and super-soldiers running around. Thankfully, you have years of military training, making you experienced in several different fighting styles and weaponry, as well as a fit and healthy body. For a human.

Safe Science (100 CP):
You know, this entire situation could have been avoided very easily with better lab safety. In any sort of science experiment you are involved with, there is no chance of lab accidents and experiments going horribly wrong. Note that I said horribly wrong, so while things can still fail or go wrong, you won't end up with an apocalypse on your hands. However, this does nothing against purposeful sabotage.

Painless Life (200 CP):
The transformation process for Genome-Cyborgs is… *gruesome,* to say the least. While you do not have the ability to shut down your sense of pain, you can function perfectly well in spite of it.

Taming The Beast (200 CP):
Despite the fact that pretty much any mutated creature is extremely hostile to everything that moves, Brad *still* somehow tamed not one, but *two*. You also share this trait, being able to tame any creature, even ones that frankly should not be able to be tamed, like a mutated monster that wants to kill you. This does also include experience with taming animals, so you actually know what you are doing.

Universal Energy Drain (200 CP):
An upgrade from the classic Spirit Energy Drain, this grants you the ability to drain any sort of mystical energy that you have access to from other people. However, they also have to have access to it for UED to work, though they don't have to have it 'awakened'.

Transformed Combatant (400 CP):
One can't forget that Genome-Cyborgs are supersoldiers, and learning to properly fight in these forms is difficult due to the drastic change in biology from normal humans. Not that this stopped you or Brad. You can quickly adapt any martial arts/combat skills to your transformed states, and even alter them to take advantage of your transformation's biology.

The Chessmaster (400 CP):
Oh great, another smug asshole. Basically, not only are you a master (if human) at strategy and manipulation, you find it a lot easier to adjust your plans mid-day through. Of course, your plans can still fail, either because of luck or something *way* out of left field.

Persistence Of The Mind (400 CP):
Whenever memories and personality are altered or missing, you will recover from it eventually. The amount of time it takes depends on what happened. Being in a crashed helicopter will take a day at most, while magic will take a year at least.

Perfect Chimera (600 CP):
You are a true Genome-Cyborg that Dr. Jobs envisioned. You have a perfect compatibility with all sorts of transformation devices (mystical or otherwise) being able to use them with the drawbacks of them being lessened when used by you. Not only that, but you can absorb these devices into your body, a process that makes it a natural part of your body without them coming into conflict with other devices.

Imperfect Chimera (600 CP):
The prototype Chimera Genome-Cyborg, capable of assimilating genetic material of others to strengthen themselves, but the lack of Perfect Chimera's power of genetic stability will eventually turn the user into a blob of flesh. You have this same ability, but with one extra thing:

you can 'delete' genetic information from yourself, as to prevent the whole blob thing. However, if you want to acquire it again you will have to go out and find a source.

Mad Geneticist (600 CP):
Maybe with you, this whole thing could be avoided? You have, frankly, an insane amount of talent towards the fields of genetic engineering and biology, compounded further by multiple PhDs in those fields as well as a few others. It wouldn't be wrong to say that you are the only equal to Eric Jobs. From a gene-altering mist to powerful super-soldiers, there is a lot you could do with this.

Items:

(Discount a single item from each price tier)

Endless Tranquilizer (Free):
A necessary device to deactivate Genome-Cyborg transformations, the one you have here can deactivate all of your transformations, as well as never running out and appearing in your hand whenever you need it.

Military-Grade Helicopter (100 CP):
A military-grade helicopter, one that doesn't need refueling. I don't recommend flying this with Brad's Sytry around. If destroyed, it will return to your Warehouse in a week.

Transformation-Proof Pants (100 CP):
Dr. Jobs' true magnum opus, Luke's pants! Joking aside, this is a pair of pants (or shorts) that can seemingly ignore the clothing damage that transformations cause, and can instantly appear on your body should you find yourself lacking clothes. Also comes with a white t-shirt for all you ladies out there.

Pet Monster (200 CP):
Just like Brad, you have your own pet monster, one mutated by the mist. Loyal to you and nobody else, its form and ability are on par with a 200 CP transformation. Should it die, it will revive within a month. Can be bought multiple times, but with no discount.

Arsenal (200 CP):
Punches, kicks, and claws are good and all, but sometimes you just want to shoot something in the face. What you have here is an entire arsenal of weapons that can arm a small platoon of mundane soldiers. From guns, ammo, grenades, to a rocket launcher, this place has a lot. And should anything be lost, damaged, or destroyed, it will appear here in a few days.

Boss Stage (400 CP):
A room, around the size of half a football field, is the perfect place for a boss battle. Or more accurately, your own boss battle. The terrain and environmental effects are completely suited for

one of your transformations, and you can change this once per day. Post jump, this is attached to your warehouse, and can be placed anywhere at the beginning of a jump.

Genome Mist (400 CP):
A canister around the size of an arm, filled to the brim with the Genome Mist. Enough to reverse engineer the thing, and fill an entire house with it. Please be careful, as this is the reason for this entire mess.

U.S.G.R. Research Facility (600 CP):
A series of laboratories surrounding the main building, you are now the owner of this wonderful lab. Aside from all the regular stuff you would find in a lab such as this, the building also contains all of Dr. Job's research into Genome-Cyborgs and related creations (such as the Genome Mist). Can be imported into.

Box Of Chips (600 CP):
A suitcase filled with 9 blank chips which can be filled with any transformation you have access to, magical or otherwise, as well as any instincts or secondary abilities that might be needed to use it. The case, once all the chips are used, refills in five years.

Transformations:

(Can only buy one, unless you have the Perfect Chimera perk. Also, because of Jump-Fiat, you will not have to worry about chip instability or other problems that may arise from it.)

JC100: UNKNOWN SAMPLE (300 CP):
A transformation that came from an unknown source, with the sample resembling a beast or monster you've slain in the past. While this particular model won't have the exact same capabilities, having been altered to have an anthropomorphic form, what you have here is still a potentially powerful transformation. Also, the chosen sample must have some sort of DNA, and the source cannot be overwhelmingly powerful, capping out at the Dragon's top output.

LC311: WEREWOLF (Free):
This particular model was developed with an emphasis on close-range, hand-to-hand combat. Particular care was taken when developing the leg muscles, granting this form the ability to jump four to eight meters straight up, as well as increased speed and agility.

LC330t: MERMAN (100 CP):
Though the source of the data is unclear, the Merman's aquatic abilities have highly strategic uses on the battlefield. Capable of traversing even the most deadly of waters with ease, it is also capable of encasing highly compressed bubbles of air in a thin mucous layer that can be launched at targets for deadly results.

LC350t: WENDIGO (200 CP):

Resembling a Yeti far more so than an actual wendigo, this form was created for sheer brute strength, and the ability to survive in extreme cold environments. Its lungs are unique, in that it has a lattice of cells spread throughout that act as a sort of refrigeration device allowing the Wendigo to spit out sub-zero degree air. To counteract the cooling effects the lattice cells had on its body, the Wendigo's size was increased, and while its movement speed is hampered, it has the strength to be able to lift several tons with its bare arms.

LC340t: GARUDA (200 CP):
The Garuda form was developed to give the Genome Cyborgs long-ranged flight capabilities. While the focus in developing this form was not on combat, the Garuda form has the ability to create small tornadoes, and shoot razor-sharp feathers with deadly accuracy from a distance.

LB111t: WERETIGER (200 CP):
Using the data from T100 <Flauros>, this was the first Beast Form ever created. While similar to the Werewolf Beast Form, the Weretiger features unmatched offensive capabilities, with its claws containing a deadly virus that renders flesh unable to heal itself.

LC352t: MINOTAUR (300 CP):
The Minotaur form was created as a defensive Beast Form. With unnaturally high levels of iron in its blood, the Minotaur is capable of forcing the iron to the capillaries on its skin's surface, rendering it able to resist all but the strongest of attacks. The mucus membranes in its esophagus emit highly volatile substances that erupt into flames when they come in contact with oxygen, thus transforming the Minotaur into the equivalent of a biological flamethrower. Also, due to the sheer weight and strength of this Form, it has offensive capabilities that can demolish even heavily armored opponents.

LC321: GRIZZLY (300 CP):
This is taking the second amendment pretty literally. While the Werewolf emphasized speed and agility, the Grizzly emphasizes sheer power and endurance. Second only to the Wendigo in terms of endurance, the Grizzly also features vastly increased strength ratings, as well as a moderate level of agility. To complement this, the transformation includes a bizarre form of Kung-Fu centered around the Grizzly's biology. In addition to its physical and martial abilities, the Grizzly has also been outfitted with various "breath weapons" that can alternately petrify or paralyze enemies.

LC390t: U.W.H. (300 CP):
Abbreviation of Unidentified Weightless Human, and despite the name, the creature that the U.W.H. is based on is extraterrestrial in origin, emphasized as it does not have human flesh of any kind, instead being composed of bones and glowing veins. Capable of manipulating gravity and to a small extent, time, this form has a lot of potential, but in turn is incredibly difficult to use, let alone master.

LC353t: DRAGON (400 CP):

The Dragon Form was developed as the "ultimate Beast Form." Using the natural biochemical reactions in its body, the Dragon is capable of producing high-voltage electrical fields from its body, which can be used to devastating effects. The Dragon also has naturally high strength and endurance, and is capable of sustainable flight.

Companions:

Reinforcements (50 CP or 300 CP):
A classic, either import an existing companion or create a new one. Each Companion has 800 CP, and can get a single transformation for a 50% discount. For 300 CP, you can import eight companions.

Canon Cast (50 CP):
Since the cast basically consists of Luke, Brad, and Anna (maybe Eric, but he's almost dead), you can recruit them all for 50 CP, though you still must convince them to come with you, which is a problem in and of itself.

Weird Science (200 CP):
An assistant to Eric Jobs, this otherwise normal human had somehow rendered themselves immune to the Genome Mist. You find them basically latched onto you, currently panicking about the state of affairs. Perhaps you could lend a hand? Comes with **Safe Science**, **Taming The Beast**, and a canister of **Genome Mist**.

Roundtable Rival (300 CP):
A Brad to your Luke, or a Luke to your Brad. This Genome-Cyborg views themself as your rival, constantly seeking to best you and prove themselves superior. Though for some reason, they are rather tsundere about the whole thing. Comes with **Instinctual**, **Combat Training**, **Transformed Combatant**, and any 200 CP or less transformation.

Perfectly Imperfect (400 CP):
Looks like Anna wasn't the only one. Another Imperfect Chimera, either created by Eric Jobs or someone else, and was thrown away. Thankfully for everyone, you found them, and they have come to view you as a close friend. Comes with **Imperfect Chimera** and **The Chessmaster**.

Drawbacks:

Altered Continuity (0 CP):

While a separate continuity from the 1988 arcade game, this choice allows both games to exist within the same world. Likely not to do much, but it might be fun if you want to mess with the Greek Gods.

Clothing Problems (+100 CP):
Your clothes have the unfortunate tendency of not lasting long, from transformations, combat, or just plain ol' bad luck. Either get used to nudity or prepare for massive clothing bills.

Scarring (+100 CP):
Somewhere on your body you have a massive, very noticeable scar. While it will not hamper you, it will itch and be constantly annoying. It also has the unfortunate habit of being really hard to hide, whether by clothing or transformations.

Missing Memories (+200 CP):
You had an unfortunate head injury when you arrived, and while you will be fine you seem to have lost all of your memories, from both in-jump and out. While you will recover them, it will take around half of the Jump to fully recover them. This will naturally put a hamper on using your skills and abilities, at least until you figure them out again.

Lose Yourself (+200 CP):
An unfortunate side-effect of the chips a Genome-Cyborg uses is that the instincts of the Beast Form can take over. While before you lacked this side-effect, now you have it in full force, and find that it applies to all your less-than-mundane abilities. You have to be careful with how you use your abilities, or you risk becoming a monster. Naturally, losing yourself means you lose your Chain.

Pawn On The Board (+400 CP):
It seems that Anna somehow foresaw your coming, or already knew your in-jump self. Either way, Anna has fit you into your plans, and you have forgotten about this drawback and any knowledge of Anna as the Big Bad. Thankfully, she has no knowledge of your out-of-jump abilities and items.

Destined Rival (+400 CP):
Either you were the complete product or someone else was, you have become the sworn rival of another. Driven to prove themselves superior with no regard to your well-being, they actually have what it takes to beat, and *kill*, you. While they are no scaling enemy, they will somehow revive a year later should you kill them.

Scattered Power (+600 CP):
Much like the Genome Chips, your out-of-jump powers have been scattered all over the globe, attaching themselves to humans and animals and mutating them into powerful monsters. You must kill them in order to reclaim your abilities, or you could just be lazy and wait the full 10 years while they wreak havoc.

Imperfect Hatred (+600 CP):
Whereas before you were just a pawn in Anna's plans, you are now the target of her hatred and jealousy. She seeks to absorb you and your powers, and to do this she has somehow assimilated your enemies from previous worlds. Be warned, you will have no protection from her assimilation abilities, and should she fully do so she will take your place as a Jumper. Be careful.

Ending:

It's been ten years, and it's time for you to decide:

STAY HERE

GO HOME

CARRY ON

Notes:

-Version 1.0: After so long, I finally finished the jump.

-Generally, all perks and items here that affect or react to transformations can also do so with alt-forms.

-When I refer to transformation, I mean pretty much all forms of it. Magical Girl Style, Super Saiyan 1/2/3/4/whatever, Pokemon evolutions, Super Sentai, etc.