

Version 1.0

A JumpChain Document / Gauntlet made by u/Hyperion_Industries

(By default, this document only covers the original, not Changed-Special.)

Greetings, and welcome to the world of Changed! This is a short indie puzzle game made by the developer DragonSnow, about a man named Colin and his attempts to escape the unfortunate situation he finds himself in. More specifically, Colin is trapped inside of a tower in the center of a ruined city, having been kidnapped and forced into cryosleep five years prior.

(Content Warning: The game this Jump is based on contains Identity Death, Latex/Goo Transformation, and a lot of Furries.)

This tower was the city's premiere research facility for the testing of experimental and unorthodox treatments that were meant to find a cure for an extremely deadly and suspiciously targeted variant of Sickle Cell Disease. Due to the strange behavior of this virus to be transmissible by anything alive (even plants) but to only be symptomatic in things with human DNA, the researchers decided to work on not a cure, but a way to get the virus to ignore the humans it came into contact with. Being the mad scientists they were, they decided that the best way to do that would be to use a transformative agent to hybridize people with various animals at the cellular level, making their DNA different enough that the virus would ignore them.

Early tests resulted in the transformative agents gaining limited sentience and wiping the minds of the humans exposed to it. As the testing wore on, the scientists made only minimal progress in reducing the will of the blobs of

sentient goo that they had created, and the entire experiment was almost abandoned.

Unfortunately, while these scientists struggled in their efforts, the outside world was collapsing into anarchy, and not long after the first batches of failed tests were (poorly) contained, a group of rioters broke into the tower and demanded a cure, regardless of the fact that the scientists didn't have one. In the ensuing chaos, the failed experiments broke containment and absorbed everyone that they could find before settling down as the new residents of the building.

This is the environment that Colin, and now you Jumper, find yourselves in. You are near the roof of a tower filled with parasitic and highly mutagenic blobs, crystals, humanoid animals, and structures. You must make it down to the ground floor and escape this building without being irreversibly changed by the experience.

Have **0 CP (Colin Points)** to aid you in this quest.

As this is a Gauntlet, failing this Jump will simply transport you to the next Jump in your Chain with none of the things you purchased or obtained during your time here instead of counting as a Chain Fail. Standard Gauntlet rules apply; you will be reduced to only your Bodymod and whatever you purchase here and will not have access to your warehouse until the Gauntlet is over.

Strictly speaking, you will have "died" in this Jump if you are successfully assimilated by any of the creatures in the tower, die normally, or otherwise have your free will wiped from your mind. The whole point is to make it to at least the main lobby on the ground floor of the tower, so if you lose the will to progress, you've failed.

Origins

PLEASE Read the notes section on the Origins!

You may choose your gender for free, and you may be of any reasonable age for your species.

You start your journey in the cryo chamber across from Colin's, and you wake up at the same time as him, when the external power goes out.

All monsters can eat or be eaten by monsters of a different kind without risk of being absorbed or altered by the act, and eaten monsters do count as reasonable food for other monsters.

Human [Free]
Humans are long-lived, dependable, and adaptable. Unfortunately, as you are from before the virus event, you *might* be a carrier for it, and the various monsters that inhabit this place see you as either a large walking meal or a convenient host body to control.

Dark Latex Monster [100]
The more iconic of the two main kinds of monster, you are now a gooey, fluffy, ink-black monster. By default your body looks like a humanoid wolf with a bone white mask over your face. This mask is "you", and since the rest of your body is made out of a gooey semi-liquid, you can sustain almost any damage as long as your mask is unharmed. This doesn't mean that injuries don't hurt though, so don't think you can shrug off a shotgun blast to the torso. You may optionally hybridize yourself with any one other animal that exists in real life (not counting Humans) to change your appearance. Though unlike the Yu Feng variants, you cannot be hybridized with anything that can fly using this option. As a being made of a failed attempt to transform humans into other creatures, you can eat or merge yourself with animals or humans to gain their traits. This can vary from just making you bigger or more dense to giving you a second head or just converting the animal into a variant of your species with

none of its prior memories. Your species only lives for about a year before solidifying into a crystalline statue that eventually dissolves into a small pile of cubs in an asexual cycle of life. Keep in mind that absorbing a human into yourself *may* cause mental changes depending on how strong-willed both you and the human are, as well as extending your lifespan to about that of the human's.

Light Latex Monster [100]

If you take this origin, you will begin as a soccer ball sized slime/goo that could be described as a "living milk pudding". You can absorb any kind of creature just like the other variants, but besides increasing in size, you won't take on many of their traits no matter what they are. Instead, anything you absorb will allow you to simply grow, resulting in your form shifting towards a white-furred humanoid wolf with no other notable features. Once you have gained enough mass to reach that point, you may choose to hybridize yourself with any one other non-human animal that cannot fly, though that second animal's traits will emerge as you grow further instead of being immediate additions. Keep in mind that absorbing things with complex minds is much more dangerous for Light monsters than it is for any other. While a human is a tempting target, their mind might just overpower yours if you aren't large enough. Light monsters live for about five or six years by default.

White Latex Monster [300]

Similar in shape but far more infectious, prevalent, and organized than the Dark and Light monsters are the Whites. By default your appearance will be that of an extremely drippy and gooey humanoid wolf with no facial features other than a mouth. Unlike the Dark monsters, you have no mask or other more solid component which acts as a weak spot. You cannot choose to hybridize, instead having a much greater connection with the environmental effects that will slowly be created by your existence. Namely, staying in one general location and eating food (or other sources of nourishment) will cause the drips and drops that fall off of your goopy body to form an opaque white film wherever they land. As this film spreads over the environment, you will be able to vaguely sense changes in the immediate area around it, such as

sensing people that step on it or knowing if the room it's in suddenly gets colder. Keep in mind that the range of this power is quite limited. You will be most attuned to it while you are in direct contact with this film, but its effects can't extend beyond roughly the surface area of an American football field, and you would have to be within a second football field's length of the film to utilize it. Whites have very little in the way of external senses, relying on the sound of their prey getting stuck in their territory and the feeling of foreign agents falling into their nests, but as a present to you I will allow you to be able to hear, and touch (but not see) with the same level of proficiency as your Bodymod. Beware interacting with others of your own kind, however. It is rumored that the Whites are a simple hive mind, and they may not accept a discrete individual into their ranks. Maybe don't let them hug you, and definitely don't touch any White-film structures that you didn't make. White monsters live for the same amount of time as Light ones. About five or six years by default.

The Strange Colors Of Latex [100]

This is where all of the one-off monsters and creatures can be chosen. The Feng Yu/Lion, the Sharks, the Snow Leopards, and other humanoids that don't fit into the major factions. This does NOT include Dr. K's formulation, the SquidDog, or the Kitsune Tail thing. Basically, if it would give you more power than the Dark or Light monsters can achieve with three months of effort, then it's not here. Fanwank responsibly. Jumpers with this Origin may choose EITHER the Dark or Light line to be discounted, but not both.
Misc monsters live for about five or six years by default.

Cured [500]

Somehow, you gained access to Dr. K's perfected treatment, and administered it to yourself. You are now a humanoid wolf, no goo or latex involved. You are now immune to the deadly Sickle Cell virus, and cannot carry it. As a favor, your fur color and/or pattern may be any color/style you wish, though your eye color is fixed to whatever it was in your Bodymod before this transformation occurred. You are immune to the transformative effects of the monsters in the tower, though they can still eat or kill you, you are much

stronger than you were before, and your senses (especially smell) are enhanced to the level of a wolf's. Roughly, you could now rip a sheet steel locker open with your bare hands if you wanted to, though anything beyond that will take significant effort. This would make escaping the tower *much* easier in terms of how dangerous the other monsters are, but Dr. K may have questions for you. This Origin grants one discount per purchase price. I.E. one 100 becomes Free, one 200 becomes 100, etc.

Cured people have normal human lifespans.

Perks

(Human)

Asymptomatic Carrier [100]

Throughout Changed, Colin does a lot of really impressive things for a guy with no visible muscles and a deadly disease inside him. This perk allows you to do the same. If you get sick or have some other kind of affliction that would normally cause a lot of symptoms, that sickness simply won't do anything unless it progresses to something terminal. You'll notice that you're unwell, and may cough a bit more than usual, but the actual deleterious effects of the sickness won't stop you from doing anything you normally do. Unless you die because that's what the sickness ends with.

The Choice That Fits Your Experience [200]

Changed has three endings based around what Colin decides to do in the main lobby. The thing is, one ending is clearly the best one, and it's the third option. With this perk, you will always be aware of at least one preferable alternative solution to the situation you are in, assuming you haven't been Xanatos Gambit-ed, and you will have a good idea of what will be needed to achieve it.

The Power Of Friendship [300]

Friendship is wonderful, and humans are second only to dogs in their capacity for it. With this perk, anyone you become friends with will go further for you and care even more deeply for you and your wellbeing, both physical and mental. Additionally, the longer they are friends with you the more their capacity for greatness will grow. Someone who could originally knock someone out with one punch could eventually knock out a bear or elephant in one blow if you are there to help them when they need you. This will stop working if you betray or mistreat them. Friendship goes both ways.

The Orange Box [600]

Dotted around the tower are microwave sized appliances that contain a retinal scanner and a notepad detailing previous entries. Normally, these are useless to you unless you want to have a record of your progress, but with

this, you gain the ability to use these boxes to hold a "save file" of yourself, and summon an extra save box on the side of any nearby wall (5 meter range) for convenient use. At any time, you can mentally command yourself to move back to that save box, which will instantly transport you to its location and reset your physical and mental wellbeing to what it was when you made the save. This process does destroy the save, however, so you will have to re-scan yourself after each use. If you die or suffer identity death while one of these boxes contains a save, you will be reset as though you had triggered it normally. These boxes are made of normal steel, and so are not invulnerable. After this Jump, in universes where these don't exist, you can only summon one of them at a time. They may or may not contain copies of Half-Life 2, Team Fortress 2, and Portal.

(Dark Monster)

Is It Fluffy, Or Squishy? [100]

Puro is repeatedly described as being fluffy, but he's also a drippy goo doggo. Maybe he can pick? Well you certainly can. This perk lets you choose what your body feels like. You could be a bodybuilder made of expertly shaped jello or a fat blob carved from stone. Note that this doesn't change the durability or properties of your body at all, only its superficial feel. You can't survive a sword slash with literal rock hard abs any more than you can survive a long fall when you're made of jello.

Rejecting The Need [200]

This perk allows you to benefit more from sources of healing. Specifically, any time you undergo any process to recover from an injury, be that mental or physical, and you make an effort to remain calm, not indulge yourself, and stay peaceful, your rate of recovery will double in speed.

LIVING LATEX, OFFSPRING [300]

For if you want the benefits of being a goo monster without being a goo monster. This perk grants you both extreme durability and extreme flexibility. Your body now acts like a non-Newtonian fluid when impacted, becoming three times as durable as it otherwise would be if the blow was gentle, and

you can contort yourself like an octopus or cat to fit through any gap large enough for your head to fit through. And just in case you are normally a goo creature, remember that this perk works on all of your alt-forms universally.

The Power Of The Elder One [600]

For some reason, the giant dragon that lords over the Dark monsters has the power to summon crystals from nearby surfaces if he impacts the ground. Well, now you can do that too! You can choose what color these crystals are, and by smacking your fist into a nearby wall, ceiling, or floor, you can cause formations of crystals to erupt from that surface at any location within 30 meters of where you smacked in a 1 meter square. By default, these crystals are as hard as topaz (8 on the Mohs scale) and are very sharp. If you at some point gain more magical power via mana or absolute buffs, you can increase the size, hardness, and sharpness of these crystals, as well as the range and area of effect. It is your choice whether being scratched by these crystals can cause a transformation into either a Bei Feng or a red and black demon/crystal wolf like the crystals in the game do.

(Light Monster)

Strangely Comfortable [100]

Most of the transfurmations in Changed are uncomfortable to experience, right up until your brain is affected and you suddenly find it really nice. Now, any physical transformation or bodily modification you undergo, whether voluntary or forced, will never be painful or uncomfortable, and will instead give off a mild tingling feeling or other semi-ignorable sensation.

But Why Wolves? [200]

The monster designs in Changed are varied, and they all have something unique about them that makes them stand out, but most of them are based around canines for some reason. Not that that's bad, but sometimes you want something different. This perk allows you to, at the beginning of each Jump, make a cosmetic change to any one species that is based around some kind of animal to have them instead be based around something else. Anthro wolves

to anthro cats, for example. This will not cause any meaningful differences between that species' canon behavior or society.

By The Many Limbs Of SquidDog! [300]
A lot of people have four limbs. Two arms, two legs. But a lot of Jumpers have more than that, and sometimes whole other bodies to keep track of. With this perk you will never be overwhelmed by sensory input or lose control of any extra limbs or bodies that you command, and you will always have the mental fortitude to control them all as effectively as if you were born with them.

Return To Primordial Ooze [600]
Normally, people die when they are killed. But you? You just get smaller. Now, when you lose enough limbs or body mass or blood to count as being dead, whichever part of you that contains the most mass or brain matter will restructure itself into a smaller being that can hopefully hide or run away to recover. You can regrow yourself back to your original form by eating or otherwise gaining energy. If you die while in this recovering state, the perk will NOT trigger, and you will die. If your form is mostly comprised of goo or slime, you may also choose to simply reform into a puddle or smaller blob when you are blown apart or otherwise KOed.

(White Monster)

Suspicious Trees [100]
The White monsters seem to have started to experiment with creating versions of plants out of the goo that coats their territory. It's unclear what they use these small trees and twigs for, but you seem to have gained a nice affinity for similar constructs. Whenever you are within 20 meters of an artificial construct that is supposed to make something, like an artificial tree, a maintained alchemy circle, or a replicator, and you wish this perk to work upon it, that construct will produce whatever it produces 20% more often.

Whiteout Camo [200]
It's often quite difficult to see the White monsters when they're walking through their homes. They blend right in! And now you can too. Whenever you

make a small effort to have clothing or colors that match your environment, people around you will find it much more difficult to see, smell, or hear you, about to the same level as if you had professionally camouflaged yourself. If you *have* professionally camouflaged yourself, this will boost you to slightly below the Active Camo of one of Halo's Sangheili. This gives diminishing returns beyond that, though.

The Legion Of Goo [300]

The White monsters don't seem to have any kind of day to day existence. They only appear when someone steps into their land, and even then they don't stick around long after they've driven the intruder away. Now, you have a similar security force. Using your stamina as fuel, you can summon between one and three White monsters that will last for roughly ten minutes before dissolving into puddles of goo. During this time, they will do anything you tell them to do, but will prioritize keeping you safe over other tasks if you appear to be in danger. These bodyguards (and their death puddles) cannot absorb or infect anything or spread any White-film.

I Claim This In The Name Of Me [600]

I would consider the rooms taken over by the White monsters to be terrifying. They are pure white, with equal lighting throughout that makes it impossible to tell where you are in the room without a separate reference point, and the White monsters themselves can shift the walls and floors into whatever they want. With this perk, you can replicate this terrifying power. By spending a few hours in an area, you can claim it as your territory. This has a hard minimum of one hour for any area of 5x5x5 meters or less, with one additional hour being needed to increase the dimensions by one. So two hours for a 6x6x6, three for a 7x7x7, and so on. Any area you have claimed will react according to your will as long as you are within 10 Km of its border (plus 1 Km per hour). Doors will close or open, appliances will turn on or off, and any security systems will let you see or hear through them, depending on what they do.

(Undiscounted)

The Shiniest Material [100]

...Is not actually latex, which is normally quite dull if it's not polished. Except for you! This perk makes any clothing you wear both look brand new and have the appearance of whatever you consider to be the best version of that article of clothing. Wearing a king's cloak? Its fur is of the highest quality, the purple dye is the richest in the land, and it will always start the day looking perfectly clean.

My Magic Butler Is A Slime [200]

Don't you hate it when red slime mixes with blue slime when you're not looking and makes purple? Do you have a bookshelf that's overflowing with ~~doujins~~ literature and needs cleaning? Well, this perk has you covered. Now, you can look at any room-sized area you own and clean it remotely. The area will reorganize itself to your personal tastes in as short a time as it can, in a fun Magician's Apprentice sequence. Optionally, you may instead have this perk summon several blobs of living latex to clean the area for you, which will disappear without a trace when their job is done. Their color is up to you. This also works on any personal inventory systems you have, even if they're digital. The latex blobs will be pixel art.

Hydrate Yourself, Homie [300]

Colin almost dies after making his way through the Dark monsters' domain, because he had spent several hours doing vigorous exercise with no food or water in his system. This perk will provide you with a similar level of suspicious stamina, allowing you to perform all of your functions at peak form even if you've gone without food or drink for far too long. You will know exactly how much sustenance that you're missing, and how close you're coming to dangerous deficits, but it'll never impact your ability to do your job unless your body literally runs out of fuel or seizes up completely. And as a bonus for fronting the full cost of this perk, your needs for food and drink will be reduced by half. You can now go six days without water and four months without food before dropping dead.

I Will Not Be Changed By You [600]

Normally, forcibly undergoing a transformation into something else isn't something you can stop, no matter how much you want it to. This perk gives you a chance. Now, if you have the willpower, you can slow the progress of any transformation that you are undergoing, and if you are particularly strong of will, you might even be able to stop or even reverse it. If you happen to be determined to the point of madness, you might be able to reflect the changes back onto whoever is causing them, if they would be affected by it.

Items

100 CP items are discounted to 50 CP and 50 CP items are discounted to Free.

(Human)

Latex Shorts [50]

These are a pair of boxer shorts made of a dull, unpolished latex material. They will always fit you without revealing too much of your lower anatomy, no matter what position you pose yourself in or what form you take. By default they are black, but you can choose any solid color you'd like.

Scientific Camera [100]

This camera may look like an old film camera with a handle and tripod, but really it's a more sophisticated kind of polaroid. If you point this camera at something and squeeze the trigger, it will spend ten seconds to scan everything it can see. At the end, it will spit out polaroid pictures for everything of note in the area, based on what you would consider noteworthy. Want to catch a hidden flower creature in a field or have accurate records of a nuclear detonation? This has you covered.

Metal Bawkses [200]

Throughout the tower are mazes constructed out of metal and cardboard boxes by the elusive snow leopards, presumably because they find it funny to block hallways. This item is a collection of twelve metal boxes made of thick riveted steel. They are extremely heavy, to the point that an average human cannot push or tilt them. They are roughly 1.5 meters tall and 0.5 meters in width and height. If you place these boxes within a short range of each other, they can be 'locked' in such a way that they become immovable, as though they had been welded to whatever surfaces they're contacting. They can't weld to living things, only structures.

Wolf Gas [300]

I have no idea why this exists, or who made it. But now you have it. This is a large gas cylinder that is about 1.5 meters tall, and which has a red stripe on a

white field down its side. The gas this contains is a potent transformative. Anyone that breathes more than three or four lungfuls of the gas will become a werewolf. Or a were-human, if they were already a wolf. This form grants the afflicted the same level of increased strength as the Cured Origin, but does NOT come with an immunity to transformations by goo creatures, since this form is not latex or goo based. The afflicted will go back to their normal form on non-full moons, or the closest equivalent to a full moon on whatever planet they currently reside upon. Goo creatures are immune to the transformative effect, but it still isn't oxygen, so they might suffocate the normal way. Strangely, this transformation doesn't affect the afflicted's mental state at all. The canister has enough gas in it to fill roughly 30 cubic meters of space, and will refill over the course of a week if it is used.

Big Brother's Watchful Eye [600]

This item is a touch-enabled handheld scanner gun with a large high-resolution display. When turned on, it will display the location of all of a specific species within 20 km. Which species can be determined by typing in that species' common or scientific name into the scanner. One of the scanner's functions allows its map to expand into a small hologram for added depth, if you so desire. The scanner does not normally discriminate against any particular sub-species or variation, so it won't work to find mutants. That is, unless you switch it to its more specific mode. This mode has half the range, but allows you to track individuals with specific traits instead of only entire species.

Keep in mind that while most EMF disruption or other methods of masking signals won't work on this scanner, anything with the EM output of a nuclear detonation will completely knock it out. The scanner is only mildly fooled by invisibility powers, becoming "here somewhere" instead of exact position, and non-active camouflage does nothing to stop the scanner from functioning.

(Dark Monster)

Plushy Collection [50]

A collection of plushies of every kind of monster in the tower. They're made of the softest fluff, and are just the right weight to cuddle with. They are also completely normal plushies.

The Happy Ending Robot [100]

In their infinite wisdom, the tower scientists felt that they needed a semi-organic robot to experiment with. Maybe they thought it would be cheaper than kidnapping? This item is that robot. It is a 1:1 scale 6-foot human skeleton made of metal. It has simulated muscles made out of an early variant of the living latex substance, and it generally looks like a grey mannequin. The reason this is only worth 100 CP is that this robot doesn't have any functioning parts. It has joints and hinges and muscles, but no motors or CPU or brain. This makes it useless as an autonomous object, but as a base for something else to work off of...

Helpful Hints [200]

This is a piece of A3 paper with what appears to be a chibi drawing of a cute animal on it. (What animal is your choice.) Whenever you come to a puzzle, parkour route, trapped room, or some other similar thing that would benefit from having a hint, the chibi animal on this paper will use a big red pen to write out a hint for you to use. This hint will never outright give you the answer, and depending on how complicated the puzzle is it might only help with one step of it, but it's better than nothing.

Extra Masks [300]

This is a set of four bone white masks of the same style as the normal Dark latex monsters, two of the rounded and two of the hard-edged styles. If placed on a living thing's face, these masks will emit dark latex and convert the entity into a Dark latex monster resembling a cross between their original form and a standard humanoid wolf. Unlike a normal transfurmation, this will not alter their mental state or consciousness at all. If one of these masks is placed on a Dark latex monster, it will be absorbed into their preexisting mask,

healing it. These masks do not work on other latex monsters (they'll just eat them) and will likely have a reduced or no effect on entities that can shapeshift. Used masks will appear in your warehouse 12 days after they were used.

An Upgrowth Of Crystals [600]

This item is a collection of five green and five red Dark monster crystals, all roughly two meters tall. They are about as hard as Topaz and are reasonably sharp on top, but they're not dangerous to handle. Whenever you wish, you can chip off a sliver of one of these crystals and place it on the ground. In a few hours, a Dark monster pup that matches the kind of crystal you planted will form from the dissolved shard. This pup will grow into a standard wolf morph with very little intelligence if left to its own devices. If you nurture it and try to teach it things however, it will grow up to have at least average human intelligence. These Dark monsters will be forever loyal to you, and will do anything you want them to. They are also limited by all of the things that normal Dark monsters are limited by. Namely, they don't live for very long if they don't absorb a solid internal structure, they are infectious and will spread if you don't teach them to control themselves, and they have poor eyesight. The crystals themselves will regrow over time if you break pieces off of them.

(Light Monster)

DragonSnow's Gallery [50]

This item is a collection of polaroid pictures printed in suspiciously high quality. Each time your physical form is changed in some way, be that by choosing a specific Origin or via a shapeshifting power, a set of four pictures will be created, detailing the various highlights of the transformation sequence. It doesn't matter how short the sequence is, these will always capture it. Don't worry though, it'll only happen for unique transformations or alterations, so you won't be drowned in pictures of yourself as a magical girl.

Crooked Save Point [100]

This item is a white rubber stress ball that is about the size of a softball. If you press this ball against a port or opening on a device, it will inject that device

with a small, modified milk pudding blob. The next person to try to use the device will be surreptitiously infected with the blob, which will manifest as a spot of white latex paint somewhere on their person. As long as the blob is within one kilometer of the stress ball, the ball will have a light on its surface that points in the direction of the blob. Blobs can be removed from both devices and people by either squeezing the stress ball against them or via the destruction of the section of surface the blob is attached to. The ball will dispense and track up to three blobs, and each blob lasts two months before breaking down.

Come Out To The Coast, We'll Merge Together, Have A Few Laughs [200]
Those milk puddings love to hang out in vents. It's weird that there are so many conveniently large vents in this tower anyway. Oh look, here's some! This item is a matched quartet of suspiciously large vents. They're just large enough for a human to uncomfortably crouch in. If you place one of these vents on a surface and then enter a different one, you will exit at the other vent. The distance the ducting between the vents takes is proportional to the real distance between the vents, but cannot exceed five kilometers, no matter how far apart the vents actually are. If all of the vents have been placed on a surface, then there will be junctions in the ducting at proportional locations. Further purchases of this item are discounted to 100 CP before Origin discounts are applied.

Carnivorous Generator [300]
Why the tower's backup power breakers and generator were stored near the shark tanks is anyone's guess, but it resulted in some weirdness. This is a modified portable generator on wheels that has an input funnel on one end. If you feed the generator gasoline, it'll power anything you plug into it just like a normal generator. But if you put goo, slime, or other mostly cohesive semi-solids into the funnel, it'll eat them and output any kind of power on a dial of options. Mana, electricity, a weird third option, or whatever other energy types your local metaphysics will allow, and it'll do it at 1.5x the speed of the normal gasoline function.

The Biggest Puddle [600]

This item is an addition to your warehouse. It looks like one half of an Olympic swimming pool, but it is filled with the largest puddle of Light latex goo you've ever seen. Don't worry, it won't get up and start roaming about. Instead, the first time you walk up to it, it will extend a pseudopod and hand you what looks like a faucet tap with a bottle attached to its input. Using this tap, you can dispense four Light latex blob per minute. These blobs, just like the normal ones, can hybridize themselves with different animals and people that they've seen or absorbed. Unlike the normal blobs, these ones will never go after or attempt to absorb anything or anyone you don't want them to, and no matter their form they'll do whatever you want them to do. They have a lifespan of five to six years as normal, and the pool acts as both a different way to TF someone and a replenishing supply of blobs, which the tap draws from.

(White Monster)

Depthless Shrubbery [50]

This is a set of four potted plants that are made of the weird material that the White monsters are made of. They're not dangerous or infectious, but they do produce a white fruit that has mild healing and pain relief properties.

Distraction Ball [100]

The White monsters seem to always go after whatever presents itself as the largest threat to themselves. This item is a flare that burns a deep purple. Igniting it will tell any being that can see its light that it is the most dangerous thing in the world and that it must be destroyed immediately. Sufficient willpower will allow foes to see through this illusion, but it should suffice for most. You start with a crate of twelve of these flares, and the crate will refill itself once every week.

A Box Of Failed Experiments [200]

A strange item, this appears to be a collection of body parts in an oversized box. They're all made of different kinds of living latex material, seemingly from every variety of creature in the tower (including gooey human bits??),

but they're completely inert, and there are more featureless White ones than there are any other kind. If a connection point of one of these parts is held to a person, it will spend a moment of time to first stick to and then meld with the spot it was touched to. Once this process is finished, the person will gain full control and sensory input from the part as though it was their own. The parts have no sense of orientation, so if you really wanted to you could stick some arms to someone backwards so they can finally scratch that part of their back they couldn't reach. Try not to load up on so many of these that you're more spare parts than originals...

White Latex Column [300]

This is a two meter tall square column with rounded edges and a wide base for stability. It is perfectly smooth and so matte that it's difficult to comprehend its depth without inspecting it. Anyone who touches this column that is not authorized (you are authorized by default) will be stuck to it, and will eventually be partially melded with one of the flat faces of the column, having been coated in whatever weird material it is made of. Each column can hold five human-sized people (one on each face and one inside) and for every person the column has captured, all authorized persons will be remotely sent a portion of the prisoner's energy proportional to how many authorized users there are. The column will not keep its prisoners alive if doing so would result in harm coming to an authorized user, but otherwise it will act similarly to a waking cryogenics machine. Authorized users can order the column to release any prisoner at any time, but be warned that there may be side effects.

The Unknown Horror [600]

This item is a solid rod that is roughly 30 cm tall and 6 cm in diameter, with sharp edges. If you place this on the ground, it will begin to spread a large zone of featureless white from itself, making a circle of depthlessness that spans a 50 meter radius. Anything inside this circle that you designate as an enemy will find itself slowed by the terrain, and White monsters will appear from various locations inside the circle to drive your foes from your domain. These guardians cannot leave the circle, and will melt back into the pure

nothingness when either the threat is gone or you pick up the rod. Picking up the rod will collapse the circle and remove its effects from the environment.

(Undiscounted)

The Images Of Change [50]

The first book in this set is an intimidatingly large photo album that contains images of every possible TF from this Jump in the same style as the Scientific Camera, regardless of whether or not they happened. This includes pictures of every character that could have some interaction with a transformation, though pictures that are of something that did not happen will be clearly marked as being so. In future Jumps, this will automatically fill with pictures that are similarly related to changes in physical appearance, though only featuring characters you wish it to.

The second book contains all of the fanart of Changed that has been or will ever be made, neatly organized into chapters and keywords, with notes from the artists where applicable.

The third book contains highlight reels of all of your adventures in this Jump, and will update with highlights from future Jumps you go to automatically.

None of these books will ever be full.

Caulk Gun [100]

This used to be a normal glue dispensing clamp, but it's been heavily modified. Now the spring that drives the plunger is much much heavier, the glue inside the tube is under much more pressure, and the tube somehow refills once the spring is reset. This means that squeezing the trigger launches a glob of glue about 10-15 meters, and that it can be 'reloaded'. The glue inside is much, much stickier than normal caulking is, and will mix itself with any amorphous or slimy creature's body to slow them down. Of course, it will also stick more solid creatures' limbs to each other or the floor if you aim it well, and can be used as a super strong caulk for construction purposes if you have nothing else to use it for.

Cryopod [200]

This item is an advanced version of the cryopods stored in the tower. This one is a large machine about as big as two coffins stacked on top of each other, and has some basic caster wheels to move around with. Anyone/thing you place inside this pod will cease to age or have any diseases or other effects progress during their sleep. Keep in mind that this doesn't cure anything, only halt it temporarily. You may summon this pod from your warehouse to any location within your arms reach that can fit the thing, though you will have to move it back once it's summoned.

The Tower [300]

This is a complete copy of the science tower, minus any non-plant life. That means that there are no latex monsters, no puddles of goo, no scary sharks in the pools, and no living white walls. In essence, this is just a large tower that you can attach to your warehouse and use as a center of bioscience and genetic engineering.

Dr. K's Formula [600]

This item is twofold. Firstly, it gives you a USB drive that contains digital instructions on exactly what Dr. K's cure is and how to make it. Secondly, it gives you a single IV bag (with assorted tools and stuff) filled with enough of the formula to completely 'cure' one person. This IV bag refills once a month, and it takes about four days for it to be properly administered. Optionally, the USB stick may come with a printed version of the instructions in the form of a chemistry paper.

Companions

Import [50]

You may import up to eight Companions for 50 CP each from your previous adventures into this Gauntlet with you. They gain 0 CP just as you do, and your cryochamber will contain more pods to house them if applicable.

Export [100]

If there is an individual that isn't in this list that you want to take with you, this option will guarantee that you will have a good opportunity to convince them to join your quest, and that they will be willing to listen, at least for a bit.

Living Milk Pudding [50]

This blob of goo can somehow see you despite its lack of sensory organs, and is kind enough that it doesn't want to absorb you! You can take it along as a pet if you'd like. It is quite cuddly.

Colin [100]

Provided he is still alive, Colin will be happy to go on your adventures, if only to escape the post-apocalypse he's found himself in. While he's not especially strong, he is surprisingly agile, and while his curiosity often gets him into trouble, it also helps him figure out even the trickiest of mazes quite quickly. Colin has all of the perks in the Human tree and the Latex Shorts item for free.

Puro [200]

Puro is the first Dark latex monster to gain full humanlike intelligence, and the first thing he did was read an entire library's worth of books and become a huge nerd. As such, Puro is quite good at puzzle solving and puzzle making, understands and can speak English perfectly, and has a fascination with the humans' sciences and society. He is also perhaps a bit too hard on himself, and constantly tries his hardest to live up to his own expectations. Also, he's a 6-foot 5 pile of fluff that can throw Colin across a room.

Puro has all but the 600 CP perk from the Dark monster line, and the Extra Masks item for free.

Dr. K [300]

Dr. K is the last surviving scientist that worked at the tower. At some point after the riots and the end of the world, he perfected the experiment his team had been working on, and used it on himself. The riots and other distasteful actions of the general populace before the end embittered the good doctor, and he has great trouble respecting people he considers to be “unimportant”. That being said, he’s not unreasonable, and may decide to join your journey once he sets up the survivors he’s been taking care of with the things they need.

Drawbacks

You may choose up to one drawback, totalling 100 CP.
Just kidding. Drawback limits are lame! Have as many as you think you can handle.

Changed-Special [+0]
"Changed-Special" is the working title for the enhanced remake of Changed that DragonSnow (the dev) is currently working on. As this remake is not finished, I am basing this Jump around only the complete original game. If you feel comfortable fanwanking the additional features and plot changes from Changed-Special into this Jump's universe, just take this toggle and try to keep things balanced.

Colin? Lin? Who? It's Just You [+100]
This drawback causes Colin to fail at the very first puzzle of the game, namely by standing with his back to the vent with the milk pudding in it and instantly being transfurred. You're on your own now.

Wait, Where's The Lewds / Wow, This Is Too Many Lewds [+100]
Which version this drawback manifests depends on which one the person taking it would enjoy the least.
This game isn't normally super lewd. It has its moments of course, but generally it's on the border of being SFW, if weird. Now, it's been shoved completely into the realm of PG-13 or E10+. Anything that might have been shown as suggestive, lewd, or sexually pleasurable has been removed or replaced with something more child-friendly.
OR
This makes the game go from occasionally lewd to over-the-top bad porno levels of lewd. Doors will accept nudes on polaroid as keycards or passwords, monsters will never just eat humans or other monsters, they have to 'prove their dominance' first. SquidDog will use his tentacles for impure purposes! Puro might accidentally flirt with Colin! Dr. K will be even more into corruption! You might get sick of this really quickly if you manage to retain your dignity.

Bad Translation [+100/+300]

This drawback causes everyone in this world to speak your language of origin as though it was their second language. You will be able to understand them most of the time, but it will be a chore. For a boosted total of +300 CP, everyone but you will now speak and write in a language you do not know.

Do You Have a Goo Monster in Your Pants or Are You Just Happy to See Me? [+200/+300]

You are now unfortunately horny all the time. Are you just really into this stuff or is it perhaps a side effect of the virus or the cure? Either way you'll never be anything less than a little horny and it'll be easier for you to get more aroused from there. Hope you can survive without getting too... distracted. Worth an extra +100 CP if taken with Wait, Where's The Lewds / Wow, This Is Too Many Lewds. The former because you'll be unable to relieve yourself, and the latter because you'll be especially vulnerable to the monsters'... 'attacks'.

Beware The Alien, The Mutant, The Heretic [+200/+400]

With this drawback, you will *despise* anything that isn't a pure, normal human with a similar mental and political outlook to your own views. Especially anthropomorphic animal creatures, which you now seem to want to murder in horrific ways. Yes, this includes yourself if you aren't human. If you *already* think that pure humans are the only thing that should exist, then this perk makes you a dirty Heretic that wants to preserve as many different kinds of sentient life and belief systems as you can. Whatever would be most angst and rage inducing. This grants +200 CP if you're human, and +400 if you aren't.

Narcolepsy [+200]

Between two and three times a day, you will randomly fall asleep for about five minutes. You best hope you are in a safe place when this happens.

We Have Evolved [+300]

The various monsters in the tower will no longer have any semblance of a pattern to their attacks or mannerisms, and will be much more determined to stop you from progressing.

No Puro [+300]

Puro is great, helpful, and adorable. But he's also gone. Right when he discovered your and Colin's existence in the cryopods, he was caught by either Dr. K or one of the other roaming monsters and smashed to bits. Because of this, the majority of the puzzle hints, door codes, and rooms with monsters in them are much more dangerous. Most egregiously, the Elder One will not let you tread through his lands so easily, and the library will be much more deadly.

Anti-Puro [+400]

Normally, Puro is mostly left alone by the other kinds of monsters in the tower, and if he isn't, his raw strength is enough to beat them back. But as he went down to the library level and encountered the first White nest, the Whites realized the potential threat he posed to them. In the time between Puro discovering the cryopods and the beginning of the game, a terrifying Anti-Puro was developed, featuring a classic color-swapped design and scary T-1000 mannerisms. Its primary goal is to smash Puro's adorable face into crystalline gravel. Its secondary task is to do the same to anything it determines would be a threat to the White nests in the tower, including you. It is unequivocally stronger than Puro, and if someone doesn't stop it, it won't be long before it rampages through the rest of the facility. If you've taken the No Puro drawback as well as this one, then you might gain a scary yet deadly Companion if Anti-Puro is still alive by the end...

Changed? You Mean The Movie? [+400/+600]

This drawback removes all of your knowledge of this setting from your memory until you complete the Gauntlet, including puzzle solutions, character names and locations, the works. This is worth a boosted +600 CP if you have also taken No Puro, since you will also have no hints or help.

Dr. K's Seen SAW [+600]

This drawback changes things a bit. Dr. K knew about you and Colin before Puro did, and he came up with a plan. Using his evil scientist mind, he came up with devious traps and horrible false choices to make your trip through the tower even more of a living hell. Now there are no safe rooms, and even normal objects may be part of elaborate Rube Goldberg devices designed to kill, capture, inflict pain upon, or transfur you. Or all four. In any order.

The End Of The World [+600]

This drawback places you in a coffee shop near the tower, three weeks before the riot that unleashed the monsters and thwarted the scientists' attempts at a cure. Your win condition is no longer to get down from the tower. It is now to survive the five years you have until Colin gets down from the tower and makes his choice. Know that Colin is not guaranteed to succeed on his own, even with Puro's help, and the virus is currently ravaging the population of the city, so you'll have quite a bit to deal with. This cannot be taken with "Colin? Lin? Who? It's Just You" because that invalidates the win condition for this drawback, and "Beware The Alien, The Mutant, The Heretic" cannot go above +200 CP because most of the non-humans are not loose in the city.

Ending

Ah, welcome, Jumper! Congratulations on making it through the tower! Your reward, beyond what you purchased here, is the following:
ONE large coin that has Puro on one side and a laurel on the other. This coin can be redeemed in exchange for EITHER one Perk from this document that is less than 600 CP OR one Origin from this document. Whichever you choose will be permanently added to your Bodymod as either a perk or an alt-form that you can shift to using normal alt-form rules. No matter which you pick, the coin's magic will be drained and it will become an ordinary, if unique, curio.
An oversized grey T-Shirt that says "I survived the Changed Gauntlet" on it.
A series of novelty pez dispensers modeled after the characters in Changed.

So, you've chosen what you believe is right based on your experiences. What was your choice? No matter what, I'll respect your wishes.

Stay:

This world has just begun to rebuild. You could probably do real good here. If not, well, it's still a pretty place.

Move On:

Of course, you still have a JumpChain to go on! Remember this world fondly, Jumper, and good luck on your Chain!

Go Home:

If this was the last thing you wanted, or you just didn't care for the whole JumpChain thing in the first place, you can return to your place of origin.

Notes

On Origins In General:

Yes, *technically* both the "White" and "Other" Origins are just subtypes of the Light monsters in the game. However, the circumstances and environments surrounding each kind of monster, combined with their seeming lack of cooperation (Squids and Sharks notwithstanding) made me feel justified in splitting them up.

Additionally, all of the Latex Monster varieties can extend their lifespans to human-baseline or beyond by absorbing a strong framework to hold themselves up with.

On Dark Latex Monsters:

Yes, they are normally almost blind and reliant on their other senses to maneuver. However, since that downside seems to be one that can be overcome by trying to look at things really hard, I have decided that it would be a waste to include it.

On Light Latex Monsters:

For the purposes of this Jump, a Light monster is classified as any monster that is clearly both white, primarily wolf-based, and which has facial features. Basically, if it's not the creature *called* "White Latex" or a variant of the Headless/White Knight, then it's a Light monster. This includes SquidDog.

On The Strange Colors Of Latex:

This category includes the Ming Cat, the crow, the Snow Leopards, the Sharks, the Feng Yu/Lion, the Civet, and other things which are not primarily pure white in color.

On Rejecting The Need:

The "stay peaceful" remark is meant to imply that this perk will not function if you activate a healing power whilst in open combat. It doesn't make sense to be able to double your regeneration via calming meditation whilst drawing blood for the blood god.

On Return To Primordial Ooze:

The effects of this perk do NOT trigger healing effects like Wolverine or Deadpool's healing factor or other rapid regeneration abilities. The recovery state counts as you being a smaller being that needs to grow with either time or a source of metabolic energy from an outside source like food. You also can't use shapeshifting powers to shift into a normally large form. That form will just convert into a smaller version of itself as well.

On the Plushy Collection:

They are actually normal. They have normal plushy foam in them.

On Come Out To The Coast, We'll Merge Together, Have A Few Laughs:

If the gravity between the vents would be different, as if one vent is on the floor and the other is on the wall, then gravity will slowly transition between the two in the ducting, with the average of the two gravity forces in the center.

Additionally, the distance between the vents can be any distance you like. The five kilometer maximum is for the length of the *ducting* alone, meaning that if you put one vent on Mars and one vent in a house on Earth, it would still only have five kilometers of ducting.

On A Box Of Failed Experiments:

This could be used to create centaurs or other things, since there are torsos in there too. More importantly, someone whose mass is comprised of at least 60% items from this box will begin to be transfurred in accordance with whatever design of limb they used the most, or a random one if there is no leader. This TF will not result in extreme mind alterations or identity death, but there will be some changes, and it will be otherwise identical to having been transfurred by the monster whose limbs match the majority of the replacements (or a random monster, as stated).

On the White Latex Column:

Being stuck in this thing isn't *un*pleasant for the prisoners, but it's not euphoric either. Or it might be if they're into it. Look at the wiki or the game for more on this thing. The "energy" that this thing extracts can be converted into anything that both the prisoner and the authorized user have at least some of. If you capture a mage you can drain their mana, and if you just need remote stamina you can capture anyone with a high constitution, that sort of thing.

On The Tower:

Basically, if it exists as an item in this Jumpdoc, it's not in the tower when you buy it. Also, you don't gain access to this tower until after your Gauntlet is over.

On The Ending Loot:

No, you can't take the coin's magic into future Jumps to abuse the perk or origin redemption. It will only work in this Jump, and if you leave without redeeming it the magic will fade as though it had been used.

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