

OOO SUPPLEMENT - ANIMALIA ANOMALIA [ANIMOLIA]

BY

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[Plain Out of Context Supplement Template V1.1. By LJGV/Sin-God]

This document can be used as a supplement in any Jump that would not otherwise have **Animolia** [Anomalous Beasts] within its continuity. By taking this Supplement you have chosen to become an Animolian of some sort, and you will enter into a continuity that lacks Animolia as a Drop-In - awakening in an impact crater near your starting location.

Having gained this new physiology through this Out Of Context Supplement you - for the duration of this Jump - are an "Anomalous Beast." You can still utilize your Alt-Forms freely, barring something like an OOC perk or drawback that prevents this. Take these points, they'll help you adjust to your new reality. In future Jumps your chosen Animolian form follows you as an Alt-Form you can don at will (barring drawbacks).

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten-year-long Jump.

Origin:

[IMPORTANT: Refer to Notes for the definition of Starseed]

Animolian - Therian: By far the most common Animolian "breed," Therians are the product of Starseeds bonding with lesser creatures. Canines. Felines. Avians. Reptiles. Etc! So long as the host body can safely harbor the foreign soul, it will blossom into something resembling the Starseed's original body. For this reason, (most...) Starseeds seek out compatible vessels upon touching down on an inhabited world. In this doc's case - Earth.



As a Therian - you've successfully converted your host into a rough facsimile of your previous body. This may manifest multiple ways and be denoted through physical abnormalities, such as: additional limbs, strange markings, and other marked differences in physiology that reflect and are directly drawn from your alien heritage. If you're taking this Jump in isolation (unless you already have a setting in mind), it's assumed your Therian form is patterned after an Earth animal.



Animolian - Carcassen: When the first Starseeds rained down on Earth (an event that's since come to be known as "The Coming of the Starchilds"), some sought out hosts, not among the living, but the dead. Hailing from the same doomed solar system as the rest of their kindred Starseeds, the Carcassens did not make conduits of Earth's diverse fauna, preferring instead to inhabit fresh corpses, for their people had long practiced and grown accustomed to necromantic ritual and accepted death - to be embraced and revered - as an all pervasive force.



You're a Carcassen; an undead being sired by an alien soul belonging to a race of celestial necromages. Your host is a cadaver that teeters constantly between "life" and un-life. Your new form is regularly changing - body parts added and subtracted as you sculpt your decayed host into the perfect vessel.



Animolian - Subjugator: Starseeds avoid bonding with sapients as it's viewed no differently than murder. One mind...extinguishing another to take possession of its physical body. This has not stopped some Starseeds from forcibly subjugating intelligent hosts. These "Subjugators" are wildly reviled by Starseeds and potential host species alike. They're errant amalgamations of a Starseed's alien parentage and the subsumed vessel's anatomy. Most lose their ability to reason - the exertion required to overpower another intelligence often proving overwhelming.



A Subjugator - you've successfully bonded and assimilated a sapient host (assumed to be human by default). Your alien nature is evident, with few vestiges of your vessel remaining intact. Unlike most, you've not come away with a shattered mind. Your faculties and sense of self are perfectly intact. Having retained your xenobiology, you're superior in some ways to other Animolian breeds.

“Animolian” - Hemophage: Hemophages are errantly labeled Animolians as their nature is little understood. However, they're no Starseeds. Rather, they're a viral pathogen that can propagate only under stringent conditions, bound by specific environmental markers that ultimately dictate and therefore limit its reproductive cycle. Unfortunately for most carbon based life, this (eerily cognizant) contagion has found iron rich blood to be a perfect vector. The “Hemophage” began spreading not long after the “Coming of the Starchilds.”



Being an entity born of the Hemophage plague, your amorphous body is a construct composed entirely of blood and plasma. You can harden and shape your vessel at will. The more blood you integrate into your form, the more elaborate its appearance. Your innate ability to shapeshift affords you a myriad of specialized forms limited only by your imagination and the amount of blood you've intaken, but you've a "base" form that's come to be associated with you.



“Animolian” - Fyremotive: Fyremotives - like the Hemophage’s crimson brood - are not technically Animolians, and have only been categorized as such due to humanity’s ignorance. In truth, they’re the mechanical vessels used to transport the Alector System’s Starseeds to Sol. Upon completing their mission - the proliferation of Starseeds throughout Earth - the Als aboard self-terminated, sans a select number. These rampant Als sought out hosts of their own, melding their sophisticated alien technology with the only sufficiently complex machinery available: locomotives.



Fyrmotives are draconic beasts of steam and metal; your base form is assumed to be a blend of train and dragon. However, you can choose to switch out the former with any other vehicle or industrial equipment, ranging from: cars, cranes, boats, to more anachronistic tech foreign to the implied setting, such as modern tanks, fighter jets and so on. Furthermore, depending on the

setting you've chosen to supplement, you might have access to far more advanced "host bodies." Starships - and the like!



Animolian - Starseed Unfettered: Not all Starseeds sought out corporeal vessels. Some hoped to regain their original bodies; these Starseeds, predominantly comprised of psychic Ethereals, drew from the universe's ambient energies to fashion for themselves vessels. The resulting forms are molded from cosmic dust and sport surreal visages. They retain the Ethereals' psionic prowess, but have been endowed with new abilities as well. Strange powers that tap into the very universe's fabric and portend of dimensions beyond the third.



Your form is one spun from stardust and esoteric energies. It's a bizarre and almost nonsensical amalgamation of twisting limbs and aberrant features. Your skin is a metallic sheen and eyes are inlaid throughout your body. You may possess no or multiple mouths (or sport a singular orifice), though communicate primarily through telepathy. You've telekinesis, as well as the ability to "phase-shift" and alter local reality to a limited degree; you're not well versed in the latter. Your kind can harmlessly separate an individual's "soul" from their body naturally without need of technology - allowing for the creation of Starseeds.

"Animolian" - Macrosian: Macrosians are threats to all sapient life in the universe. They are colossal beings that raze worlds for sustenance and implant gestating young in molten cores. Macrosians incursions laid waste to the Alector System and now Sol may come under threat. For the purposes of this Supplement it is assumed you are the only Macrosian on Earth (or whatever setting you've chosen), unless stated otherwise e.g. via a drawback.



As a spacefaring titan - you're possessed of a gargantuan, rugged alt-form capable of withstanding atmospheric re-entry and the cold, vast, starless void. You can enter a state of prolonged dormancy (equivalent to hibernation) and reproduce asexually - producing a single embryo every five decades, which must be implanted in a planet's core (or can be harmlessly absorbed for nutrients). Your anatomy is suitably monstrous and awe inducing, though, you don't start with any inherent abilities. You can, however, choose to affix horns, wings, gills and other features to your body that may confer some physical advantage.

General Perks:

- **Creative Liberties - Free:** Canids don't have the vocal chords for human speech and birds have no lips to pronounce vowels with. For your current form to exist at all some liberties must be taken.

• **Animolian Origin Perk - Free (Cannot be taken with “Not Drop In”)**: This is an Out of Context Origin Perk. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were an Animolian.

• **Dynamic Entry - Free (Requires 3 “Out of Context Origin Perks” from other Supplements)**: Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Therian Perks:

“Canis Lupus! Vulpes Vulpes!” - 100 CP: You’ve a connection with your host body’s animalian genus/family. You’re able to command feral instances of its species and commune with them as you would a person.

Closed Species - 200 CP: Any attempt to reverse engineer your anatomy/genes - as well as powers, abilities, and masteries/techniques explicitly NOT rooted in your biology - and even more metatextual properties (Perks), will inevitably fail.

Hybrid - 400 CP: You can produce viable offspring with anything - so long as the preceding act is consensual and all participants are lucid, sapient, and both physically and mentally of age.

[NOTE FROM THE AUTHOR: I WAS TAKING NO RISKS WITH THIS PERK’S WORDING!]

Circle Of Life - 600 CP | 800 CP: This perk serves as a 1-UP and can be bought multiple times [600 CP]. Whenever your body is destroyed you revert to a Starseed. You will immediately be drawn to and bond with the nearest member of your chosen family/genus - be it feet or miles away. Your new host will retain all previously purchased Perks and Items. In terms of physical appearance - your new vessel can be tailored to be virtually identical to your last host, or radically different.

For a one time expenditure of **800 CP** you gain the ability to bond with animals outside of your species. The resulting form is a hybridization of previous vessels. It retains the physical attributes and physiological adaptations (night vision, heat sensors, echolocation, etc) of past host bodies. You ultimately dictate what traits manifest as each new form is yours to customize.

Carcassen Perks:

Death Begets Life - 100 CP: Your body (what skin clings to it) regenerates. Bones naturally snap back into place and mend themselves when damaged, and wounds (grievous, slight, etc) hardly even register. Your healing factor is such that the numerous diseases and parasites that mar your perpetually rotting vessel have virtually no noticeable ill-effect. Toxins, too, are wholly ineffective, and neither being set aflame or submerged in acid does much to hamper your impressive healing ability. Being that you’re not technically alive, pain is an alien concept.

Necrostitch Grafting - 200 CP: You recall the grafting techniques of your people; you can make alterations to your body using the parts of others. You obtain the abilities and strengths of those whose organs and extremities you've grafted onto yourself - without any of the downsides. The process is not instantaneous and requires time, but the results are well worth it once your form has acclimated.

Legion - 400 CP: You can now create homunculi from scavenged parts. There is no limit to how many you can stitch together, but to animate even one you will need to implant the "soul" of another being. The process is routinely fatal for the ill-fated donor and strips the "soul" of its identity, allowing you to shape it to your will. More elaborate servitors require multiple souls to be "powered."

Boundless - 600 | 800 CP: This perk serves as a 1-UP and can be bought multiple times [600 CP]. Whenever your body is destroyed you revert to a Starseed. You will immediately be drawn to and possess the nearest corpse - be it inches or miles away. Your new vessel will retain all previously purchased Perks and Items. It will take the form of your last vessel (even retaining grafts made through **Necrostitch Grafting**).

For a one time expenditure of **800 CP** you can choose another Origin from this Supplement. Now, come death, you can choose to resurrect as either a Carcassen or [Insert Origin]. Perks and Items for the chosen Origin are discounted. **Note:** Origins tagged "Animolian" are exempt.

Subjugator Perks:

Body Snatcher - 100 CP: You can now shapeshift, switching freely between your true "hybrid form" and a disguise resembling your host - down to the last cell. You also absorb your host's memories and can emulate their mannerisms without flaw. This Perk assumes that you're using the **Animolian Origin Perk** to Drop-In as an Animolian Subjugator [a hostile Starseed willing to dominate sapient species]; your host pool is limited to incredibly minor characters, such as background characters, characters who make a single appearance (perhaps in a filler episode), characters with limited speaking roles, and recurring characters who ultimately have little impact on a work's story but interact with the main cast nonetheless. You gain the abilities, strengths, and (physical) weaknesses of your host.

Et Tu, Me? - 200 CP: Every following Jump you can choose to treat all Origins as Drop-Ins. The doc's setting still accommodates your persona/alter-ego's presence, treating the new identity as a natural facet of the world - maintaining their relationships with established characters and any impact they may have already had on the Jump due to their retroactive insertion - but you retain your memories and self-identity. Essentially, this Perk asserts that you forcibly possessed the identity you crafted for yourself. The benefit of this is that (for every Jump after this one) you can purchase Drop-In Perks and Items at a discount, on top of your chosen Origin's (discounted) Perk and Item trees.

Main Character Syndrome - 400 CP: You're no longer limited to minor characters and can now possess narratively relevant characters, even main characters. This Perk assumes that you're using the **Animolian Origin Perk** to Drop-In as an Animolian Subjugator [a hostile Starseed willing to dominate sapient species]. You gain the abilities, strengths, and (physical) weaknesses of your host. **Note:** This Perk does not confer the shapeshifting ability afforded by **Body Snatcher**.

Limitless Form - 600 | 800 CP: This perk serves as a 1-UP and can be bought multiple times [600 CP]. Whenever your body is destroyed you revert to a Starseed. You will immediately be drawn to and possess the nearest individual - be they feet or miles away. Your new vessel will retain all previously purchased Perks and Items. It will take a form that melds your previous host's features with those of the new host, as well as your prominent xenobiology. If you've taken the **Body Snatcher Perk** - you can shapeshift into an exact replica of either host. You retain the prior host's abilities, strengths, and (physical) weaknesses, while also taking on the new host's abilities, strengths, etc.

For a one time expenditure of **800 CP** you can choose another Origin from this Supplement. Now, come death, you can choose to resurrect as either a Subjugator or [Insert Origin]. Perks and Items for the chosen Origin are discounted. Additionally, you are well and truly limitless - an entity without shape, no "true form." No matter how you choose to appear physically, you're essentially a sum of all your Alt-Forms. You've access to all their powers, traits, etc, without having to switch between them. Furthermore, you're no longer marred by your hosts' physical weaknesses.

Hemophage Perks:

Bloodhound - 100 CP: Blood has a unique, coppery scent that you're perfectly adapted to tracking. You can suss out victims over inconceivable distances and even discern between prey, allowing you to track specific individuals. Your quarry's blood (or rather...its **savory aroma**) can also divulge details that aren't readily apparent: their overall health, emotional state, underlying conditions and diseases, even dietary habits, allergies and other minutiae. You can hone your instincts to target specific age groups, races; individuals prone to certain behaviors and other more specific criteria.

Bloodborne - 200 CP: You're a vector for the Hemophage and can spread it through the exchange of fluids. You're able to see, hear, and speak through those you've infected. You're also able to command the blood in their bodies (which you can now puppet), turning it against them.

Blood Cells - 400 CP: You can partition parts of yourself to create skittering abominations. These "mini-phages" function as extensions of your consciousness, each serving as a node in a hivemind, with no single one being designated as the "core," but every one being capable of bearing the mental load should you require a new body; however, they are also capable of

autonomy and don't require constant directives, nor a constant connection to whatever entity is at the head of the hivemind i.e. your (current, "main") vessel. Each individual instance is shaped by your mind's eye and their form is as malleable as your own, shifting and changing when you command, or when the situation demands it - including the more they swell with blood.

Constructs can be as feral or as intelligent as you want. **Note:** If you've taken the **Bloodborne Perk** you can create "Blood Cells" from the blood of the afflicted.

Blood Clot - 600 CP: This perk serves as a 1-UP and can be bought multiple times [600 CP]. In the unlikely scenario that your body is destroyed [this includes any potential "backups"] you will immediately erupt from the blood of the nearest individual - be they feet or miles away. Their infection status is not taken into account. Your new vessel will retain all previously purchased Perks and Items.

Fyremotive Perks:

No Maintenance Required - 100 CP: Your body is a vessel for an advanced artificial intelligence of alien origin. As such, technology beyond humanity's ken maintains your new form. Whenever your "host body" suffers damage, the alien tech suffused throughout your frame will begin the process of repairing any sustained wounds or injuries. The process is near instantaneous - your body, briefly taking the properties of liquid metal as the affected area breaks down into a cluster of self-replicating, molecular nanomachines in order to mend itself. So long as a piece of you remains intact, you could theoretically reform from a single drop of "grey goo."

Breath Weapon - 200 CP: You've incorporated your original frame's alien weaponry - a powerful beam cannon - into your new body. However, you can also now customize your breath weapon, each "variant" serving as an alt-fire mode. You can pattern your alt-fire modes after your current "host body" (e.g. a nuclear submarine might emit nuclear blasts), but also - through the alien tech that facilitated your creation - scan other forms of energy, giving you access to a myriad of potential alt-fire modes that use "energies" inherent to other worlds (including "mystic forces").

More Than Meets The Eye - 400 CP: You're no longer limited to your base Alt-Form. Your alien sensors can scan and digitally reconstruct any vehicle you come across, granting you access to an Alt-Form based on said vehicle. It will function as intended - even in the absence of its setting's local physics - and comes equipped with a thematically appropriate alt-fire mode [REQUIRES BREATH WEAPON], alongside any armaments and technology built into the form's template.

Hardware Exchange - 600 CP: This perk serves as a 1-UP and can be bought multiple times [600 CP]. In the unlikely scenario that your body is destroyed, you will immediately reconstitute yourself from the frame of the nearest vehicle - be it inches or miles away. Your new vessel will retain all previously purchased Perks and Items.

Unfettered Perks:

Phase-Shift^2 - 100 CP: You are not constrained by physical laws. Beings fashioned from existence itself, the Unfettered can briefly “teleport” by shifting out of reality, entering an intangible state that renders them invisible to the naked eye. Initially a largely limited power, your “Phase-Shift” ability has been enhanced. You can now remain in a “Phase-Shift” state indefinitely. You’re also able to interact with the physical world while remaining intangible yourself. Most importantly, your ability to divorce yourself from three dimensional space grants you access to higher dimensions, which you can ascend to reach the “end of existence,” which you can bypass to cross into other “existences,” enabling travel between parallel worlds and timelines [this can be treated as a fan fic/AU toggle]. **Note:** You also have access to realms, planes, and “otherworlds” that intersect or overlap with reality, and can interact with and extract beings/objects native to these places.

Anomaly - 200 CP: Your innate ability to tamper with reality is honed to the point of mastery. In your presence the laws of physics are mere guidelines - suggestions, which you need not consider. Turn air to ice and seas to blood. Upend a setting’s very foundations at a whim. Your reality warping ability is limited to a small area no larger than a kiddie pool - but with every world you visit it will expand exponentially, until you’re a veritable god in every setting you visit.

Coming of the Starchilds - 400 CP: You can safely sever the “soul” from a person’s body, creating a Starseed. Starseeds - while in their “soul” state - are treated as Items and can be imported into a setting (as with any other **fiat backed** Item). Starseeds that are imported into a Jump (unless you choose to keep them in your “inventory”) are treated as Companions (but don’t count towards the eight Companion limit typical of most docs). Companions brought into a Jump (freely) via this Perk receive a **600 CP** stipend and can take two Origins - one from this Supplement, and one from the doc they’re being imported into.

One With The Universe - 600 CP: This perk serves as a 1-UP and can be bought multiple times [**600 CP**]. In the unlikely scenario that your body is destroyed, you will immediately reform miles away from where you died, the universe’s energies swirling together to give shape to your new body. Your new vessel will retain all previously purchased Perks and Items.

Macrosian Perks:

Light Step - 100 CP: Your form is monolithic and collateral damage is unavoidable. However, this Perk grants you control over your gigantic body’s destructive potential. Toggled on - it limits the damage caused by your mere existence (you ultimately dictate the extent to which this is achieved). No longer must you worry about accidentally toppling buildings or crushing bystanders underfoot.

SKREEEEONK - 200 CP: You communicate through guttural growls, shrill shrieks and deafening roars, and it is this Perk that ensures these bestial vocalizations can be understood by others. You can choose to be understood by a select few or entire throngs of people. You

also possess an especially mighty, recognizable roar that announces your presence to everyone within earshot, that can carry for miles. This “signature roar” induces a specific emotion in all who hear it. What that is (fear, lust, etc), is set by you.

Atomic [BLANK] - 400 CP: Macrosians are physical powerhouses, but their strength doesn't lie in might alone. Many wield devastating powers, and now so do you. This Perk bequeaths a unique ability that will forever be associated with your monstrous form. It can present as a simple beam of cosmic energy emitted from the antenna atop your head, or a noxious cloud that clings to your body and melts everything it comes into contact with. You might choose to command the elements or wreak havoc through more esoteric means - the choice is yours.

Note: You can invest in this Perk more than once to either acquire another ability or “upgrade” abilities you already have.

Legacy - 600 CP: This perk serves as a 1-UP and can be bought multiple times [600 CP]. Whenever your body is destroyed you immediately produce an embryo, which erupts from your body and embeds itself in the earth, miles from where you fell. The embryo gestates within hours and your new body matures within days - growing to full size within that span of time. It retains all previously purchased Perks and Items.

Items:

[Any lost or stolen items will return to you after a week in the same condition as when you had it unless otherwise stated.]

Plushie - Free: A miniature replica that manages to capture your likeness in excruciating detail with its stitched features alone. This felt plush is alive and speaks using your voice - pitched to a high falsetto. It accompanies you wherever you go and only ever strives to be helpful.

Merch - 50 CP: Your alter-ego has spawned merchandise. Quite lucrative merchandise, and you reap royalties from every sale. Your revenue will quickly skyrocket in every world you visit.

High Production Value Anime/Manga - 100 CP: A series centered around your ~~fursona~~ Origin's exploits has come into syndication. It's of remarkably high quality and has garnered nothing but critical acclaim. Depending on the genre (which you determine), your reputation and people's reactions to seeing you might see a considerable change. Do you want to be adored, feared, loathed? **Note:** Even when you're despised, your merch sales never seem to be affected. Strange how that works...

Fandom - 200 CP: An almost brainwashed following clings to your every word. They are ravenously loyal - almost cult-like in their reverence. They do as you ask without question and work tirelessly to convert others into the fold.

Symbiont - 400 CP: This viscous, semi-intelligent “goo” envelopes your body, serving as a second skin. It makes you impervious to most forms of damage (imparting resistances, not

unlike in a video game; shock, cold, poison, strike, etc) and enhances your natural abilities. Weaved into its biology is your own genetics. Now, should you so choose, your “suit” can give birth to offspring that - upon coming into contact with an individual - “trans-furs” them into members of your background’s species. **Note:** The latter effect is limited to Origins from this Supplement and other, similarly “anthro” backgrounds. Trans-furred individuals retain their Symbiont.

JUMPER CON[!] - 600 CP: You’ve a convention center! Its interior is a vast, limitless, white expanse that’s yours to shape. Create a swirling nebula of star systems ripe for swashbuckling adventure or a knightly realm brimming with high fantasy! Once a year, open your convention center to the public and invite them into your domain. You might find many won’t want to leave!

Companions:

Companion Import - 50 | 200 CP: Standard Companion section; 50 CP to import or create a custom Companion with a stipend of 600 CP and the ability to select their own Origin, Perks, and Items. If you pay 200 CP you can import or create 8 companions and they all get the same benefits.

Drawbacks:

- **Animolian Mind - +100 CP:** You are no longer a Drop-In or from an alternate reality. You are instead a local who has somehow undergone a transformation into an Animolian. You will need to work out your Background with your Benefactor.
- **One Trick Pony - +200 | 300 CP:** You can only select Perks pertaining to your Origin and undiscounted Perks. For 200 CP you can buy Perks from other Origins, but cannot use them for the duration of this Jump. For 300 CP you flat out cannot purchase Perks from other Origins aside from your Origin.
- **Familiar Foes - +200 CP:** This is a tiered drawback, one that costs 200 CP per tier. For each installment of this you take, a pair of other Animolians appear - only 2 per Origin. These Animolians do not have Perks and have stats and attitudes matching their Origin.
- **Epic Foes - +200 CP | +400 CP | +600 CP | +800 CP:** Sans drawbacks there are no other “Anomalous Beasts” when you first appear here. This changes that. This drawback causes there to be uniquely powerful Animolians who appear at the same time as you. Each tier of this corresponds to a different Origin, which you select when you take that tier. The final tier of this grants all of the summoned foes access to the Perks for their Origin.
- **True Animolian - +500 | +800 CP:** Oh... Oh no. Now you think like an Animolian, even if you can at times power through such sentiments. For the duration of this Jump expect to be stuck

acting like your Origin would. If you take the second, +800 CP tier of this, you cannot shapeshift out of your “Anomalous Beast” form. Alternatively, you can take the second part of this without the first, but for only +300 CP.

Ending Options:

Return Home: End Chain, return home with everything you have.

Stay Here: Stay in whatever setting you used this to Jump to, ending your Chain.

Continue On: Proceed as usual to the next Jump.

NOTES:

- **Starseed** - The Animolia first appeared on Earth during the 1860s. Dispersed souls left to drift among the stars - drawn to our world like moths to a flame - Starseeds take root in lesser beings, and stranger conduits still. You’re now a Starseed, having descended down from the cosmos to seek out a vessel in whichever setting you’ve chosen to supplement with this OOC document.

- If you’re taking this Jump in isolation (without affixing another setting or time period onto it), it is assumed you will be making use of the doc’s implied setting - 1860s America. The “Wild West,” to be exact. A roughshod frontier now playing host to alien visitors.

- The Therian/Subjugator backgrounds make no SOLID assertions about your Starseed’s (alien) race/species. You can choose to come up with your own alien race, or utilize something already established in fiction, like the Xenomorph or Halo’s Elites. Though, this being a “furry” centric Supplement, the author is partial to (and suggests taking a look at) the plethora of original species that have come out of the furry community e.g. Sergals, Chakats, Wickerbeasts, etc.

You can even choose to have “descended” from a non-organic species, giving you free reign to incorporate such elements (crystals, cogs, etc) into your Therian/Subjugator Alt-Form.

- This being an OOC Supplement you’re free to disregard and or retool any of the lore contained herein.

- Your Macrosian offspring can be exported and then imported into another Jump as Companions. Your young come into this world with the **Light Step**, **SKREEEEONK**, and **Atomic [BLANK]** Perks built-in. In all following Jumps they receive **600 CP** and DO count towards the eight Companion limit if imported.