

Bio-Weapon Quest

Since 1997, therianthropes began appearing around the world as people fell into despair; mutating monsters who cared mostly about feeding and destroying. These former humans had given in to despair, hatred and anger, transforming into barely-humanoid monsters. At roughly the same time, girls began transforming into Heart Warriors to fight off these creatures.

The main threat to the world remains the seven most powerful therianthropes: the Chayot Hakodesh, the city-killers, against whom even the strongest Heart Warriors seldom stand a chance.

But with new dangers come new opportunities. The Clandestine Evil Organization Virus is always looking to make money off the new applications of therianthrope DNA and the promise of unlimited power that the Heart Warriors and Hakodesh tap into to fuel their abilities. The Heart Warriors aren't going to make Virus's job easy, though, so one of their most talented scientists, Mikami Fuyu, creates a Bio-Weapon from a boy named Alexander to keep them...distracted.

It is into this world that you are thrust; take this **1000cp** and be ready.

Locations

You will start in Nova City; an artificial island city, one of several, located in the South Pacific Ocean. This bustling city has many districts separated by rings of concentric, fortified walls, to fend off therianthrope and Hakodesh attacks.

Heart Warriors and Bio-Weapons may be enrolled at Gloriana High School or Monument High School.

It's Monday, June 18, 2012.

Age & Gender

Clandestine Evil Organization Virus and Bio-Weapon may keep their current gender for free or swap for 50cp.

Heart Warriors have a mandatory shift to female unless you pay a 50cp charge to be a male.

Clandestine Evil Organization Virus rolls 20+1d8 for age.

Bio-Weapons and Heart Warriors roll 14+1d4 instead.

Backgrounds

Any background may be “Drop In” with no prior existence to the start of your jump.

Clandestine Evil Organization Virus

Their goals are not exactly clear-cut, but they intend to profit off research into therianthrope DNA and experiment on the power these monsters can tap into. Scientist or henchmen, you’re going to take over the world or get rich trying, or something.

Bio-Weapon

Created to serve as a distraction for the Heart Warriors so that Virus could carry out their research without meddling, you are a monster intended to rape and pillage (literally) your way through the Heart Warriors.

With a therianthrope’s core comes a therianthrope’s bestial nature, which can express itself as rage, lust and hunger that threatens to spiral out of control if you don’t sate it every now and again.

Heart Warrior

When the therianthropes first appeared, so too did the Heart Warriors: young girls who could tap into an extradimensional energy source to produce magical abilities. In exchange for a wish from The Glory, you have been given the power to protect people whenever they are in need.

Background Perks

The 100cp perk is free and the rest 50% off to matching backgrounds.

Clandestine Evil Organization Virus

100cp Power Through Profit [Clandestine Evil Organization Virus]

Where most of the world sees therianthrope attacks as a small-scale disaster, you see profit. In fact, you’ll see ways to profit from almost any sort of misfortune or disaster, and the ways to put them into practice.

200cp Inoculated [Clandestine Evil Organization Virus]

You are immune to the chemicals and special powers of your creations. If you genetically engineered a snake, you’d be immune to its venom, if you transformed a schoolboy into a rape monster you’d be immune to their aphrodisiac pheromones and special attacks.

400cp The Doctor Is In (Your Head) [Clandestine Evil Organization Virus]

Of course, any evil organisation has to be able to control their minions, monsters, and prisoners, so you have learned the powerful tools of domination. Through scientific and hypnotic means, you can implement mind control, psychological programming, and sensory hijacking on helpless beings, turning even do-gooder Heart Warriors into obedient slaves, re-programming personalities into ones more useful to your goals, and even installing defensive measures to reset a damaged mind like a computer.

600cp Totally Scientific! [Clandestine Evil Organization Virus]

The typical path of a mad scientist is one of many false starts, hoping for inspiration to strike and propel the creation of your next invention. You are...not typical. Through a greater understanding of runic circuitry and bio-augmentation, the extra-dimensional powers used by the Heart Warriors, Bio-Weapons and therianthropes (and even Hakodesh-class therianthropes) are yours through the power of science. You are not reliant on the heat of combat or sudden flashes of genius to fuel the creation of new inventions, but instead treat both runic circuitry and therianthrope-based bio-augmentation as exact sciences; able to be developed through steady, logical and controlled experimentation, repeated tests, labwork, and countless cups of coffee. In a word, the magic behind the magical girls and monsters of this world has become...science. As the extra-dimensional energy behind both of these branches is more of a general power source, only your workload is the limit on the variety and types of inventions you could create to utilize it.

Bio-Weapon

100cp Just A Guy [Bio-Weapon]

You're particularly good at pretending to be just a normal guy. Not even a particularly skilled or smart guy; totally average. You can blend into a group with ease, and even in frequent one-on-one situations maintain an illusion of normalcy when you're anything but. This includes stamping down on your inner Beast when it tries to turn you into a raping, murdering machine.

200cp Dominant [Bio-Weapon]

In your hands, sex is both a weapon and a reward - the figurative carrot and the stick rolled into one. Manipulating and coercing other people with it comes naturally to you, whether you have a foot-long monster cock or not. Extracting information, punishing misbehaviour, and ensuring your slaves remain compliant is simply made all the easier with a solid fucking.

400cp +MUSK [Bio-Weapon]

Who's this? Casanova? Unless you're consciously trying *not* to pick up the girl you're chatting to, it seems your charm is just "auto-on". Rolling to seduce your preferred gender is just something that happens without having to put any level of active thought into it. This includes automatically activating any powers that improve this effect, if the cost to you isn't prohibitive (you'll start exuding pheromones if you have them, but won't automatically cast charm spells if it would drain your mana). You're also just naturally good at using this to resolve conflicts with or between members of your preferred gender: To keep different members of your harem from going at each other or simply to butter up that hot teacher when you apologise for being late to class, for example.

600cp Desecration [Bio-Weapon]

As a Bio-Weapon, you were scientifically designed to disrupt the sapphic energy of the Heart Warriors by fucking them senseless. Yes, totally scientific. Having intercourse with someone will cut them off from their supernatural powers. Yes, you can literally rape the magic out of a magical girl. Unlike Alex, you have the choice as to whether this activates or not, and you may choose to restore a severed connection with another round of sex.

Heart Warrior

100cp Rapid Response [Heart Warrior]

It's hard to keep a city safe when therianthropes could attack at any moment, so you need to make sure you're quick to respond. When travelling to the site of trouble or danger, you never take longer than the a straight-line, optimal route to get from A to B at your fastest foot or flying speed, even if you had to take a detour or stop for a costume change along the way.

200cp Student Council Business [Heart Warrior]

Whenever you end up in a school as a student, you'll be selected for the Student Council (even if your school doesn't normally *have* a Student Council). While this position comes with a little extra work, it provides plentiful opportunities to get out of normal classes and conduct your own affairs during school hours - just tell the teacher you've got Student Council matters to attend to, and they'll let you out of class or stop wondering why you were in a broom closet with four other students without question. It even comes packaged with some extra credit (around +10% on your grade).

400cp My Friends Are Heart Warriors, Too! [Heart Warrior]

Your close friends are highly likely to earn, stumble across, or be given similar supernatural powers as you have gained from the local world. If you have unlocked your Heart Power, chances are your girlfriends will unlock it too! If you're a Bio-Weapon, maybe Clandestine Evil Organization Virus will select one of your friends as the next batch of test subjects as well? You could make a real team together.

This applies to future jumps, but only for powers that can be gained by normal people of the world.

600cp Pristine Heart [Heart Warrior]

While all Heart Warriors get stronger the longer they've had their powers, for some reason a few just turn out better. Your reserves of power, your control over your powers, and creativity in using them have all been cranked up to eleven, putting you immediately on the tier of Empress Heart and the Diamond Hearts. You could easily eliminate most therianthropes on your own without breaking a sweat (and with style!), and should a Hakodesh-class attack your city, you would be a major lynchpin of the defensive effort.

Undiscounted Perks

100cp Absolutely Stripperific

You're a 9/10 at minimum, whether your description is beautiful, cute, sexy or handsome. Perfect skin, teeth, bone structure, posture, proportions and even the shade of your eye colour matching or contrasting with your hair colour and/or skin tone. You get tanned instead of sunburned, and while you can still get dirty and dishevelled, it's more like 'action hero at the end of the movie' or 'sex hair' than 'filthy' or 'bad hair day'.

100cp 2D Is Superior

Your boundless love of 2D waifus has granted you supreme resistance to 3D temptations. Just by picturing them in your head (and maybe reciting "2D is superior!" out loud), you can push aside distractions or attempts at seduction that border on the supernatural.

200cp Skin Deep

Sure, you might be a looker, but what about everyone else? Turns out anyone who's important enough to have a name is at least almost as good looking as you are - 8/10 and up. Basically, people who are important to you or the rest of the world are always going to be attractive - even older women tend to be on the MILF / cougar end of the scale rather than 'old hag'.

200cp Mother/Father of Monsters

In addition to anything that is naturally inheritable, your offspring - whether human or monster - also develop unique traits based on the powers of their parents which might not normally be inherited. If your Heart Powers specialise in shooting beams of energy, then perhaps they can fire a beam from their mouths once every so often, or if some non-inheritable power makes you a heavy hitter, their muscles might be extremely well developed.

200cp Expy Heaven

Aren't a lot of these faces rather familiar? You'd swear that girl is straight from that series you used to watch all the time. It seems a lot of people you're going to meet will look, sound, and share their personality with certain popular media characters, though canon descriptions will naturally take precedence.

200cp Love Slave

Love, lust, it's all just chemicals anyway, and it's all too easy for one to be mistaken as the other. Or for one to turn into the other. Those who lust after you and spend any significant amount of time around you will find that their desire and infatuation becomes true romance, fondness and devotion over time.

200cp Everyman

Women just seem to see you as whatever type of male role they most desire. To some, you're a jock, to others a quiet, loyal type, and to others you're "Daddy" or "Master". You can switch between these different roles in a heartbeat, and this perception persists in their minds even when different women are interacting with you at the same time.

400cp Reader Poll

Torn by indecision? Why not poll the 'readers'? You may present a "What now?" question in your mind and some options to a hypothetical audience of 'readers' - like "Should I act casual or roll to seduce?", and quickly gain a tally vote, along with a few other 'written in' options. The 'readers' are aware of your situation, past actions and resources, and are quite intelligent and genre-savvy, so some of their suggestions might be things you hadn't considered. Despite their awareness, the 'readers' are not omniscient, and are only aware of things that you are, even if you didn't notice them at the time. Of course, what the 'readers' want is what's most entertaining, not necessarily the safest or most optimal course of action, though they can be counted on not to vote for options that are likely to give you a bad end to your 'quest'. You can always ignore their vote, but then why bother asking them?

Items

The 100cp item is free and the rest 50% off to matching backgrounds.

Clandestine Evil Organization Virus

100cp Portable Computer [Clandestine Evil Organization Virus]

Virus equips its agents with only the best technology, as expected of an evil scientific organisation. This is a wearable or portable computer, in the form of a ring, wristband, small tablet or other compact item. It has a holographic display and gesture-recognition, making for an excellent way to control linked devices discreetly as well as conduct research or run simulations.

200cp The Lab [Clandestine Evil Organization Virus]

An underground laboratory, stocked with all the equipment you could need for creating monsters or manufacturing prototype machines. Its armored doors are more than capable of fending off a therianthrope or Heart Warrior attack - if they knew where it was. The Lab's entrance is disguised by a totally ordinary building above ground, and what's more, it is entirely shielded from supernatural detection.

400cp Therianthrope Samples [Clandestine Evil Organization Virus]

A supply of therianthropes - braindead, half torn to pieces by the fight that brought them down, but technically "alive", preserved in liquid-filled tubes. There's a lot a mad scientist could do with these samples, whether it's transplanting their Cores into regular humans to make Bio-Weapons, reverse-engineering their mutations into something you can install in a super soldier, or even rigging them with cybernetics and throwing them back into the field for Round 2. I'm sure you'll think of something to do with them?

600cp Stabilized Breach [Clandestine Evil Organization Virus]

Teased away from the apocalyptic ruins of New Kowloon by a frame of runic circuitry, this tear between dimensions has been hesitantly deemed safe to use. The phenomenal bleed of energy from one dimension to the next can be tapped to generate staggering amounts of electrical power (originally, the frame was designed for this), but the true utility is to travel from your universe to an alternate one - an "AU" of your current setting for you to explore or exploit as you please. Beings from this alternate universe may stumble through the breach if no attempt is made to secure the far end, but a deep enough mastery of Runic circuitry may allow you to summon the inhabitants from that world at your whim. Here and now, those inhabitants are the oni-like Dark Warriors and painted Witches who wield runic magic.

Bio-Weapon

100cp Apartment [Bio-Weapon]

This dwelling might be one apartment in a block, or a room in the school dorms. It's got basic furnishings and student/office supplies like a computer, stationary and some clothes, but the most useful effect is the fact it naturally smells of your 'scent'. If your scent has any special qualities - like musk, alpha control or fear pheromones - this room propagates those effects at a low level, even when you're not there. Anyone you leave hanging out here will be thoroughly affected in a relatively short time.

200cp Allowance [Bio-Weapon]

Clandestine Evil Organization Virus is bankrolling you to keep the Heart Warriors from meddling in their affairs, so they're giving you a hefty salary for your job. This is around US\$10,000 per month, and all you have to do is keep doing enough random monster stuff - trashing buildings, fighting in the streets, kidnapping people, whatever - to make the local news every week. If you're doing an especially good job of being a monster and keeping the local Heart Warriors/law enforcement busy, you'll get the occasional bonus as well.

400cp Lair [Bio-Weapon]

A sizeable lair, like a warehouse, disused bunker, abandoned tanker ship in the dockyards, old mine or forgotten subway station. Secluded and presently unknown to anyone else, nobody is likely to either stumble on it or overhear any screams coming from within. It has quite a bit of space, and Virus has upgraded it with electricity, plumbing, doors with keypad locks, and a few simple furnishings, mostly in the master bedroom. There are enough rooms of varying types to keep a harem that would make an emperor jealous.

600cp Virus-Brand Health Insurance [Bio-Weapon]

In the unfortunate event of your death, a pair of Virus scientists who have been following you for precisely this reason will take custody of your body, and return you to the land of the living. Eventually, that is - there's SCIENCE! to do first! They'll take the opportunity to make a few upgrades - installing some experimental bio-augmentations they've developed in the meantime. Upon awakening, 24 hours after your "death", you will find you have two or three new mutations, each of them aiming to improve your survival (especially against whatever killed you in the first place) and increase your potency as a rape monster.

This resurrection can be called upon once per jump (or once per ten years for longer jumps), though if you deliberately damage their handiwork (ie: kill yourself) the insurance is void for a decade and no artificial resurrection will take place.

Heart Warrior

100cp Club Membership [Heart Warrior]

You're a member of an official school club, like the cheerleading club, archery club, swimming club or the like. This entitles you to use the club's facilities and equipment at any time, and once per week works like a "Get Out Of Class Free" card - the perfect excuse to go save people from a random monster attack.

200cp Sapphic Power Tabs [Heart Warrior]

A packet of little red squares, each one a hit of Sapphic energy and power. A true Heart Warrior wouldn't need these, but for everyone else, these are the only way to gain a Heart Warrior's powers. Working in the same way as LSD-soaked blotter paper, the little tabs are put on the tongue, granting some basic powers for a short time. Continued use allows someone to permanently gain the powers, but it's stronger when a hit is taken. There are enough tabs in this packet for one dose every day for a week, and they replenish weekly.

400cp Family Fortune [Heart Warrior]

Your family is, to be frank, stinking rich. Your family home is a mansion with exclusive and well-tended grounds, with a staff of caretakers and servants. Your pocket money is easily in the hundreds of dollars a week, but your family has access to a vaster wealth that means you rarely even have to spend money yourself because your family has already provided whatever you want or need. If you needed to make larger purchases you could probably arrange for them in short order, with a suitable amount of sucking up to your folks. After this jump, the mansion and finances are entirely yours.

600cp Island City [Heart Warrior]

Built to house the world's growing population, artificial island cities like Nova City quickly sprouted in the wake of its success. With a man-made island as its foundation, a city just like Nova City will follow you in the future. Sectioned, walled and fortified to protect its inhabitants against therianthrope and Hakodesh attacks, it is roughly comparable to Singapore in size, though almost entirely urban development with the exception of parks.

The Island City will insert itself into an ocean or other large body of water. At your option it may be populated or vacant, though if you choose it to be inhabited the general population doesn't follow you, with a new population of locals in each jump.

General Items

50 cp Pancakes

Lovingly made for you by your waifu... No, wait, that's someone else. And they weren't all that great. These pancakes, while not amazingly awesome, are always steaming hot and ready to eat. Comes with the options for things like blueberries or chocolate chips, butter, and syrup. May occasionally come out as waffles instead for some reason.

100cp Character Sheets

Your phone, computer or other data-viewing devices can call up a thorough summary of information on yourself and your close acquaintances. This information displays your powers and abilities in a similar form to an RPG character sheet, with a basic dossier-style profile of your measurements and description, summaries of your 'stats' and each of your powers, and any important equipment or allies you might have.

You will also be able to access the character sheets of any of your companions or harem. It includes such data as whether they are in relationships (and how deep those relationships are), any health or sexual information of note such as injuries, virginity or pregnancy, and any traits that might apply to their offspring. These summaries may potentially include information that they are unaware of.

For an extra 100cp, you can also view the information belonging to other people of note you've encountered. While this information fills itself in automatically, it will only do so once you discover it for yourself.

Powers and Mutations

- Clandestine Evil Organization Virus may take three powers from any of the sections below (Bio-Weapon Combat Traits, Bio-Weapon Mutations, Heart Warrior Powers), but instead re-fluffed as prototype magitech or superscience gadgets. They may buy extras at the listed price.

Example: A stealth power might be an optical camouflage suit, a Blaster power might be a laser rifle, or something like Lightning Wake might be static-discharge generators that tap your kinetic motion as a defensive shock weapon.

- Bio-Weapons must choose a Class, and have one Bio-Weapon Combat Trait and three Bio-Weapon Mutations, or buy extras.
- Heart Warriors must also select a Class and a Type as well as four Heart Warrior Powers, or buy extras.
- Heart Warriors cannot buy Mutations or Combat Traits, and Bio-Weapons cannot buy Powers, as Sapphic energy is incompatible with the negative source therianthropes draw on.

Power Evolution

All backgrounds benefit from powers which evolve and develop new uses over time.

Clandestine Evil Organization Virus earns new powers in the way of inspiration and invention, through frantically kludging together prototypes while the spark of inspiration lasts, as well as discovering improvements through the results of field testing their devices in combat.

Bio-Weapons and Heart Warriors both earn new Combat Traits, Mutations or Powers through victory in combat, especially when pitted against foes of equal or greater power than themselves. Bio-Weapons also earn power by increasing their harem, while Heart Warriors earn additional power by protecting people, especially friends or loved ones.

In time, powers may become available which differ from the types chosen at creation (eg: Lancers unlocking some Master powers). The actual power level of new powers also increases as you grow, as well.

General Powers

200cp Transformation [Free for Bio-Weapons & Heart Warriors]

Both Heart Warriors and Bio-Weapons must tap into extradimensional energy to transform - Heart Warriors into a Magical Girl form, and Bio-Weapons into their monstrous form.

In transformed mode, you are much stronger and tougher than normal - you're able to dish out and take hits that would probably kill other people. Punch a therianthrope through a wall, and survive being punched through a wall.

A Bio-weapon's transformation turns them into a monster over 8' tall, with a tail, claws, and thick scales.

A Heart Warrior's transformation gives them a magical girl costume and an identity-obscuring 'blur' effect around their face. This is why nobody knows the civilian personas of Heart Warriors. They may have a weapon as a part of their costume or powers, like a scepter, sword, or bow.

200cp Compressed Form [Requires Transformation]

You can partially undergo any transformation, shifting to a smaller, partial state. Bio-Weapons would remain human sized while being able to draw on their Combat Traits and Mutations, while Heart Warriors might likewise manifest powers while in their 'civilian' mode.

In either case, the powers associated with your Transformation are not quite as powerful, and you are more recognisable to those who know your face, but the Compressed Form is compact and much less draining on your reserves of energy to maintain.

This version of Compressed Form works with any transformation you have.

Bio-Weapon Classes

Choose one.

Bruiser

The class for monsters with anger issues. Designed for melee combat, it's also the tankiest. Your best traits are raw strength and endurance, but you might lack agility or speed.

Stalker

Stealthy and agile, the Stalker is best used to take down isolated opponents where they cannot summon help, or lure a group into a prepared ambush zone where they can be picked off one by one. While they have some tools to end a fight with one foe quickly, they aren't great in a fair fight or when outnumbered. Your best traits are probably agility and energy, lacking in strength or endurance.

Blaster

Raw, ranged firepower, the blaster uses energy or projectile attacks to strike from advantageous positions and prevent enemies from closing. Your best traits are probably energy and agility, though you might lack toughness or strength.

Lancer

You have a need, a need for speed. Evade attacks, stay out of reach, and then race in when the time is right to land a devastating one-hit alpha strike on your enemy. Your best traits are speed and strength, perhaps lacking in endurance and energy.

Master

Worse in a straight fight, a Master strikes with psychic attacks and manipulation through mental effects and illusions. While undetected, a Master can cause great damage to a group through corruption and control. Your best trait is energy by far, though you might lack in strength and agility.

200cp Dual Class

You've become something like a Master/Blaster or Stalker/Lancer, with the strengths of both classes, but also their weaknesses, though if you pick two classes that make up for each other's flaws you'll come out ahead. You don't have more starting powers, but you'll have twice the range to choose from.

200cp Aberrant Class

Your class is totally unique, something besides the usual categories. Whatever powers you end up with will certainly be a surprise the first time a Heart Warrior sees them. The Aberrant class allows you to design your own class at roughly the same power level as the standard classes. Want to make an Assassin Class, with high agility and strength, and Traits or Mutations suited for a precise, lethal one-hit-takedown? Or a Demon Class, with high strength and energy, full of sorcerous power? This is the option for you.

Bio-Weapon Combat Traits [1 Free for Bio-Weapons, 200cp each for extra]

Bio-Weapons start with one Combat Trait based on their Class. Aside from Lancer, the various Combat Traits are not detailed, so you have a free reign to design a special ability - shooting energy beams, smashing things with concussive shockwaves of air, redirecting energy attacks, or throwing enemy aim off with illusions are all in the expected power level bracket. For example: Starting Lancers have the following Combat Traits to select from: Thunder Wake, Hyper Velocity, Cannon Strike, Energy Absorption, Lightning Wake & Mega Thrusters.

Bio-Weapon Mutations [3 Free for Bio-Weapons, 100cp each for extra]

All Bio-Weapons must take three mutations from the following list in addition to Musk, an aphrodisiac and addictive body odor, and enhanced genitals in both human and monster form.

- **Aphrodisiac Breath**
Expel musk as a breath attack.
- **Ridged Cock**
Force yourself on unwilling Heart Warriors easily.
- **Once You Pop...**
Semen produces an especially addictive aphrodisiac effect.
- **The Knot**
Harder for the girl to pull away.
- **Cocktail**
In case you want to rape someone with your tail I guess?
- **Doublecock**
Because two is better than one.
- **Musk Infusion**
Women infused with your semen spread weaker aphrodisiac scent to other women, attracting them to the Bio-Weapon.
- **Tentacles**
Two prehensile tentacles. Handy!
- **Quad Balls**
More at once, and an essentially unending supply.
- **Nutritious Semen**
All your harem needs to keep them healthy.

Heart Warrior Classes

Choose one.

Bruiser

The Bruiser hits hard and hits often. A dangerous frontline combatant who can keep going against all odds. Your best traits are raw strength and endurance, but you might lack agility or speed.

Blaster

Beamspam, the class, though some Blasters tend towards volleys of firepower while others are one-hit-one-kill sniper types. Your best traits are probably energy and agility, though you might lack toughness or strength.

Lancer

The fastest, most agile melee combatants are Lancers. While they don't have the staying power of Bruisers, they use hit and run or ambushes to get in, strike, and get out. Your best traits are speed and strength, perhaps lacking in endurance and energy.

Master

Battlefield control and utility. Often utilizing a range of powers or spells that are less damaging than frontline Classes, but which can raise barriers, detect or trap foes while your friends take them down. Your best trait is energy by far, though you might lack in strength and agility.

Guardian

Instead of a 'Stalker' class, Heart Warriors have a Guardian Class, whose role is that of tank and bodyguard. They become more powerful when they have a person or objective to protect; they are weakest on their own when outnumbered or surrounded. Your best traits are endurance and speed, but you might lack in agility and energy.

200cp Dual Class

Your Heart powers have developed in two different ways - like Bruiser/Blaster or Master/Guardian. You will have the strengths of both classes, but also their weaknesses, though if you pick two classes that make up for each other's flaws you'll come out ahead. You don't have more starting powers, but you'll have twice the range to choose from.

200cp Aberrant Class

Your class is unique to you. Known examples of Aberrant Heart Warrior classes are the (fittingly) Aberrant Class, Prime Instrument Class and Seibaaa Class, but this surely isn't the limit. The Aberrant class allows you to design your own class at roughly the same power level as the standard classes. Want to make a Healer Class, with high energy and endurance, and Powers suited for restoring your team back to fighting condition? Or an Angel Class, with high energy and speed, soaring through the skies? This is the option for you.

Heart Warrior Types

Heart Warriors choose one Type, which represents how your Class and Heart Powers manifest, mostly as a cosmetic effect.

Body

Body-type Heart Warriors naturally use their body, not only in punches and kicks but also deafening screams, stomping shockwaves and knocking people down by blowing like a gale force wind. Often powerful and tanky in a straight fight.

Their costumes tend to be simple and allow freedom of motion; leotards, short skirts, etc. "Sporty", "bubbly" or "righteous" personalities favor this type.

Technological

Technological-type Heart Warriors often have beam attacks, both buster-type strong ones and rapid beamspam. They often also have powers like force fields or energy blades if their type is melee, along with flight or hovering. Typically fast, hit-and-run style moves. At higher levels may have technology control powers.

Typically wear skin tight bodysuits with circuitry patterns or neon sections. Personalities tend towards 'trendy' or 'nerdy'.

Magical

Magical-type Heart Warriors tend to use spells with areas of effect or debuffs and elemental damage. Usually support classes like Master rather than brawlers who specialise in keeping foes locked down for others to punish. Expect traps, wards, summons with a wide breadth but not much raw power unless they have the time for a powerful spell.

Their costume usually has an anachronistic style like robes, lolita attire, witch hats and use wands or spellbooks. Personalities tend towards "nerdy/quiet", or "model student".

Weapon

Weapon-types typically use a melee weapon like a sword or spear, but gun and bow types aren't unheard of. They use magical effects transmitted through their weapon - powerful blows, shockwaves, or impaling/slicing powers, they can have powerful finishers. Expect high damage and quick recovery, but can be predictable with fewer attack options.

Costumes sometimes have armor or sports inspired features. Unsurprisingly "sporty", "passionate" or "devoted" personalities tend towards this type.

Heart Warrior Powers [4 Free for Heart Warriors, 200cp each for extra]

Heart Warriors start with four Heart Powers, plus the magical blurring effect that keeps people from recognising them. Not all classes have detailed powers, so as per Bio-Weapon Combat Traits, you are free to detail what your powers do as long as they fit within your Class and Flavor. These effects are roughly on par with what Bio-Weapons have access to, such as energy beams, elemental shockwaves, super martial arts moves, local effect magic and simple psychic powers.

Examples of powers various Heart Warriors have include: Rocket Boost, Pressure Scythe, Absorption Field, Thunder Wave, Razor Wind, Reflection Rune, Mass Teleport, Particle Lance, and Minor Telekinesis.

Companions

The 100cp option is free to the matching background. For companion options besides The Harem, you may spend your cp to increase their allowance at a 1:1 rate.

0cp The Harem

Whether you're a Bio-Weapon forcefully adding Heart Warriors to your breeding pool, a Clandestine Evil Organization Virus scientist mentally reprogramming test subjects into your fetishes, or a Heart Warrior sharing sapphic energy with the rest of the cheerleading club, you can take up to 12 of your sexual conquests from this jump as companions for no cost, whether they like it or not.

The Harem collectively takes up one companion slot as long as they all remain together in one of your properties (such as your Cosmic Warehouse or the Lair).

For each extra 100cp spent, add another 12 to the number of people the harem can contain.

Members of The Harem must be imported individually if you wish to give them perks or backgrounds in the future. You may not add existing companions into the Harem.

50cp Import/Create

Import or create up to eight companions. Each has a background and 600cp to spend as they wish, with freebies and discounts as usual.

100cp Canon Character

By selecting this option you may take one canon character with you as a companion except for any of the Hakodesh. This option guarantees you will meet the character several times under circumstances favourable to positive interaction, though they must still be convinced to come with you by the end of the jump.

100cp Experiment [Clandestine Evil Organization Virus]

Could be a full on Bio-Weapon, could be a brainwashed Heart Warrior - Virus never was that strict when it came to directing the efforts of its scientists. 600cp to spend on background, perks and items.

100cp Aide [Bio-Weapon]

Virus has seen fit to dispense an aide to assist you in your mission. She's here to provide logistical support, mine data for anything useful, and pass on any missions from the Council. She also doesn't seem to mind your company, but she plays hard to get like a pro. Clandestine Evil Organization Virus background, 600cp to spend on perks and items.

100cp BFF [Heart Warrior]

You are seldom seen without another Heart Warrior at your side - your BFF. There's no secret they would withhold from you, and whether in your civilian guise or full sailor fuku there's nobody you can depend on more. Heart Warrior background, 600cp to spend on perks and items.

Drawbacks

+0cp Bio-Jumper Quest

You will take the place of the quest's protagonist or one of its main characters, depending on your background. The person you replace either becomes a normal person (eg: Alexander remains a normal school student, one of the Heart Warriors or a Virus scientist will instead be a normal civilian) or simply never existed.

+0cp Chaste [Mandatory for Heart Warriors]

The centre for the production of Sapphic energy in a Heart Warrior is their uterus, and any contamination by masculine energy is a sure way to disrupt it. So, sadly, this means if you are Heart Warrior, you need to avoid men ejaculating inside you. Even if you paid for the gender-swap to male. If that happens, your Heart Warrior powers are neutralized for the remainder of the jump. I guess using a condom or other orifices should be ok, but you might want to play it safe by avoiding men entirely. After this jump, your Heart Warrior powers no longer have this weakness.

+100cp Recurring Pain

You were in an accident or a fight that resulting in grievous injury, and your body remembers the pain all too well. You will have frequent ghost sensations of impaled flesh, broken bones, bruised skin and other injuries that force you to relive the incident. They come and go too suddenly for you to block them out or use medication to avoid them.

+100cp Rivals

Other Virus scientists, Bio-Weapons or Heart Warriors are going to show up every so often and try to bring you down out of petty jealousy. They aren't really aiming to kill you, just make you grovel at their feet and keep you down, but if you're going to slide your claws out they'll be happy to match you.

+100cp A Really Unnecessarily Strong Insect Repellent

Whoops, I guess Virus screwed up the musk glands after all, huh? You've got body odor in the worst possible way. It takes serious bodily hygiene efforts to keep you from stinking the place out, and those efforts are going to be made moot the moment you actually work up a sweat.

+100cp Black Hole

Love is many things. Love is beautiful. Love is pure. Love is...unnecessary. A weakness, at best. There is no room for anything positive in your heart, just reptilian calculation and cold self-interest. By all means, others may be attracted to you, even flock to and obey: out of a desire to survive, to serve their own ends, or even raw lust, but no one will love you, and you will love no one.

+200cp Out of Control

You've got a bit of a loose grasp on your powers. Clandestine Evil Organization Virus members will start to live up to mad scientist tropes, starting to make crazed inventions that don't even further the organization's goals. Bio-Weapons have their monster take stronger control, sometimes totally giving in to their instincts, heavily influencing their behaviour in other stressful times, and at other times be on the verge of transforming against your will. Heart Warriors on the other hand just don't have the experience or skill to keep their powers in check, causing too much collateral or missing their intended targets, burning through their energy too fast.

+200cp Side Effects

If you don't engage in regular smut, you'll literally explode. And not a small, "whoops, dropped a hand grenade" sort of explode. Enough bottled-up sexual frustration and you'll level the city. This cannot be vented with masturbation - you need an actual partner, and the more violent the sex the more release you'll get.

+200cp It'll Be An Experiment!

The Mikami sisters, senior Virus scientists and both with extensive lists of fetishes, have decided to focus their attention on you as a testbed for very unusual and rather unpredictable projects. Once per year, you must submit to their experimental procedures and then...well, survive whatever they get you to do next.

+300cp Outed

From the very beginning, both your civilian and alter egos have been revealed to the opposite side - Clandestine Evil Organization Virus and Bio-Weapons have their identities revealed to the Heart Warriors, and vice versa.

It should go without saying that this puts you at the very top of the target list, and accomplishing any tasks in Nova City is going to be tricky when your enemies can identify you on sight and they will soon work out your assets, associates and the places you frequent. Anonymity being a major advantage, the others on your side will be very hesitant to assist you for fear of being similarly unmasked, and are more than likely just to write you off and abandon you.

+300cp Psycho Serial Cannibal Monster II: The Return

Just like Alexander's trouble with Zhiyuan, it seems there's somebody out there besides Virus creating Bio-Weapons - and one of them is dedicated to ending your existence. A cannibal serial killer, professional assassin or some other deadly criminal, they will do their utmost to strike on their terms, not yours, and use every power and ounce of cunning they have to bring you down. With an annoying habit of escaping from certain death, their Bio-Weapon powers seem to grow by leaps and bounds between encounters, but they are uninterested in collecting Heart Warriors. Maybe that's the key to levelling the playing field between you?

+800cp The Seven Kings

Something about your interdimensional nature is drawing in the Chayot Hakodesh. Run, fight, hide...you've got three years, and then once each of the following years one of the Hakodesh will make a run at your location. They aren't necessarily aiming for you specifically, but they're going to fuck up pretty much everything around them without breaking a sweat.

End

The final choice, until next time:

- Move On
- Go Home
- Stay Here

Notes

*You are free to adjust any gender pronouns - if you want "Everyman" to make you seem like 'the right kind of woman' to other women, or your Aide to be a young man, that's none of my business.

Companions can't buy other companions or take drawbacks for more cp.

Please direct feedback to kayne on QQ. I appreciate everyone who gave the time to make comments.

How do I work out my stat line?

- Out of the five scores (Strength, Agility, Speed, Endurance, Energy), all the classes have two that are high (5 or 4), two that are low (2 or 3) and one somewhere in the middle (3), with the exception of Masters, which only have one very high (at 6), and two in the middle.
- All the class descriptions state the high and low stats for that class.
- Eg: "Your best traits are endurance and speed, but you might lack in agility and energy."
- Dual Class makes the scores overlap, taking the higher of the two classes.
- Aberrant Class means you get to pick and choose which are your high and low stats, using the other classes as examples.
- Pristine Heart adds 3 to all stats.

Examples:

Stalker	Lancer
Strength: 2	Strength: 4
Agility: 5	Agility: 3
Speed: 3	Speed: 5
Endurance: 3	Endurance: 2
Energy: 4	Energy: 3

Stalker/Lancer

Strength: 4
Agility: 5
Speed: 5
Endurance: 3
Energy: 4

Stalker/Lancer with Pristine Heart

Strength: 7
Agility: 8
Speed: 8
Endurance: 6
Energy: 7

Runic circuitry is used to tap this extra-dimensional energy to create magitech devices like invisibility suits or guns that pack the punch of a Heart Warrior's blasts

Bio-Augmentation allows you to install a Core into living creatures which channels this power, allowing you to do things like create Bio-Weapons or develop a drug that temporarily turns ordinary girls into short-lived Heart Warriors.