

MIDWEST ANGELICA

v1.1

by Halogodzilla12343

“In the year 1999, a corpse descends from the cosmos...right into your backyard”

In April 1985, NASA picked up an anomalous object in the space around Jupiter, Az-001, a sixty-six-kilometer-long seeming corpse. In November of that year, it was determined that not only is life present on Az-001, it itself is also alive.

In 1987, they realized it was heading to Earth and would arrive in 1999. In response, NASA forms the Division of Heavenly Operations and Material Examination, HOME.

But what happens next depends on which timeline occurs. Either the original series or Landfall.

Timeline: you can choose between the two known timelines of Midwest Angelica.

Original: the timeline of the original YouTube series.

Landfall: the timeline of the second YouTube series and the HOME field Manual.

Take 1000 Choice Points to survive.

Starting Location
Roll a 1d8 to determine where you start, or just pick a place.

LOCATION NEWPORT, NEBRASKA: HOME HEADQUARTERS
The initial headquarters of HOME; in both timelines, it would be taken over by the Starkill before being destroyed.

LOCATION STARFIELD RANCH
STARFIELD RANCH is one of the first victims of the Starkill infestations.

HOME DELTA SITE

You start within one of the sites located within HOME Delta's HQ.

LOCATION: LONG PINE, NEBRASKA
One of the initial population centers infiltrated by Starkill soon after its arrival. Of note is the local church being used to make a biomass hub known as an Altar.

Location MIDWESTERN STATE

Choose a state within the Midwest United States, and you can start anywhere near there.

Location: The Pentagon, Washington, DC.
Home of the United States Armed Forces.

Age and Gender

You need to roll your age using a 1d20 + 1d8.

By default, your gender is whatever you were previously.

It is 50 CP each to freely choose your own age or gender.

Origins

Well, there are only really two actual options. Though HOME members must choose which branch they belong to for discounts.

H.O.M.E MEMBER [FREE]
Congratulations on becoming a member of one of three organizations formed to stand against the starkill threat.

- ***ORIGINAL HOME*** [FREE]
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Or rather, a member of the NASA division of Heavenly Operations and Material Examination. Formed after the detection of Az-001 and its true nature, HOME is the first line of defense against the oncoming storm.

- ***HOME DELTA*** [FREE]

Formed in even more secrecy than Home, Home Delta is the more militaristic of the two organizations and generally is the most knowledgeable group on the nature of AZ-001

- ***HOME GAMMA MAJESTIC*** [FREE]

Formed after Home Delta predictably got destroyed by its own hubris, Home Gamma Majestic is the United States last Hurrah against the starkill threat

Fallen Angel [-1500]

Normally, the only Fallen Angel to arrive on Earth would be Azazel, but now you've come. Dating back to before the universe was made. A living infection, you messed with the Metatron Cube, and it changed you, like it had Lucifer, Samyaza, and Azazel before you. It exists in every cell in the body. Known scientifically as a "Celestial Biological Entity" or CBE. Specifically of the Fallen variety, that means you've been thrown out of heaven by God. You are far stronger than any human and far more insidious.

Race

Human [Free]
You know what a human is.

STARKILL TYPE J [Free,
Exclusive and Mandatory for Fallen Angel]
You are a sentient, always-growing, infectious hivemind that is simultaneously a fallen angel. You start as a twenty-kilometer-long chunk of biomass approaching Earth's orbit.

Origins get their 100cp perks for free, and the rest are discounted to 50%.

General [Undiscounted]

Heavenly Esthetics [Free]

You may have noticed a religious theme to this world; you too can now re-theme any item you have to possess the same blending of religious and sci-fi aesthetics so common in this world.

H.O.M.E.

DOCTORATE [100 CP | Discounted for HOME]

A full doctorate in biology and xenobiology, useful if an alien parasite appears.

Churchill's Charisma [100 CP]

Like Doctor Gamma “Piso” Churchill, you are a persuasive person. How else could it be explained that you can go to the Pentagon and convince everyone of something called “The Babylon project” and think that's a good idea? As a bonus, somehow your underlings have complete and utter faith in you and your goals.

Surprisingly competent pencil pusher [200 CP]

Like Dr Churchill, you are capable of surprising feats of martial prowess. Need to recover a Starkill sample deep in a restricted facility or need to evacuate a vip from a Starkill-infested building? Doable. Escaping and evading a squad of super soldiers sent to assassinate you? Easy.

Precautions [400 CP | Discounted for Original Home]

In both timelines, a major problem for Humanity was the Starkill's ability to turn anything sent against it into its own tool. Now you in particular don't have to worry about that. All of your allies now receive greater resistance to Starkill infection, to the point that it would take an hour instead of minutes of prolonged exposure to Starkill spores for them to succumb to the infection. This applies to all future infections and forms of corruption as well. You don't have to worry as much about your allies suddenly shooting you in the back because they aren't themselves anymore.

Correct way to use Heavy Ordinance [400 CP | Discounted for HOME GAMMA MAJESTIC] Perk
If there's one way Home Gamma Majestic stood out from the other HOME branches, it was its use of conventional weaponry to deal with titanic flesh kaiju. You too can turn a battalion of tanks and four aircraft into a force that can fight off otherworldly monsters who defy the laws of biology.

I too am playing your game, Nero [400 CP] [discount HOME DELTA]

Skill at faking death, subterfuge, getting your enemy to greatly underestimate you, somehow always managing to get away when something you do specifically blows up in your face, and getting yourself into position to fight back again. You could even successfully hide an entire secret government organization from another secret government organization while in the middle of infiltrating them and sharing nearly the exact same name.

Perfected Deathbringer Operation [400 CP]
Huh, this shouldn't be possible. You are somehow a member of the Deathbringer militia; unlike all other members, you are connected to an entirely unrelated Akashic Entity that refuses to control you or influence reality in any way. What this means is you are immune to any type of parasitic infection, whether that's Starkill, the Flood, Nurgle, or any of the dozen other analog Horror infections. Not only that, you are extremely resistant to all forms of mental interference, whether it’s mind control, reading your mind, or altering your thoughts. You are, for all intents, invisible to supernatural forms of sight. For the sake of this jump, the only entity who could possibly overcome this is God, who refuses to interfere with free will even if it means his death.

Finding the film [600 CP | Discounted for Original Home]
One of the major divergence points of Landfall and the original Midwest Angelica timeline is that in Landfall, HOME Agents were able to discover the in-universe Midwest Angelica film not long after Az-001 arrived. Leading to them instantly learning everything that happened in the United States in that timeline and avoiding most of the same mistakes they did. Now, in future jumps, you will have the same luck. In future worlds, you will find a single piece of fiction that will act as a prophetic vision of what your enemies’ plans, strengths, and weaknesses are, and how an alternate version of yourself failed against them that you can adapt to.

Guidance [DISCOUNT HOME DELTA] [600 CP]

Once per jump, you will dream of somewhere you need to be. You will know where it is you need to go, and will be guided there by a mysterious blue figure that sometimes appears. Any attempts to stop you from reaching wherever this is will fail.

Inheritance from the Fallen [Discounted HOME GAMMA MAJESTIC 600 perk]
Once per jump, you will be delivered a postmortem message given to you containing vast amounts of information on a target. This will be enough intel to launch a devastating offensive upon your enemy, including weaknesses, strengths, numbers, amongst other things. Also includes designs for weapons and vehicles specifically meant to counter your opponents.

"***We may well even have stopped the power of God Himself with just a fraction of our military capabilities***" [800 CP]

Quite possibly the most impressive part of the various HOME projects is the ability to not only conceive of projects like the Deathbringers and Akashic probes, but to also incredibly quickly produce a sizable amount of said projects all within a few months.

You now share not only all the knowledge HOME, HOME DELTA, and HOME GAMMA MAJESTIC would come to develop and discover, besides the Megatron Cube, but also its ability to quickly go from prototypes based on newly discovered phenomena to mass production.

Maybe just maybe you can hope to make a difference.

FALLEN ANGEL

A Cruel Angel's Thesis [Free | Exclusive | And Mandatory for Fallen Angel]

You know exist in the akashic plane and the physical world. This is a problem because you are now in a constant state of death and rebirth; your physical body is constantly decaying and loosening your connection to the akashic plane to the point that if none of you remain, you die for good. Fortunately, your physical form functions as a parasitic fungal virus capable of taking over and converting all living material into more of itself; you can create a new main body for yourself by infecting and harvesting biomass equivalent to the population of the United States of America circa 1999. This body will last thousands of years before starting to decay. To be killed, you need to be destroyed in both the Akashic plane and the physical world. Though you can still chain fail if all of your biomass is destroyed. You are also capable of seeing the future, telepathy, forming biological lasers, limited reality warping, and have a brain capable of accurately simulating the future.

Strains [200]
You now have the power of splitting off your various powers into different strains of the Starkill that make you up. Your strains, when split off and sent out into the world, will start to infect all in

their path while trying to reunite. When they reunite, their powers start to synergise with each other. For example, if you had a power that allowed you to control lightning and another that gave you telepathy, the combination would be able to send out and interfere with radio and television transmissions.

"YOUR FATE WAS SEALED BEFORE TIME ITSELF BEGAN." **[400 CP]**

Your enemies, the fools they are, think that they've gained an advantage. Little do they know that advantage is exactly what you need them to possess. Twice per jump, in future jumps, your enemies will take actions that they fully believe will lead to your downfall, which will always end up playing directly in your favor if you just wait. Perhaps they will send a machine with a special artifact in it to kill you, unaware it's what you need to gain a power boost. Or someone will launch a nuclear bomb, not realizing you feed on radiation.

Apostles of Jumper 600
You can now create distinct alternate manifestations of yourself based on different aspects of your whole self who will work independently of you towards your goals. Each of them has access to weakened versions of your powers (a third each) and, when working directly together, can fuse into the combined apostle whose full power rivals your own.

Items
Items may be imported into similar - items to items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All HOME members can receive discounts on 1 50cp option, 2 100 cp options 1 200 cp and the discount for the 400cp and 600cp option of their specific branch.

Midwest Angelica 1991 [Free]

The fictional movie the series is named after. As well, you gain the entire series on VHS and a copy of its soundtrack.

HOMEBOUND [50 CP]

After every major victory you achieve, you gain a VHS tape in the style of the first part of Homebound.

That gun looks familiar… [50 CP]

Essentially, turn a toy gun into a real firearm. Why? The guns the deathbringers used in Exodus were Nerf guns. So get your rapid-fire 50-caliber assault rifle.

Camera [100 CP]
A genre staple, a VHS camera. What makes this one special is that its battery life is seemingly endless and it never runs out of film. And if you die, someone will always manage to recover it and gain some insight into whatever killed you.

Lightbringer gear [100 CP | free for all H.O.M.E. members]

An orange hazmat suit with a silver cylindrical helmet; the Lightbringers were the frontline units of HOME, deployed directly to contain Az-001.

While it does provide limited protection against the physical risks of starkill infection, the psychic contamination is completely unaffected.

Hyper-Lightbringer gear [100 CP]
Upgraded with the knowledge of the failings of Lightbringer armor, Hyper-Lightbringer armor fixes almost all of the problems with the original and comes with an even deadlier flamethrower.

Deathbringer armor [100 CP]
The armor and equipment of the Deathbringer militia; it offers much of the same protection as Lightbringer armor, but has the added benefit of its mask shielding you from any form of telepathy.

THRONE ONE [200]

A massive flying wing aircraft straight out of Ace Combat, Throne One is the most eye-catching weapon used in the atmosphere by humanity. Armed with a massive Hellfire missile barrage capable of destroying an entire military site in one pass, fast enough to keep up with fighter jets, and surprisingly maneuverable for an object of its size. Comes with a Squadron of YF-23 fighter jets. Respawns in a week if destroyed.

Blank Government Check [200 CP]

You receive the equivalent of the entire United States Armed Forces black budget from the years 1985 to 1999, and it regenerates every jump.

Akashic Plane probe and Jammer [400 CP | Discounted for HOME DELTA]

As would be found out, Az-001 and, by extension, Starkill communicate by sending information over a parallel plane of reality called the Akashic Plane, where Azazel and all other CBEs exist. With the probe, you can listen into the Akashic Plane, which is useful if you want to be able to probe Azazel's mind, but it does not come with anything that prevents a CBE from noticing you. The Jammer has a similar but different function; it essentially scrambles up all information within the Akashic plane nearby to the point that two normal humans could outmaneuver an entire battalion of supersoldiers who had a hivemind connection inside the Akashic plane. In future jumps, these will work on similar planes of existence or hiveminds.

HOME GAMMA MAJESTIC MAIN BASE [Discount HGM 400]

A bunker somewhere in the Nevada desert, HGM's main base featured a pyramid-shaped roof. It also features an ICBM site armed with multiple nuclear warheads and delivery systems. Also features an advanced command station capable of instantaneously receiving and sending communications even to and from space. It would take a blast comparable

HOME HQ [400 CP |Discounted Original HOME]

A base featuring all of the assets of HOME in the original timeline. You now have a facility capable of housing the lightbringers, a small airbase, deep space monitoring equipment, a full lab of xenobiologists, engineers, and various other staff required to keep an organization running.

Mesa Site [600 CP | Discounted Original HOME]

No, not that one. A massive facility built after Home HQ was destroyed. Built around the "Burning Bush", a massive machine designed to look at any place inside the akashic plane, or as it would later be realized to be, the Kingdom of Heaven without detection. Only an entity on par with God could successfully tell it was being watched. In future jumps, this system will work to examine any and all extradimensional planes of existence safely. So in Warhammer you can watch the Warp without going insane or examine and map out the noosphere in the SCP mythos, and nothing in either could see you looking.

For an additional 500 CP, you also gain the Longinus, a horrifying weapon capable of slaying even heaven itself at the cost of everything for a 200-mile radius being destroyed. It can be fired once every 10 years or once per jump to utterly annihilate one existential threat to a setting.

HOME DELTA [600 CP | Discounted for HOME DELTA]

Well, you now have ownership of all of HOME DELTA's bases and assets. For a quick rundown, this includes at least a Squadron of Apache Attack Helicopters, a Squadron of Multirole fighters, and orbital weapon stations capable of leveling a 20-kilometer-long mass of flesh into a red mist in minutes.

You can choose to replace Dr. Gamma Churchill or become the third founding member of Home Delta.

And please, for the love of whatever God is out there, be wiser than Churchill is and don't put someone already infected with Starkill in the pilot seat.

You deathbringers have the same protection against infection and mind control you would have if you took “Perfected Deathbringer Operation”

THE ARK [discount HGM 600]

The ultimate weapon of HOME GAMMA MAJESTIC, The Ark is a massive Orbital space station with a laser it can fire with pinpoint accuracy, more destructive than a nuclear bomb. It was capable of destroying the combined apostle and an underground military base designed to survive a nuclear blast. It also houses the most advanced AI in the setting, Dawnstar, who is capable of monitoring the entirety of Azazel's mind that is present in the Akashic plane. And unlike the canon version, yours remains loyal.

Companions

Companion Import [50-200]
Well, import a single companion into one of the HOME Branches for 50cp each, or eight for 200cp.

Canon Companion [100]

Do you think Veda deserved better, want to watch Churchill fuck up in other settings? Well then, this option is for you. For 100 cp, you can recruit any human character from the setting.

THE ONE FREE MAN [100| FREE Original Home]
This seemingly unassuming theoretical physicist has the misfortune of finding himself in the wrong place at the worst possible times. In both timelines, he would be present when HOME

HQ is taken over by Starkill, and in both timelines he single-handedly fought his way out after getting into a prototype for Upgraded Lightbringer armor. He is incredibly skilled at violence, can understand new weapons quickly, and has a bright mind. Now he works for you.

Second in command [100| FREE HOME DELTA]
If there is one person you could trust in this world, it's them. This person has been working under you for years, and you've won their eternal loyalty. They are skilled in combat, espionage, tactics, strategy, leadership, and managing a secret government organization. Their past, appearance, and gender are up to you to decide.

Crimson Zealot [100| FREE HOME GAMMA MAJESTIC]
The Flight lead of the most prestigious Squadron of pilots in the US military. A narcissist willing to carry out even the most morally bankrupt operations due to his zealous loyalty to the country. He hides his mental instability well. Now his squadron, all piloting experimental airframes, has been put under your command in the war against the Starkill.

Drawbacks

Midwest Accent [+100]

Everyone is now speaking with an incredibly thick Midwestern Accent. If you aren't already familiar with any of them, have fun deciphering any word other than Moose.

Gross Incompetence [+200]
In the Landfall timeline, HOME was vilified after the events of 1999. Whether or not that was justified, you now share that fate. Every time an action you take results in casualties, even if it saves millions of lives, you will be hated for it. Even if you take the objectively best option, people will criticize you for it.

PISO WAS CARELESS [+300]
Much like the apparent Protagonist of Act 2 Gamma, “Piso” Churchill, The Entire United States Government, and Azazel in the landfall timeline, you, to put it nicely, aren't wise. You rarely, if ever, plan more than the bare minimum of what to do in case of emergency, and every time something goes wrong, you will promise to learn your lesson and then immediately say something that contradicts that. Your friend gets infected by Starkill? Place him in a cryopod and monologue to his comatose body about how you're about to crack immortality and how you're going to put him in charge of humanity's only real hope of stopping the alien invasion. Need to track the alien invader? Make an AI that monitors its brainwaves and name it after Lucifer. Are you a cosmic entity that humanity doesn't understand? Brainwash someone to make a movie of the future that shows both what you are capable of and your plans that your enemies can discover and use against you. Because that's a smart thing to do.

God damnit Churchill [+300]

You are actively being sabotaged by someone supposedly on your side. They may kidnap someone working for you to inject Starkill cells into, steal something you vitally needed, or a thousand other things.

JUMPER THREAT: OBLITERATED [+1000]
"How does it feel? Knowing you were cast aside by the one you thought you could trust for points like a game? What were they to you? A trusted friend? Commanding Officer? Lover? Parent? Clearly, they don't see you similarly."

Well, shit jumper, much like how Nero dealt with Home Delta, all of your Companions, followers, and properties have been rapidly assimilated by the Starkill. Nero, being an asshole, will send you a VHS tape of their demise and corpse pile. And will use their memories, powers, and knowledge against you. Any immunities or feats they had, AZ-001 and Nero have. Powers that get stronger the more people are using them together? Congratulations, they have that too.
At the very least, your purchases from this jump and your warehouse are uninfected.

The Wraith of God In All Its Fury +2000
During the events of Landfall, it's revealed that Azazel was, in fact, not an alien using the name, but the actual fallen angel. And also, God exists. In the original series, God, his Angels, or any other figure from the Abrahamic faith wouldn't interfere with humanity's attempts to kill Azazel, even when the Longinus was fired, killing God and the rest of heaven in the process. Now, that's no longer the case. Instead of Azazel alone being the greatest threat to humanity, he is simply the opening of the end of days. Somewhere else on Earth, the Antichrist gathers support, trumpets blare, the gates of hell shake open, the horsemen begin to march, now the book of Revelation begins, and the final battle between God and the Adversary will rage.

Lockdown [+600]

You have no Out-Of-Context items, powers, or warehouse.

SCENARIO: ANGELCIDE
In Landfall, Humanity managed to finally kill Azazel; that job is now yours with a twist. You have to kill Azazel without destroying the Akashic plane, also known as Heaven. To do this, you must destroy every starkill cell in the physical universe and find a way to attack Azazel's mind inside the Akashic plane.

Reward: Angelic Ascension: your efforts have been noticed by the lord on high; as the Almighty did with Enoch, you too have ascended into being an Angel. As an angel, you are immortal, capable of transporting yourself between universes, moving faster than light, entering and

exiting both the physical world and the akashic plane at will, reading the minds of others, seeing into the future, warping reality, shapeshifting, destroying cities, turning people to salt, amongst other powers.

End choice.

Go to next Jump

Stay

Go back

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ARCHIVIST NOTES:

While “finding the film” and “Inheritance of the Fallen” sound similar, there are differences. Inheritance lets you pick up where others left off, thus requiring someone else to have fought the threat before you and having failed. “Finding the film” is a full, mostly accurate prophetic vision of a possible future that you automatically get the moment you enter a jump.

If the descriptions for items feel lacking, then there are a few reasons: I suck at descriptions, I didn't want to butcher the lore too much, and finally, it encourages you to watch the series on YouTube.

There was a Civilian Origin in the original draft, but it was mostly stereotypes about the Midwest United States, so I cut it.

This would have been so much easier if there was a proper wiki for the series.

Information on the stages and forms of Starkill can be found in the episodes “Stages” and “Gospel”

For the Oc companions, they are based on existing characters.
One Freeman is Gordon Freeman.

Second in command started as a mixture of Spencer from this series and Fuyutsuki from Evangelion, but now pretty much any character in the archetype could work.

Zealot is Crimson One.