



Iron Meat

v1.0

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Welcome my dear jumper to an earlier Earth, albeit one that is far more ahead than you'd expect. For some reason humanity managed to develop technologically at an extremely rapid pace, which resulted in various things most would associate with sci-fi such as plasma weaponry, spaceships, and the formation of various colonies in the solar system. Though like with almost everything, humanity wanted to improve things even further, specifically with the fact that travel to those colonies took a good deal of time. To try and find a way around this, humanity managed to develop teleportation technology which functions via gates, with one being built on top of the Institute of Teleportation, which was set up to research this newly discovered field, and nearby a secret base on the moon. But this peace all came tumbling down due to the actions of one man, Yuri Markov.

An up and coming xenobiologist who had been assigned to the secret moon base, he was a bit of a gloryhound and in order to try and further his own career started to carry out unauthorized teleportation experiments. This resulted in him discovering the existence of other dimensions, as well as inadvertently drawing the attention of a universe spanning eldritch flesh monster known as The Meat. The Meat prolongs its own life by invading other dimensions and draining them of energy, and due to Yuri it set its sights on Earth's dimension. However, moving from dimension to dimension requires a massive amount of energy on both sides, with humanity's gates not having enough power to open a permanent gateway to The Meat's dimension, so The Meat settled on sending over a singular cell to the gate located on the moon that Yuri somehow managed to find. Yuri then conducted experiments on that cell, finding that it, and by extension The Meat, is capable of growing via the consumption of iron and things with iron such as human flesh and blood. As Yuri continued to feed the cell it grew and grew, becoming smarter while also playing dumb to trick Yuri. And when the time was right it broke containment, infecting Yuri in order to turn him into the Meat Prophet, infecting the rest of the moon base, and launching an invasion of Earth via the teleportation gate on the moon, with the goal of gathering enough energy to open a stable gateway to The Meat's dimension.

Luckily for humanity a veteran soldier named Sasha happened to be on the moon base and was able to send a SOS to Earth, giving the Earth's governments enough time to form an alliance called the ECIF (Earth Counter Invasion Force). And around this time after The Meat's hordes make landfall and "the greatest soldier to ever live" known as Vadim begins his journey to foil The Meat is where you will be inserted with **1000 Choice Points** to aid you in the coming war, regardless of which side you're taking.

Starting Location

Border Military Base

As one of the many military outposts set up by the ECIF, the Border Military Base serves as the first line of defense against The Meat's hordes of monsters. And it serves excellently in this role as upon it coming under attack its garrison quickly launched into action, doing their best to fight off the horde all the while Vadim, who happened to be stationed at the base, made his way to the communication tower to warn the rest of the ECIF of The Meat's hordes making landfall.

But one thing that stands in his way, as well as endangering the remaining survivors, is a meatified tank known as Entrail Blazer MKII, the "Bio Armament Neo-Thalamus".

HectoFarm

A military base of the ECIF, which is currently being invaded/infected by the forces of The Meat, that can be considered one of the, if not the, most important locations for the alliance. This importance is due to the facilities at the base which, along with a team of scientists, is responsible for manufacturing an antidote for infection by The Meat, which prevents anyone doused in it from being infected and turning into a meat monster.

However, further creation of the antidote is at risk due to a large meatified big rig truck, known as Big Rig Carnarach, the "Scorpioch Macrobuthus", destroying the base's supply of a blue liquid ingredient in the bowels of the base.

Meatified City

An unnamed city whose main importance comes from the fact that it contains the Institute of Teleportation. Due to being practically right next to the teleportation gate the Meat Prophet Yuri Markov used to invade Earth it can be considered second only to the Moon in regards to how infested it is. It is to the point that the meat moss that covers the city is able to restructure the terrain and cause entire buildings to collapse in an instant.

And seemingly in order to aid in guarding the Institute of Teleportation building, an apartment complex on the road to the building has been meatified, turning it into Monster House, the "Structural Biohazard Overgrowth".

Moon Base

The place where the entire invasion can be said to have started, and due to that it and the entirety of the Moon is the place most infested by The Meat. It is to the point that The Meat has added so much mass from its growth after consuming the Moon's iron, that the Moon now has a gravity equal to Earth's.

And in the room that it all started in stands the Iron Meat, the "Interdimensional Horror" and the "leader" of The Meat's forces in Earth's dimension.

Origins

EICF Grunt [Free]

So you decided to join the war on the side of humanity? Well, to be honest on the surface this fight is heavily against humanity, as the sheer numbers of The Meat's horde and its ability to infect anything with iron makes it a war of attrition that humanity just can't endure. And even the creation of the antidote can be said to be not much of a factor as while it prevented people from getting infected by The Meat's forces, it didn't do anything about the fact that the meat monsters could kill a man in a single blow.

But this doesn't mean that humanity has no chance of victory as Vadim was fundamental in stopping the entire invasion, and still more than likely will be assuming you don't change anything. And just like him, all you really need to do to secure complete and near total victory is to kill The Iron Meat.

Piece Of Meat [Free]

So you decided to go against your fellow man, assuming you're human, and join the ravenous hordes of The Meat? Well if you'd rather take the easy road than this side may be for you as all things considered it can be seen as a matter of time until The Meat managed to overwhelm the Earth.

And the only real roadblocks to this victory is Vadim, who in the end manages to halt the invasion by killing The Iron Meat, and potentially Sasha as she seems skilled enough to rival Vadim and starts relatively close to The Iron Meat.

Perks

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

General [Undiscounted]

Spray of Gore [100 CP]

As one would expect when facing an enemy like The Meat, anywhere that the ECIF does battle with its hordes of monsters tends to become a mess of blood and bits of flesh. This is primarily due to an odd quirk of the meat monsters where they tend to go pop like a meat blood balloon when killed. This potentially is a tactic used by The Meat in order to spread its infection further, and while it can get a bit messy it can't be denied it is a bit cool to turn your enemies into ludicrous gibs that coat the environment. So by taking this perk such a fate will befall all enemies that you face.

To be a bit more specific, when damaging or killing enemies their "flesh and blood" has a tendency to go flying, with parts of them or their entire body exploding into large clouds of "gore and blood" if you happen to hit them with a particularly devastating weapon or attack. This won't do any more extra damage or cause enemies to bleed out any quicker, but a bit of extra blood and flesh will be generated to make this a bit more spectacularly gory. This will also apply to flesh and blood analogs your enemies may have, so a robot would send bits of metal and oil flying around, cause mechanical enemies like vehicles or "cyborgs" to be lit up by a series of small explosions before dying in a singular big one, and if an enemy normally wouldn't have a blood analog this perk will grant them a fitting one.

And since this will more than likely lead to your being absolutely covered in filth, you can instantly and at will clean yourself, your armor, and your weapons if you happen to get covered in blood, gore, or any other kinds of innards or filth you accumulate during a fight/battle such as dirt or goo. This can either manifest as all of the filth evaporating or being flung off when you flick your weapons or shake your body.

Enemy Designator [100 CP]

Despite the fact that the entire invasion of Earth took place over an undetermined, but relatively short time, the ECIF was incredibly fast in classifying the various types of meat monsters. From the infected soldiers whose guns fused with their heads called Turretfaces to the flying bat-like monsters known as Blats, almost every type of meat monster was named and recorded. But the most important ones that they identified were the various "boss-like" meat monsters, with Vadim getting an early warning system installed inside of his helmet to alert him to their presence. So, by taking this perk you'll gain a similar system to provide yourself some early warning.

When such enemies are in your local area and you're about to run into them, a special screen will appear on your helmet hud, the windshield of your vehicle, or just floating in the air. Said screens will first show a simple "threat detected" warning, along with how close a boss enemy is and from what direction they are coming from, and then it will name the enemy and give them a small epithet such as how the screens described Yuri Markov as the "Infected Xenobiologist" or the Carrionvoy as the "Iron Serpent". You can also gain boss screens for the different forms you take with your own title and epithet which will appear for others if you so wish. For visuals on the screens [\[See Notes\]](#).

EICF Grunt

Ready For Combat [100 CP]

With the forewarning from the veteran soldier Sasha about the incoming invasion of The Meat, the EICF was allowed time to rapidly come together and prepare. And a part of this preparation was trying to fill up the alliance's armed forces, which ended up becoming a somewhat even mix of both experienced career soldiers and raw volunteer recruits, with the biggest examples of both groups being Vadim for the former and Dmitry, a shoe salesman, for the latter. Though with how tough and deadly this war will be for the various brave men and women of the EICF, large droves of these people will end up dying, and since you are planning on joining them you'd more than likely want to stack the deck in your favor. So by taking this perk you'll gain the skills of someone to whom war is a bit of an old friend.

Now you have training, skill, and instincts on par with someone who has been a career soldier for decades along with a sturdy mind that isn't easily shaken by horrors like infectious flesh that has warped and changed your fellow soldiers. Said sturdiness of mind can also "infect" your fellow soldiers, anyone else that you fight beside, or anyone that sees you fighting.

You also have an ability that makes carrying more than one "main" weapon a bit easier. specifically a small invisible inventory that can hold one weapon.

Dangers Of Innovation [100 CP]

Before the invasion of The Meat, humanity was fast tracking itself to becoming a species out of a sci-fi setting. They had already developed certain staple inventions such as hover vehicles, plasma weaponry, and even starships, with teleportation being their latest development. And one of the people who was able to push humanity's understanding of this brand new field was the xenobiologist named Yuri Markov, but like almost anyone he had one major flaw that ended up resulting in the mass devastation of humanity. But despite that he still was a genius and if you'd like to try and emulate him, while having a tool to prevent something similar to his blunder from happening again, this is the perk for you.

You become an incredibly competent scientist, with this increasing your intelligence, problem solving skills, and other similar skills. You also, like Yuri Markov, become a master xenobiologist and dimensional/universal scientist. For the former, you are able to understand the structure of any biological life, no matter how alien or eldritch they are, and crack the code of their DNA. And for the latter, you understand the underlying principles for how dimensions and universes function, how they are formed, and how they can be interacted with.

Sending The SOS [100 CP]

Despite the fact that The Meat and its new prophet Yuri had a massive element of surprise during the infestation of the moon base, said surprise didn't last long. Just as soon as most of the base's staff had been infected the veteran Sasha managed to send off a SOS signal to Earth, making sure the rest of humanity had at least some time to prepare themselves for the upcoming war. And since most disasters would benefit from some level of advanced warning, this perk will make sure you'll be able to get some out to others and vice versa.

Specifically, this perk makes it so that when coming across something that you need to warn others about, like a massive invasion or natural disaster, there tends to be some tool or device nearby that allows you to quickly send a warning or SOS signal to the right people. Said signal will always reach them early enough for them to have at least some amount of time to prepare, with that time increasing the earlier you discover the major danger. This whole system is able to work in reverse, so if someone else manages to discover a major danger, either to the setting as a whole or just to the area you're in, they'll be able to send out a signal early enough for prep work to be done, with you also getting that signal despite not being something like a government leader.

Gunning And Running [200 CP]

Despite Vadim having the title of “the greatest soldier to ever live” not much is actually revealed about his past before the invasion of The Meat, including what he did to earn such a title. While the possibilities are endless, based on what he showed off as he did battle with the hordes of The Meat, it's more than likely that he gained the title due to his combat style being one part acrobatics to one part fighting. And by taking this perk you'll be able to pull off some of the same things that he did, making you a jumpy opponent that is hard to pin down or hit.

First, you are incredibly competent as the “running” part of running and gunning. This includes increasing your ability to run at full speed and keep your balance across all kinds of terrain such as blood slick floors or destroyed uneven asphalt without losing your footing, increasing your jumping ability to the point you can do a high front flip that is twice your height from rest along with landing pinpoint leaps, and do high speed parkour. You also gain an increase in stamina that will let you do this for hours upon hours without rest and your armor will no longer burden you in regards to weight and flexibility.

And in regards to the “gunning” part of that phrase you are able to, regardless of what position you're in such as running at full tilt, being part way through a jump, or hanging off of something with only a single hand free, shoot your weapons and throw things like grenades as accurately as you could while stationary. You also become a highly proficient dodger able to leverage your increased agility to dodge most attacks that you can see, assuming you're fast enough.

Fame At Any Cost [200 CP]

Since The Meat has had a history of launching dimensional invasions to gather energy for itself, it can be said that it would only be a matter of time before it managed to find Earth. And while that could be true, the actions of Yuri made sure that The Meat both started their invasion with almost complete surprise and early enough before humanity could potentially develop further to make the battle a bit more even, and all because he had fame and glory on his mind. Though to be clear, wanting recognition for what you have done isn't a totally bad thing and if you'd like to go about gaining some without causing as big of a mistake, this is the perk for you.

To be a bit more specific, this perk turns you into a bit of a science glory hound as all of your scientific achievements tend to get blown up a bit in terms of importance and the amount of fame they give you, especially if they can be used to further or better society.

This will tend to lead to various scientific organizations, such as the promising Institute of Teleportation, clamoring to offer you high job positions such as a lead researcher and for other groups to try and purchase or otherwise gain access to your inventions. You also have a nose for scientific opportunities to further your own career or fame, such as getting random epiphanies as you are conducting normal experiments or stumbling across new discoveries as you go out and about. This also includes granting you a sneaky streak to keep such opportunities hidden from your colleagues and superiors as well as keep your unauthorized or unsavory activities from them as well, such as sneaking into the lab to perform some unauthorized experiments.

And to prevent any “complications” from happening, such as those that befell Yuri, you also gain an innate instinct and knowledge on how to build some high quality containment chambers that are hard to break out of. To better help aid in this you also gain an eye for roughly what would be needed in terms of material or containment techniques in order to safely contain something, whether it is a living thing or harmful item. Along with this containment instinct, you also gain a potent danger sense that will accurately identify any potential dangers with any research you are conducting such as the fact that the seemingly animalistic piece of ever growing flesh your probing is just simply playing dumb and biding its time.

Countering The Invasion [200 CP]

Despite the fact that the ECIF had to formulate both the alliance and defense of Earth on incredibly short notice, they did a lot better than one would assume. At least when you factor in the fact that they were facing off against an enemy that is able to swell its numbers by coming into the barest of physical contact with almost all life on Earth and by consuming iron which make up around 30% of the Earth's makeup. But while they can be commended, said defence could also have gone better, so by taking this perk you'll become someone that the ECIF would pay almost any cost to have on their side.

More specifically, this perk turns you into a world class military commander in regards to any and everything to do with defending against and repelling invaders. This includes situations on the small scale, such as defending a building against a group of thieves by yourself, to the large scale, such as conducting the defense of a planet or solar system with an army of millions to billions, with you having instinct and knowledge of things on the micro scale such as how to build proper defensive fortifications, as well as the macro such as formulating plans of action, and other such things. These can be fine tuned to take on a wide number of different types of enemies and their unique capabilities, such as you facing off against an enemy that could burrow under traditional defences or an enemy whose soldiers have two extra lives, but you have a high focus on fighting against swarming hordes or other enemy armies that rely on numbers, knowing how to best counter said numbers with ease in regards to large scale military affairs.

You also become highly skilled in forming alliances with various different potentially rival/hostile groups, such as the various opposing governments of a planet, and cranking out large amounts of soldiers and war material in relatively short timeframes, ensuring that soldiers are highly skilled regardless of who they were before and that all gear is well built.

Never Stop Shooting [400 CP]

As Vadim was making his way the the seemingly never ending hordes of The Meat, one of the advantages that he and potentially all of the ECIF had that made such a track easier is the fact that he never had to reload any of his weapons. No matter how far into the journey he was or how long he'd hold down the trigger, none of the weapons he made use of ever needed to be reloaded, meaning he never had to take time to scavenge around for ammo, despite the fact that most of his weapons had visible magazines. And, it wouldn't be a stretch to say that such a feat would be nothing but a boon for someone who would want to follow in Vadim's footsteps, so taking this perk will allow you to never let go of the trigger until all your enemies are reduced to piles of raw meat.

Now, whenever you make use of ranged weapons you will have an infinite supply of ammo, with this including things like energy, gas, etc., if you make use of stuff like lasers or plasma. This can either manifest as you never needing to reload said weapons, with how this manifests for single shot weapons like a bow and arrow or musket being up to you, or you being able to pull out an infinite amount of magazines, clips, ammo belts, etc., from your person if reloading happens to be a part of the fun for you. This also applies to throwable weapons like throwing knives or grenades as well as the weapon systems of any vehicle you happen to be operating, with the only caveat on what ammo or thrown weapons this perk can supply being dependent on what you can "acquire". Specifically, you have to be able to either produce them yourself or have an item that grants you a supply of a type of ammo or thrown weapon for this perk to be able to supply them.

As a bonus, you also don't have to worry about recoil, your weapons overheating, or any other detriment from never letting go of the trigger if you so wish.

Anti Growth Medicine [400 CP]

As was mentioned previously, one of the greatest tools that humanity managed to develop during their war with The Meat was the special liquid antidote. Said antidote allowed them to immunize not only the soldiers and staff of the ECIF, but also their vehicles, weapons, and bases. While this didn't mean that the forces of The Meat couldn't still rip apart the men and women of the ECIF, it did mean the ECIF no longer had to worry about flesh spores or cuts and other wounds turning them into flesh monsters. And if you'd like to be able to battle against all of the different kinds of "infections" you may encounter on your journey, this is the perk for you.

As now, you become the world's best antidote creator with you having the ability to create liquid antidotes for any and all kinds of "infections" whether they be from a parasitic mass of assimilating flesh or the corruption of some kind of eldritch monster. Your antidotes will be able to immunize someone from further infection, halt/reverse the process in someone who is already infected and has not fully turned, and destroy things that are fully infected such as the flesh masses of The Meat. The only caveat being that you will need to gather infected samples in order to make the antidote and the more virulent or prone to mutations the "infection" is the harder you need to work to make the antidote, with the infection potentially being able to overcome your antidote if they are "chaotic" enough or someone takes efforts to improve the infection.

Your antidote can also be applied as a protective coating on things like armor and vehicles, and can even be modified in order to be applied to things like bullets or

incorporated into things like missiles or flame throwers in order to be used as a more effective weapon. As a bonus, you also gain an understanding of all of the common high tech humanity has managed to put together such as plasma/laser weaponry, hover vehicles, power armor, robots/drones such as fully automated turrets and sentry guns, hardlight tech such as a hardlight bridge, particle radiation beams, various structures and tech needed for fully autonomous extraterrestrial colonies, and even space ships.

Crush The Brain, Disable The Flesh [400 CP]

While the ECIF did its best to stack the deck in its favor, the main reason why they and the Earth weren't completely consumed by an ever growing tide of red flesh is Vadim, specifically his destruction of the Iron Meat. While killing the direct "commander" of any invasion force is always a good thing, in this case such an act worked even better than it normally would due to a quirk with the Iron Meat that made it so its death triggered the destruction of almost each and every flesh monster in Earth's dimension. And while a "small" piece of The Meat managed to escape to Mars, this event saved humanity as afterwards they only really needed to contend with burning all of the flesh left on Earth. So if you'd like for your wars to be just as easy, so long as you're fighting the right foes, this perk is for you.

First, this perk makes it so that when facing off against groups that are "linked" or are directly/majorly controlled by a central consciousness/commander, such as how the flesh monsters created by The Meat are in a hivemind, said consciousness/commander will become a keystone figure. This means that killing them will cause all of the things that are linked to them and/or are under their control to spontaneously die/explode, and you will have a constant awareness of where this keystone figure is. This also causes these groups to gain sub-commanders, assuming they don't already have something similar, and killing these beings will have a more localized effect. To give a more clear example, say that you are facing off against a mad scientist and their robot armies. If you were to kill said scientist all of their robots would self-destruct, with a guarantee that no stragglers would remain if you so wish, unless you want to get a sample of the robots, and said scientist would also create sub-command robots that when killed would destroy all of the robots that they were leading/incharge of.

And second, this perk also makes it so that any destructive or generally harmful aftermath of something, such as saving the world, that would normally doom things or sour the victory gets perfectly resolved. For example, after the moon blew up due to Sasha rigging the entire place to blow, word of god mentioned how humanity was going to use its technology to create a new liquid moon entirely out of the blood ring that appeared around Earth after the destruction of the original. This new moon would function the exact same as the old one despite not only being made of blood, but blood from The Meat. As another example, if a situation occurred where you had to kill a mind controller that either refused to release their victims or wanted some insane concessions to do so, said victims will break out of the mind control in a few days after the controllers death no worse for wear.

"The Greatest Solder" [600 CP]

As was mentioned a few times, Vadim holds the title of being "the greatest soldier to ever live", with the exact specifics of how he got it being a mystery. But with all of his showing during the war with The Meat, it can comfortably be said that he deserves it, but he isn't

the only one who can be said to be deserving of it. That other person is a veteran soldier known as Sasha who was stationed on the secret moon base at the start of the invasion and was so skilled that, after what few survivors she found in the base died, she survived fighting through it all alone until Vadim showed up with not a single scratch on her. These two individuals were crucial to humanity's victory over The Meat, and by taking this perk you'll be able to be counted among them.

To start, you are now a one person army that is capable of fighting off massive hordes all by yourself and come out relatively unscathed. This effectively makes you a paragon of combat, not only massively increasing your skills, with you always being able to formulate a near perfect plan to go about killing something depending on your knowledge, but making you highly in tune with the battlefield you're on. You'll never be caught off guard as your instincts are able to accurately predict and react to enemy movements and attacks, along with when and where they and any other danger will suddenly appear from, as if you had eyes in the back of your head. You are also completely immune to being outnumbered and can ignore the various disadvantages of being outnumbered such as making sure you'll never be cornered at dead ends, be nicked by lucky attacks from overwhelming numbers, and other such things that basically mean that if an enemy force can't provide opponents that somewhat match you, they would have better luck trying to drown you in blood and gore than using their soldiers to outright kill you.

And as a second benefit, you get access to a specialty lives system that functions off you earning "points". Said points are earned by killing enemies, destroying scenery objects, and picking up the point "collectables" that this perk now causes some enemies you kill to drop which come in denominations of 1,000 points. The more dangerous/powerful the enemy is, which includes things like vehicles and turrets, the more points you get from killing them with scenery objects also adhering to this, but in regards to their size/importance. For every 20,000 points you gather you will gain an extra life, which upon your death will cause you to respawn close to where you died with ten seconds of invincibility frames. Your point total will reset at the end of every combat "area" such as after you fought through an entire military base, and you also gain access to the two temporary power ups Vadim could make use of, which like the point collectibles will pop out of enemies, destroyed bits of scenery, and from special flying drones. The first is Rapid Fire which when picked up doubles the rate of fire of any ranged weapon, including any magic or bodily ranged weapons. And the second is Omni-Shot which when picked up will cause a dome of plasma bullets to be constantly shot from your body. Both of these powerups are able to be stacked, both in regards to each other and if you happen to find more copies on them before the time limit is up.

False Prophet [600 CP]

The fate of Yuri Markov can be said to be a pitiful and stereotypical one. Like many fame and power hungry scientists he disregarded all the rules in order to try and further his station, which ended up with the Earth being invaded and him being morphed into the Meat Prophet. And despite the fact that he seems to have retained his mind after the transformation, his arrogance and frustration with Vadim led him to using up the energy he was supposed to use to help The Meat in order to do battle, which led to The Meat using a maw on a tendril to bite him in half. Afterwards he spent his last moments being directly controlled and puppeted by The Meat before Vadim put him out of his misery.

And while this may read like a cautionary tale, maybe you believe that you could have done better, and if so this perk will aid you in taking advantage of situations like the one Yuri was “blessed” with.

As now, you become a bit of a beacon towards powerful extra dimensional beings, with them occasionally coming into contact with you. These beings will tend to offer you the position of being their herald/prophet, which if you accept would entail you aiding them in their overall goal, with the exact goals of these beings varying wildly in terms of scope and morality, with some wanting to launch an invasion of the current dimension you're in to devour it whole and others simply wanting an object in the dimension they found interesting and want to give to a friend. Regardless, becoming their herald will bestow upon you a series of powers themed on the being itself, but while they may expect you to aid them you don't necessarily have to as once they or anyone/thing else grants you powers, said powers become irrevocably yours. This means you can betray the being without fear of them taking the powers back, with you being able to sever any link they have with you without them noticing, meaning they can't do things like make you explode at will. And to aid you in the event you'd like to steal powers from a being whose goals you oppose you become a master at formulating betrayals, being able to subtly sabotage the efforts of anyone you're working for or who assumes they have your loyalty, without them noticing that it was you. And if/when your betrayal comes to light those you are betraying will be in a state of shock for a bit, giving you free reign to kick your plan off unopposed.

And since you are going to be dealing with extra-dimensional/universal beings who may or may not be able to come after you, you have a potent defense against them. Specifically, your very existence can prevent inter-dimensional/universal travel with this being able to be selectively toggled so you don't screw anyone else over.

Piece Of Meat

Made Of The Meat [100 CP]

Upon taking a look at the infected ECIF soldiers and scientists that make up the basic foot grunts of The Meat's hordes, it is plainly obvious that the infection has elevated them above their former comrades. Not only are they tougher, but they are strong enough that the armor of even Vadim might as well not even be there, and by taking this perk you will have begun the first steps of being meatified.

Specifically, your body is now made up of the same flesh that makes up The Meat. This remodeling increases the strength and durability of your muscles and bones, the latter of which becoming iron enhanced. All of this makes you a good deal faster, tougher, and stronger than a normal person, allowing you to easily outpace experienced soldiers in terms of speed, tank a few plasma shots to the torso before dying along with surviving without your lower body, gain an immunity to pain while still being able to acknowledge it, and the ability outright kill and/or maim people in a single swing or kick, with moderate armor making it so that they are simply heavily wounded.

You can also change the color of your flesh, bones, eyes, blood, ect., as well if the stark red flesh and grey bones of The Meat isn't to your liking, and despite what this may imply, you aren't under the control of the Iron Meat or The Meat.

Feeding The Growth [100 CP]

One of the major advantages that the hordes The Meat wields have over humanity, and potentially it's past prey, is the fact that they can rapidly grow by eating iron. This combined with the fact that the Earth is made up of around 35% iron by mass means that The Meat basically had an all you can eat buffet to rapidly grow their horde with. And as a part of The Meat's forces, such a feat will come in handy, so by taking this perk you'll become an iron eater.

Now, just like The Meat, you're able to grow and generate more of your own flesh, such as making yourself taller, as well as sustain and heal yourself with the absorption and consumption of iron and things rich in iron. These things include stuff like iron ore in the ground, metals with iron in them, or things like human bodies and blood. This also makes it so you have an innate sense for where you can find iron and if something has iron in it, such as being able to sniff it out, allows you to physically and mentally stomach eating human meat alongside raw meat in general, and makes iron incredibly tasty to you.

Armaments of Flesh [100 CP]

Another advantage The Meat has over humanity, is the wide variety of biological weapons its forces have access to. These weapons, such as iron enhanced bone claws or acid puke, are strong enough to be relatively equal to the plasma weaponry of the ECIF, at least in terms of killing potential, and unlike plasma the biological weapons that need "ammo" can just be "reloaded" with an intake of iron. And by taking this perk, you will be able to modify yourself to better fulfill your role as a biological killing machine.

This perk will allow you to alter your body by adding two physical modifications, which come in two forms. The first, is a general overall modification such as gaining a snake-like lower body, granting yourself protective iron enhanced carapace, or gaining

extra arms/tentacles on your back. And the other are various biological weapons which include:

- An acid puke spray
- Tubes on your body that shoot out a swarm of toxic blood bubbles
- Explosive body parts that arm themselves when you pull them off and that rapidly regenerate
- Biological explosive fireballs from your mouth
- And various melee weapons such as a scorpion stinger.

All these weapons are strong enough to be able to get past even titanium armor, though any melee ones will need to be backed up with a strength increase such as from **Made From The Meat** to be able to do so. By default you will already have iron enhanced bone claws on your hands and feet, along with iron enhanced teeth/jaw, with your blood being toxic even if you didn't pick the blood bubbles.

You are able to buy this perk again at no discount to gain another two choices.

Cancerous Spread [200 CP]

One of the common sights of areas that have been attacked by The Meat are hordes of former humans that have been meatified and an ever growing carpet of what is nicknamed "meat moss" growing along any and all surfaces. Both of these elements showcases how The Meat can rapidly take over an area as any defenders that fall are turned into meat monsters to battle their former allies, and the meat moss make traversing areas that have been compromised or lost incredibly difficult. And by taking this perk, your independent nature that is separate from The Meat has allowed you to replicate this for yourself.

Now, all parts of your body such as your flesh, bones, blood, etc., are highly infectious to iron filled biological life, even if it happens to be dead. This means that if you manage to land something like a claw scratch on someone or otherwise somehow get part of your body inside of them, even if it's just a single cell, the bits of yourself that you put inside them will start to grow and meld into their body. The more of your flesh you manage to get into them the faster the process is, with it culminating in the consumption of their brain, turning them into a animalistic meat monster with the same capabilities that are found in **Made Of The Meat** and **Feeding The Growth**, with their assortment of physical traits being a random selection of what you have access to, such as from **Armaments of Flesh**. Once fully turned the brand new meat monster will be under your telepathic control, but this control does have a limited range and once a meat monster is outside of it they basically behave like a rabid animal which seeks to find and consume more sources of iron. This can also be used to fuse two or more individuals into a single flesh monster, such as dropping a piece of your flesh onto a pile of corpses, which will result in a larger, tougher, and stronger monster.

Your own flesh also gains the ability to survive when separated from your body, with you being able to pull bits and pieces of your body off like overly tender pulled pork if you so wish, along with you being able to control the "shedding" of your cells such as hair and skin cells which now are also fully alive which ignore any related problems. Once separated from your body, said flesh will gain a mind of its own similarly to the meat monsters though more in the realm of a smart aggressive slime mold, and assuming you

have **Feeding The Growth** it will attempt to find sources of iron, consume them, and grow an ever expanding carpet of meat moss. Said meat moss will be able to form limbs/tendrils, iron enhanced teeth spikes, toothy maws, and other physical traits you have such as some of the weapons in **Armaments Of Flesh**. For example, making sphincter-like tubes that let out rivers of acid or wall mounted maw turrets that shoot out fireballs. These features, along with the meat moss' ability to shift terrain that it has grown inside of, will be used to secure more sources of iron and seem to grow with defense in mind, so expect places your meat moss takes over to become hard to traverse and deadly to others with planned defenses such as doors being covered with two sets of chomping jaws with man sized teeth. You can also meld yourself into your flesh monsters and meat moss with this letting you add their limbs and the like to your body or allowing you to directly control them. For visual examples of the meat monsters and meat moss, [\[See Notes\]](#).

Also as a bonus to better aid in infecting others whenever you, or any of your meat monsters/meat moss, take damage blood and bits of flesh will violently launch themselves from your body, seeming to try and home in on your enemies. You won't lose any more blood or flesh than normal, but the more violent and destructive the damage you take, such as having your arm exploded, the farther your blood and flesh will go. This will also work if the damage is self inflicted such as having explosive body parts from **Armaments Of Flesh** and the only way to counter this is for enemies to use weapons/abilities that would destroy your flesh on the cellular level such as fire, plasma, or powerful acid.

Single Celled Trojin Horse [200 CP]

Despite what one would assume by The Meat's invasion of Earth, The Meat isn't just a mindless brute that only knows how to metaphorically bang its fleshy mass on a wall until it breaks. And while evidence of it being some kind of genius doesn't exist, it does exhibit a level of low cunning, with the biggest example of this being how the invasion started in the first place. By sending over a singular cell through the moon base's portal gate, The Meat was able to kick off the invasion by having said cell "play dumb" while Yuri did experiments on it, lowering his guard until the time was right for said cell to spring into action and infect him. And by taking this perk you'll be able to pull off similar tricks for whatever reason you need to.

Specifically, this perk makes it so that when you rip off a piece of your body, or shed something like a singular cell, you are able to make it enter a docile state. While in this state these pieces of your body will become lures for scientists or other scientific individuals, so long as they are placed in an area people theoretically could be. For example, an independent "mad" scientist may happen to come across your flesh that you left in a shady alleyway while they are out and about, or leaving your flesh at a local park would make it so that it would be found by a crowd of civilians with at least one of them somehow being able to call it into the local science lab. Regardless of how they are found, your docile pieces of flesh will become subject to study by these scientific types and that docile state will make them the perfect subjects.

What this means will vary, but in general the docile state also makes them behave in a way that accentuates the unique features your body has, with circumstances conveniently creating situations which shows them off, while not conveying the idea that

your flesh presents a major or existential danger to the scientist or scientists that find it, or the civilians who call it in, depending on their personality. For example, if you have **Feeding The Growth** your pieces of flesh would readily show it off its ability to grow by eating iron in a way that wouldn't make the scientists think your flesh would cause a meaty grey goo scenario unless they happen to need a endless supply of flesh for something or if you had **Cancerous Spread** it would show off animal like traits without being completely ravenous unless the scientist in question is in the market for a monster. In fact the supernatural elements of your flesh has an effect on the scientists who study it, mainly it causes them to become a bit greedy, believing that if they can unlock the secrets of your flesh they will make a massive name for themselves, with this being stronger if your flesh happens to have traits that coincide with a need they have. This will lead them doing risky and stupid experiments that end up strengthening your flesh, such as feeding your flesh various things to see what does and doesn't cause it to grow if your flesh has the ability to grow on it's own, and trying to hide your flesh from their supervisors and/or peers who would try and put a stop to them. And when the time is right, such as your flesh growing to an adequate size, the docile nature will suddenly turn off and your flesh will spring into action, assuming that it can function on its own, reactivating any of its more harmful features.

Swarming The Buffet Table [200 CP]

And another example of The Meat showcasing the fact that it isn't just some dumb brutish animal, is the fact that it seems well versed in launching invasions. This experience is more than likely from the unknown number of universes it has invaded and drained dry over its life with the biggest example of its invasion centered skills is the strategy of it launching meat meters from the moon to Earth. This was done in order to open multiple fronts to battle the ECIF and to prevent its hordes from being bottlenecked at the Institute of Teleportation. And while this can be considered to be overly simple in the grand scheme of things, it was nonetheless highly effective, and by taking this perk you'll also become an expert at launching your own invasions.

Now, regardless of if it is something as small as storming a gang compound or as large as conducting a solar system wide conquest, your skill in conducting and maintaining invasions is top notch. This ability and skill can be adapted to contend with a wide variety of environments and enemies such as invading a base that is primarily underground or a planet that is almost entirely covered in water, with a higher focus on how to go about using a massive swarming horde to overwhelm your enemies. You also know how to think up and implement novel/highly effective strategies based on the abilities, technology, etc., you have access to such as how The Meat made use of the Moon's gravity to slingshot meat meteors to Earth.

As a final bonus to better aid in your swarming endeavors when making use of swarms, or larger numbers in general, along with singular powerful beings your enemies will become stuck in a catch 22, similar to a particular psychic race of space faring biological world devourers. On one end they may end up overly focusing on said powerful beings, such as your massive fortification breaking flesh monster, seemingly ignoring the smaller members of your horde until it's too late and they reach their lines. And on the other they may disregard said singular powerful beings as nothing more than a distraction, focusing more on the swarming mass of your hordes and allowing said singular monsters to get to wherever you sent them relatively unimpeded.

Turning Their Tools Against Them [400 CP]

When one hears that The Meat is a mass of parasitic flesh that can infect other beings to turn them into flesh monsters, the common assumption is that everything about it, such as what it can infect and its weaponry, is purely biological. However, something that may have came as a shock to the ECIF forces is the fact that The Meat is capable of infecting technology, and anything that has iron inside of them, transforming them into shells for flesh monsters to use or allowing The Meat to control them, making it so that practically everything the ECIF uses can be turned against them. And as a meat monster yourself, having this trick up your fleshy sleeve can be the ultimate trump card against those who may hide behind their technology, so taking this perk will allow you to pull off similar feats.

First, you are now able to directly assimilate and incorporate metal and technology into your body so long as they have some amount of iron inside of them. They will be considered a part of your body, with you being able to make full use of them such as assimilating a gun and being able to shoot it, and you can mold and shape any metal or tech incorporated into your body such as how Iron Meat was able to create its terminator-esq shell from bits and pieces of the moon base's structure. Said metal and tech will also be considered biological flesh and thus will repair themselves the same way your flesh would, just with the caveat that the more complex a piece of tech is, the longer it will take to repair itself. And in the event what you incorporated is some kind of ranged weapon, it can be modified to use a biological equivalent for the ammo it fires normally, assuming you're capable of producing a replacement, or a substitute if you can't. For example, a kinetic gun could be modified to fire bone spikes instead of normal bullets or a plasma gun could be made to fire bio-plasma or other energy projectiles, assuming that you have these things, or something like acid bullets if you can't produce your own biological plasma.

Second, this assimilation can also be used to subvert pieces of tech with bits and pieces of your flesh so long as they have iron inside of them. For example, you could do something like pressing your flesh into the inner workings of a door's control panel allowing you to lock/unlock it or, via **Cancerous Spread** and **Feeding The Growth**, toss a clump of flesh onto a battery of powered turrets where upon it will start to grow on and meld with them, taking control of them and making them fire on your enemies.

And third, assuming you have **Cancerous Spread**, when infesting a non-organic item that has iron in it like a vehicle, iron box, apartment complex, etc., you can choose for them to be turned into flesh monsters. The item in question will serve as an outer shell for the monster, with the flesh consuming and/or getting rid of any non major internals, growing flesh and organs to fill the space like lungs, eyes, toothy mouths, and a brain, along with assuming control of things like thrusters on a jet bike or making use of optical sensors as their eyes. On the low end you can have things like the scuttling explosive barrels which are just normal explosive barrels that grew legs and on the high end you could have something like the Carrionvoy, a snake like monster that uses a train and its cars as segmented armor plating. You can also personally do this yourself in order to infect and meld yourself into large machines to create forms similar to some of the bosses. For visual examples of infected tech, [\[See Notes\]](#).

Eating Brains To Grow A Brain [400 CP]

The main reason for The Meat to do what it does is the same for almost all living things, to sustain its continued existence. But unlike most living things, it's preferred sustenance isn't something simple like plants or meat, despite what one would assume. Instead, the thing that it invades universes for is an incredibly nebulous and ill defined "energy" that it seems to gather from the consumption of iron. But, this energy also seems to be used to fuel The Meat's psychokinetic powers, as evidenced by the ones it awakened in Yuri, so by taking this perk you'll be able to unleash various powers upon your enemies.

Specifically, this perk awakes psychokinetic abilities inside of you which are fueled by the aforementioned nebulous energy. Said energy is generated in two different ways, either via the consumption of iron and things with iron, just like in **Feeding The Growth**, or passively in small amounts with this increasing based on the amount of flesh you have. These abilities include things like the ability to fly without wings via levitation along with levitating objects, generate and shoot bolts of lighting, pillars of plasma, plasma bullets, and large plasma fireballs from the sky or yourself, send out cascading plasma waves across the ground, and shoot lasers from your eyes. You can also generate various kinds of flesh from your energy and shape them into short lived meat constructs and as your intelligence grows so does the strength of your psychokinetic powers.

If you have **Cancerous Spread** your meat monsters and meat moss are also able to make use of said psychokinetic abilities, with this also boosting the range of your telepathic control and allowing you to make your monsters and moss more intelligent, or retain their minds in the case of infecting sapient beings, via the growth of certain organs/structures, such as how the Big Rig Carnarach was able to shoot a barrage of plasma fireballs from its mouth and send out plasma shock waves with its steps. But the level of abilities they can consistently use is dependent on the amount of flesh they have, so human sized flesh monsters would only really be able to use plasma bullets via some kind of gun like limb, but a carpet of meat moss that has grown to encompass an entire base would be able to grow maw turrets that can shoot out beams of plasma.

As a bonus, this perk also makes it so that the larger your body or the more flesh you have the more intelligent you become, with all the skills associated with intelligence such as thinking speed and the like also being improved, which can result in you becoming a biological supercomputer. Consuming the brains and neural tissue of others is another way to gain a boost to your intelligence, with the smarter a person is the larger of a boost you'll get from eating their brain.

Art Of Flesh Sculpting [400 CP]

As one would expect from an advanced flesh monster like The Meat, it seems to have complete control over its body down to the cellular level. While this isn't shown off all too often, the biggest showcasing of this ability was during Vadim's battle with The Iron Meat after Vadim destroyed The Iron Meat's face covering and exposed its core. When this happened The Iron Meat shot out a tentacle to try and assimilate Vadim, but the combination of his titanium armor and being doused by the ECIF's antidote foiled this, leaving The Iron Meat to instead grow around Vadim's legs and form muscles to forcefully puppet his legs around. And by taking this perk you'll be able to take control of the entirety of your own body and hopefully put such an ability to better use than The Meat.

Now, you have the ability to instinctively mold, shape, and control your own body down to the cellular level with just thoughts, which when coupled with a supply of biomass allows you to do things like grow iron enhanced bone spikes, change your arms into fleshy scythe whips, grow new organs and limbs, kick your regeneration into overdrive, convert different types of tissues into other types, and other such things without a fear of things like cancer. You can also make your flesh denser which does have benefits such as making your muscles stronger, your bones harder to break, "productive" organs like acid producing glands being able to produce more, and allowing your brain to fit more neurons, all of this without increasing their size or having any negative side effects. You can also use this cellular control on your meat monsters and meat moss from **Cancerous Spread**, but with just this perk alone you have to be in physical contact/melded into them to do this, and this combo also allows you to create flesh monsters entirely out of your own flesh without the need of infecting other life. Speaking of your flesh monsters, your ability of flesh density manipulation can be used as a way to grant your human sized meat monsters access to more psychokinetic powers if you have **Eating Brains To Grow A Brain** and to increase their and your passive energy production without making yourselves bigger. But since messing with things on a cellular level tends to get very complicated very fast, all the intricate details necessary to make sure your modifications work and that you don't end up killing yourself such as forming the necessary network of blood vessels and maintaining proper bone density will be handled automatically unless you choose to take off the safety precautions.

As a bonus, this perk also makes it so that your body is a lot bigger on the inside by having your insides be a pocket dimension. This internal space can be made bigger by either using **Feeding The Growth** or this perk in the same way you'd use it to make yourself taller and the like. Any organs and the like that are placed in here will function as normal and it can also serve as an extra storage space for excess biomass.

The Meat's Second Cell [600 CP]

As was mentioned in **Single Celled Trojan Horse**, The Meat was at first unable to open a permanent portal from its dimensions to Earth's and thus it had to send over a single cell to kickstart the invasion. That cell ended up being the major linchpin of said invasion, even disregarding the fact it wouldn't have happened without it, as it seemed to serve as a hive mind relay for The Meat to transmit orders to its meat monster so they wouldn't be a mindless animalistic horde and upon its destruction it triggered the death of almost all meat monsters in Earth's dimension. And for an interdimensional predator, which you may or may not want to be, such an ability is an unmistakable boon, so by taking this perk you'll be able to control your horde of flesh monsters as if they were right in front of you.

Specifically, this perk grants you your very own hive mind with your meat monsters and meat moss from **Cancerous Spread**, along with anything else made from your flesh which includes your children and even severed pieces of your body you don't turn into meat moss, being automatically added to it upon their creation. Once they are added, the hive mind will allow you to communicate with and/or directly command them across any distance with this also including other dimensions/universes as well as make it so that they are considered a part of your body, with this including any people/things they infect, and any extra flesh they generate. This allows you to use things like **Art Of Flesh**

Sculpting on them at a distance via the hivemind, as well as boosting your passive energy production from **Eating Brains To Grow A Brain**, to do things like growing iron reinforced bone spikes to impale someone in real time, letting off clouds of microscopic flesh spores to rapidly infect a given area, and choosing how your flesh infection from **Cancerous Growth** progresses or just modifying your meat monsters at will. This also will allow you all to share excess flesh/biomass so if you have some excess inside your internal pocket space from **Art Of Flesh Sculpting** you could grant it to some of your severed flesh you left for some scientists to pick up so it could rapidly take over a lab or send it to a flesh monster you made out of a box in order to turn it into a meat monster spawner.

Also to remove the keystone nature and weakness of the cell The Meat sent over, your intelligence and consciousness is also distributed throughout every cell of your “body” meaning that you don’t have to worry about getting your brains splattered by a head shot and can make use of the senses of those in the hivemind. And in the event your body is completely destroyed your flesh monsters won’t start randomly exploding, like what happened when The Iron Meat was killed, and instead you can simply move your consciousness to any of the flesh connected to the hive mind and start forming yourself a new body.

Dimensional Invader [600 CP]

Besides all of the biology and flesh manipulation, the most impressive ability that The Meat has is its ability to initiate interdimensional/universal travel mostly on its own. While it has invaded plenty of dimensions before coming to Earth’s, its showings when it did come to Earth’s seem to imply that it needs some kind of permanent teleportation structure in the dimensions it wants to invade for it to create a gateway. And that is coupled with the fact that inter-dimensional travel requires a metric shit ton of energy on both sides, which is why The Meat was only able to send over a single cell at first due to humanity’s teleportation tech being severely underpowered in comparison to The Meat’s own teleportation ability. But by taking this perk not only will you be able to replicate this ability of The Meat and then some, you’ll also gain its method of overcoming the power requirement.

First, you are constantly aware of any and all teleportation that occurs both inside your current dimension/universe and in others in a setting, along with any permanent teleportation structures and their overall power, as well as dimensional/universal probing. With this you can, at will, hijack a teleportation structure like a teleporter gate or magical circle and either open a portal or teleport yourself to it which bypasses any security measures that may be in place and prevents this travel from being noticed, such as from a machine hooked to the structure, unless someone directly sees it.

When using this inside the confines of intra-dimensional/universal travel the energy/power, such as from **Eating Brains To Grow A Brain**, you need to initiate the teleport is trivial. But if you’d like to use this to enter another dimension/universe it will require a hell of a lot more energy, both from you and from wherever you are trying to teleport. However, that is only if you want to teleport your entire body as, just like The Meat, you are able to use this teleportation hijacking to send small pieces of your body down to individual cells, with the energy requirement dropping to next to nothing when you’re sending over a single cell, meaning the teleporter structure on the other side

doesn't need to be that powerful. This however can be inconvenient, so in order to aid in teleporting your entire body over to another dimension, if you happen to have **Cancerous Growth** and **Eating Brains To Grow A Brain** when you send over a piece of yourself, said piece has the ability to designate someone they infect as a Meat Prophet. A Meat Prophet, who will retain their intelligence after their infection, gains access to the various psychokinetic abilities from **Eating Brains To Grow A Brain** and a special link with the meat monsters and meat moss in their dimension/universe. This link causes all of the psychokinetic energy generated by the consumption of iron to be funneled into them and once they have gathered enough they will be able to work with you to open a permanent gateway.

As a bonus, and also to make sure that you can make it to dimensions/universes that have life in them, other dimensions/universes always have at least one permanent teleportation structure of some kind for you to use, but the amount of power they have and the environment they are found in is random. So you may get an incredibly weak gate in the middle of a random wilderness or you may get a gate powerful enough you can teleport your entire body from the get go that is in the heart of a city planet.

Items

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

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

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

EICF Grunt

Next Gen Suit [100 CP]

While Vadim's high level of skill and badass nature can be said to be the main reason behind his ability to combat the forces of The Meat better than his fellow soldiers, there is another element that grants him a massive advantage, his armor. Unlike the armor of his fellow soldiers his is made out of pure titanium which, while the increase in durability doesn't mean much when put against the strength of the meat monsters, makes it so he doesn't have to worry too much about being infected through it via things like meat spore or being splashed with infected blood. And by taking this item you'll gain your own set so you can focus more on killing meat monsters than on trying to not to get infected.

Just like Vadim's, your full body combat armor will be made of pure titanium, with it also being able to function as a sealed space suit with a few hours of air that will auto refill when you're in a breathable atmosphere. It also comes with a magnetic back mounted slot so you can place a full sized weapon on like a gun, and it is also extremely anti microbial, to the point that even without the sealed function you could get blasted in the face by a cloud of meat spores and be fine.

Trooper Arms [100 CP]

As was previously mentioned, one of the major innovations that this version of humanity managed to develop was plasma weaponry. While this no doubt led to wars being a bit more destructive, their invention would come in handy when The Meat invaded as their increased stopping power in comparison to traditional ballistic weaponry made it easier for the EICF grunts to take down common meat monsters. And by taking this item, you'll gain your very own plasma weaponry that even Vadim made good use of to cull hundreds upon thousands of flesh monsters.

To be a bit more specific, you have two choices between six different plasma guns that make use of blue plasma. They are:

- Energy Machine Gun-A plasma machine gun that has a high rate of fire that deals more damage than normal standard-issue rifles due to its larger plasma shots.

- Plasma Arc Blaster-A unique weapon that fires crescent moon shaped plasma shots at an incredibly high rate of fire, though with less damage.
- Shotgun Spreader-A plasma shotgun that while having a much slower firing rate than standard-issue rifles, makes up for it in damage with just one of its three plasma pellets that it fires being able to kill most “common” enemies.
- Heavy Capsule Launcher-What is effectively a plasma grenade launcher that makes up for its sluggish rate of fire with the energy capsules it fires which, on impact, releases a large wave of plasma.
- Energized Curving Particle Railgun-A sibling to the Heavy Capsule Launcher that fires curving energy projectiles that bursts into three plasma trails on impact with something.
- Ultra-Burst Laser Gun-A sniper-esque gun that fires concentrated “bursts” of plasma energy

Due to a special construction these guns don't need to reload, though you do have to watch out for them overheating, and, if you want, instead of gaining two plasma guns you can gain the upgraded version of just one of them. These upgraded versions fire a more powerful green plasma along with slight changes to their firing patterns, at least for the Energy Machine Gun which fires two plasma shots at the same time and the Shotgun Spreader which gains two more pellets.

This item also comes with an armory that includes an infinite amount of the other weapons the ECIF makes use of, along with ammo, such as Normal Energy Rifles, plasma pistols, rocket launchers, flamethrowers, plasma/high explosive grenades, and whichever of the above six guns you picked. For visual examples of the main six guns, [\[See Notes\]](#).

Swooping Hover Beast [200 CP]

Throughout his journey Vadim makes good use of one of humanity's sci-fi inventions, the hover bike. While he only really makes use of it twice, both times allowed him to cover vast distances without having to worry too much about dealing with flesh monsters on foot, despite the fact he ended up crashing both times. But, in cut content he would have made use of a hoverbike a third time, albeit said bike would have been a bit more on the fleshy side, and by taking this item you'll be able to gain your very own meatified hover bike.

This creature is loyal to you and you alone and generally behaves like a lovable albeit blood thirsty dog. It is not only a lot faster and more maneuverable than normal hoverbikes, with both its bat wings and powerful thrusters allowing it to zip around and in between buildings with ease, but it also comes with twin blue Plasma Arc Blasters, a big toothy maw to take a bite out of enemies, and the ability to spit up large explosive plasma balls. It also is highly resistant to anti air flak fire and any other AOE methods of shooting it out of the sky, needing a direct hit for any damage to be done. For visual examples, [\[See Notes\]](#).

Lab [200 CP]

While humanity may have advanced rapidly in various different scientific fields, the one field that has had little to no focus is biology. There has been no mention of any kind of biological improvements that humanity has managed to develop, with the only real related things being the antidote created by the ECIF and the fact that Yuri Markov was a xenobiologist. So, if you'd like to be the one who takes the big step in elevating humanity's biology technology and understanding, taking this item will grant you the perfect space to do your work.

More specifically, this item grants you your very own lab that is heavily tailored towards researching xenobiology and just biology in general. This includes various high tech tools to study all kinds of biological life, even the alien or eldritch, including being able to look at, manipulate, and splice DNA as well as tanks to allow you to vat grow things like organs or limbs. This lab also comes with various devices and machines necessary for launching dimensional/universal probes, allowing you to scout out other dimensions and universes in a setting without fear of anyone being able to notice them.

Defence Network [400 CP]

One thing that you can say about humanity in this universe is the fact that they can work incredibly fast when put under threat. Not only were they able to form a globe spanning alliance in the short time they had from Sasha's warning, they were also able to either build or refurbish potentially dozens of military bases to house the ECIF, such as the one Vadim was first stationed at. And while undoubtedly a good number of them were overrun, they provided the ECIF and Vadim enough time to develop the antidote and destroy the Iron Meat respectively. So by taking this item you'll gain a means to set up your own defensive fortifications at an incredibly rapid pace.

First, you gain a defensive outpost complex that serves as a sort of "template". It includes various types of buildings a base would need, such as various barracks and armories, all of which double as defensive fortifications that soldiers can take cover in and fight from. Counted among these buildings is a large communication tower that is both capable of reaching anywhere on a planet, along with being able to bypass any jamming or attempts to intercept communications, as well as serve as a powerful radar station that can detect enemies even if they are underground or in orbit and provide targeting data to the bases defenses. In terms of pure defenses, which exist both inside buildings and strewn around the base grounds, It also has various kinds of pure defenses, both inside the buildings and strewn around the base grounds, such as trenches, bunkers/pillboxes, rows of barbed wire, mine fields, plasma laser grids and beams, saw blade traps, anti infantry/vehicle plasma turrets, and various different kinds of anti air guns/missiles with there being a few anti-orbital guns. All of these defenses are arranged in a way to ensure maximum defense, with things like overlapping fields of fire and choke points.

And second, to aid in the quick spread of more bases, you gain a special machine that can make "quick set up" devices that build entire bases from scratch. With this machine you can design one or more base layouts, with it working like AutoCAD or something out of a video game, and then choose one to be "packaged" inside of a "quick set up" device, along with all of the raw materials and devices it will need like machine gun turrets, which look like boxes with a button on top. When the device is placed in a desired

location and the button is pressed it will begin the process of building the base it holds at a breakneck pace, clearing away natural obstacles and digging into the ground if needed. You can feed the machine more blueprints to increase what buildings, defences, materials and other things you can add to a base layout, with there already being blueprints for everything inside the complex that was mentioned above, and the machine can print out blueprints for any of the base layouts you make. And if you so wish the machine can automatically handle things like modifying layouts to fit any location like a dense jungle, the middle of a city, or the surface of a different planet like mars, and randomizing them a bit to make it harder for enemies to completely know a layout's tricks. For visual examples of the buildings and defenses [\[See Notes\]](#).

Airship [400 CP]

One of the more stereotypical elements of humanity's advanced tech that you'd expect them to have are spaceships. Not much is shown in regards to them, besides the fact that their lack of speed in the galactic sense pushed humanity to develop the teleportation gates. But, their closest relative could be the airship that the ECIF made use of to douse the city that held the Institute of Teleportation with antidote, and by taking this item you'll gain something that blends the best of both worlds along with a little extra.

Since none of the spaceships humanity has are never shown, besides a single partial glimpse outside the window of the moon base, and the airship is only seen incredibly close up you have free reign to visually design your air/spaceship hybrid. Regardless of how you want it to look or how you decide its layout, it comes equipped with various kinds of weapon systems so long as they are some kind of plasma turret or missile launcher, that are split into starship scale and airship scale in regards to their destructive capabilities. To better explain, on the starship side you could have something like batteries of large plasma turrets and torpedoes for taking on other large starships, and on the airship side it would rapid firing plasma turrets and swarm missiles for smaller scale fliers like starfighters or the flying meat monsters The Meat makes use of. Your ship also comes with various large storage bays and enough internal space to house not only all of the crew needed to operate it, but a large contingent of marines and other passengers. Another feature it has is a specialty "delivery" system that allows it to spray any kind of gas or liquid over a large area underneath it, even if the ship is in orbit, with there being a large number of holding tanks for whatever you want to disperse, with them being able to hold anything regardless of how "destructive" they may normally be.

And as a final bonus, this craft has had its mobility options increased far past what humanity has been able to achieve. Specifically, it has a specialty FTL system based on the teleporter gates which will open up a portal in front of the craft that will lead to a chosen location, with it also being able to link itself to any teleporter gates or similar structures to open a portal near them if they aren't big enough, though its own sensors for the former is limited to intra-system travel.

Institute Of Teleportation [600 CP]

The shining crown jewel of humanity's scientific endeavors are the teleporter gates. In order to surpass the slow speed of their spaceships, these gates were developed with plans to put them on Earth and every single colony in the solar system. But by the time of The Meat's invasion only two are in existence, the one on the Moon base and the one at the top of the Institute of Teleportation, the building that houses the organization

dedicated to researching everything about this new field of technology. And by taking this item you'll gain the building, the gate, and a bit more.

Specifically, you gain a copy of the massive skyscraper that houses the Institute of Teleportation, with it coming with a large staff of incredibly brilliant scientists that, if left to their own devices, will be able to rapidly innovate and improve any teleportation tech you give them. This includes stuff like making them more energy efficient, smaller, more capable, etc. But the true star of the show is the teleportation gate on the roof of the building. Not only is it completely immune to being hijacked or jammed, with you also gaining blueprints on how to build more with each gate being able to go to any other gate, it and it alone has a special feature that allows it to pull expies of individuals from alternate/different universes and dimensions.

There is a panel attached to the gate that allows you to pick and choose what people to pull from what universes/dimensions, such as your favorite character from your favorite pieces of media, and it can be fine tuned to pick specific variations of that person such as them if they were a different species. And if you'd rather not have to deal with the problems of stealing someone away from their home this process can be made to specifically find universes where pulling these people from them will be seen as a good thing by both them and you. Along with this, the universe they are pulled from will always coincidentally have alternate versions of the enemies you are currently fighting against, with the person you pulled also coincidentally having done battle with them or otherwise having some kind of grudge against them which makes them see you as a worthwhile companion/ally. Also in regards to those you pull who happen to have incredible power, said power is nerfed to be in line with whatever setting you happen to be in.

As a final bonus, in order to better allow you to set up any future gates, the building comes with a special "space catapult". This device allows for the ranged deployment of any teleporter gate, or other devices, as it can package said gates and shoot them off to any planet or other celestial body you can detect. Upon making landfall, with the package doing its best to maneuver and land its payload into relatively "safe" locations, the gate or other device will automatically set itself up, with it coming packaged with a temporary power source. For a visual on what the teleporter gate looks like [\[See Notes\]](#).

Piece Of Meat

Buffet of Iron [100 CP]

With all of its forces being made of flesh and bone, The Meat doesn't have a need for traditional "ammo" like the ECIF. Instead, the one and only resource it needs to prosecute its war, besides the nondescript energy it needs to open a permanent portal, is iron. And while in most cases gathering more iron is incredibly easy, with you just needing to become a proactive hunter, maybe you'd like a constant and guaranteed source of iron. So by taking this item you will gain such a source to fuel your fleshy needs.

To be more specific, this item takes the form of 2-3 large meteorites made of pure iron, ready for you to consume. Once fully consumed more of its kind will fall from the sky near your position, though you can delay this if you happen to be somewhere like the heart of a city.

False Imprisonment Tank [100 CP]

When the single cell that The Meat sent over was found by Yuri Markov, he had placed it inside a specimen containment tank to better study it and hopefully keep himself safe from it. However in the end, a combination of trickery and pure strength rendered the tank as effective as tissue paper. Such a series of events would be very beneficial if you happen to want to go the sneaky method for any flesh infestation you'd like to start, so taking this item will grant you a very potent tool for that.

Said tool is a specialty containment tank that, whenever you or a piece of you gets "imprisoned" in one way or another, such as you using **Single Celled Trojan Horse**, will suddenly appear to your captors, with it making copies of itself in situations where multiple parts of you get "imprisoned". Said captors will then always decide to make use of the containment tank, believing that the tank is the absolute best and appropriate containment measure they have, causing them to be incredibly lax in regards to making sure your or a piece of your are properly contained. In actuality the tank is incredibly easy to break out of, with the juxtaposition of this and of what your captor thinks about the tank putting them in a state of shock for a good bit of time when you or your body pieces break out, letting you run rampant unopposed.

Be aware that this will only work for a single person or group once, so if you break out of the tank, but are recaptured, they will make use of their own containment measures. For a visual on what the tank looks like [\[See Notes\]](#).

Graveyard Of Flesh [200 CP]

While **Buffet Of Iron** makes mention that The Meat only really needs iron to prosecute its wars, and in the general sense that is true. However, something that would be nice for it to have are iron filled bodies that it can use as quick and cheap troops, as either its flesh manipulation isn't strong/efficient enough to produce said troops out of pure flesh or it just prefers to infect people. So, to make sure you always have the bodies you need to throw into the metaphorical/literal meat grinder battles and wars you may get into, you gain a special "graveyard".

This graveyard at first is only home to a large number of human bodies in the range of around 500, all of which run the genetic gamut in terms of things like height, weight, etc.,

though you can specify specific minor/cosmetic traits like height or sex so long as they fall into what is possible. However, whenever you personally consume a specimen of biological life, whether they be an animal or something sapient like an alien or alt-human with differing biology, then it will grow in size and populate itself with said various species. The amount of bodies that you gain for these new species is dependent on how "strong" the species is in relation to a normal human. So for a common bear you'd have a hundred or so in comparison to the 500 human ones, but for something strong like a large fire breathing dragon you'd only have around 5, with the minimum number of bodies you can gain for a species being 1. But on the other hand if you eat something "weak" like a goblin you'd potentially gain around a 1,000 bodies depending on just how "weak" they are compared to a normal person. The only real limit is that you can't gain copies of specific individuals.

The bodies can be neatly stacked and organized or randomly strewn around, they will never rot, and the bodies will replenish themselves at a rate related to their power so normal humans would replenish in around a week. And as a slight "cosmetic" change you can choose for the graveyard to be replaced with a refrigerator morgue.

Heralds Of Flesh [200 CP]

While The Meat might have been fully capable of launching and preceding with its invasion of Earth all on its own, it can't be understood the advantage it gained when the single cell it sent over was found by Yuri Markov. Due to this the cell managed to be fed enough iron for it to start acting on its own, and The Meat gained a powerful minion in the form of Yuri who was converted into its Meat Prophet. And so by taking this item, you'll gain something that will allow you to take advantage of similar situations in the future.

This "something" takes the form of a small, highly skilled, and moderately prestigious society of biology focused scientists that will appear in all future settings, with them being supplemented or replaced by alchemists and/or mages in more fantastical settings. While such people would normally be prime targets for "infiltration" by pieces of your flesh, such as with **Single Celled Trojan Horse**, it seems that somehow they managed to find a piece of your flesh without your intervention. And instead of the normal scientific curiosity you'd expect out of scientists that managed to find something as exotic as a piece of your body, it seems that the part of your body they found "broke" them with its eldritch nature. Now, they are more akin to a cult, ready and willing to aid in fulfilling any task you ask of them using their knowledge and renown. For example, if you'd like to copy The Meat's invasion then your little cult could do things like taint the water supply of a specific city with your flesh under the guise of trying to clear an infestation that had taken root or spread any flesh you give them to other scientific groups. But they are also capable of things that aren't inherently harmful such as studying your biology to find ways to improve things like venom production or go out hunting for forms of biological life with new traits/adaptations you could absorb and take for yourself.

And as a bonus, it seems that these cultist scientists are very receptive to any biological modifications you give them, with any flesh monster made out of them being noticeably stronger and more powerful than those made out of normal people.

Psychokinetic Serum Tank [400 CP]

While you may believe that the “magical” psychokinetic abilities showcased by The Meat and its hordes belong to them and them alone, it seems that the ECIF and humanity in general were making inroads to figuring it out. The main, and only, piece of evidence for this was the tank full of a special serum in the base Vadim started his journey at which the meatified Yuri submerged himself in to supercharge the psychokinetic powers granted to him by The Meat. And similarly to Yuri, by taking this item you’ll gain your very own tank to take advantage of.

By simply submerging yourself fully in the tank all of your psychokinetic or psychic powers will be slowly but steadily boosted over time, with the serum inducing a light state of suspended animation meaning that you mentally stay aware enough that you are still able to use your psychokinetic/mental powers, but you don’t need to breathe or eat. You also gain blueprints on how to synthesize more of the serum for whatever purpose you have. For a visual on what the tank looks like [\[See Notes\]](#).

Yard Of Iron Shells [400 CP]

While being infected by The Meat and morphed into a meatified monster turns a person into a powerful threat, they still can still be put into the ground relatively easily by their former comrades. So to provide its forces with more powerful monsters The Meat will infect and transform various vehicles, turning them into powerhouses similar to Carrionvoy, the “Iron Serpent” or Entrail Blazer MKII, the “Bio Armament Neo-Thalamus”. And if you’d like to mimic this, while also not having to worry about building the vehicles yourself, taking this item will grant you an endless supply of “iron shells”.

Similarly to **Graveyard Of Flesh**, this item will grant you a massive vehicle yard that will populate itself with all of the various kinds of vehicles found in a setting that you have managed to get your hands on. They can be anything from the small, such as hover bikes, to the large, such as space ships, with the exact number of each specific vehicle you gain being dependent on their size and “power”. So you could have a few hundred hoverbikes and military APCs, but only a dozen “capital grade” starships, with incredibly powerful things like planet busting battle moons only being at a count of 1. The vehicles that are used will be replenished at a rate based on how large and powerful they are.

Lunar Flesh Nest [600 CP]

Any good invasion of any location needs some sort of staging ground that can be used to funnel men and material to the front lines. Even an eldritch monster like The Meat needed such a thing when it launched its invasion of Earth, with it quickly finding and then making one out of the entirety of the moon. With it, The Meat was able to effectively launch attacks anywhere on Earth with the ECIF besides Vadim being unable to reach it. So by taking this item you’ll gain your own copy of the meatified Moon to serve as your own mobile base.

Specifically, your copy will be a hypothetical version of the Moon if The Meat had won. With this version almost 90-95% of it has been converted to your own flesh, which effectively means the entire thing is a living intelligent organism that you can control, with there being a “relatively” thin crust remaining. This remaining element of the Moon, which the creature uses as a shell, allows it to pull in and hide its flesh beneath the

surface to mask its true nature, with the only things that might give it away being the massive increase in mass, and thus its gravity, relative to its size and the increase in its heat signature. But a forward invasion base that is stuck in orbit around a single planet wouldn't be that useful, so your living base will gain an extrapolated ability that the less infected version it is based made extensive use of, gravity manipulation.

Via the use of various brain-like structures located beneath the surface the creature is capable of manipulating its own gravity field which allows it to slowly, but surely propel itself through space, enough that intra-system travel won't take "too" long. But this gravity manipulation isn't limited to just being used to move the creature around as it can be used in a offensive/defensive manner such as increasing the gravity in certain areas of its surface, along with it shifting its crust shell to expose it's flesh so it could grow colossal tentacles or other large scale biological weapons you "share" with it, and it can even aid in its purpose as an invasion base. More specifically, it can create special meat meteors, with you also gaining the genetic blueprints to do so as well, that effectively serve as massive drop pods that the creature will be able to slingshot at planets by manipulating its gravity field. These pods will be able to survive reentry into a planet's atmosphere without burning up, all the while protecting their contents from the G force and impact.

The creature can also grow larger via the destruction and assimilation of other celestial bodies, both for iron to grow its flesh and other materials to expand its crust shell, along with creating more of itself by infecting other celestial bodies. This infection does take time, but will be faster than what you could do yourself. For visual examples, [\[See Notes\]](#).

Companions

Companions can't purchase more companions.

Companion Import [50-200]

In war having allies by your side could mean the difference between making it out of a conflict alive or ending up as another statistic for historians to pour over. This especially applies to the conflict humanity and The Meat has found themselves in as on the side of the ECIF you have to contend with a seemingly never ending hordes of your meatified fellow humans and on the side of The Meat you have to deal with the fact your "strategy" mainly consists of bum rushing the ECIF and hoping that your fellow monster take shots for you.

So if you'd like to create some more reliable/competent allies, or bring in some that you have already gained in the past, then you may either import/create a Companion for 50 CP or do eight for 300 CP. Each gains an origin and a budget of 600 CP to spend.

EICF Grunt

ECIF Detachment [50-200 CP]

As one would assume, the ECIF is horribly outnumbered by the hordes of The Meat as while a ECIF soldier needs to be trained to even be a somewhat passing combatant, anyone infected by The Meat is instantly turned into a powerful killing machine. And unless you happen to be a soldier on par with Vadim/Sasha, or have some kind of weapon or tech that can bridge the gap, you're going to be overwhelmed sooner or later. So if you'd like to gain a group of bodies that will aid you in gunning down said hordes, taking this follower option will give you such a force.

For a simple 50CP, the first tier of this will grant you a rough platoon of ECIF soldiers numbering around 50 in 10 man squads. These soldiers are common ECIF grunts clad in green full body armor, who are equipped with "Normal Energy Rifles" as their primary weapons, Energy Machine Guns, Heavy Capsule Launchers, and Ultra-Burst Laser Guns as squad support weapons, plasma pistols as a sidearm and grenades. They are also as well trained as an average soldier could expect to be. Each squad in this platoon comes with a Grind-transport APC to ferry them around, with each coming with two crew members.

If you'd like something a bit bigger, than for an extra 50 CP, for a total of 100 CP, this platoon gets upgraded to a rough company numbering around 250. 200 of these soldiers are the previously mentioned grunts with the remaining 50 being a platoon of special ops troopers clad in grey and silver power armor, which is tougher than what is worn by the grunts though not by much when meat monsters are around, meaning that their acids eat through it slower and a killing/crippling blow for a grunt renders them heavily wounded instead. They also make use of the same weapons as the standard grunts, though with some more specialized ECIF weapons such as Plasma Arc Blasters and Shotgun Spreaders and theirs making use of the stronger green plasma, which when coupled with their spec ops level of training and skill allows them to more easily take on the larger meatified vehicles and flesh monsters. along with their special ops level of training. This company comes with a mix of Grind-transport APCs and Grind-tank IFVs for the grunts and spec ops, with the Grind-tanks holding less soldiers, and the later also gaining a small fleet of 10 hover bikes armed with twin blue Plasma Arc Blasters.

And finally, if you'd like a force that could play a pivotal role in helping to beat back The Meat's hordes then for an extra 100 CP, for a total of 200 CP, the company gets upgraded to a rough battalion numbering around 1,050. 1,000 of them are split into 4 of the previously mentioned companies and the remaining 50 being sectioned into a "heavy" vehicle pool made up of tanks that have a crew of 4, Grind-launchers with a crew of 2, and MI-24 Gunships with a crew of 2. There are 5 tanks armed with both a plasma main gun and dual radiation beams, with one emitter in the hull and the other being an alt fire mode for the main gun, 10 Grind-launchers that can launch a salvo of 4 missiles out of its top mounted launcher, and finally 5 MI-24 Gunships that are armed with a plasma chin gun, two plasma autocannons, and a number of missile pods for both guided and unguided missiles as well as space for a few soldiers to hitch a ride.

If the number of soldiers and vehicles from this detachment, which includes anyone you recruit to it and any new vehicles you add, were to fall below the original amount then over the course of a week your numbers will rapidly replenish back to the original size.

These rapid recruits and new vehicles will have the same level of capabilities as the original followers before any changes you made to them. For a visual on your soldiers and vehicles [\[See Notes\]](#).

Sasha [50 CP]



Before the invasion of The Meat there seemed to be two main individuals who stood out in the military world. The obvious one is Vadim with his title of “the greatest soldier to ever live”, but there was another whose standing just before the invasion and their actions during it makes them a strong contender for that second spot. And by taking this companion option you’ll be able to offer them a chance to get some time away from the hell hole they had to survive through.

That someone is a female redhead soldier named Sasha who happened to be stationed on the moon base just before everything went to hell, potentially due to her veteran status. Due to that posting she was at the center of the first few hours of The Meat’s invasion and due to her quick thinking she was able to send off a SOS message to Earth to warn humanity. But that wasn’t the end of her troubles as afterwards she had to survive in the meat infested Moon for an unknown amount of time before Vadim showed up, leading what few survivors remained before ending up all by herself. While she doesn’t quite equal Vadim in terms of skill, this shows that she nonetheless is well above a normal soldier. And where she may falter in pure killing potential, she makes up for with her other skills. Specifically, she is a great survivalist in regards to being stuck behind enemy lines, a little bit of a demolitions expert due to rigging the entire moon base to blow before Vadim showed up, and is well suited for leadership roles, making her great for leading things like the **ECIF Detachment**.

And in terms of personality, not much is known about her, but while you can expect her for the most part to be a no nonsense professional when on the clock, when she has some free time she’ll mingle and shoot the shit like any soldier. Such as when she and Vadim shared drinks after escaping the moon base and conveniently crash landing near a bar on a beach.

Vadim [100 CP]



The man, the myth, and the soon-to-be legend, the soldier known as Vadim stands at the peak of combat ability. And while you may believe that his actions in the war against The Meat earned him his title of “the greatest soldier to ever live”, it seems that he already had the title before the war. This does bring up the question of just what he did to earn the title, but whatever it was, it was suitable enough prep work to allow him to carve a

bloody path through The Meat's hordes and halt the invasion almost entirely by himself. And by taking this companion option you'll be able to offer him a chance to get himself stuck in fighting future wars and potentially expanding his legend.

As his future exploits would showcase, Vadim is a master level combatant that is capable of ripping and tearing his way through uncountable hordes without breaking a sweat. This allowed him to fight his way from the outpost base he was stationed at all the way to the moon base seemingly in a single day, all the while contending with not only meatified soldiers, but large meatified vehicles all by himself. But whereas **Sasha** has some supplementary skills, Vadim goes all in on violence, effectively making him a sort of fire and forget missile that drags the enemies attention to him.

And in terms of personality, like **Sasha**, not much is known besides the assumption that he is very professional and well adjusted for someone with the title "the greatest soldier to ever live". Though he does have his moments of bewilderment, such as when he was told by some ECIF grunts that they were going to drop him into the bowls of HectoFarm to do battle with the Big Rig Carnarach that was wreaking havoc, and again like **Sasha** he is capable of unwinding when not in combat.

Piece Of Meat

Meatified Horde [50-200 CP]

Despite how overwhelming the physical advantages the various meat monsters that make up The Meat's horde are over the common ECIF grunt, the vast numbers that they come in and things like their infectiousness can be considered the main reasons the war shifted in The Meat's favor so quickly. While a common meatified human can easily tear an ECIF grunt limb from limb, it has to get into range first which gives the grunt or a defense turret time to land the shots needed to put them down. And due to the fact that you may end up standing out as a priority target for the ECIF forces you may want to get a force of bodies to eat any shots that get directed towards you. So by taking this follower option you'll gain a sort of "starting seed" for you to mold a horde of your very own around.

For just 50 CP the first tier of this will grant you a relatively "small" horde of meat monsters that number around 150. 100 of these monsters are standard meatified ECIF soldier and civilians that are a even mix of "standard" flesh monsters with arm blades, claws, chomping maws, and/or extra arms, "Hotheads" which are flesh monster whose heads have been mutated to serve as a endlessly regenerating throwable explosive, and "Turretfaces" which are ECIF grunts whose gun partially fused into their head. The remaining 50 are made of flying bat-like creatures called Blats who, unlike most of the monsters in The Meat's forces, aren't made from infecting anything and instead are born from The Meat. These Blats mainly make use of a massive, relative to their size, maw to perform swooping dive bomb attacks with the aim of biting off large chunks of flesh.

If you'd like your starting horde to be bigger, then for an extra 50 CP for a total of 100 CP your horde grows to number around 750. 600 of these monsters are made up of the aforementioned infected humans and Blats with roughly the same distribution and the remaining 150 are made up of meatified machines and "small" vehicles in order to give your horde a bit more punch and durability. In this section you'll find an even mix of Chompers who can be thought of as bigger and better Blats with their larger maws and jet engines, serpent like Indoskeletons that can spit fireballs from its mouth and burrow through the ground, and various vehicles such as meatified hover cars and the various Grind vehicles mentioned in **ECIF Detachment**.

And finally, if you want a starting horde big enough to sweep through ECIF soldiers like a river of flesh then for an extra 100 CP for a total of 200, your horde caps out at around 3,010. 3,000 of its numbers are made of the previously mentioned monsters in roughly the same distribution, but the leftover 10 are your horde's new heavy hitters as they are various meatified vehicles on the scale of the bosses that Vadim had to contend with. At their smallest their vehicle base is around the size of the tank used to make up Entrail Blazer MKII, the "Bio Armament Neo-Thalamus" or the big rig truck that makes up Big Rig Carnarach, the "Scorpioch Macrobuthus", and at their largest they could be the size of Carrionvoy, the "Iron Serpent" which is made from the entirety of a train with a multitude of train cars.

If the number of meat monsters, which includes any new ones that get added to the horde, were to fall below the original amount then over the course of a week your numbers will rapidly replenish back to the original size as they just seem to crawl out of

the ground or out of any meat moss you may have. These new monsters will have the same level of capabilities as the original followers before any changes you made to them.

Yuri Markov [50 CP]



Yuri Markov. The one who can be said to be the sole person responsible for The Meat's invasion of Earth and the death of a large majority of humanity. As while it can be said that it was only a matter of time before The Meat eventually stumbled upon Earth, Yuri's unauthorized dimensional probing caught its attention a lot earlier, potentially before humanity could develop enough to make an invasion a more even affair. But regardless of his fuck ups, it can't be denied that he was incredibly brilliant as he was the one to discover the existence of other dimensions. And so, by taking this companion option you'll gain a Yuri Markov that has been cast aside by The Meat, which has its boons and its downsides.

He still retains his meatified body which grants him increased strength and durability, and his psychokinetic abilities allowing him to fly, shoot lasers from his eyes, etc. His mind is also still there meaning you gain his master level expertise in both xenobiology, as well as normal biology, and understanding dimensions such as their underlying mechanics and the like. But on the downside, being cast aside by The Meat has weakened his psychokinetic abilities in terms of power and scope so he won't be able to pull off things like sending down a shower of large plasma fireballs as he did in his second battle with Vadim. This can be "fixed" with time, either by himself using his intellect and modifying his brain or by you depending on what perks you have.

In terms of personality, he can be a bit arrogant and self serving, as it was his drive to gather fame and renown for himself that led him to conduct his unauthorized experiments. But that is tempered with a genuine drive to learn and understand things.

Jumper's Cell [100 CP]



While Yuri can be said to be the one to cause The Meat's invasion, the thing that actually kicked it off was a singular cell that The Meat sent over through the moon base's portal gate. Said cell, after being "fed" by Yuri, was able to grow in size and kickstart the invasion, later turning into the Iron Meat by growing larger and constructing a skeletal metal shell out of bits and pieces of the moon base. And by taking this companion option, it seems that a similar event happened to you as one of your cells has become a bit special, turning into your own pet eldritch terror.

This cell of yours rapidly grew till it turned into a greenish brain which can be considered its core. From here by simply feeding it more iron, iron rich metal, and even iron filled weaponry it will not only continue to grow in size and intelligence, it will also start building its very own metal shell to protect itself. By default this shell will be terminator-esq, but as its "parent" you can guide it to mold its shell into a wide variety of different forms such as being a massive iron meat dragon. And so long as its core isn't destroyed it can easily repair any and all damage it suffers. But besides being another big monster to throw at people, it also can serve the purpose of a middle man for your and your flesh hordes. It is capable of projecting a hivemind for you and any being made from/of your flesh, assuming you don't have **The Meat's Second Cell** in which case it will simply hook itself up to yours, whereupon it will start micromanaging things down to even taking direct control of some of the animalistic members of the horde.

In terms of personality, your cell is entirely a blank slate. You could keep it with an animalistic mind if you so wish, you could mold it into viewing you as its loving parent, or anything in between.

Drawbacks

OSHA Hazard [+100 CP]

As one would expect for an enemy that makes use of as much “raw” flesh as The Meat, anywhere that it has infested has a tendency to be absolutely covered in blood and wet pieces of flesh. While this obviously is a problem in that this blood and flesh is still infectious, it does have a secondary problem that, luckily for Vadim and the rest of the ECIF, never seemed to come up. And by taking this drawback, this secondary problem will now plague your time here.

Specifically, this makes it so that whenever you are fighting, regardless of where that fighting takes place, you have a nasty habit of running into and stepping in/on puddles of blood and random bits of flesh. Doing this will cause you to lose your footing and slip, regardless of how “stable” you normally are, making it that much harder to move around and fight without falling flat on your ass or stumbling.

Starved For Supplies [+200 CP]

With any war, no matter who the combatants are, logistics and supplies are the main limiting factor in regards to what territory can be taken or defended. While that may be obvious for the ECIF with their guns and vehicles, the same applies to The Meat as without rich supplies of iron on the Moon and Earth, it wouldn’t have been able to grow its uncountable hordes as easily. And by taking this drawback, you’re going to be stuck in a situation where you will learn how much you’ve taken having a stable supply line for granted.

As now you will have incredible difficulty finding enough supplies for your various “weapons”. For **ECIF Grunts** this manifests as you have difficulty finding ammo for your various weapons or for any vehicles you happen to be using, and for **Piece Of Meat** sources of iron for replenishing your biological weapons and regenerating becomes harder for you to find. This also removes any sources of ammo or iron you bring with you, such as **Never Stop Firing** and **Buffet Of Iron**, but this doesn’t mean you won’t find any ammo or iron during this war.

No Fly Zone [+200 CP]

With the fact that most of The Meat’s hordes are limited to having to traverse the ground, you’d expect that taking to the skies would be in the ECIF’s best interest. In fact, Vadim made good use of hover bikes on two occasions to cover vast amounts of distances without worrying too much about slowing down to fight. However, in both cases he had to prematurely ditch said hover bikes, the first due to having to avoid crashing into a tunnel and the second coming from the ECIF accidentally shooting him down. And by taking this drawback that makes it so that any aerial travel will usually end in the latter result.

Now, when making use of any kind of aerial travel, whether it be with a vehicle or under your own power, will usually end up with you getting shot down before you make any meaningful progress towards your intended destination. And not going down is probably the worse situation as that will mean you’ll just constantly be swarmed and hammered by unending anti air fire. For **ECIF Grunts** this manifests as the meat managing to somehow develop its own anti air equivalents that always seem to pop up

nearby when you're trying to fly, and for **Piece Of Meat** this is represented by the ECIF always seeming to have anti air vehicles or turrets nearby.

Horde To The Left, Horde To The Right [+200 CP]

As it has been stated multiple times, one of the biggest advantages that The Meat has over the ECIF is the sheer numbers it is able to throw at them. While the mainly melee nature of its hordes means that the ECIF can cut a huge number of them down before they get close, there will always be more to continue the mad dash towards their defensive lines. And by taking this drawback, such a fact will become a hell of a lot worse regardless of whose side you're on.

For **ECIF Grunt** this manifests as the number of meat monsters in a given area you're going from simply "a lot" to "so many that you basically don't have to aim any more as any attack you launch is bound to hit at least a few of them". And for **Piece Of Meat** it seems that the ECIF always has a heavy concentration of force wherever you're fighting so expect to have to not only contend with an increased amount of grunts, but a higher number of things like defensive turrets and vehicles. Also, if you have the final tier of **All By Yourself** this gets applied to both The Meat and ECIF.

All By Yourself [+200-400 CP]

And on the other side of the coin, the ECIF's lack of numbers can be said to be its biggest weakness. Every soldier lost is not only one that can't help in stemming the meat hordes, but is another body that joins said horde. And by taking this drawback it makes it so such a disadvantage will plague you for your time here.

Specifically, for some odd reason you always end up fighting in places where very few to none of your allies happen to be nearby. For **ECIF Grunt** expert to only have a squad or two around you at the most, and for **Piece Of Meat** the most you'll have in terms of allies is what could barely be considered a horde. Besides the obvious downside of losing extra killing potential, expect for The Meat or the ECIF to focus solely on you when what few allies you have get killed.

But if you believe that simply having next to no allies to aid you in a given fight isn't hard enough, then for an extra 100 CP for a total payout of 200 the second tier of this drawback makes it so that instead of your allies never seeming to be in the area when fighting, you instead have no allies with you having to face off against both the ECIF and The Meat hordes. For **ECIF Grunt** the ECIF and humanity as a whole views you in the same light they would Yuri Markov, as some sort of traitor that is responsible for The Meat's invasion, and for **Piece Of Meat** The Meat views you as a aberrant cancer that needs to be culled.

Unwilling Prophet [+400 CP]

One of the things that can be gleaned about The Meat's preferred invasion strategy is that in situations where a dimension doesn't have strong enough teleportation tech to facilitate a permanent gateway, The Meat makes use of Meat Prophets. These so-called prophets are used to mainly gather enough psychokinetic energy to allow The Meat to form a permanent gateway to the dimension it is invading to better allow it to feast. This is what it did when it was alerted to Earth's dimension by turning Yuri Markov into a

Meat Prophet and by taking this drawback it seems that in an effort to expedite the process it has attempted to turn you into one.

One way or another, The Meat managed to infect you with one of its special cells that will be going through the process of converting you into a Meat Prophet without any of the benefits. This conversion also allows The Meat to start taking direct control over your body, such as taking control of your legs and forcefully moving you around, and it will fully subsume you unless you manage to kill the Iron Meat, cutting off most of The Meat's influence in the earth dimension. The process can be slowed down by making constant use of the antidote the ECIF created, if you're an ECIF grunt, or cellular control such as from **Art Of Flesh Sculpting**, but you cannot be cured until jump completion unless you have a method of preventing The Meat from trying to enter Earth's dimension again, with the destruction of the Iron Meat causing your infection to rescind back to a single cell and enter dormancy.

Given More Time [+400 CP; Restricted To Piece Of Meat]

By the time of The Meat's invasion humanity was in its relative infancy in regards to the colonization of the rest of the solar system. While they did have colonies on the other planets, not much is said about them, which can be assumed to mean that they aren't as large or as important as Earth, with the exception of the moon colony/base. But by taking this drawback instead of being inserted when The Meat's invasion actually happened, you will enter this world in a hypothetical future where The Meat's invasion was delayed by a good number of decades.

In this hypothetical future you'll find yourself in, humanity's population has exploded with each colony in the solar system growing to the point that they rival Earth in terms of population, manufacturing capability, ect., with a portal gate network connecting them all. While you may think this would simply increase the bounty of iron you or The Meat could harvest, this expansion also includes an increase to humanity's military capabilities as each colony has a massive standing army, there being fleets of space ships that patrol the system, and tech advancing to the point where they have developed far more powerful weapons and have swapped from using iron based metals in the construction of things like armor or vehicles. And even though the gate network allows The Meat to send individual cells to each of these colonies, expect for them all to rapidly notice the second the invasion starts in earnest with each colony mobilizing and combining their forces to squash it before it can snowball.

Not For Prophet [+400 CP; Restricted To ECIF Grunt]

Despite all of the advantages that Yuri Markov ended up handing The Meat, such as conducting unauthorized experiments that effectively served to feed it and allow it to grow bigger, there was one thing that made sure the entirety of humanity wasn't immediately in danger. That was the fact that only two portal gates existed, one at the top of the Institute of Teleportation and the other outside of the moon base. But by taking this drawback, it seems that Yuri grew a bit of a conscience and decided to dial back his selfish endeavors to better help humanity which, surprisingly, may end up with an even worse situation.

To start, this drawback causes Yuri to dedicate his vast expertise to rapidly speed up humanity's efforts to install portal gates onto each of its colonies in the solar system. But

this altruism didn't mean he stopped his dimensional probing, just that he got official permission to conduct it along with a team to aid him, so he will still end up altering The Meat to the presence of Earth's dimension. Due to the portal network he set up, The Meat will be able to send cells to each colony starting infestations on each and everyone of them. Not only does this have the detrimental effect of allowing The Meat to open multiple different "fronts" for its invasion, it will have near immediate access to all of the iron inside the various planets the colonies are on, such as Mars or Mercury. And due to this influx of iron The Meat will make the decision to create multiple Meat Prophets and "Iron Meats" on each of these colonies to better focus the invasion of each of them.

One Tapped [+600]

As was mentioned in "Made **Of The Meat**", the common infected humans that make up the bulk of The Meat's forces are "blessed" with incredible strength. This is to the point that with a single swipe of their claws, or other limb, they can easily kill a ECIF grunt in full body armor with a single blow. But if you were to flip the script, the common ECIF grunt wouldn't be too far behind this as it only takes around two center mass shots from their standard weapon, the "Normal Energy Rifle", to kill a meatified human. So, if you'd like to force yourself to adhere to the same level of danger that both the ECIF and the basic meat monsters have to deal with, taking this drawback will make you a lot more fragile.

Specifically, instead of being able to use your armor or superior toughness to tank damage in excess of what most in this war could take, a single direct hit from any enemy and from any weapon will instantly kill you.

The Meat Wars [+600 CP; Restricted To Piece Of Meat]

One of the odd things about humanity's advanced levels of tech is that the field of biology seems to have been left by the wayside in comparison to things like space travel or teleportation. The only real example of a high level of biology related tech is the antidote that the ECIF managed to concoct and even then it wasn't really something you'd consider particularly advanced. But by taking this drawback you will make it so that Yuri Markov will have developed a secondary personal project tied into his background as a xenobiologist that will be of great use to the ECIF.

To better explain, this drawback will make it so that somehow, someway, Yuri managed to develop perfect cloning tech, more than likely from studying alien life. After his meatification into a Meat Prophet, the ECIF managed to find his research notes on it and in a bid of desperation they decided to make use of them to clone their greatest asset, Vadim. And their work was a success, meaning that you now have to deal with an ECIF that is making use of a clone army of Vadim, all of whom not only share his infection proof titanium armor, but his level of skill and physical ability as well.

Accidental Role Reversal [+600 CP; Restricted To ECIF Grunt]

In the world of science, specifically in regards to motion, the phrase "for every action there is an equal or opposite reaction" is a fundamental law. And as you would expect this mainly only applies to motion or the interaction of forces. But by taking this drawback, it seems like it has expanded to affect things outside of its normal purview.

To be a bit more specific, it seems that The Meat sending over its single cell has caused a random portal disaster that has teleported you to the dimension that The Meat calls home, even if you weren't near any of the two existing portal gates. Luckily for you, there is a way to get back home, which comes in the form of an alien portal gate that potentially is a remnant of the first dimension The Meat consumed. However, getting to it is easier said than done, not only due to the fact that you have to search an entire dimension to find it, with only a bare few hints found in the environment. But due to The Meat's eldritch nature and the untold number of dimensions it has consumed, it takes up the entirety of said dimension and is able to be aware of and control all parts of its dimension spanning body. So the only way to escape is to fight your way through a dimension sized landscape where every square inch is hostile to find a portal gate to get back to Earth.

Decisions

You have three choices ...

Go to next Jump

Stay

Go back

Change Log

v1.0

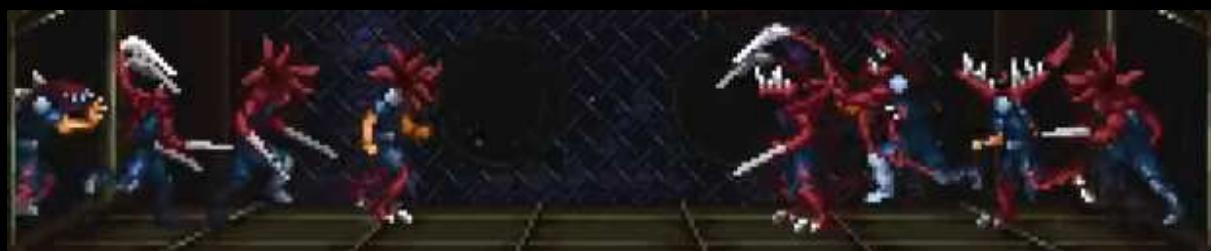
Initial Template Creation

Notes

Enemy Designator Visuals



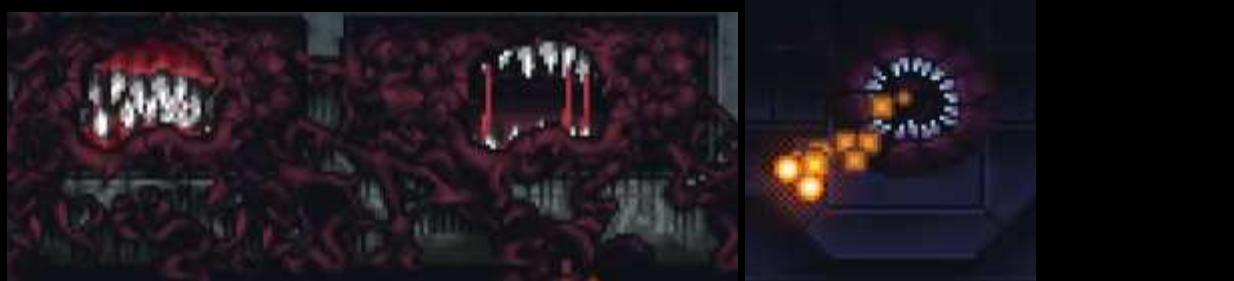
Piece Of Meat-Flesh Monster And Meat Moss Visuals



Infected Soldiers



Incisor Trap, Acid Spewer, Moving Meat Piller With Spikes, Moving Meat Piller With Maw Turret



Maw Turrets



General Meat Moss

Piece Of Meat-Meat Fused Tech Visuals



Meatified Hover Cars



Meatified Turret, Indoskeleton, Turretface(ECIF Soldier With Gun Fused Into Head)



Meatified Storage Box Spawners



Entrail Blazer MKII, the "Bio Armament Neo-Thalamus"



Carrionvoy, the "Iron Serpent"



Big Rig Carnarach, the "Scorpioch Macrobuthus"



MI-24, the "Crocodile"



Monster House, the "Structural Biohazard Overgrowth"



Iron Meat, the "Interdimensional Horror"

ECIF Grunt-Trooper Gear Visuals



Normal Energy Rifle-This standard-issue rifle is authorized for use by all soldiers of the Earth Counter Invasion Force. It fires blue, spherical energy bolts that burn against flesh on impact; a suitable weapon for new recruits and veterans of all experience levels.



Energy Machine Gun-The Energy Machine Gun is equipped with a high rate of fire that deals more damage than normal standard-issue rifles. A significant change is the type of energy rounds used-these are concentrated energy projectiles that are typically more effective against hostile Meat lifeforms.



Plasma Arc Blaster-This is a unique weapon in that it fires an arc of pure plasma energy. Unlike standard-issue rifles, this gun is able to cover a slightly larger range-being able to hit enemies standing on platforms, on lower ground, or in locations not easily reachable. Equipped with the fastest rate of fire in the armory, this gun is able to fire a multitude of projectiles, with a noticeable drawback in its damage per projectile. Despite this, the Plasma Arc Blaster is able to keep common enemies at bay with its suppressive capability.



Shotgun Spreader-This weapon is an excellent choice for those who wish to stomp out multiple common enemies at once, especially in three different directions, no less. Although the Shotgun Spreader has a much slower firing rate than standard-issue rifles, it compensates for this drawback with its high damage output. One hit from any of the three energy bullets is enough to dispatch nearly all common hostile types. While the round fired directly in front of the soldier will maintain its straight position most of the time, the rounds fired above and below the middle round will almost always fire at different angles.



Heavy Capsule Launcher-This weapon has the slowest rate of fire among all the rifles available to soldiers. However, while this drawback is especially noticeable during active missions, the damage output by individual energy capsules more than makes up for its sluggish performance. Not only is the damage output maximal, but when an energy capsule explodes on impact, it releases a large wave of plasma that can further deal with enemies at a wider range—albeit only on impact.





Energized Curving Particle Railgun-While not as potent as the Heavy Capsule Launcher, the Energized Curving Particle (ECP) Railgun still ranks among the highest damage-outputting weapons available to soldiers. Known for its curving energy projectiles, this weapon bursts into three plasma trails on impact, allowing soldiers to dispatch multiple hostiles at once when aiming at a group. With a higher rate of fire than the Heavy Capsule Launcher, this weapon is highly regarded as an excellent substitute if the Heavy Capsule Launcher is not presently available. However, where the latter lacks in rate of fire, this gun excels in, coupled with a constant barrage of highly lethal projectiles perfect for dispatching common and "boss" class enemies alike.



Ultra-Burst Laser Gun-Outfitted for single-target eliminations and focused fire, the Ultra-Burst Laser (UBL) Gun is a unique weapon for only the most skilled soldiers on the battlefield. Unlike many of the weapons available, the UBL Gun fires concentrated "bursts" of plasma energy in noticeably long streaks of light. Soldiers proficient in handling this weapon are able to line up multiple hostiles from varying heights and dispatch them all with a single burst. For those soldiers intent on efficiency and who prefer a challenge to their marksmanship, this weapon is for you.

Swooping Hover Bike Visuals



Defense Network Building Visual



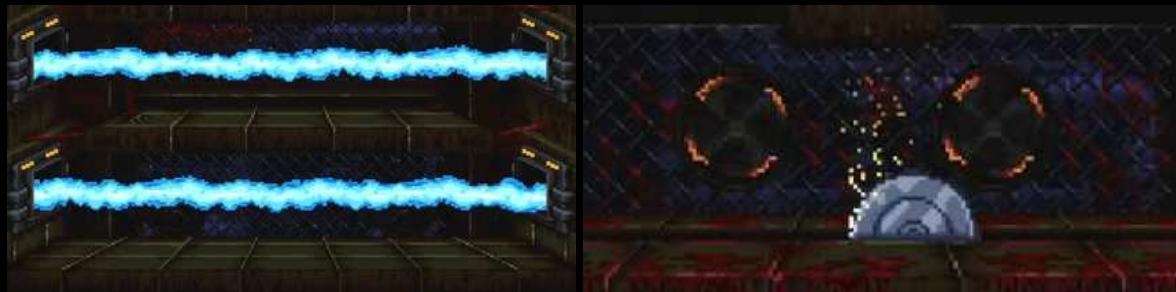
Base Building Example



Exterior Turret Platform, Exterior Turret, Interior Turret 1, Interior Turret 2



Plasma Laser Grid 1 Collapsed, Plasma Laser Grid 1 Expanded, Plasma Laser Grid 2



Plasma Beam Trap, Sawblade Trap

Institute Of Teleportation Gate Visual



Institute Of Teleportation Gate Activated By Meat Prophet Yuri On The Moon

False Imprisonment Tank



Psychokinetic Serum Tank



Lunar Flesh Nest Visuals



ECIF Detachment Visuals



ECIF Grunt, ECIF Spec Ops



Grind Vehicle Base Transport Model



Meatified Grind-Tank



Meatified Grind-Launcher



Tank



MI-24 Helicopter Gunship



Hover Bikes