

# Evolve By Sentry342

Evolve is set on Shear, a distant planet that humanity has traveled to in the distant future and is attempting to colonize. The colonies are soon attacked by malevolent alien Monsters, who do not take too kindly to having their territory invaded.

As the Monsters attempt to drive these invaders away, a team of elite Hunters consisting of war veterans, psychopaths, professionals, and expendable are assembled to eliminate the Monsters. This world runs on the survival of the fittest so it's time to prove whether or not you are an Apex Predator.

Take these 1000 Creature Points, you will need them to survive.



## Location

There are only two locations in this jump.

If you are one of the hunters then you start on the main ship they arrived on and if you are a monster you start on the planet itself. Both sides should try to familiarize themselves with the area. After all it's about to become a battleground.



## Time

You start shortly after the first colonist were attacked and the presence of the more dangerous monsters was discovered. As the Hunter you were just hired and are just reaching the planet. As the monster you were born a short time ago and have started hunting for food.

## Origins

You may choose an origin below, any of the origins may be taken as a Drop-In if you wish.

### **Assault - Free**

The Assault class specializes in dealing out massive amounts of damage, going toe-to-toe with the Monster to tear down its health. You also will be the primary punching bag of the monster as you're the only one that can flat out tanks hits from the monsters. Take your place as both the sword and shield of your team.

### **The Trapper - Free**

The Trapper's role is to track and slow the Monster. Trappers are also in charge of containing the Monster once it's found. You won't be able to hurt it anywhere near as much as your companions, but will likely be the one the monster hates the most. Every attack you have is designed to inhibit the monster and make it easier for your fiends to kill it.

### **The Medic - Free**

You're the one that everyone wants to be friends with. The Medic class specializes in keeping their team alive, healing wounded teammates and occasionally bringing them back from the dead. When your friends get clawed by the monster or bashed with a boulder it's your job to make sure they don't die. Go forth and act like a proper guardian angel.

### **Support - Free**

The Support class is designed to protect their team and occasionally add more firepower. The Support class is designed to assess the battle and switch between offensive and defensive gameplay based on how the battle is going. You don't really have a specific role. Overall you just fill in the gaps your team has, but remember that gap is what dooms most hunting parties so don't feel too bad.

### **The Monster - Free**

The monster is the target everyone else is after. You are an immensely powerful creature likely being matched by an entire hunting team. You may be starting out weaker, but given time you could turn into an unmatched predator. So will you take your place at the top of the food chain or die like the rest?

### **Age and Gender**

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50cp to change instead.

# Races

## Human - Free

You're a normal human like the majority of the hunters. You will start out as a human being in peak physical condition as you have survived in this profession so far. Though keep in mind even if you can take a hit from a monster you're still much weaker, and nowhere near qualified to fight one physically. In the end humanity has risen to the top of the food chain so show these monsters why you're at the top.



## Robot - Free

Interesting you appear to be a machine similar to Bucket. You've got some advantages compared to your fleshy counterparts. First you're a bit tougher being made of metal instead of flesh and if you're hurt you can always just replace your limbs. On the other hand you lack the natural instincts and trained senses that the organic have. Maybe you want to learn what it is to be human or you just want to do your job. It doesn't really matter either way.

## Creature - Varies

You are a powerful creature that has evolved on the planet Shear. You are a creature similar to the Goliath, Behemoth, Wraith, or any of the other horrors that inhabit this planet. You outclass any lone hunters even in your weakest state, but it is unlikely you will ever face them alone. Given time you can evolve into more powerful forms and become stronger. You will design your specific form later on in the document.



## Skills and Perks

All perks are discounted by 50% to their origins and the 100cp perks are free to their origin.

### General Perks

#### Banter - 100/200cp

Sometimes just being able to talk and enjoying a brief respite can have wonderful effect on morale: This is a skill you seem to have mastered. This perk makes you skilled in dispelling a tense atmosphere and pumping your team up before they jump into hell. Your team will perform noticeably better and appear more relaxed after you break the ice.

For an additional 100cp you can let some of these stories have an actual effect on your mission. Maybe you were joking about one of your friends encountering a fictional monster they fought in a movie. Well now it seems you might actually find that monster during your mission. These “events” will typically be minor occurrences that may either help or hinder you. Using the example of Griffin, if you talked about his movies maybe you would encounter the Orion Terrorsaur.

#### The Basilisk Project - 200cp

The Basilisk project was an experimental program created during the Third Mutagen War. The program created powerful super soldiers by combining their DNA with various animals. Now like Slim it appears that you were one of those soldiers. Although he was unable to turn back like he was promised, he became a devastatingly powerful soldier.



Choose an animal or insect to splice yourself with. To demonstrate what you can gain: here is what Slim gained. Slim was spliced with a dragonfly. He gained a second pair of lungs. Allowing him to recycle CO2 and survive in toxic environments that would normally require a gas mask, and he gained a powerful exoskeleton which greatly increased his strength and durability. As a result of these two upgrades working together he is able to survive in the vacuum of space. You may gain similar benefits or design your own based on the creature you choose.

#### Hybrid - 400cp

It appears similarly to Kala you have somehow become a hybrid between a monster and human. As a result of this Kala gained a number of abilities. First is the ability to cloak her teammates similarly to how the Wraith can turn invisible. Secondly she is

capable of firing energy blasts she refers to as Siren Missiles. Lastly due to her closer connection with the monsters she gained a greater understanding of them. This allowed her to develop a teleportation pad similar to the Wraiths portals and an armor draining technology based on the Goliath.

In your case you will gain access to the Monster Maker and design a template for your abilities. You will gain powers based on what abilities you choose for the monster and you will gain two alt forms. The first will be an appearance similar to Kala that shows



your hybrid status. The second will you to assume the form of the monster even if you are a human or machine. Should you take this as a machine then you will likely be some sort of cyborg created by blending metal and monster tissue. You might freak people out if you choose that option. If a monster takes this then they will gain a human form mirroring what a human would get in reverse.

# Assault

## **Weapon Master - 100cp**

Before you are allowed to play with the big guns you need to actually know what you're doing. With this you acquire experience equal to a war veteran who has seen intense non stop combat. You are immensely skilled in using virtually any type of firearm and know the best way to use them. Should you find a weapon you've never used then you will quickly become an expert after a few minutes using it.

## **Break the Armor! - 200cp**

Many of the monsters you fight will have a powerful layer of armor shielding the weaker sections of their bodies. You know how to target these areas for the best effect and how to tear it off. All of your attacks will deal more damage to armored sections or opponents using armor. So if you're fighting a knight then you'll still do more damage. This will also make it so that you can wear down supposedly indestructible sets of armor or gear as well.

## **Indomitable - 400cp**

While not the primary focus of the Assault class you are undoubtedly the toughest member of your team. Your body has been enhanced to be significantly stronger than a normal person. You are easily capable of tanking hits that would have killed any other member of your party. An example of this would be if you could ignore rifle fire then now you would be able to ignore heavy sniper fire. You may choose whether this makes you larger than you would be otherwise.

## **Concentrated Fire - 600cp**

Sometimes the simplest method to kill something is to simply shoot it and to keep shooting it. This actually works out very well for you. By focusing your attacks on the same foe the damage you deal will steadily ramp up. At first this might not have a noticeable effect, but after a few minutes each of your shots will start hitting harder. There is no cap on how much more damage you will deal as long as it is against the same foe. This will also apply to groups as well if they are of the same faction. For example you could designate an enemy squad as the target and become more effective against all of them. This boost will end approximately half an hour after the fight ends or you kill the opponent. Lastly if you switch targets the bonus will not apply to your new target.

# Trapper

## Well Trained Senses - 100cp

You have trained your senses to an incredible degree. You can hear a Wraith as it brushes against the leaves, you could see like a hawk with your plain eyes, and much more. All of your senses have been enhanced to a similar degree. This however, will never cause you to suffer. For example hearing the monster roar won't cause you to collapse from the noise.



## Tracking - 200cp

No matter how good your traps are they don't mean a thing if you don't know where the target is. This perk makes you a skilled tracker. As long as something has been left behind then you will be able to locate your target. Even if a creature has stealth related abilities that would conceal it you'll still be able to pick up the traces they leave. Even if a few weeks or even months have passed, if it's still there you can find their trail.

## Experienced Hand - 400cp

You've been at this quite a while. As a result you have gained an immense understanding of the do's and don'ts of the hunt. Even if you don't know which particular monster you are hunting you will be able to gain an understanding of it's abilities by studying the traces it has left behind. Maybe when you examine the carcass left behind you'll see the electric burns indicating the lightning abilities used by a Kraken. In addition you'll gain a sixth sense of what effects your teams actions will have. Before your teammate touches a poisonous plant you'll get a tingling feeling running down your back and yell at them to stop. This won't prevent every instance, but sometimes one small instance is all it takes.

## Keep it Pinned - 600cp

It's surprising how effective some of the restraints are at holding down these powerful monsters. You are able to bind creatures using simple items like chains. If you had some truly powerful restraints you could chain down a god. Whether this is a result of your technique or some other reason is unknown, but regardless your ability to bind and chain is unmatched. Actually you might be able to capture these monsters instead of simply killing them with your abilities.

# Medic

## Non-Combatant - 100cp

Don't shoot the medic; everyone knows this rule. For some reason it appears to actually apply. As long as you focus on healing and don't engage the enemy they will be willing to ignore you. This won't actually protect you or stop area of effect attacks, but it will prevent the enemy from focusing on you.

## Diagnostic Gaze - 200cp

Sometimes you don't have the equipment or the time to properly examine someone who has been injured. By looking at someone you are able to quickly analyze someone's condition. This will allow you to see what injuries they have, this includes any internal injuries that are not visible.

Keep in mind that this only tells you about the injuries. You will still need the skill and tech in order to patch them up. So if you aren't equipped to deal with the injury then you should just focus on doing what you can.



## Life and Death - 400cp

Honestly the only difference between a doctor and an assassin is perspective. One seeks to protect while the other seeks to harm. You are a master of both perspectives. In your hands an antidote could become a deadly poison, while a rare toxin could be turned into a powerful medicine. Similarly a technique designed to relieve pain could instead be used to cause it. The best part is that you can amplify the effects. Using the previous example of pain, that mild pain reliving technique could become a horrific torture ability. In your hands you can reverse a tools purpose and use it beyond what it was made for.

## Master of Medicine - 600cp

You wouldn't be a very good medic if you didn't actually know anything about medicine. However you appear to actually be an extremely skilled doctor in the entire medical field. Need to perform surgery in the field, no problem. Your teammate collapsed and starts coughing up blood? Well you'll patch them up in a jiffy. Overall you are considered an expert in every aspect of human medicine. Though you may optionally narrow this or purchase it again to increase your skill in a specific field. If you did this with surgery for example you literally could perform any known surgery in a swamp even if you didn't have all the tools.

# Support

## Cloaker - 100cp

It's not really that important, but sometimes trying to be stealthy can actually help. You possess the knowledge to move stealthily and how to sneak up on your target. This will have a greater effect on the various fauna you encounter rather than the monsters themselves, but still it's best to avoid a fight if you can. In addition this will allow you to launch powerful sneak attacks while you are concealed.

## The Mechanic - 200cp

Considering how much gear everyone uses someone has to make and maintain the gear, it seems that's your job. You are capable of creating and maintaining all of the tech used within the Evolve universe. Repairing equipment is also covered under maintenance. The technology from this universe includes a variety of gear ranging from jet packs to lightning guns.



## The Leader - 400cp

You may not have a specific role like the other members, but this has allowed you to gain a greater understanding of teamwork. As a result you know how to take the reins and lead your team. You can assign individuals to the role they are best suited for. This will ensure your team functions at their peak capabilities. As a final benefit this will make it so people are more willing to respect you as a leader. Should you and another compete for leadership it will be extremely likely for the group to favor you as long as you aren't clearly inferior.

## Fill the Gap - 600cp

You possess the ability to fill in any missing gap your team possesses. Maybe your team doesn't have any trackers since they're all in the infirmary. Well suddenly you seem to have developed the abilities of a master tracker. These abilities are not permanent and will only fill in the designated gaps of a team. Though if you repeatedly perform a role you will slowly be able to retain the knowledge and skills you acquire.

# The Monster

## Smell Sense - 100cp

A unique ability the monsters possess is a sonar-like ability that allows them to essentially generate a 3D map of everything around them using their sense of smell. This map is approximately 70 meters wide, but can be trained to show a larger or more detailed area. Should you possess stronger senses then you may possess a larger initial area than the other monsters.

## Apex Predator - 200cp

While being stronger than the rest helps, you still need the skills to back it up. This perk grants you immense skill in combat using your bestial body. Rather than a mindless beast rampaging every move will be guided by a combination of honed instincts and combat experience. Even if you are weaker than the rest you will still pose a greater threat than a stronger, but dumber monster.

## Devourer - 400cp

When you encounter unique creatures or ones that contain large amounts of energy you will be able to gain unique boons by devouring them. This can result in a wide array of boons. Some may increase the damage you can deal, while others may increase your regeneration speed. You may even gain some seemingly esoteric abilities such as being able to conceal your presence or making other creatures less afraid of you. If you encounter creatures with unique abilities then you may gain their ability in addition to whatever boon you would have normally acquired as well.

## Metamorphosis - 600cp

By gathering a sufficient amount of energy you are capable of undergoing metamorphosis. This will allow you to rapidly evolve and generate new abilities. You will require increasingly larger amounts of energy the more you undergo metamorphosis, but the reward will also grow. Generally your size, durability, and power will be the aspects that have the largest increase. You can choose to focus on a different set of aspects if you wish.

The easiest way to think about it is that you will receive a set of points during each evolutionary period and will get to assign them to a category of your choice. The only disadvantage is that you will either be encased in a large pod or in hibernation while you are growing. You will be defenseless during this period so it is best to find a safe place before you undergo your metamorphosis.



# Items

All items are discounted by 50% to their origins and the 100cp items are free for their origin. In addition, you gain 400cp to spend freely in the Items section. Similar items may be merged. For example, if you want to combine the Armor Piercing Rifle and The Big One together you can.

## General

### **Armor Piercing Rifle - 200cp**

This is a useful weapon for dealing with some of the more heavily armored monsters. This Anti-Material Rifle punches a hole in the Monster's armor, creating a weak-point that amplifies any damage dealt by a multiplier in that spot. The bullet will be highlighted as a bullseye target for clarity allowing your teammates to see it.

### **Jetpack Booster - 200cp**

This support item is perfect should your team members be equipped with a jet pack or similar piece of equipment. Much like Sunny's this Jetpack Booster is the ultimate pick-me-up. It allows teammates to fly farther, faster, and with less fuel while in range. This is a directional beam similar to the Shield Projector/Damage Amp. You can fire this weapon at any device similar to the jet packs and they will be temporarily supercharged.

### **Stasis Grenades - 200cp**

These nefarious grenades, created with blueprints bought through Abe's illegal radioactive substance trade, lock down their targets by warping time around them, and slowing it down for approximately 15 seconds. As it generates a field there is no way for the being trapped inside to break free. Though these might not be useful against an esoteric being that is capable of manipulating time. Granted if you are fighting something on that level you shouldn't need these.

### **Acceleration Field - 200cp**

The Acceleration Field generates an adrenaline-boosting field around the user, dramatically increasing their movement speed, as well as that of any teammates around them. Depending on the situation this can be used as a powerful offensive tool or a means to retreat from an otherwise deadly situation. Keep in mind that this boosts the individuals so if someone is too damaged to move then it won't actually be able to help them.

### **Bohrium Mine - 300cp**

An ultra-rich resource deposit that has critical importance to the world of Evolve, Bohrium is a trans-uranic element (in other words, a chemical element with a number higher than uranium, which decays into other elements giving off radioactive energy in

the process). For hunters or other intelligent life this functions as an incredibly dense and powerful battery. You could use this to create a powerful reactor, supercharge your gear, or experiment with to find other uses. For monsters this energy is a veritable feast. Even a small amount of this is equal to a dozen large corpses. In addition, if for some reason a giant monster doesn't like eating meat then this is your "vegan" option.

### **Damage Amplifier - 300cp**

This is easily one of the most devastating weapons you can acquire here. Much like Cabot's signature weapon this can lock on to its target and ALL damage dealt to the target will be doubled. The Damage Amp uses a battery power system that recharges, so it is best to use it when your team is prepared so that you can deal as much damage as possible. The weapon can fire continuously for one minute before needing a long recharge period.

### **Lazarus Device - 500cp**

The Lazarus device is Lazarus' signature tool and technology created by the Celestial Corporation. The Lazarus Device allows the user to not only revive downed Hunters, but even resurrect dead Hunters , with-in a short window after their deaths. This device is modified to work on any species and can even bring robots/aliens back from the dead. The amount of time you have depends on one main factor: Decay. The device works by jump starting the body essentially. So if a body has suffered too much damage then it can't be restored. Now if only someone had the ability to repair a damaged body then theoretically they could bring anyone back.

# **Assault**

## **Mines - 100cp**

Mines are a powerful tool designed to do big damage to monsters who step into them, defending areas and people with huge bursts. Each mine covers a large radius and deals heavy damage when tripped by the Monster or Wildlife. They cannot be tripped by teammates, but they will knock back teammates in the area if detonated while they are in the radius. Like other deployables, 3 mines may be deployed at a time. Mine explosions can also serve to reveal the monster's position on the map.

## **Shield System - 200cp**

This is a classic shield that is standard for all characters in the Assault class. They are equipped with a personal shield, which when activated, protects the hunters from a significant amount of damage for a few seconds. The charge will wear off after 30 seconds if it has not collapsed from an excessive amount of damage. This shield will scale with the wearer and block an amount of damage equal to 60% of the users total health.

## **Power Armor - 400cp**

This is a powerful set of armor designed to enhance your physical capabilities and handle more powerful gear. It is able to withstand a large number of hits from powerful monsters before even the smallest scratch is made on the armor. This however doesn't stop any force from going through the armor so it will still be wise to avoid crushing blows or strength based attacks. The armor will also scale, ensuring that you always have an appropriate set of gear when you travel on your next hunt.

## **The Big One - 600cp**

This is the most important tool in your kit. This is a powerful monster killing weapon. It is designed to deal with the various creatures you will encounter. This weapon will scale with your abilities so that it is always useful no matter where you go to seek out your future prey. It may be a weapon of your choice. Perhaps you want a lightning gun similar to the assault hunter Markov. If you do not want a copy of a canon weapon you may design one yourself. It could even be a humongous sword or a war hammer.

# Trapper

## Tracking Darts - 100cp

This is a set of darts that can be fired from a wide variety of weapons, or possibly be used as a melee weapon if you're close enough. These darts will remain stuck inside whatever beings they are in. They will possess an unblockable signal that can be sent to any devices you possess capable of tracking it.

## Sound Spikes - 200cp

Sound Spikes are sound-sensitive mines that use echolocation and are triggered upon the Monster's approach, notifying the team of its whereabouts. Triggering the spike does not destroy it, and it will continue to alert hunters to the monster's presence until the monster leaves its fairly large radius of effect. It, however, can be sneaked past by the monster or destroyed from a distance. If a monster begins sneaking after triggering a spike, the indicator will remain in the last-known position for some time or until a new trigger occurs.

## Monster Encyclopedia - 400cp

This is a useful tool for someone in your field. This book contains a large cache of information on the habits and weaknesses various monsters and lesser creatures that inhabit the various habitats you explore. This book will continuously expand whenever you encounter any new fauna. Post-jump this will count any alien species and update with the creatures you have encountered in previous jumps.

## Arena - 600cp

Perhaps the Trappers' greatest tool, this is a mobile arena that can be deployed to trap monsters. This is a necessary tool for many hunts considering the monster's intelligence. Whether it is to deal with stealthy creatures like the Wraiths or preventing injured monsters from fleeing it will contain them. The barrier will be virtually impenetrable for approximately five minutes. While the barrier is active the monster will be unable to travel through it. The hunters will be able to travel through it however. This will be useful if you have injured team members or need to flee from a powerful monster as well.

# **Medic**

## **Surgical Tools - 100cp**

Often a surgeon is only as good as the tools they are given. This is a set of master crafted tools that will be able to perform any operation. It will contain all standard tools as well as the exotic tools that would only be used for specific cases. Each of these tools would be coveted for their quality. For example your scalpel will be capable of cutting through any type of skin no matter how tough as long as it is performed in a surgical use. Meaning that you can't charge Superman and stab him, you could however perform surgery on him if he was injured.

## **Pharmaceutical Drugs - 200cp**

This is a case that will always contain any type of drug. If you are preparing for a surgery then it will contain all of the anesthesia and other various drugs you need. Should you need to grab a specific one then simply reach into the case and pull it out. It will be able to supply an amount of medication equivalent to what would be needed to give 500 people intense treatment. This amount will be reusable the next day if the limit is reached.

## **Medgun - 400cp**

The Salveron RMP-41K Medgun is a tool used by Val that fires a regenerative ray that allows her to heal teammates from a distance. It also allows her to revive downed hunters from a distance, making her a major asset to the team. This tool can be used to heal virtually any injury as long as the individual isn't dead yet. It will work on anyone regardless of species and even work on robots. How it works may remain a mystery, but it will always remain effective. The amount of time it takes will depend on the severity of the injuries.

## **Medical Center - 600cp**

This is a medical facility built to handle any emergency you could encounter. It has state of the art technology matching any other facility in the jump's setting. There are two other benefits from this facility as well. First any operation or medical service performed here will be more effective than it would be otherwise. Second it will also function as a research center creating new innovations based on the cases treated here. For example if you brought an number of individuals with a previously unknown disease they may be able to create a cure given enough time and data.

# Support

## Communications Equipment - 100cp

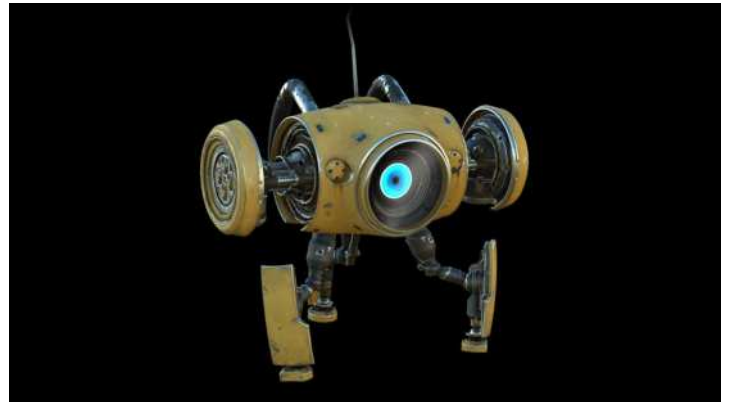
This is a set of communications gear such as communicators, and other tools. These however will always be able to transmit their messages to each other regardless of distance or the environment. Even if you're deep inside a planets core you could still send messages to someone in orbit as long as you both had the equipment. This set will contain enough gear to outfit 50 individuals. Should any of them be damaged or destroyed they will be replaced within a few days.

## Jet Pack - 200cp

The jet-pack is a simple tool. It allows the hunters to hover and reach distances that are normally out of reach. It will allow the user to hover or fly for a minute or so. The system will recharge on its own and refuel itself. Any modifications you make will be retained once they are put in place.

## Shield Drones - 400cp

This is a set of three drones similar to the ones used by Sunny to protects the team. These deployable Shield Drones will actively protect the most injured teammate, but require direct sight and a vantage point to be effective. These drones slowly charge up (holding a maximum charge similar to Hank's Shield Generator). At 20%, they will



target any hunter being damaged and shield them from harm until depleted. If they are destroyed then they will reappear in storage or a case if you have one.

## Artillery Barrage - 600cp

Sometimes the best method to deal with a monster is an overwhelming amount of explosives. In this case the method of choice depends on you. A favorite of the hunters is to use orbital bombardment. This is a weapon system designed to use a large amount of powerful explosives. You may optionally upgrade it should you have the ability to or replace the type of system used. Perhaps you want to have an orbital laser instead of a massive rocket launcher. By default this will be a massive cannon firing shells.

# The Monster

## Shed Skin 100cp

You possess a collection of pieces that you have shed as you have grown. Perhaps these are your teeth, some of your cells, or perhaps something like hair or feathers. you may give these materials to a cultivator or a blacksmith to watch them forge things or perhaps you merely wish to keep them as a memento from when you were younger.

## Biomass Supply - 200cp

To evolve you need to consume, which is where this comes in. This is a supply of dead creatures that will supply you with energy. This supply will not contain anything special that will allow you to gain new abilities, but it will contain a virtually limitless amount of flesh and biomass for you to consume.

## Biome - 400cp

This area is based around a specific environment of your choice or whatever is most suited for your form. It could be anything you can imagine, within reason, whether a frozen tundra or a burning volcano.

The environment will be designed for you to enjoy. Maybe your form will be more suited to a rocky and mountainous area filled with caverns. The area will be populated by various plants and fauna, but there will be no other large monsters here. This will be your domain and yours alone. Should you grow larger the area will grow with you.



## Shear - 600cp

You have acquired Shear or a planet similar to Shear. This world will possess a wide array of environments that allow the birth of new monsters. Depending on the area you may see new monsters being born. Should life develop in an arid desert then perhaps you may see a monster similar to a sand worm being born. Granted it will take quite a bit of time for something like that to occur. This planet will be hidden away and only you or your allies will be able to locate it. You may make it a warehouse attachment or import it post jump.

## Monster Maker

This section allows you to customize the type of monster you become. You receive 1000MP to spend on your design. You may convert CP to MP at a 1:2 ratio. Any ability or upgrade may be purchased multiple times if you can justify it. For example purchasing Portal multiple times would increase the amount of portals and the distance away that you could make.

### Extra Limbs - 50MP

This option will allow you to create an extra limb on your body. Maybe you want to grow a tail or create a tentacle like appendage. Anything you want can be chosen as long as it isn't covered by another purchase. If you want a second set of arms or legs you will have to purchase this twice. Also tails or tentacles will count as one purchase each. So you can't have three tails for one purchase.

### Strength - 100MP

The iconic aspect when you think of these monsters. Coiled muscles that bend metal and shatter stone. You are physically a powerhouse easily besting even the greatest of humanity's machines. Each purchase of this will massively increase your strength. One purchase will make you capable of throwing massive boulders. Three purchases will make you strong enough to punch through a meter of solid armor.

### Agility - 100MP

Being large doesn't mean you're slow. Your speed is far beyond what most will assume based on your size. Each purchase will increase your raw speed and agility. One purchase will make you as fast as an average dog and able to move in most environments. Three purchases will make you equal to a cheetah in speed and allow you to traverse even the most hazardous terrain.

### Size - 100MP

Now theres something primal that comes to mind when you think of giant monsters. Even the smallest monster is already five or six times larger than a human, but why stop there? Each purchase of this will make approximately 30% larger. This will quickly start to add up. One purchase will make you approximately 15 to 20 feet long. Three purchases will make you closer to 30 to 35 feet long.

### Unique Transportation - 200MP

This will allow you to adapt your body in order to use a unique method to travel. Some examples of this would be the Goliaths ability to leap due to its powerful legs or the Behemoths ability to curl itself up and roll.

### Winged - 200MP

Strangely none of the monsters by default actually possess the ability to fly. This

option however will allow you to grow a pair of wings. These wings will be strong enough to let you fly at least for a short time. How long you can fly will depend primarily on your stamina and weight. Obviously it will be easier for Goliath or Kraken to fly compared to the Behemoth. When you are not using them the wings can either be folded against your body or retracted into a pocket within your body.

### **Serrated - 200MP**

Your claws and teeth should be sharp already, but maybe you want your claws to resemble swords more than pointed bone. This upgrade will sharpen all of your natural weapons. Regardless of whether it's claws, teeth, or even spikes, anything you have that could be considered a weapon may be sharpened. You can restrict this to only sharpen particular natural weapons, if you don't want to be a porcupine.

### **Poisonous/Venomous - 200MP**

If you wish to coat your claws with poison or somehow create your own poison you may do so with this upgrade. You may choose how this ability manifests. Perhaps you have a venom sac inside your body or your blood contains some sort of toxic compound. Regardless, even a small cut becomes significantly more dangerous with this.

### **Sealed Power - 300MP**

While there are many advantages that come with a larger size that are many disadvantages as well. For example you can't hide, you're a large target, and you need to eat more. This upgrade allows you to essentially seal away your power and shrink to a smaller size. Note the smaller you become the weaker you will be. If you are only a tenth as large as you normally would be then you will only be a tenth as strong so be careful when using this ability.

### **Decoy - 300MP**

Similar to the Wraith you have the ability to generate a decoy. This decoy is capable of moving on its own and will distract your enemies. While the decoy is active your actual body will go invisible allowing you to set up ambushes while your foes are distracted.

### **Camouflage - 300/400MP**

This is the ability to use camouflage similar to a chameleon. You are able to control the pigment of your skin/scales to either blend in or appear however you wish. To be stealthy you could match your surroundings. Maybe you just want to look cool. I mean a giant monster with the right design and colors would look pretty cool. This is technically an offensive ability. Imagine being charged by a monster with rainbow colored polka dots; you might give someone a seizure by rapidly changing colors. For an additional 100MP you can greatly boost the speed that you can change. To clarify, going from blue to red normally might take thirty seconds, but the second level could do it in a second or two. This would also make the seizure attack possible.

### **Elemental Manipulation - 300/500MP**

Many of the monsters possess the ability to manipulate an element. For example the Kraken can control lightning and the Goliath can do the same with fire. For the most part the ability is restricted. In the case of the Goliath it can only breathe fire and the Kraken's lightning ability is only capable of firing powerful blasts. You may instead spend an additional 200MP to upgrade this to outright manipulation. This however will only give you the ability. You will have to develop it and create the techniques yourself. It however will continuously grow in power as you do.

### **Adaptation - 400MP**

Rather than one of the normal variants of the monster you are an adaptation. If you have chosen one of the packages below you can directly upgrade it. The Goliath becomes the Meteor Goliath, the Kraken becomes the Elder Kraken, the Behemoth becomes the Glacial Behemoth, and so on. The adaptations are more powerful and initially even stronger than the 500MP version of elemental manipulation. If you do not want to use a canon adaptation you may design one as long it isn't much stronger than the others.

### **Portal - 400MP**

The portal is an ability only shown by the older and more powerful wraiths. This ability seems to only be limited by the age of the creature. The most famous creature with this power is the Phantom Wraith. As a result of using this it has appeared on a number of planets and is considered the most feared individual monster known.

### **Pressure - 400MP**

You have adapted to intense environments such as the deep seas or even the ability to survive outside the atmosphere for at least a short period of time. This will increase your survivability in harsh environments and allow you to explore new areas. This will also make you more resistant to damage.

### **The Eternal Struggle - 600MP**

To our knowledge the monsters will continuously grow in power as they age and show no signs of dying due to age. This will make it so you are essentially immortal as long as you are not killed in battle. It will also make all of your abilities grow stronger as you age. You may also develop new abilities based on the challenges you face. Many of the monsters are at best a few decades old. If you lived for millennia how strong would you become?

### **Broodmother 600MP**

It appears you have a rather unique adaptation. You can create nests or eggs that will spawn smaller creatures. These will mainly be smaller and weaker versions of whatever you are. For example the Gorgon causes venomous spiders to spawn. If you don't want an army of mini me's then you may design a creature. It can not be more dangerous than the examples. These nests will continuously produce creatures as long

as they aren't destroyed so it is best to find a safe place to create them.

### **Conversion - 600MP**

This is an ability so far only displayed by the monster Kali. This allows you to alter the DNA of normal creatures and even humans in order to create monsters. Any being that is converted by you will become loyal to you. In addition once the process has started it can not be stopped. For example if you were converting a human and the process was interrupted they would continue to change. The only way to stop it would be to amputate the infected area if it was stopped very early or to kill the individual. How you do this is up to you. Maybe you possess some sort of stringer to inject people, or maybe you have some sort of unique compound that requires you to bite someone. The choice is up to you as long as it makes sense. Combining this with Broodmother would allow you to make nests or give birth to Monsters though they would start at stage one.

### **Techno-Organic - 600MP**

I'm honestly not sure how this happened to you, but it appears that you have merged perfectly with technology. Maybe you were a science experiment gone wrong or have gained this adaptation due to the human presence. Regardless you have gained the ability to absorb and interface with technology. The specific way this manifests is up to you. Perhaps you absorbed some living metal or had an A.I. shoved in your head. It doesn't matter, the cool part is what you can do.

First you can interface with technology, perhaps instead of destroying the turrets you'll turn them on the hunters. If you don't care about fighting you could hack into the research logs the Scientist experimenting on monsters made and read about their discoveries. The second part is absorbing technology. Using the turrets maybe you want to mount them on your shoulders or shove a generator in your chest for the sudden boost. Be careful Technology too advanced or powerful may have negative effects. For example shoving a reactor that has as much energy as a star in it is more likely to make you explode then supercharge you. So keep your limits in mind when using this ability.

### **Goliath Package - 600MP**

It appears you at least initially were a member of the monsters called Goliath. The Goliath is a powerful reptilian-like creature resembling an upright dinosaur. The Goliath package possesses two purchases of Strength, two purchases of Agility, two purchases of Size, Unique Transportation (Leap), and Elemental Manipulation 300 (Fire).

### **Kraken Package - 600MP**

It appears you at least initially were a member of the monsters called Kraken. The Kraken is an almost eldritch like creature terrifying those that encounter it. The Kraken package possesses two purchases of Strength, two purchases of Agility, two purchases of Size, one purchase of Agility, Unique Transportation (Float), and

### **Wraith Package - 600MP**

It appears you at least initially were a member of the monsters called Wraith. The Wraith is an incredibly dangerous and stealthy creature. The Wraith package possesses the three purchases of Agility, Unique Transportation (Float), the Decoy ability and Portal.

### **Behemoth Package - 600MP**

It appears you at least initially were a member of the monsters called Behemoth. Easily the most heavily armored of the monsters and one of the relatively more dangerous monsters. The Behemoth package possesses three purchases of Size, four purchases of Strength, Unique Transportation (Roll) and Pressure upgrades.



### **Gorgon Package - 600MP**

It appears you at least initially were a member of the monsters called Gorgon. The Gorgon is a spider-like creature. Like the Wraith it is primarily focused on stealth, but it possesses the ability to birth dangerous offspring using biomass it has gathered. The Gorgon package possesses three purchases of Agility, Unique Transportation (Wall Climb), the Poisonous/Venomous, and Broodmother upgrades.

### **Leviathan Package 800MP**

Rather than being one of the standard monsters you are a powerful sea monster known as a leviathan. The Leviathan is an incredibly rare and powerful monster. The Leviathan package comes with seven purchases of Size, six purchases of Strength, three purchases of Agility, and Pressure upgrades.

### **Kali Package 2400MP**

You are a hybrid of each of the standard monsters. You will possess all of the upgrades that the Goliath, Kraken, Wraith, Behemoth, and Gorgon packages have. In addition you will possess the Conversion power and Eternal Struggle. You are easily one of the most dangerous monsters to ever live.

## Companions

If it is not otherwise specified then each companion receives 800cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well.

### Import companion 50-400cp

Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

### Canon Companion - Free/100cp

Should you manage to befriend any of the canon characters you may freely take them with you as a reward for your efforts. You can instead pay 100cp to ensure that a canon companion will come with you. This will ensure you have a close relationship with them and that you won't have to be concerned about not taking them. This will also work on the monster if you are capable of befriendng them. You cannot pay for the monster with this option however, that is a different option below.

### Loyal Hound - 100cp (Free Trapper)

For thousands of years people have trained loyal hounds to aid them on the hunt. So why don't you take this pup with you. This is a Trapjaw similar to Maggie's pet Daisy. It has absolute loyalty towards you and is strong enough to tangle with a monster at least one of the weaker ones. This may be purchased multiple times if you wish to create a full hunting pack. This is more effective than you may think, after all Trapjaw packs are known for hunting and killing weaker monsters. As a final benefit if you buy additional hounds then the first will become an alpha version. This will make them approximately 50% stronger than a normal version.



### The Hunting Party - 300cp

This option will allow you to take a group of 4 hunters with you of your choice. So feel free to mix and match whatever party you desire. The main benefit of recruiting them with this option is that they will receive the perks with their associated line. So Val would come with the entire Medic perk tree and Bucket would come with the Support tree. This will be added on their canon skills and techniques. After the first all purchases will be discounted.

### The Whole Band - 600/800cp

If you think you're going to get attached to everyone here then this is the option for you. For 600cp you can acquire the first level. The first level will allow you to take the starting 12 hunters. If you are willing to pay 800cp instead you may choose the second level. The second option will allow you to take all 23 hunters with you. This includes the standard and DLC hunters. All of them will receive their appropriate perk tree similar to the option above.

### **The Monster - 300/400/600cp**

Well at least one of them, you may choose to acquire one member of the monsters from the game. This includes the Goliath, the Kraken, the Wraith, Behemoth, or Gorgon. The second level will consist the variants and adaptations. This includes the monsters such as the Glacial Behemoth or the Elder Kraken. Lastly for 600cp you may receive a monster on the level of Kali or the Phantom Wraith. If you choose an enhanced version such as the Phantom Wraith it will possess the same abilities as a normal Wraith, but on a much higher level. If you still don't wish to take one of these creatures then you may optionally design one in the Monster Maker. You will receive 1000/1500/2000MP to design them based on what level you purchased. This may be purchased multiple times. After the first all purchases will be discounted. Lastly to clarify this option will still receive the 800cp given to companions and be required to take the monster origin. They may buy perks from other backgrounds if they wish to however.

## **Drawbacks**

There is no drawback limit, but make sure you can handle whatever you take.

### **Supplement Mode - 0cp**

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try.

### **The DLC - 0cp**

Given that there have been a variety of DLC and expansions for Evolve you may choose whether or not they exist in this universe. Some of the items include new monsters, new hunters, new weapons, and so much more. By default this will be enabled, but you may disable it if you wish.

### **Round One - 0cp**

Officially you'll be here for ten years dealing with all of the monsters on the planet, but if you wish you may make this closer to the actual game. Instead of simply staying here for a certain amount of time you will have to win a number of rounds. This will place you on a varying amount of missions depending on your choices. You may restrict the entire jump to a single round, or set the jump to finish after a thousand rounds. This will however alter the fail/win conditions of the jump. If you select a single round and lose then you will fail the jump. For 1,000 rounds then you must win at least 501 in order to be considered the winner.

### **Old Injury +100cp**

Some time ago you were badly hurt. Most of the damage healed but it left its mark. Maybe you lost an eye or one of your limbs. It's not going to ruin your life especially with all of the medicine designed to heal you in this world, but you'll be stuck with phantom pains and miss what you lost until you find one such opportunity.

### **Lost Senses +100/200cp**

Oh dear, it seems you've lost the ability to use one of your senses. The 100cp option allows you to choose which sense, but the 200cp option requires you to roll for it. Roll a d5 if you use the second option. 1 is sight, 2 is hearing, 3 is taste, 4 is smell, and 5 is touch.

### **Banter gone wild? +200cp (Hunter Exclusive)**

If anyone actually read the Banter perk then maybe you saw how it mentioned the possible boons or obstacles you could encounter. Well by taking this you ensure that all of the negative conversations come true. You will run into all of the irritating and possibly dangerous occurrences that get brought up. Maybe Bucket will malfunction

and get spammed by error messages. Perhaps all of the fictional monsters that Griffin killed will show up seeking revenge. One way or another you are going to have to deal with these occurrences every now and then. You don't need to purchase the Banter perk to take this drawback, though you won't receive it for free either.

### **Restricted to Four +200cp**

Have you ever wondered why the Hunters only send out four of their members when they have over twenty. Well now that's probably going to be something you ask yourself a lot more because it applies to you. You are only allowed to go out in teams of four or less. It doesn't matter if a second monster shows up. You will only be allowed to use the other 3 members that were deployed with you in a hunt. If you take this as a monster then instead you will never receive any reinforcements. For one reason or another no other monsters will be around whenever the hunters come after you.

### **Thundering Steps +200cp**

Do you even know what stealth is? Regardless it is now beyond you. You generate an unbelievable amount of noise whenever you move. This makes it so that a hunter team could easily locate you even if they didn't have a tracker. In addition the more you try to be stealthy the worse you'll end up. Trying to sneak around will cause you to leave a massive and obvious trail to your location. If you take this as a Hunter then you'll similarly be affected. Even the stupidest monster will know you're coming long before you see them. Whether they use this to ambush you or run will depend on how strong they are.

### **Bad Weather +200cp**

It seems you are constantly having to deal with bad weather. Whether it's sandstorms, blizzards, or something else you're constantly going to have to deal with bad weather. This is mainly going to make traveling difficult as well as ensuring that the monsters have plenty of advantages when going on the hunt. If you take this as a monster instead then the weather will always remain perfect. This will make it easier for the hunters to find you as well as preventing any harmful weather patterns such as meteors.

### **Is it getting slower? +200cp (Monster Exclusive)**

One of the interesting mechanics from the game is that all monsters have the same speed. This creates the illusion that. As they get big, they also get slower. Normally this would just be an interesting fact in the game, but now it applies to you. You will not get faster and will be stuck with the same max speed for the entire jump. Normally since your legs and body would be bigger you would be moving faster or at least farther. Now you will remain at the same speed you had when you were a stage one monster no matter what upgrades you have or how many times you evolve.

### **Animal Magnet +200/300cp**

I'm not sure if you simply smell delicious or if something else is causing it, but the animals can't help but try to take a bite out of you. The creatures will actively seek out regardless of where you are. For 200cp this will be restricted to normal animals and whatever else inhabits the local area. For 300cp this will apply to any of the monsters and creatures that live here. I hope you enjoy constantly having Goliaths and other monsters attempting to break into your base in order to eat you. On the bright side you'll never get bored and will get experienced in dealing with the creatures.

### **Monster Menagerie +400cp**

It appears none of your hunts will be so simple anymore. Every time you are sent out you are guaranteed to encounter at minimum three monsters. On your bad days you may very well end up fighting five or six. If you take this as a monster then instead the hunters will always deploy in teams of twelve. On your bad days you may encounter all twenty three named hunters together.

### **Item Lock +400cp**

It seems that your benefactor isn't allowing you to use items that don't belong here. As a result you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

### **Stage Locked +600cp (Monster Exclusive)**

One of the most interesting abilities the monsters possess is their ability to rapidly grow stronger. Generally this is shown in the various evolutionary stages. For example a group of hunters could easily kill a stage one monster, but a single stage three monster could be an incredibly dangerous threat to the same team. This drawback will lock you in stage one. You will be unable to advance to the higher stages. In addition to the simple things such as your size and strength you will be unable to develop any new abilities. Let's see if you are capable of surviving when you're stuck near the bottom of the food chain.

### **The Phantom Wraith +600cp**

Phantom Wraith was the Wraith caught in Wraith Trap that eventually transformed and mutated into the first Adaptation, it managed to escape the failing structure and proceeded to fight off the Hunters and even killed Caira, Lennox, Griffin and Torvald and possibly Blitz Markov, Rogue Val and Tech Sergeant Hank, it opened rifts around the planet causing the Cataclysm and mass destruction around the planet, it proceeded to teleport to other planets and destroying them in the process becoming a sort of Boogeyman terrorizing unsuspecting colonies. It now is focused on hunting you. This is easily the most dangerous stalker in the galaxy and the bane of hunters everywhere. It will not give up until either you or it are dead.

### **Power Lock +600/800cp**

By forfeiting your outside powers you can get a decent bit of CP. Taking this will lock

all of your out of jumps powers. You will regain your powers after the jump ends till then you must survive this world without them. You will still possess all of the skills that you have developed that were not given to you as a direct result of a perk however. In addition you will still have access to any perks or abilities granted to you from this jump. Though if you wish you may forfeit all of your powers for an additional 200cp. This will make this world far more dangerous however. If you are a monster then instead an elite creature has been slain by an unmatched hunter team and they have chosen you as their new target.

### **Kali Unleashed +800cp**

Kali was formerly a human named Kala who eventually transformed and became a Monster hybrid from injecting herself with Goliath, Kraken, Wraith, Behemoth and Gorgon DNA. She became the monster Kali during The Deepest Dark Era and began to spread HNA to transform the surviving humans into monsters and infect wildlife in essence terraforming the planet. She is protected by the many Monsters and Monster Adaptations while she tries to spread the HNA at an alarming rate. As a hunter you must kill her no matter the cost. Given too much time Kali will be able to create an



unstoppable horde of monsters, and continuously grow stronger. In addition she is an incredibly powerful foe easily being ranked as the most dangerous single monster to ever live. As the monster then instead you must protect her. The hunters have learned of Kali's existence and will desperately start searching for her. Once they locate her they will send everything they have even calling in additional hunters in order to kill her. You must protect her either until you stay is over or until she is capable of creating an army big enough to deal with anything the hunters send after her. Should you take this as a monster and succeed you will be allowed to take Kali as a companion if you wish.

### **Ragnarok +1000**

Oh dear, this is quite a mess. It seems whatever balance that was maintained has been shattered in the galaxy. Now instead of a single team of hunters fighting against one monster it has evolved into a full scale war. Hundreds if not thousands of monsters will appear together in a tide of claws and teeth on different planets. In response to this threat thousands of hunters have been called alongside the actual military. You must ensure that your side is the winner and you will not be allowed to leave until the conflict has a clear winner. For the monsters humanity, must be defeated and wiped clean from the galaxy. For the hunters you must wipe out the monsters and ensure that all of your planets are safe again.

## Ending

**Go Home:** Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

**Stay Here:** Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

**Keep Going:** Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

## Notes

Some item descriptions created by the Evolve game and credit goes to them.

### Choosing Human as Monster

You would become a mutant or hybrid. Evolve never really expanded on it, but it is possible to be hybrid or for humans to turn into a monster. Technically most monsters have a base like Goliath is probably a lizard, Gorgon a spider, and so on. So you would become the human version. I guess if you didn't buy any monster upgrades then you would just be a fugitive that was being hunted.

## Changelog

- Version 1.00
- Added General Items
- Added General Perks
- Added clarification about CP and origin to monster companion
- Added combination to Conversion and Broodmother
- Added Sealed Power to monster maker
- Added more drawbacks (monster exclusive)
- New general perk Banter
- More unique items (general)
- New monster upgrade chameleon
- Another drawback Banter gone wild?