

Monster Child Jump

Version 1.0.0

Monster Child



A Korean manhwa by Sang-Yoon Lee about a highschool drop-out who gets involved in a shady job offer, leading to his encountering a monster child and being dragged into a web of danger and bioengineered weapons designed to be the new age in warfare.

You will be entering this world on the same day that Charlie would meet Charlotte, and the two would be swept away in the events and dangers of this world. If you hurry you might be able to prevent this meeting, or perhaps simply change the flow of the world's currents.

Or you could sit back and enjoy the ride. You will find yourself likely to be drawn into events in one way or another if you don't take active care to avoid it, even if it is just being a bystander at some point during one of the battles. To prepare you for such eventualities take these:

+1000 Creature Points

As always, good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Child: Like Charlotte, you are a mysterious being. You have no memories of this world, and while you may be linked to things in it you do not know it or how, and at your option you may have no connections to this world whatsoever having arrived in it as a drop-in.

Civilian: Like Charlie, you are a citizen of this world. You're nothing too special, just an ordinary person living your life.

Creator: Like Dr. Hyun, you are a scientist, likely involved in the creation of enhanced humans in some way. You may have another field of specialty if you wish, but you are a researcher and scientist.

Criminal: Like Grant, you are someone involved in the criminal underbelly, and organized crime. Alternatively you are part of the Enhanced Human project in a more combat oriented position.

Location:

You can begin either in the same city Dr. Hyun has taken the monster child to hide it away from the organization he once worked for, in Granny's village, or, if you are part of the organization that created the enhanced humans in the complex where the enhanced human project is being worked on.

Age and Gender:

If you chose to drop-in your age and gender remain unchanged from the end of the last jump. Otherwise, they may be anything appropriate for your origin. Drawbacks may override this choice.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Businessman (200 CP): You possess a ruthless mind that picks up on opportunities, and how to take advantage of them with brilliant finesse. You're naturally adept at Machiavellian dealings and tactics, and recognizing such routes to get ahead and benefit yourself.

Shaman's Eyes (500 CP): You possess the eyes of a shaman. This isn't related to your physical eyes, but is a spiritual sense. It can replace your eyes to a fair extent, allowing you to function day to day as if you could see while blind, but it does so much more than that. You seem to be able to get a feel for people around you, having a sense for their past and even elements of their natures; you could tell someone had murdered someone before, or that a baby was able to turn into some sort of monster, just by meeting them. You're not omniscient and you won't know everything about someone you just met, but you have an odd ability to know elements about them. This psychic sense even allows for a certain amount of clairvoyance; it's far from perfect, but you can get a feeling for where people you care for are, or if they're in danger at the moment. This power isn't prescient, though; you can sense danger that is building around someone but it has to already be building, and it won't be telling you what kind of a person someone can become only about their past and their present.

Monster (600 CP): You seem to be related to the space creature in a way similar to Charlotte. After all, you demonstrate the same monstrous form that Charlotte did, being able to transform into a great, quadrupedal beast, capable of growing additional combat tentacles, and possessing sufficient regeneration, strength, and power to absolutely dominate in a battle with enhanced humans. Without experience in fighting you might be able to nearly overcome a group of trained enhanced humans with just your strength, speed, and raw power, and properly trained you could expect to take on dozens and win. You are a living weapon of mass destruction. Your regeneration is faster and stronger than an enhanced human's, able to heal even damage to your brain as long as it is not completely destroyed, though this regeneration does not work to heal wounds received outside of this form to nearly the same extent. You are strong enough to tear through most walls like they were made of paper, and enhanced humans as well. Given Charlotte is a baby, you are almost certainly the single most powerful living creature in this world, except for the cells used to create such monsters.

This is an alt-form, but you'll find it is particularly quick to enter into, and you are able to slide into it through degrees much like Charlotte was capable of. It also produces certain signals which can be sensed by other monsters and enhanced humans such that they will feel when you enter it and a general sense for your location.

Child Perks

Adorable (100): You're cute. There's just something about you that comes off as sort of adorable. Some of this is features and figure, but some is in expressions and the way you carry yourself. This is most effective if you're a child, they pull off cute better, but you'll retain elements of this aesthetic even as you age, or turn into a flesh-eating monster.

Rare Disease (200): What sort of disease can explain a child growing a year, maybe more, in a month? Well the absolute impossibility of it won't stop people from accepting it about you. People have a truly impressive ability to rationalize away your impossible powers and abilities, and dismiss them as not worth thinking about. Something that's obviously and overtly dangerous to them will break this spell, at least to some extent, but if you can convince them that you're still not dangerous this weirdness censor will be back in place.

Exposition Ball (400): People, and things, like to explain events to you. When you encounter mysteries, information seems to come forth outpouring towards you at least eventually. This will help you make sense of things you've encountered and observed, and understand events that led up to the current point. The more reasonable the source of information the more likely it is to come when it's actually useful for dealing with the problem and not just settling your curiosity, but sometimes this information will come from what amounts to a deus ex machina at which point it will usually be after the information is pertinent though it might help you make sense of a similar future event.

Monster Jumper (600): You're a monster. Oh, not like Charlotte, you want Monster for that. But just like Charlotte can turn fully into a human child, vulnerable to being stabbed and killed, into her full monstrous shape, or to some place in between – she could match enhanced humans while looking outwardly human or extend monster matter and tentacles from her body without becoming the full quadrupedal monster – you possess the ability to turn partially, or fully into your alt-forms as if you possessed a slider that could be stopped anywhere from fully human to fully monster. You might even be able to access reduced versions of the powers of your alt-forms while looking human. This slider isn't limited to alt-forms but can be applied to any perk or power you gained from a jump document, allowing you to turn them on, off, or anywhere in between.

And to help you create your own monster form you're able to use this to turn up the sliders on multiple alt-forms at once causing them to merge and combine.

Civilian Perks

Building Connections (100): You've got the ability to make deep, meaningful connections with people. This won't help you make friends, and won't work on everyone by a long shot, but you'll find that it helps you to make the kind of bonds that you can rely on in an emergency and those bonds you do make tend to be tighter and deeper and not just surface social niceties.

Father's Commandment (200): You'll find that when you care for and raise a child your morality rubs off on them. This won't completely force your morality and ethics on them, but the more time you spend with them, and love you show them the more it'll rub off on them. This won't make them instantly understand the logic and reason for your morality, but they'll come to understand what you'd find moral in situations on an instinctive level, and develop over time an understanding of your reasons.

Strong Morality (400): People are vicious, mean, and cruel not because power corrupts, but because they are weak and vulnerable. The strong have the luxury of being able to be kind, generous, and morale. At least you seem to be a demonstration of such a philosophy. The more powerful you are the stronger you find your morals and your strength of will to follow your ideal morals. The more your power, the easier you'll find it is to reject temptation and moral corruption, and even your ability to resist attempts to force you to act in ways contrary to your ideal morals and ethics.

Monster Dad (600): Monsters and children seem to like you, as if you were overflowing with charisma that only applied towards them. You'll find it very easy to befriend such beings as if they were naturally inclined to see you as a friend. Even ones with a naturally overdeveloped sense of self-defense which lashes out instinctively at any threat will be prone to forgive and ignore your own attempts at self-defense that is motivated purely by fear, naturally sensing you don't truly want to harm them if you merely are defending yourself, at least long enough to demonstrate that if you don't attack they won't (keep it up after that and you can expect this to stop applying). In addition these beings have a tendency to imprint on you, taking you as a role model and a parental figure to be respected and loved. All of these effects function on monsters and children, and doubly so on monster children.

Creator Perks

Enjoying the Spotlight (100): You excel at self-promotion, and emphasizing your own importance. When it comes to taking credit for group work, or making certain people know that you are responsible, you're second to none.

Scent of the Maker (200): Your creations naturally recognize you as their creator. This recognition comes with a certain level of loyalty and trust towards you. Betraying this trust can cause them to lose it, but unless you've actively mistreated them or been caught betraying them you'll find them extremely hesitant to turn their hand against you, even if they believe you have betrayed them they'll still be unlikely to turn their hostility directly against you unless you are actively threatening them or have repeatedly abused and betrayed them.

Science of Emotion (400): This world seems to be like our own technologically with the exception of the space creature and the development derived from its cells, except for one thing. They have discovered how to remove people's ability to feel emotions in a way that leaves them functional. They might not be normal any more, but make excellent, disciplined soldiers with their emotions stripped from them. You know the science involved in this process, how to recreate the technology, and how to perform the operation. You also know the theory behind the process, and enough to start you on understanding how this might be applied to non-human entities or how one might modify this process or reverse it.

Father of Monsters (600): You are a master of bio-engineering. As a genetic engineer and biochemist you are highly skilled. But you particularly excel at the creation of monsters and enhanced biologics. It might be difficult, even impossible, for you to replicate Charlotte, or enhanced humans, without samples from the space monster, but you could find a way to fuse the cells of a monster to a human to grant the human a portion of their powers and abilities in a process similar to how enhanced humans or Charlotte were created. This can be hard to control – the original attempt at Charlotte went rogue and the process began to destroy Charlie – but you can replicate this process with other powered beings and creatures you possess materials from. It also won't always be a perfect recreation – Charlotte wasn't as powerful as Charlie who had more materials used, and we have little reason to suspect Charlie was close to the power of the original space creature – but you can replicate powers similarly to how the space creature's power was replicated in Charlotte, and you could replicate the method by which Charlotte was cloned or the enhanced human serum replicated in case you use up your original samples.

Criminal Perks

Tracker (100): You know how to track people down. This is less about following a physical trail, and more about how to tag along behind a person in a crowd and find people and information to track down a person in an urban jungle.

Seeking Fun (200): You've got the instincts of a born fighter. You've got the skills, reactions, and capabilities to throw down in a fight. You'll not be fighting an enhanced human with this, but you'll be able to beat trained fighters who are on your physical level one on one, and could fight a group of them for some time; if you were an enhanced human you could probably hold your own against 3 or 4 fully trained and experienced enhanced humans and while you'd likely end up losing you'd not go down quickly and they'd have to deal with you since you'd be able to take them out if they turned their attention away.

Recruitment Opportunities (400): People seem to find something appealing about you. Whether it's charisma, or circumstance, you seem to find yourself being chosen by others as a useful asset and employee. You seem to come up first on the list when people are looking for someone with your skills and abilities to employ, or have them find you almost by sheer happenstance while they're looking. This works for mundane employment, such as looking for some muscle for their organized crime, but it's at its best for extraordinary employment such as looking for some criminals to train their pet monster by feeding it strong young men ready to fight back, or a bodyguard to make into a super soldier. This will only attract job offers you'd want to accept – those you'd just turn down won't come to you thanks to this perk – and you have to actually qualify by the standards of the employer and not have something that disqualifies you, but you'll find people often come looking for your services.

Enhanced (600): You have been enhanced. This won't work with the enhanced human process, it seems to have already been used upon you, but you're strong enough to punch holes in people, or cut off limbs with your bare hands, and while you're not so tough that an equally enhanced person couldn't do the same back to you, but you've got the regeneration to make up for it. You heal quickly enough that minor wounds will visibly heal, though lost limbs will take time even hours, you can't heal damage to your brain, your healing can be taxed to the point where it slows, and sufficient damage can knock you out for extended periods without damaging your brain; for example a sword through the gut might still bring you down though you would regenerate from it. Still you could stand up mere moments after taking a half dozen bullets to your chest, regrow limbs, and fight through lethal wounds. Besides strength and durability this increases your speed and

reflexes; you can easily aim dodge bullets you're aware of coming at you, and move fast enough even experienced and talented fighters have trouble reacting to you at all, much less meaningfully, and you could chase after a car in giant flying leaps that can clear multistory buildings even when one is speeding on an empty road.

Normally this would be because of space monster cells implanted in your body. The fusion process might not work with other biological forms, it worked with a chimp but they're pretty close to humans and that's without getting into supernatural/superpowered biologies, much less non-biological ones. Even if it did you'd not see much enhancement to things that already go well beyond these levels. But since you're buying this here, you'll find that you've been enhanced to be as substantially above a normal member of your species as an enhanced human is above a human for any species or alt-form you take on or possess. As a robot you will be enhanced above the norm for your model/design, as a kryptonian you will be fast and strong enough to casually dominate a hand to hand fight against an average kryptonian, and so forth. This will continue, however, to only be enhancements to the sort of things that enhanced humans had enhanced; healing speed (as long as brain is intact), speed, strength.

Items:

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Restaurant (100 CP): This is a small restaurant. The restaurant isn't too extraordinary, though utilities and taxes on it will be paid for and it will insert into future jumps as your legal property and properly zoned to be run as a commercial restaurant. The real benefit, however, are the underground aspects of the property. These aren't properly zoned or paid for in taxes, since these don't officially exist, in fact they're pretty well hidden; someone could work here without ever realizing it had more space underground than above ground, and continued to for multiple subbasements. These basement areas are rather stark and spartan, but they could be used for multiple purposes, including some of them seeming to be reinforced cells to hold people in, even enhanced humans.

Emotion Erasure Equipment (300 CP): We don't get a good look at exactly what these are, but we know that in this world there was the technology necessary to extract the ability to feel emotion from others to create obedient soldiers, and that it required equipment. This is a set up of machines and equipment to do just that. You'll need an operating room to put it into, but there are instructions on how to use it for its intended purpose.

Since you're paying CP for this it'll even work on non-human species and creatures as long as they have human, or animal, like minds.

Enhanced Human Shots (300 CP): This is a set of 6 of the shots that create Enhanced Humans. Inject them into a human and the human will become strong enough to punch holes in people or cut off limbs with blows, quick enough to gunfire (at least when aware of it so some amount of aim dodging is involved), fast enough to catch up with cars on country roads showing no indication they're obeying speed limits, able to leap multi-story buildings in a single bound, and capable of regenerating their body so long as their brain isn't damaged. They're not invincible. While they can heal cuts fast enough to be watched, bad gut wounds can knock them out for extended periods (not to mention head trauma), regenerating limbs takes substantial time, and forcing them to regenerate many wounds does seem to slow it so it could be possible to overtax it.

As noted before you get 6 of these shots. They'll work on humans, or near primates such as chimps, and have no special guarantee to play nice with other modifications to the

biology. If you inject someone with this shot and they die permanently you'll get another of these shots after no more than a week. If you inject someone with this shot and leave them behind at the end of a jump you'll immediately get a new shot.

Village (300 CP): This is a small village capable of holding maybe a few hundred people if fully occupied, but by default only holding a few dozen people. The people here are fairly friendly and sociable, but they don't talk much about their pasts. A wealthy benefactor provides this village with 3 square meals a day in a communal dining hall where they will be prepared and served hot and ready. You've got control of this food: you can stop its deliveries, you can stop the preparation, you can declare what 3 times of day it's prepared, you can declare the deliveries to be received somewhere else in the village. As such you are effectively the benefactor who controls this village. You cannot, however, have it be delivered outside of the village, delivered throughout the village already prepared, have it be prepared more than 3 times a day, or have it be automatically prepared elsewhere in the village; you don't have to make people come and eat communally but if you want it to cook itself its happening at one fixed place.

This village seems to attract and draw in other individuals who seek to escape their past or the world at large. People who come and stay here are disinclined from causing trouble here; this won't stop criminal impulses elsewhere but even if they're thieves and murderers on the run from the law it'd be a truly rare individual who would steal or kill in the village while staying there (and they won't suddenly do them right as they're leaving permanently either), or require a particularly extreme situation. They are also fairly well-inclined to respect your authority and rules you set. Reasonable ones (if you want free food you'll eat it at these hours in the communal dining hall) will be followed with the same intensity as the above. Those that get more restrictive but remain reasonable (such as requiring attendance to the meals) might see a few people leave but will be obeyed by those who do not choose to leave the village entirely. Even more unreasonable rules will be generally respected, though not necessarily to the level above, and people staying are more likely to just leave than out and out rebel against your rules even when they are downright abusive. A rule that prevents leaving will not, however, have this obedience effect.

The village's inhabitants will follow you between jumps as followers, including new ones it picks up. They will not, however, respawn. It will however naturally attract people to live in it, so if a disaster empties it it shouldn't remain so for long. It will insert into future jumps at an appropriate spot – somewhat isolated but not so isolated someone running from their past wouldn't be liable to encounter it – though you may choose to have it enter time out for a jump if you don't want to risk it in a particularly dangerous jump.

Rich (400 CP): You have almost seemingly arbitrarily high amounts of money. Seriously you have huge amounts of money you can just throw around. Enough to pay organized crime to abduct and kill healthy young males regularly, subsidize an entire village with 3 meals a day for a decade, and just to throw around, all without impacting you significantly. If you really need a number let's say you have roughly \$100,000,000 in the local currency. And what you've spent will be replaced at the start of each jump.

Hidden Island (500 CP): This is a private island with a large laboratory complex. It is strangely unknown. If it's close enough to the shore people might see it, but it is oddly hard for satellites to spot it, and for your enemies to track you to it. It's not necessarily truly impossible, especially if they're determined or you're sloppy, but it's harder than it should be, even when doing things like tracking shipments to you, or following your movements. Of course if you're really doing something you don't want noticed you can go underground. The laboratory complex extends a fair bit underground, and no signals from the underground areas of the island will reach the outside world whatsoever. Methods of long range viewing will also fail to reach inside these underground regions.

Death Market (600 CP): You are now the clear and, assuming you don't actively step in to mess things up, undisputed head of an international arms manufacturing network. The exact scale is somewhat unclear, but the one in the manhwa had both 4 star US generals and Korean jopok attending so it can be assumed to be internationally recognized as an arms manufacturer at least on the scale of Hanwha Aerospace (the largest in South Korea), and with extensive black market and illegal contacts in addition to those that are publicly admitted. This won't give you as much immediate liquid capital as **Rich** but Hanwha Aerospace makes billions in arms sales a year, and this comes with extensive holdings, factories, workspaces, employees, and connections.

It will insert into future jumps as a similarly expansive and entrenched arms network.

Companions:

Companion Import (50+ CP): For 100 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 200 CP you can import or create 3 companions with 600 CP. For 300 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 100 CP per additional companion to give them 600 CP (and ability to get an origin).

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (100+ CP): For every 100 CP you pay you may recruit 1 canon character other than Charlotte. Charlotte is 200 CP.

Monster Companions (200 CP): For 200 CP you may create or import 1 companion with an origin of choice, 300 CP to spend freely, and the Monster perk.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Short Stay (Toggle): It's hard to put an exact time on the events of the manhwa. There's a 6 month time skip, but we don't get an exact time on the other time skip. Still the entire story, at least from Charlie's introduction into it, seems to take less than a year. As such you can reduce your stay in the jump down to only 1 year, though you will receive only ½ CP from drawbacks; it's just easier to deal with them for a shorter period.

Animals Don't Like You (+100 CP): It's as if they can smell something otherworldly about you, but animals do not like you and while they aren't guaranteed to attack you, they are guaranteed to sense your presence and react very badly to it. This might be panicked sounds of alarm and flight or it might be attacks especially if they feel they can't get away.

Coward (+100 CP): You are scared. Fear comes to you easily, fear of betrayal, fear of failure, fear of flesh eating monsters. And you have the unfortunate tendency to lash out at what you fear to attempt to get rid of it before it can become a danger to you.

Just Want Some Fun (+100 CP): You're a violent person. You enjoy fighting. It makes you feel alive. You're not really happy when you're not fighting. You can choose who you fight, but you definitely prefer challenging ones, and you'd better choose before too long, since if you find yourself going too long without a good fight you'll find yourself becoming less and less picky about who you fight in the future.

Murderer (+100 CP): You killed someone in the past. And you're wanted for it. You might not have been tried and convicted, but the evidence is there, and if the police find you they will arrest you.

No Where You Belong (+100 CP): You have trouble fitting in. It just feels like there's nowhere you really belong. You'll have trouble finding your place in society, a community you can fit into, or a place you can feel like is home during your time here. You might succeed for brief periods but these will always end too soon.

Child (+200 CP): You are a child. Somewhere under 10. You will find yourself mentally, emotionally, and physically reduced to the state of a child, and while you will possess your memories and skills with your powers and abilities, your life skills and social experience are reduced to those of a child.

Desperate (+200 CP): Life isn't going the best for you it seems. You have become estranged from your family, and lost any close friends you might once have had. You are homeless and alone in this world. And as such while you can import companions to give them purchases you will find yourself unable to meet your companions from other worlds, with no followers or pets or AIs or such from other worlds, and having to actually befriend any companions you purchased here. Similarly you lose access to your warehouse and items from other worlds and most especially any properties or living spaces from other worlds. You will even lose access to the Death Market if you purchased it here, and the Restaurant or Village if purchased will start out empty and without any customer base or villagers.

Emotionless (+200 CP): Like an enhanced human, you have undergone a procedure to extract your emotions from you, leaving you with no emotions or feelings, and extremely lacking in self-driven motivation. You are not necessarily owned or controlled by someone else, but you lack personal drive or emotions making it very easy to fall back on following another or simple military discipline of following a commanding officer.

Space Invaders (+200 CP): The events of the story are all kicked off when a space entity destroys a space station. It doesn't seem to have been an intentional invasion, and instead only a defense response to stimuli it found aggressive, but it arrived on Earth. And now it's not alone. Many of the creatures used to create enhanced humans and Charlotte will have arrived on Earth, and you will find other alien creatures with their own strange and fantastic powers arriving on Earth. And not all are guaranteed to lack truly hostile intentions.

Feared by the World (+300 CP): Your nature as a jumper is known. Not to everyone in this world, but to enough of those who hold power and authority that powerful forces are hunting you and seeking you; either to study you and use you as their weapon and tool, or to get rid of you as a potential threat. Unfortunately you'll find that any 'weirdness sensors' you possess or powers to make your oddities go unnoticed do not function, and instead should you show inhuman abilities or traits you will be viewed with fear and hatred by those around you. And when you use your out of jump powers they can be sensed by enhanced humans like how they sense Charlotte's use of her monster power (and like that they can be blocked by being underground).

Newborn (+300 CP): You arrive in this world as a newly born infant. You will still retain all your powers, and you will find yourself growing to full size and maturity over the course of months (unless you took the **Child** drawback in which case you'll grow to be a child), but you will not possess your memories of past lives or any memories at all. You'll

find yourself quickly learning basic life skills, but you won't remember how you gained the strange powers you possess.

True Monster (+300 CP; Incompatible with Emotionless): You are a monster. Not because of any physical traits you possess, but because of how you act and behave. Something has broken inside of you, and you have lost your sense of morality and ethics. You will find yourself pursuing goals that are against your normal goals and desires, and are ultimately futile for even success will bring you no true benefit, especially not one worth the price.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

What does Enhanced mean with 'a normal member of your species': It means it's not including figures like Captain America, Thor, or even Vegeta and Goku who through special biology, genetic potluck, or cultivation of their body and chi go above and beyond the norm aren't being compared to. An enhanced Asgardian would be able to deal with a normal Asgardian like an enhanced human could a normal human, but figures with massively exceptional physical capabilities by the standards of Asgardians (such as even Sif, or the Warriors Three) are not guaranteed; in that specific instance you're probably still above Sif, the Warriors Three, and Baldur, but you won't be matching Thor's strength with just Enhanced. An enhanced saiyan could overcome Raditz or Nappa with ease (being standard examples of well-trained saiyan warriors) but Vegeta, a freak prodigy with freakishly high power and super eugenics or Goku a freak among freaks among freaks would not be covered.

Emotional Removal vs Emotion Erasure Equipment: EEE has the advantage of being pre-built and ready to go, it works on anything with a human or animal like mind (how far that goes ask your Benefactor but probably doesn't cover incomprehensible eldritch gods or AIs), and it's cheaper. Emotional Removal has the advantage of giving you an understanding of the principles behind it – how and why it works – and enough knowledge to build on. You could eventually cover any human or animal like mind, but you could potentially eventually undo the effects, or remove only certain emotions. But you'll have to put in work.

Enhanced vs Enhanced Human Shots: The latter at the means by which the former was made in jump. So at a glance the item is better (you get 6 for the discounted price of 1). Enhanced, however, is guaranteed to work with your other special biologies, works for all of your alt-forms enhancing them above the species in a similar way, and inherently scales off of the alt-form.

Monster + Enhanced will make you something similar to what Charlie became. Perhaps somewhat less powerful but certainly much more stable.

With the Village what does a "truly rare individual" and "extreme situation" mean with crimes and killing: Both are a reference to Uncle Yeti. He had killed in the past, stabbed someone and ran with apparently no good justification. He still wasn't going around the village killing people; your normal killer or even average serial killer isn't going to do shit. The Joker, Carnage, or someone over the top and cartoonishly evil might. Though

even they will be less inclined to do so than normal; you might get some versions of the Joker being model citizens in the village and only doing crimes outside of it, others will be plotting to blow it up because the Joker hates peaceful and idyllic places. He did, however, stab Charlotte because he was convinced she was a flesh eating monster that was going to kill him, and similar situations of people freaking out in terror are possible.

Changelog:

Version 1.0.0: Released.