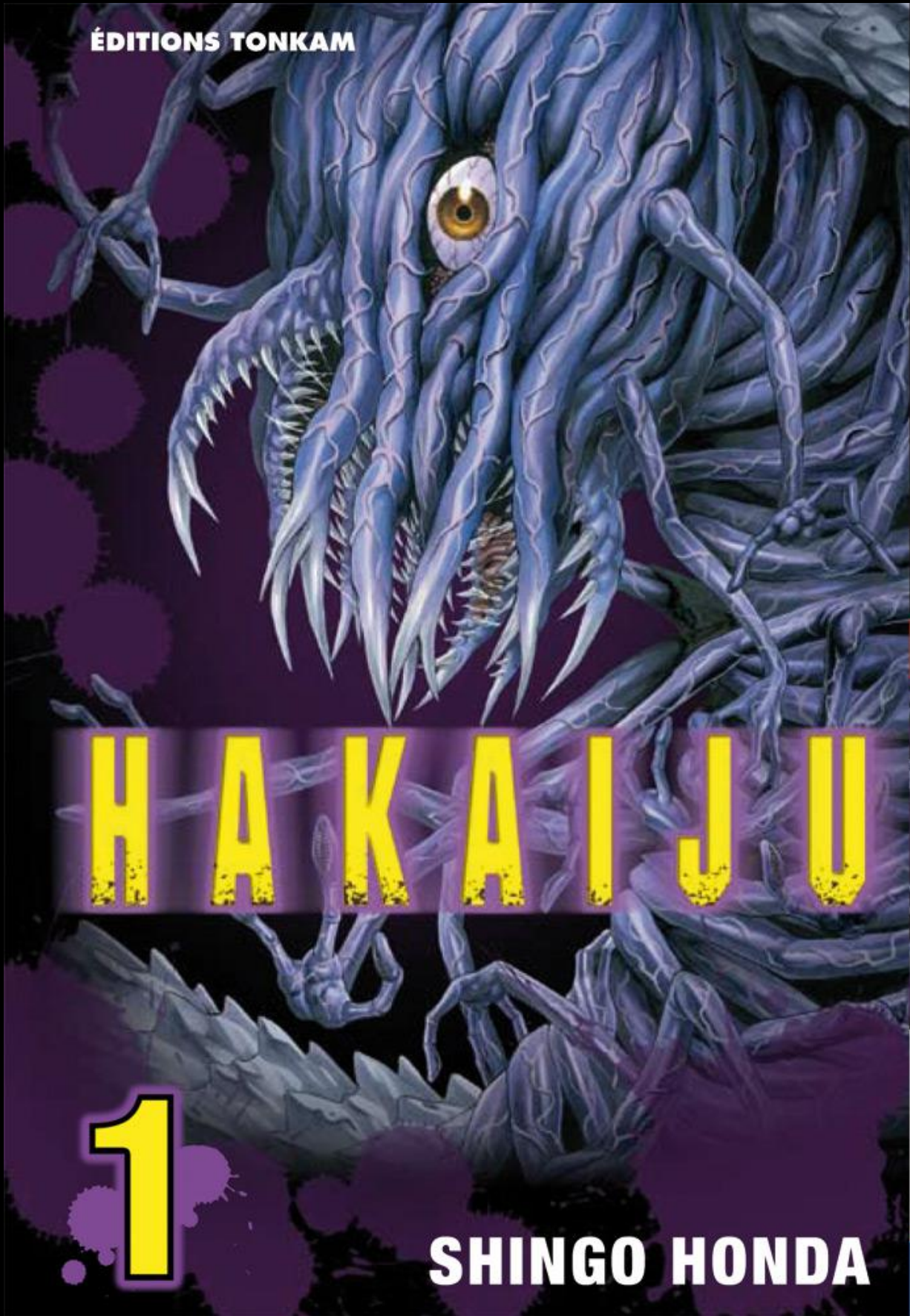




ÉDITIONS TONKAM

HAKAIJU

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SHINGO HONDA

By Valeria

Introduction

The sun is shining, the birds are chirping. It is a lovely day for the world to end. Though things may look normal when you first wake up, Earth is just hours away from catastrophe. Not even a day between your arrival and the ground rupturing, as terrible things burrow up from the abyss below.

Creatures! They exist and are a dreadful sight. Writhing masses of blades, muscle, chitin and worse. From massive armored centipedes to many bladed mantis monsters, from bulging fungal berserkers to cockroach colonies that turn human flesh to malleable goop. An endless variety of horrors begins to flood up from beneath the Earth. Across the globe, Creatures are attacking and slaughtering. And then things get worse.

The Tall-Types appear. Gargantuan Creatures, most easily the size of a modern office building. A single one can smash, burn and smother a city with the vast variety of shapes that they take on. Humanity seems unprepared, their armies helpless against this onslaught.

But mankind refuses to give in. They've known of the Creatures for some time now, the governments of the world preparing in secret from their citizens. The sleeping beasts below might see helpless prey but mankind has prepared many weapons and advanced devices to fight back. Secret armies ready themselves outside of urban hotspots. Weapons of mass destruction are primed throughout population centres to take out the worst Creatures even at great human cost. The greatest minds of the world have stretched the boundaries of technology to make new weapons. Perhaps even ways to make use of the Creatures themselves.

If humanity can defend itself, just maybe they will survive. But a doom awaits the race of man if it fails. As terrible as the Tall-Types are, there are far worse creatures that have grown beneath the planet's crust for ages now. The Creatures seek to awaken these royal beasts, their King-Types, who will undoubtedly annihilate mankind.

The source of these Creatures is unknown. Whatever may lie deep beneath the Earth is not for mankind to find out. Instead, it is the fate of two Japanese high-schoolers and a former physical education teacher that will decide this worlds' fate.

You have 1000 Choice Points (CP) to spend while here. You default stay is for ten years, though you may stay for up to forty to see the story out if you wish.

Origins

Student

An unfortunate soul, soon to be lost in a terrible disaster. You were just having a normal school day. Your friends chat away, your rivals plot to defeat you in the upcoming basketball finals, your teachers despair of your lacking focus in schoolwork. Few of them will survive the Creatures due to emerge just hours from now. You'll start in a local high-school, somewhere in Japan.

Government Agent

Japan has been aware of the Creatures for several decades before their awakening. They, and the rest of the world's governments, have quietly prepared for this day. You're one of the ones leading the charge, a scientist or engineer in charge of creating the technology mankind hopes will let it survive. Your work is top secret, far from public eyes, and you'll almost certainly start in one of the safer places here. You can choose to begin in one of several secret laboratories and hidden shelters the Japanese government has created underground.

Psycho

Rejoice! For the world is changing. The madness and violence that left you so incompatible with society will soon make you invaluable to the few survivors. You're an outcast of the current world, someone whose actions were considered criminal or insane. A teacher that pushed his students dangerously far, an obsessive stalker, a serial killer or a cult leader. You were caught and left in disgrace. You're in the shitty apartment you were stuck with, able to afford nothing better. But the rumbling in the ground is just a hint of how your fortunes might soon change.

Students are between the ages of 12 and 19. Government Agents are between the ages of 20 and 60. Psychos can be any humanly possible age desired. Sex is freely decided.

FUSE- 300/400/600

Creatures have an uncanny ability to evolve and adapt. The long years of hibernation beneath the Earth was what let them grow to become such a threat to mankind. But one of these adaptations may yet save Humanity. Creatures have the ability to fuse with a Human, often smaller and infant Creatures using this to gain host bodies, which are enhanced to superhuman levels by the process. Even with the bestial mind of a Creature, these 'Fuse' are more dangerous than most Creatures. But if a human being could retain control and add their intelligence? That's exactly what the government has been after.



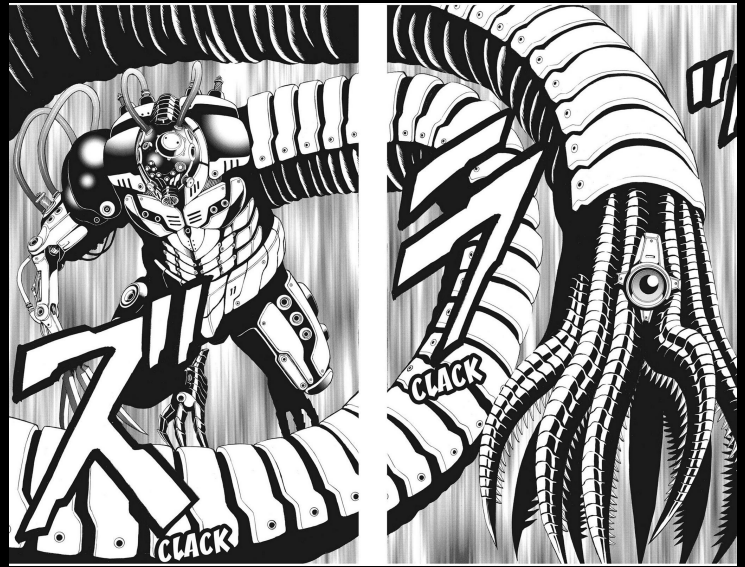
For 300 points, you become one of the successful prototype Fuse. Your body has combined with a single Special Creature, granting you unbelievable physical abilities. Leap office buildings in a single bound, outrace the fastest cars and create deep craters in concrete with a stomp. The creature is still visible in your body, coiling through you and acting to your will, leaving you looking quite disfigured. Depending on your creature, this might give you some form of natural weapon from their body, or twist your shape into something particularly strange. Too long limbed to be a human, yet all the faster for it. You heal quick and have the endurance to take a glancing blow from even the Kaiju-like Tall Types.



You're a particularly successful prototype, able to easily master the urges of the Creature attached to you. You won't need to rely on the technology of man just to stay sane, though you will experience a bit of bloodlust when you get in a tense situation.

Fuse are capable of Fusing to Tall Types and even King Types. The Fuse has to touch the core of the Tall or King before dominating it utterly with their wills, this allowing for biological fusion to occur. However, even a Tall Type is almost impossible to dominate for the strongest willed Fuse. To dominate a King, or something even greater, would take a true man among men.

For 400 points, you can be a Multi-Type Fuse instead. Instead of just one Special Creature, you bonded with two. One to increase your physical abilities and another to retain the creatures' strange form. You'll be strong enough to make ordinary Prototypes sweat, with overall enhanced physical abilities. Two creatures at once increases your size to tower over normal humans, at least thrice their height.



For 600, you'll skip ahead a few years. You are an Evol, the perfect fusion of man and Creature. You have the physical abilities and healing of an exceptional Prototype Fuse even when looking like an ordinary human. They're as hardy as any Creature, able to survive in almost any environment. Every Evol can transform, taking on a monstrous appearance that enhances their abilities, often granting Creature traits as well. Natural weapons, armor, even stranger things like electricity control or acid spit. In their transformed state, even Tall Types can be killed easily. Nothing short of a direct hit from a Tall Type, a deadly blow from another Evol or high powered weapons can kill such a perfect lifeform.



Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Natural Man- 100

Sure to come in handy. The disposition to survive in the most unpleasant of times. Your early life was spent learning to survive without the aid of modern society, often even without more than the most basic tools you could make for yourself. It's prepared you well for a world where human civilisation will soon collapse. You're able to find food, shelter and treat many injuries self sufficiently. You've got a lot of endurance when it comes to physical hardship and you can put up with the loss of creature comforts quite easily. The main danger isn't starvation now, it's the ever hunting creatures.

Safety Dummy- 100

Two car crashes, a helicopter crash, another truck smash and then a boat twice as well? You have to be blessed by some sort of being to have survived all that intact. Any sort of vehicular crash you're involved in will, somehow, spare your life. You won't always get out unscathed and the more unlikely your survival, the more likely you'll come out injured. Even as lucky as you are, being smashed from the sky in a Helicopter would need you leaving medical attention.

Bug on the Wall- 200

There's no point to sticking around and fighting this endless battle. Better to sneak away with your friends and live another day. Your forte is for stealth, sneaking around unseen by soldiers and unnatural creatures alike. Moving quietly is one thing but you know when to move and when to stay still, how to distract your hunters and even how to guide others to move like you do. You can take advantage of the chaos of an active battle to get through unseen by both sides too, their preoccupation making it even easier for you.

Special Soldier- 300

A proud soldier, top of your class and ready for duty. You found out near the end of your training what was really going on, that Humanity's greatest enemy was about to emerge. Your prowess as a soldier, top of your class, made you an ideal leader in the coming fight. Whether you remained an active soldier or not, you have the skills expected of a talented but inexperienced Japanese soldier. That inexperience is made up for by the incredible reflexes you were born with. Anyone can gather experience if they survive long enough but dodging a Creatures' claws from inches away before nailing it in the eyes with the perfect shot? You need to be born like that.

Student

Sports Manga- 100

Before it all went to shit, you were gonna go pro. Make it to the nationals even. You were a fit young guy with a lot of skill in a sport of choice, enough to make you a rising star in the school sport scene. You were never short on admirers because of it and a great game was better than any amount of flirting for charming the ladies. There's not many ways to put this to use against the creatures but at least you're a good runner.

Lost in Hell- 200

In a city as dense as Tokyo, there shouldn't be a hope in hell of finding your friends with all this chaos going on. But you've got a sense for it, a special kind of luck that keeps bringing you and your loved ones back together again. Your good fortune will see you, usually, managing to find any still living loved ones quickly but you also have a good mind for planning escapes. Quick wits and the ability to notice gaps in security or chaos mean you can guide your family out of a monster filled city much more successfully.

Lethal Evolution- 400

You're just some kid. Why would you be any good in a fight? No training, no experience, yet you overwhelmed trained soldiers with ease. You were born naturally talented at all forms of combat, like a throwback to the days when Humanity had to hunt to survive. Your body instinctively moves in efficient and lethal patterns when in danger, letting you dodge and counterattack with the skill of a veteran fighter. Even against strange enemies, like the myriad creatures here, your instincts guide you to survive and kill them in return. You'll realise their weak spots and figure out how you can best take advantage, your body pushed to achieve often belief-straining feats of physical prowess when needed. One can only imagine how dangerous you'd be with actual training and greater strength.

Discovery of Evol- 600

The compatibility with a creature varies between humans, most having no ability to remain stable and effective at all. But you're something different, something new. An equivalent to Akira himself, an original Evol. Your compatibility with the creature cells is 100%, perfectly bonding and remaining in control even from a natural infection. The end result is not only total control over your transformation but also much greater benefits as a result, exhibiting higher strength and speed. Other organisms that bond in similar ways, as parasites or other kinds of biological merges, see you as a similarly suitable host. You'll retain control of yourself while gaining enhanced benefits, with the same potential to pass these benefits on to others as an Evol already can.

Scientist

Make It Work- 100

Science will never die! Even if you have to scrape and scrounge, it calls you to it like it always has. Before the events, you were a fairly bright man of science yourself. Intelligent and well educated, with particular skill in one scientific field. But a rough life also taught you how to make do with less, a valuable skill soon. You can make do with old or faulty tools even in otherwise advanced procedures. It might be as 'simple' as effective battlefield surgery despite only having the materials and equipment available in a half wrecked cafe. Or it could be scouring the materials in a post-apocalyptic wasteland to slowly start putting together a high-tech underground facility. Not that you know how to do that just yet. You're just pretty great at putting low quality tools to much better uses.

Mastermind- 200

We can't let the people know of the creatures. There's nothing they can do to help and many sacrifices will be necessary. So people like you, who know how to conceal even quite ludicrous engineering projects, are necessary. The techniques you've pioneered are for concealing the construction of large scale weapons and devices, even in the middle of a densely populated city. Entire buildings can be transformed into secret weapon platforms, city encircling walls hidden underground, ferris wheels turned into laser bombs. All without the knowledge of the civilians around and even in these locations. Your talent for concealing what's going on even extends to other forms of science. Figuring out how to secretly dose populations with chemicals or set up peaceful underground societies that never realise they're not free.

Army Man- 400

Perhaps you were one of the head engineers for Japan's various black-ops task forces. The advanced military technology created to fight against the creatures was largely based on your own work and designs. From seemingly mundane firearms and tanks, to stuff out of science fiction. Lasers, flesh melting gas bombs, power armor, macro-scale weaponry construction, secret underground bases and more. You can design and improve on such military technology with ease, making you highly valuable to humanity. You've a special talent for increasing the scale of military projects too, efficiently and effectively creating giant weapons or defences. Buildings that transform into weapons platforms are no mere pipe dream but a vital aspect of Japan's defence plan.

Master of Monsters- 600

Only a visionary mind could have unlocked the secrets to victory. Only a madman could realise that Humanity's salvation lay in the Creatures themselves. Along with Doctor Saotome, you pushed the boundaries of medical science to it's very limit to help create the Fuse. Beyond an in-depth understanding of medicine and most biological sciences, you have a special talent for working with the biology of monsters. The knowledge to create and enhance Fuse of any kind, even the as-yet unmade Evol type. Procedures to slowly turn even an incompatible human into an Evol, to safely connect even the most invasive cybernetics to human organs, combining multiple Creatures and all sorts of mad science beyond. With some work, you can even create similar kinds of beings and similar scientific procedures with monsters from other worlds.

Psycho

PE Teachers Are The Worst- 100

What kind of sports teacher ends up with a body like that? Bulging with perfectly sculpted musculature, you're as strong as an ox and look it too. A few years corralling misbehaving brats has taught you some brutish moves to put down dissenters too, making you a crude but capable fighter. Combined with the strength to crush a man's skull by squeezing as hard as you can, any normal human would be terrified of you. You've gotten pretty good at using that intimidating body to get your way too. Sadly, the creatures aren't nearly so easy to scare away. If you have something like a sledgehammer, you could probably put down the smaller beasts with a few good whacks. You're pretty shit at teaching though.

Military Monster- 200

Who could be better for the top secret military experiment than the local psychopathic teacher? It'll surely not go wrong. Your natural killing instinct, the same thing that lets you freeze the weak willed in place with a mean stare, seems to attract all sorts of scientists, freaks and military leaders. They all, apparently, see you as an ideal test subject for their latest formulas, experiments and special projects. If anyone could be a super-soldier, they want you to be the first to try. A giant robot that needs a unique kind of pilot? You can guess who they're asking first. Often, these projects will be dangerous but offer great power to those with the will to survive undertaking them.

New World Order- 400

The same derangement that makes you so different to others, might also be what makes you so appealing to them. You're someone that shucks the normal order of life and takes his own path, in a way others find intoxicating to be around. Your force of personality would be enough to be considered a leader already but a life of taking advantage of others taught you control. A cult leader, many would call you, with how you can bend and warp minds with your words and actions. Your capacity for controlling others is more than just getting them to like you and follow your commands. You know how to position yourself to be like a god to them, to devote their entire lives to you. Control the information flow, gather them together and direct them as you please. It wouldn't be too hard to turn them into monsters like yourself, killing without question on your command.

Messiah- 600

Can't die yet. Not until her love is yours. Nothing can stand in the way of your obsessions, your obscene willpower. Were you an ordinary man alone, you'd ignore the pain of severed limbs and respond with fury that any could dare harm you. You still feel fear, pain and despair. They're just annihilated by the hurricane that is your will. Even though your physical body should have given out, it's this invincible spirit that allows you to keep fighting through fatal injuries. To even force yourself back from the brink of death when your love calls for you. Lose an arm? Beat the creature to death with your severed arm, for daring to strike at you.

But there are unique applications for this particular kind of bullheadedness. You can withstand the fusion with a creature, despite lacking true compatibility, through your endless mental fortitude. That furious spirit of yours can allow fusion with a Tall-Type easily or even, with the right impetus or scientific procedures, a true King Type. Your mind remains your own through such fusions or even being dismembered and revived through your barely living brain after thirty years. It might take some time to resurface but nothing can truly stop your own spirit shining through.

Items

One 100CP item is free and one item of each following price tier is discounted to half price.

Food Rations- 100

A ration box filled with food and fresh water, ever more vital as the situation in Japan deteriorates. It's not the tastiest but there's enough for a group of six or seven people to remain healthy and have a few meals each day, particularly given the box refills at the start of each morning. There's also a few packages of strange black meat at the bottom, looking awfully similar to the flesh of the creatures you're running from. It doesn't seem to run out at all but eating too much of it will corrupt your body into a feral creature.

Government Identification- 100

Fake or not, the ID card you hold identifies you as an important member of Japan's plan against the creatures. Showing this off will let you avoid danger from any of the soldiers early on, as well as get transportation and some assistance from them too. It'll only be a few days before the government collapses if things run on schedule but you'll at least be able to get towards some safer locations with a higher chance of survival. Tokyo Tower might be a good suggestion.

Military Weapons- 100

Must've been left behind by one of the soldiers. A handful of military firearms in a small cache near where you begin. Some assault rifles, shotguns and a few extra handguns. They won't do much to anything beyond a small creature unless you get some vital shots but they're fantastic for warding away psychopathic survivors you'll surely encounter. The ammunition boxes you find will also replenish over time.

Japanese Steel- 200

Maybe it really is true what they say about folded Japanese steel. This arsenal of archaic Japanese weapons is somehow so well forged that it can easily harm both creatures and Evols. The swords here will cut deeply through creature flesh and bite into the armor of a transformed Fuse too. Katanas, arrowheads, bows made for the strength of an Evol, spears and even a dozen sets of unnaturally tough samurai armor are all present here. It's not as good as the technology the government made for the Fuse warriors but it's the next best thing.

Secret Boats- 200

A few hidden escape routes, perhaps from earlier days of smuggling. You know the location of a number of hidden boats across the country, all docked and locked at the moment. You've got the keys to each one and they're usually untouched by the chaos that goes on around them. Nothing here is a speedboat or military hardware but they're tough enough to get smashed around a few times by creatures and still putter onwards for a while.

Helicopter- 200

There won't be many of these left soon. A military helicopter, of same make as the ones used by the Japanese military. It's spacious and fairly sturdy but it won't be holding up to a hit from a Tall Type. Instead, the most useful benefit is just the mobility it offers. The streets are far more dangerous than the skies and the helicopter appears to never run out of its basic fuel. The weapons will be emptied out if you use them, so try to keep that sparingly.

Energy Blades- 400

A pair of energy weapons, perhaps the most advanced weapons created by humanity. The two small handles projected shaped and concentrated energy at the flick of a button. Each blade can carve through even a transformed Evol without any issues. Move fast enough and you could leave a Tall Type sliced in two. There isn't much in the world these can't cut through, man-made or creature flesh. The two swords appear able to recharge over time but only extended use over many fights will run them to ground to begin with.

Fuse Tech- 400

A Fuse is powerful already, enhancing the strengths of the creatures with the minds and stability of a human being. But Japan took things far further, enhancing each one with advanced technology. Why stop at having a centipede for an arm when you can cover it in thick plates of armor and attach a laser cannon to the end? Why not give a man sized vibrating sword to the unstoppable soldiers you made?

You've received a set of armor and weapons designed for your Fuse or Evol form. They're made to complement and enhance your biological abilities, while also providing new weapons. Protecting your weak spots, enhancing existing natural weapons with blades and supports, even adding on firearms or lasers or giving you a powerful melee weapon of your own. If you are not a Fuse yourself, you'll gain a power armor and weapon of choice that allows you to compete with the weaker Fuse. It's quite straining on the body, however.

Shelter Town- 400

The last resort of mankind, to hide where the creatures came from. A series of underground vaults called Shelters were created in Japan. Partly to research the creatures but mostly to store away humanity. These large underground chambers appear like otherwise ordinary Japanese towns. They range from the populations of a few hundred to several thousand people, none of whom are aware that they live in an underground bubble. Advanced technology and social conditioning simulates their realities, with only a few staff aware of the truth to maintain order. You've been made director of one such shelter, with total control over how it's run. Whether you treat it as the haven it was designed to be, a lab filled with vulnerable rats or some personal paradise where you make the rules...no one can say no.

You may find that other shelters like this exist, here and in other worlds, though the maps you find in your own base only provide general clues to their locations. What sort of society might these other places have developed into?

Secret Lab- 600

Even when the apocalypse does come, you'll be well prepared for it. This secret base is hidden deep beneath the earth, a sprawling complex filled with laboratories and factories and living space for dozens of specialists. It's designed as a last resort, to continue the development of weapons and tools to save humanity, should the creatures overtake everything humanity has to offer. The equipment here is enough to successfully develop Fuses, even at the Evol level, and create the high-tech weaponry that they often rely on. Advanced medical bays can save even those on the brink of death and the libraries here hold a wealth of mankind's scientific knowledge. The automatic defences, and the natural protection that being hidden grants, will ensure the base is defended against most creatures, even an Evol or two.

This purchase will also cause other similar hidden bases to appear around the world, though they'll usually be abandoned and you'll only have a general idea of where to find them. You'll only start with one fully stocked and staffed.

Cloning Device- 600

One of the triumphs of human science. A vat that can clone any biological entity placed within, even advanced organisms like the Evol. As long as it's supplied with power and a genetic sample, it can recreate a full and intelligent clone of any being within a few hours. They won't possess the memories of the original host but will otherwise share all traits of the being, as if they were a fully matured example. As long as you take the time to teach them, you'll have an army on your hands.

The device also has another purpose, the easy manipulation of genetics. With the right skillset to begin with, the device allows for effortless combination of genetic structures and even direct alterations. Clones can be made into improved vessels, grown around the brain of the original being to create a healthy new body, even easily combined with the DNA of dozens of different creatures to create some sort of super being. That last effort might require a suitable will to keep it all together, though.

Sun Beast- 600

A dormant creature of the Tall-Type. It appears unable or unwilling to wake normally, almost like it was designed solely for a Final Fusion. While such a thing is still possible, the core of this creature also houses a pilot cockpit. Through the marvels of technology, even an ordinary human can pilot this Tall Type, moving it through the controls. However, when forced into motion this way, it does carry a risk of the creature going into a frenzy. A capable pilot should be able to balance the chemicals that keep it calm from the cockpit but enough damage might put it over the edge.

The exact kind of creature this Tall Type appears as is up to you. It might be a straightforward physical bruiser, an agile tentacle beast or some form of long range artillery. You'll be able to control it's transformations manually but the creature will need to rest every few hours of active use.

Companions

New and Old Choices- 50CP per

Each purchase of this option gives the right to create a new companion or to import an existing one into this world. Either may take either race and gain 600CP that they can spend on any perks or items they wish. They gain the same freebies and discounts as you. New companions may have their history, appearance, personality and so on freely designed at your whim.

Fated Encounter- 50CP per

Each purchase of this option confers a 'ticket' slot, which can be used to offer companionship to any one existing Bastard!! character of choice. Though their acceptance is required, it will convert them into one of your companions at the end of the jump.

It's a Puppy!- Free

Isn't he the cuddliest little guy? He might be the only Creature that isn't hostile to humans. It's very small still, a big dog at best, but it's grown very attached to you. The more it eats, fights and sleeps, the bigger it will be able to get. It might even transform into a different type of Creature over time too!



Drawbacks

You may take up to 600CP in drawbacks from the following list.

Marauder +100

Any survivor that runs into you should count themselves most unfortunate. You're more than just a little unhinged with this, you're an outright deranged psychopath. Whatever form your madness takes, it leaves you intensely hostile towards other humans. Your murderous urges are often immediate on seeing another human and if not, they're never more than a few minutes away. A strong will and an excellent reason to ignore these feelings may let you avoid them for a time. Better to find an outlet for that aggression that's more acceptable. Some of the many other degenerates running around would work wonderfully.

Land Locked +100

If you've ever wanted to walk across Japan, now is your chance. Any form of technological transportation will rapidly break down once you come onboard. Cars blow out tires, trains screech to a halt and helicopters are inevitably knocked out of the sky. You might get a few minutes of travel out before it happens but the often violent crashes may convince you it's not worth it.

Bug Eyed Man +100

The earliest prototypes of the Fuse were quite unfortunate. Grotesquely twisted bodies, bulging eyes and the creature still visibly wriggling within their forms. It's a fate you're stuck with for your time here. Even if you choose to be an Evol, you'll always have a hideously deformed appearance to live with. At least it's not painful to live like that. If you aren't even a Fuse, you just happen to be someone who was truly unfortunate at birth.

Dead Meat +200

If someone can survive the first waves of this disaster, they've probably got either the guts to fight or they relied on others who did. You're the latter. A cowardly little soul, who freezes up in the face of danger and anything more than mild confrontations. Decisive action is far from your strong suit. A bit of time to prepare and you can at least take action, even if there'll always be that pit of fear in your belly.

Homicidal Apes +200

Who are the real monsters here? The creatures, certainly, but humanity isn't far behind. Especially the sorts you'll be fated to meet. Almost every single human you meet will turn out to be some kind of violent madman. Stalkers that become viciously possessive of you, cannibals that consider you a tasty morsel, murderous cops who pursue you to the ends of the Earth to enforce twisted justice. Even when the creatures take over the world, you'll still regularly run into humans. Now and then, someone will be genuinely innocent, just to keep you doubting.

Earth Rage +200

The will of nature that produced the Creatures has become even more widespread. The monstrous evolution that created the creatures now applies even to plant-life, which will often mutate into lethal and even animate forms. While not all flora is affected, expect the world to become a much more lethal place as grassy fields become razor seas, tree branches reach out to strangle unaware humans and entirely new creatures are born from the land. Worse than just more monsters is that these plants creatures blend so much more easily with the background.

Meaning of Life +300

The world has taken a turn for the worse. The Creatures' ability to adapt has gone into overdrive, allowing creatures to evolve in response to trauma. Whereas before it could take months or years for new Creature types to fully emerge, now it takes only hours for Creatures to mutate into entirely new entities. Even abilities that wouldn't normally exist in this world can potentially be adapted towards, all in the aim of cleansing humanity from the surface of the Earth. The Creatures become a tide that can overcome even Humanity's greatest technological advantages.

Shirasaki-kun Shirasaki-kun SHIRASAKI-KUN +300

There's someone here, someone you've met, that is just perfect for you. They might not know you yet or want to admit their attraction to you but you're certain it's just a matter of time. If you can protect them and show them your love, everything will have a happy end. This dangerous obsession with an innocent stranger is bad enough, a derangement that can drive you to violent extremes at the idea of your beloved being hurt or taken from you. Protecting this perfect partner you've encountered is paramount however, as their death will bring a permanent end to your journey too. If you can both live until the end, you can at least offer to take them along with you. Time to find out if they actually return that love.

Marked for Death +300

Three terrors out of time. Though it's likely long before they come into production, these three Evol soldiers are yet on the hunt for you. Each one is a highly trained assassin, equipped with the most advanced weapons and technology that Humanity can provide. Masters of their Evol abilities, even one could wipe out a group of Tall-Types or a small army of Creatures with ease. Whether from mad obsession or mission orders, you're their near exclusive target. They'll kill Creatures and even humans if they get in the way but they won't stop until you're dead. Or until you kill them instead.

Notes

Super special thanks to my Nubee, such a handsome, creative, wonderful man.

If you manage to successfully Fuse with a Tall Type or a King Type, you can keep the body as either a separate item that travels with you or as an Alt Form as you prefer. If it's not an Alt Form, you can have it stored beneath the ground of any planet you start on, provided it isn't displacing anything important.

It makes sense. Somehow.

Takeshige best sensei.

