

Project power v1.0

By lordzodiac32

Introduction

Welcome to the world you knew, at least, if it wasn't for Helios. Helios is a private defensive agency that tried to create supersoldiers using radiation in 2005. After the failed attempt, the soldiers left to begin new life's. Skip ahead to a few months before your insertion, art and his daughter tracy are attacked and Tracy was kidnapped.

It turns out that Art's corrupted dna managed to give tracy all the powers in the animal kingdom, and Helios can use her to advance human evolution. Skipping ahead again to when you arrive into this world, art has managed to track them down to new Orleans using drug dealers to get to the source of "power", his daughter. Unknown to him a NOPD defective by the name frank shaver has just been given orders to arrest art for suspicion of being behind "power."

Will you follow canon and stop Helios with art, or will you make sure project power is successful? Who

knows, either way, you won't be going in powerless, here's 1,000 CP, don't have to much fun now...

Times and Places

This jump is set in new Orleans in 2020. You will be sent to different locations depending on your origin.

Age and Gender

Your gender is the same from your previous jump. And you can pick whatever age you wish to be as long as it's as low as 16 to 30 years old. You can change your gender for 100 CP.

Origins

1 renegade/drop in

Are you a former soldier from the original super soldier project done by Helios? Even if you are not you seem to have the skills of one, but surprisingly doesn't seem like anyone knows who you are...

You will start at the edge of town on the highway with newt's address in your pocket.

2 scientist

Are you a member of Helios, trying to affect project power to bring about the new stage of human evolution, or are you a member of the US government trying to get to the bottom of this new drug and use it for the superiority of the United states?

You will start on either the ship Genesis or in the NOPD .

3 drug dealer

Just a regular low life, at least that's how most people in society see you. But we all know that life isn't always black and white sometimes you have to do the bad things for good reasons, and what more profitable way than selling stuff that makes others happy?

You will start out in the same apartment complex where newt lives.

4 cop

Your a member of the New Orleans Police department for a while now, and you just hate what this new drug is doing to your streets if only you had a way of tracking it...

You will start in a diner in the city a free meal in front of you for your hard work courtesy of the cook for your help in the city. Tomorrow there will be a bank robbery involving a camouflaged man, though how would you know about it?

Perks

1 renegade

1. "Death dealer" - 100 CP
you know how to fire a weapon in the middle of combat and actually hit the enemy. whether you were a soldier or a very talented civilian, you know how to use guns and the best tactics to survive, just the same amount as an everyday soldier
2. "Do I look like I'm bluffing?" 200 CP
whenever you get captured it seems like people always want to get information from you or frighten you. Now however, as long as you act apart any bluff you use will work, as long as the person you're bluffing doesn't already know the truth, heck you could probably even terrify a mook away as long as you're acting confident enough.
3. "Right on the trail." 300 CP
You seem to have and intuition to know just the questions to ask or the areas to look at to find someone who's higher up on the food chain. whenever you looking for something specific to find another person as long as the person or area you has is connected you will find something.
4. "I can do this all day." 400 CP
you now have the will power to keep pushing on, even when you know your death is almost assured. No longer will you be held back by fear.

2 scientist

1. "It needs to be done." 100CP
sometimes rowdy gets in the way of getting done when needs to be done, whether it's to respect the Dead or to dissect a living person. Now no longer will you have to suffer through it, you are now able to turn off your morality at will, even said an end requirement beforehand.
2. "Lab man." 200 CP
No matter who's lab, you always seem to know just where the tool or machine you need is.
3. "Unusual Genetic savant." 400 CP
You seem to be able to understand unusual genetic strands in people's dna, in time you can learn to recreate those in other people safely, though it'll take a long time as well as a lot of trial and error with living people or animals.
4. "Pill maker." 600 CP
You seem to be skilled in making medicine, though not the normal kind. You seem to be able to create drugs, pills primarily, that can alter a person's genetic code at least temporarily and safely, though you'll need information about human genetics in the the first place if you wish for it to work.

3 drug dealer

1. "Hey can I talk to you?" 100 CP
You can now walk up to people without them walking away, and if you try to sell them stuff or convince them of something, they will honestly think about before accepting or declining.
2. "Understandable plight" 200 CP
Sometimes you have to do bad things for good reasons. Maybe you have to get money for your mother's medication, maybe your family is starving and you just got fired because of your a-hole boss shoved his mistakes on to you. With this perk, now nobody will judge you for the things you do if you do them for the right reasons, though men of the law will still try to bring you in if they believe in the law more than your reasons.

3. "Black market man." 400 CP
You have obviously spent time in the black market, long enough to know where to look and the people to look for to get the stuff that the right side of the law doesn't want you to have.
4. "Kingpin" 600 CP
Oh my, it seems like you know how to rise from the bottom to the top! You now know what it takes to not only create a drug syndicate, and how to keep it running but also to prevent it from falling apart.

4 cop

1. "Lawman" 100 CP
you're a man of the law, and to be one you need to know what laws you are forcing... or to get araround. Now you instinctually know what the letter of the laws are wherever you are.
2. "Master interrogator." 200 CP
You're an officer of the law, and you have spent enough time interrogating someone to know what must be said, shown, and bluffed to get a confession from a prisoner. you even know when you're being lied to and how to shut it down.
3. "Find him, you find power" 400 CP
Sometimes you have to get people to do things they normally wouldn't, whether it's go after someone who's innocent or to prevent them from going after someone who isn't. Now, if you show someone minimal amounts "evidence", they will follow your lead, though be careful, because your lies could easily be founded and they could easily go against your orders.
4. "Lucky man" 600 CP
As long as you're doing what is seen as "just", fate seems to cut you a break, from bullets missing you at the right time, someone's power is on a time limit that just goes off, or just getting the right power in the first place. But don't get cocky now, this power isn't infallible, and fate is a fickle mistress on the best of days.

Items

Items may be imported into similar items weapons to weapons, clothes to clothes and such.

You get one 100 free and the rest are discounted to 50%. All of these can be purchased multiple times. You get a 300 CP stipend for the Items.

General

1. Power pills - free

To use powers in this jump, you need to ingest "power". "Power" is a mixture of genetic engineering and technological advancements that allow the pill to alter your genetic makeup for 5 minutes at a time. This will allow you to pull a tiny pill container holding only one pill. This can be pulled out of any pocket you have and can do it an infinite amount of times, but don't take more than one every 5 minutes, or else you will overdose and it will kill you. After this jump you will end up gaining the power or powers you design below permanently, and this will instead double any and all biological powers you have for 5 minutes instead. If you only want to use specific powers, you can.

2. ACT® Standard Pacing Watch - free

This is a perfectly normal wrist stopwatch except for two things, first it is indestructible, and second, if you are on a time limit, you always know how much time you have left.

1 renegade

1. "Casual clothes" 100 CP

You now have a duffel bag full of clothes that can easily disguise you, enough that as long as they don't know what you look like immediately, they'll gloss over you a few times before recognizing you if they see you in public.

2. Gun. 200 CP

You get a single gun and a crateful of ammo for it. The only requirement for is that has to use bullets.

3. Combat armor 400 CP

You now have a suitcase full of military grade body armor. It can come in as a military outfit, or unmarked black clothing.

4. Heavy ordinance. 600 CP

You now have military grade heavy weapons like a rocket launcher, bazooka, or something along those lines.

2 scientist

1. Utility lab coat 100 CP

You now have a lab coat full of hidden pockets that can be filled with your choice of scalpels or syringes. They will be perfectly normal for what they are, except the scalpels will be strong enough to be used as combat knives and the syringes needles won't break when jabbing them in to flesh awkwardly.

2. Medical supplies 200 CP

A scientist must be ready for anything, including injuries, especially one in your profession. You now have a pack full of medical supplies to treat gun shots and knife wounds.

3. Hidden lab 400 CP

You are now the proud owner of a hidden lab somewhere in the city. In your pocket is the address for it and it won't be found by others unless you draw them to it, it has all the equipment and machines you need for your experiments, and in future jumps it can be anywhere near your starting location, and it will be updated with all the equipment you need from future jumps.

4. The tank 600 CP

A container that regulates temperature, gravitational force, and even air flow. Perfect for training newly developed powers. In future jumps this will become indestructible from the inside to be able to be used to train any power.

3 drug dealer

1. Drugs 100 CP

How can you be a drug dealer if you don't have any drugs? You now own \$1,000 worth of any drug. This can be bought multiple times. Drug dealers get the first one free only.

2. Phone 200 CP

You now own a common phone with the contact info for illegal dealers of all things.

3. Cartel contact 400 CP

You now have a contact inside of a drug syndicate. Be aware, this is only useful as long as you can use it. If you are trapped on another planet alone or the like, you won't be able to use this.

4. "Power" case 600 CP

You now own a suitcase full of "power". Each suitcase has 24 containers of "power". In future jumps, if you know how to give people powers genetically, it can be installed to the pills. If used or lost, you will get more a week after you used it. All powers granted will not kill the user. Can be bought multiple times.

4 cop

1. Impounded vehicle 100 CP

You now own an impounded vehicle, though you never have to worry about it running out of gas, or falling apart unless you put it through a fight or something. If destroyed, it will reappear within your Warehouse after a day.

2. Ol reliable 200 CP

You now own a baton with the words "ol reliable" printed on the label. When struck by this, it will hurt anyone as much as a normal baton would be hurt by it. Be warned, if someone has enough muscles that a normal person wouldn't be hurt that much, it be the same to them.

3. Badge 300 CP

Ah, the staple of any cop. The only reason this is so expensive is because this will allow you to convince anyone that you are an officer of the law, even other cops.

4. Police department 600 CP

This here is a police department, as is stated on the bin. This department is large enough to cover the city, and while the officers are not companions, it will always be filled with men and women like them in your next jumps. And you will never have to worry about corrupt cops either.

Power

Now For The thing You're more than likely Here For! Power in this world is different, all powers are somehow all derived from animals, though how an animal is able to resurrect the dead, or growing to a giant I'm still not sure, but it was shown in this world, so I guess it's there! For the

creation of this power you are given eight (8) ability points, you'll be able to design your own power or Powers depending on what you pick, to make it easier, I've put them into four different tiers. Tier 4 Powers all cost one ability point, and are abilities that are easily able to be countered by regular humans, from an octopus's camouflage to a cheetah speed. tier 3 abilities cost two points each and are better from being able to stretch your muscles and bend your bones to creating sharp and durable bones to pop out of your skin. Tier 2 abilities are worth four points and are as you would expect even stronger from being able to thermal-regulate yourself into bursting into flame or flash freezing everything around you to becoming harder to seriously damage and slight enhances in strength, tier 1 abilities are the real game changers, so they are worth eight points each, therefore you can only have that one power. Tier 1 abilities go from healing and reviving someone shortly after death, to the pistol shrimps ability to move so fast that an area around you will become eight times harder than the surface of the sun well allowing you to use the momentum to increasing striking power. Now unlike the movies, no matter what power you get you will not suffer the ill consequences, however its only you that's safe, for example if you took the bullet shrimp ability, the area around you and the people in it will still suffer the effects of being within the heat.

Companions

Import companion 100 CP

You want to have a companion join you in this world? Alright, they'll get 600 CP to work with and 7 ability points to customize their powers.

Canon character 100 CP or 300 CP

With this, you will be able to try and convince a member from this world to come with you, but if you are trying to convince people like art or his daughter, it will increase to 300 CP because of how powerful they are. If they accept, their Powers are permanent and able to be turned off. Oh, and they'll be perfectly safe from their power.

Drawbacks

You can only take an extra 800 CP. any drawbacks after that is jus added challenge.

It's not over (+0 CP or +100 CP)

in the movie, Helios only had the one convoy, going from town to town to test out the product and after the getting in New Orleans and art getting back tracy, they managed to shut down

project power, forcing them to try and hunt down art and his daughter so they can restart it. But by taking this drawback, Helios not only has a bigger operation going on around the world, they managed to crack the code from Tracy's DNA, now project power is worldwide, allowing to create any sort of adventure you want in this world so you don't get bored without action. But if you like a challenge, By taking the 100 CP version all Helios has is the unfinished product that has a 50/50 chance of killing someone who doesn't have a safe power, meaning they be looking for whoever DNA will let them crack the code even harder and unfortunately for you, your DNA seems to be just what they are looking for.

Pill-popper (+100 CP,+200 CP, or +300 CP)

If you really need the points, here you go, for 100 CP all your powers that come from inside your body like telekinesis and mutant abilities or something along those lines, are now locked inside your DNA, and can only be used after you taken "power", anything that comes from outside your body like magic or technology you're able to use. For another 100 CP for a total of 200 CP, those non-biological Powers you had? You don't have access to them at all. And if you're really desperate, for another 100 CP for a total 300 CP all outside powers and perks are disabled, I really hope you needed that CP. If you want, you can also have the (+100 CP) version to be a universal drawback.

I have what I need on me (+400 CP)

by taking this perk you no longer have access to your Warehouse, you only have access to the items you bought here, simple enough.

Coronavirus (+400 CP)

Why would you take this? By taking this you now brought the coronavirus to this world, however it is now almost completely lethal to everyone, and they won't be finding a cure the first 10 years you're here. I really hope you just need the points.

Powerless (+4 ability points)

In return for sacrificing the chance to have a power at all this jump, you will be granted 4 ability points to get more power after this jump. If you take any "power" at all and you will instead go on an acid trip of epic proportions.

Choices

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Notes

When it comes to powers, I you do the jump again, you won't get more powers, you'll only be replacing what you have.

There weren't a lot of items in project power, so I had to think of items that would be useful for not only the origins but also useful in later jumps. I really hope it worked out well enough, though I probably will be going over again in the future

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