

# PYGMALION JUMPCHAIN

On this scorching hot day, local mascot festivals were held all across Japan. These were enormous events, celebrating the nation's proud history of cultural icons. Families were gathered, and laughing children could be heard wherever you went.

One such group included Keigo Ayahara, a bright highschooler, still coping with his father's mysterious disappearance, his friend Ako Sejima, and his little brother Makoto Ayahara. Makoto's love of mascots dragged them all here, and his energy helped them get into the spirit of things. Little did they know, these would be the last moments they spent in peace, before the Hell that was about to be unleashed.

Following a threatening message and a strange frequency over the intercom, the mascots revealed themselves as mindless, immortal, and unimaginably sadistic monsters. The next couple days would be filled with screams from hundreds of innocents, slaughtered in the most painful ways possible for the mascot's childlike amusement. In the midst of all this chaos, Keigo diligently searches for his lost brother, while the government seeks out Keigo in-turn, viewing him as the key to stopping this disaster, as the two brothers discover that they may have closer ties to this disaster than they could have ever imagined.

+1000CP

# Origin

Runner - Free - You were at the wrong place at the wrong time. Now you're just trying to get as far away as fast as possible, before you fall victim to whatever these mascots have in store for you.

Law Enforcement - Free - Your job is to figure out the cause of this disaster, and put a stop to it. You are ready to make sacrifices, but you can't help but think the police's response time was a little too fast.

Pygmalion Researcher - 100CP - You were one of the brilliant researchers working on the Pygmalion Project, an initiative to create artificial life. This places you in a difficult position, now that the fruits of your labor are on a rampage. You either reached a truce with the mascots, or are on the run from both them, and the government sponsors trying to silence you.

Galatea - 400CP - You are one of the mindless mascots spreading chaos across Japan. You have the strength to smash and throw cars, and can slowly regenerate from almost any physical damage, even with your brain destroyed. You will not be affected by the special frequencies that can shut down Galatea. To represent the Galatea's violent nature, you must take the Drawback *Unfinished* for no points.

Paphos - 400CP - You are a fusion of human and Galatea. You possess their regeneration, but retain your mind. Just be mindful that repeatedly regenerating your head may result in the loss of your thoughts and personality, if untreated. The mastermind behind the Galatea is looking for someone like you. You must take the Drawback *Just Right* for no points, to reflect this.

Age for all Origins is either 1d8+14 or 1d8+20. Pay 50CP to change age or gender.

# Runner Perks

Far Too Late - 100CP - You have a way of distracting people from the cruelty of reality with your words. That might mean talking a cynic into risking everything for a moment of heroism, or stopping others from losing their sanity in the face of circumstances more traumatic than their human minds can bear.

Like Brothers - 200CP - Villains or criminals have an odd sympathy for you. As long as they're personally aware of your existence, they'll give you an opportunity to escape whatever fate they have in store for everyone else. They'll offer you this for as long as possible, but will give up if you become an obstacle to them.

What's Left to Protect - 400CP - The city is a big place, easy to get lost in. Luckily, you never have trouble finding someone you're looking for, as long as they aren't going out of their way to hide. You always manage to coincidentally cross paths with them, often in time to save them from impending harm.

Goddess of Love - 600CP - You are infected with a man-made virus by the name of Aphrodite. The virus has no effect on humans, but when taken into a Galatea, their healing is disrupted and their body melts. Post-jump, this will work on all artificially engineered organisms, unless you wish for it not to affect certain beings.

# Law Enforcement Perks

Nothing Light About It - 100CP - Human life is heavy, but it cannot be ignored. You can grasp the full weight of every life lost because of your decisions. This is readily apparent to those who interact with you on such matters. You still retain the willpower to continue making these tough calls when needed.

Scary Guy - 200CP - Your presence instills a blend of fear and respect in your subordinates. Barring those who don't care about you or their duty, those under you will fear disappointing you more than the risk of death at the hands of sadistic creatures like the Galatea. Key phrase being "risk of death", not "certain death".

Staying Informed - 400CP - In the prelude to even the most bizarre disasters, you'll always receive an anonymous tip for how to effectively prepare for, and potentially resolve it. You seem to have a sixth sense for when even the least substantial tips or evidence is trustworthy. This intuition is never wrong, as long as you listen to it.

A Useful Body - 600CP - You were born to be live bait. Your body is abnormally tough, with the stamina to sprint for hours. You can make pursuing enemies feel an inexplicable need to focus on you. When buying time for others, pursuing enemies never seem able to succeed in killing you, but brutalizing you is another story.

# Pygmalion Researcher Perks

Pinch of Madness - 100CP - Your suggestions and ideas are treated with more credibility than most, even when they're completely insane. You have a natural talent for getting others to cooperate with even the silliest ideas, as long as they effectively address the task at hand.

Mental Gymnast - 200CP - When scheming against superiors, you can discreetly set plans in motion under constant surveillance. You can always find reasonable excuses to use company property for tasks that clearly aren't work-related, even while under suspicion.

Sculptor's Clay - 400CP - The original purpose of the Pygmalion Project was the creation of life. With the right equipment, you can create synthetic organisms like the Galatea. You can give them sapience and will, or simply create subservient, nigh-immortal tools of war.

King of Cyprus - 600CP - Naturally, a maker of monsters is a friend of monsters. Will-less or non-sapient monsters all react nonviolently, or even amicably to your presence. They'll be cooperative with requests that don't interfere outright with their own interests. This is moot if such beings are ordered by a higher sapient authority specifically to oppose you.

# Galatea Perks

Without Masks - **100CP** - Unlike all humans, Galatea don't hide behind masks. You grasp perfectly the ugly truth behind all your actions. The desires that drive you, no matter how vile. Unclouded by pride or pretense. You retain the choice not to act on this knowledge.

Friend of Children - **200CP** - No matter how monstrous you are, you have no issue finding sympathizers. If you have no intention of using this for good, you can quickly infect them with your own immorality and misanthropy, if they were already somewhat unstable.

Breaking Toys - **400CP** - Much as they'd like to believe otherwise, the human will is hardly unbreakable. By plunging someone into the depths of despair, you can mind-break them into a submissive euphoria. Even as you tear their face off, they'll be begging you for more.

One Who Swallows All - **600CP** - You were tailor-made to be the ultimate bioweapon. You can shapeshift into countless biological and manmade melee weapons, and can obtain more by absorbing other living beings to gain their natural weapons and strength.

# Paphos Perks

Patchwork Philosopher - 100CP - Simply calling you a quick learner would be an understatement. Through nothing but books, you can educate yourself on virtually any subject, whether it be science, philosophy, religion, etc. to the level of a highschool education, in only a couple years.

Masterpiece - 200CP - One who stands above man and monster is not to be trifled with. You can release an aura that can intimidate even immortal beings. The functionally unkillable tend to sense that there is at least a small probability that you can kill them, until proven wrong.

Chances to Lash Out - 400CP - When you seek revenge, tracking down and finding opportunities to kill those guilty parties is a trivial matter, no matter how great their resources. Even when it's obvious you're going to kill someone either way, threatening them is never any less effective.

Lonely One - 600CP - You can be forgiven for even the most personal and abhorrent crimes. As long as it isn't visibly ongoing, and you express motives that are theoretically sympathetic. Those wronged will not only forgive you, but seek to make amends with, your even defend you. This only works on those informed of your motives.

# Companions

Intruders - 50CP - With each purchase, you may import one of your companions from past worlds into this one, or even make an entirely new companion. Each companion bough through this option receives 600CP, and may gain up to 200CP from Drawbacks. They can gain 300CP from Drawbacks if they take one of the top two Drawbacks without being the associated Origin. On that note, companions must pay full price for Origins.

Survivors - 50CP - With each purchase, you may select someone already in this world as a potential companion. You'll run into them time and time again on good terms. Should you gain their informed consent, you may take them with you into future worlds, assuming they're alive by the end of this jump. For better or worse, Galatea cannot be taken with this option.



# Items

Poor Taste - 50CP - Wearing something like this is sure to get you a few mean glares, but at least it's comfy. This cozy mascot costume fits you just right, and never overheats, even in the middle of summer. As an added bonus, nobody will ever mistake you for a monster when you wear this.

Moving Shield - 100CP - You have a car that's way sturdier than it has any right to be. While most vehicles could probably handle two punches from a Galatea, this one can take a whole barrage of them before breaking. This doesn't seem to run out of gas either, but there's no time to think about that, and there never will be.

Extra Seconds - 100CP - These are some of the only weapons that are effective against the Galatea, but even these will only buy you a few seconds. A reusable stun-gun and a handful of flashbangs. These will restock themselves weekly, but considering the Galatea rampage is unlikely to take that long, use them sparingly.

Extra Life - 100CP - This small bag contains a replenishing supply of first-aid equipment. There's nothing too fantastic in here, but it'll hopefully keep you in good enough condition to not bleed out.

Loudest Voice - 200CP - You have access to your very own broadcasting station. You can use this to broadcast your voice all around the country. You may not find the government very pleased if you do.

Beloved Doll - 200CP - You have your own loyal Galatea. They aren't bound by the orders of Shingo, or to the shut-down frequency. Unless you restore their free will, they will not count as a companion.

Piece of Mind - 200CP - Any gas station you go to will have a small secret stash of modern weapons for you to take. Nobody else will find these stashes, but you won't ever struggle to.

Killswitch - 300CP - You have the chance to put a stop to this disaster in one fell swoop. Any Galatea that hears this frequency will cease to function on the spot. Post-jump, this frequency can be modified to work on any similar non-sapient beings, but you need to fine-tune these modifications yourself.

A Second Chance - 300CP - This odd coffin-shaped device serves as a cryochamber for preserving the recently deceased in suspended animation. The secondary function of the coffin is to transfer the mind of those inside the coffin into another body, as long as both brains are still physically intact.

# Drawbacks

Dead Weight - +100CP - You were unlucky to be caught in the Galatea's initial rampage. You've been badly injured. In addition to hurting like Hell, you can only run at a fraction of the speed and duration you could normally. Even if you have some kind of regeneration, this injury is inexplicably immune to healing any faster than it would on a normal human. It's also prone to infection, if you're careless.

Pygmalionism - +100CP - Who knows what kind of past you've been through. You suffer from a strange paraphilia that makes you irresistibly attracted to mascots. This also comes with bottomless loathing for all members of your own species, even if you happen to be a Galatea or Paphos. This does not change how Galatea react to you, but may compel you to make enemies of your entire species.

Waiting for the End - +200CP - Given the circumstances, those who got a quick death were lucky. You're being kept as the plaything of one particularly indulgent Galatea. While they will not kill you immediately, it is certain that they will, if you can't escape them before they get bored. To make matters infinitely worse, they are inexplicably immune to your powers from outside this world.

Rejection - +200CP - Something is eating away at you from the inside out. Not only are you in agony at all times, your body will slowly melt if left unchecked. This stops any and all healing ability you may have, natural or otherwise, and the only way to keep your body from falling apart is to keep grafting new parts to yourself like some kind of patchwork monster.

Unfinished - +300CP - Galatea are not necessarily evil, they simply act on their own desires without any regard for who it inconveniences. It just happens that all Galatea manifest these different desires in the way that inflicts the most death and suffering on humans. You are burdened with the same nonexistent morality and propensity for violence of the Galatea.

Just Right - +300CP - Shingo, the mastermind of the Galatea outbreak, and son of the late director of the project: Yuugo Ayahara, has recognized you as the ideal vessel for his father's revival. He holds complete control of all Galatea, and will devote all his efforts to your capture. Even then, if he gets a hold of you, he will kill and revive you repeatedly and painfully, letting more and more of your mind vanish with each regeneration. Naturally allowing him to succeed in transplanting his father's mind into you will mean the end of your chain.

# Ending Options

**Go Home** - This decade was hectic, to say the least. It's understandable that you would have reached your limit after all that. You will return to your peaceful life in your home world. Your journey has come to an end, but perhaps that's for the best.

**Stay Here** - An odd, if not completely insane decision to make, given what you've been through. Or is that the very reason for this? You will spend the rest of your life in this world. With the Galatea gone, the world left behind is relatively normal.

**Move On** - You've finally escaped not only this catastrophe, but this world as a whole. You'll likely find worlds both similar and different to this one, both better and worse, but so long as you keep moving, there will always be a future waiting.

