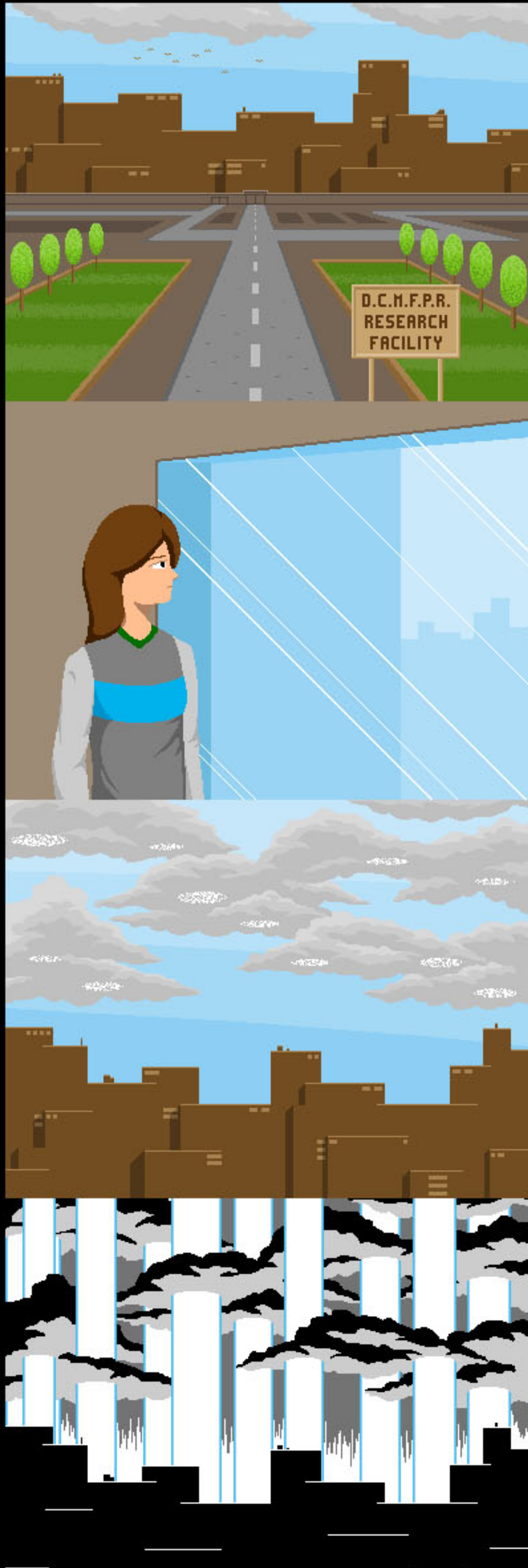


U



The war was over as quickly as it began.

There was a terrible series of lights in the sky, all consuming.

There was a terrible ghastly noise.

There was a terrible ghastly silence.

Survivors were few.

You were not amongst them.

ORIGIN

You did not survive the alpha strike.

And yet, here you are, waking from what should be an eternal sleep.

There is a question that must be asked to discover your past.

There is a question that must be asked to determine your future.

Who are you?

ANOMALY

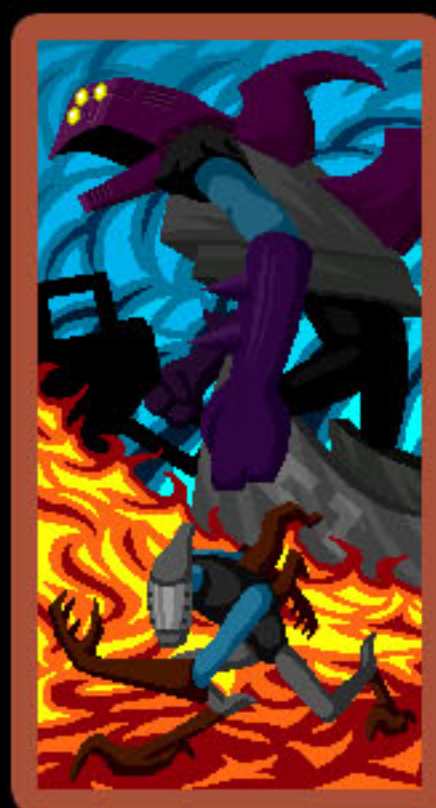


When they found your body, they had no idea who you were. They still don't know - the only clue to your identity was a photo they found on you, one of you with any companions with humanoid forms. Your body, however, was in better condition than others and seemed more receptive to augmentation, so ultimately you were chosen.

Not knowing your strengths or your weaknesses, you've been built primarily as a jack of all trades, quickly capable of adapting on the fly for any given situation or approach, taking advantage of the environment and what resources are available to you.

While you lack the specialisation that you otherwise might possess, you also lack any significant weaknesses, and can perform in any given field adequately, if not as good as a specialist.

COMMANDO



The dog tags on your corpse allowed the scientists here to identify you, and go through what of your service record was accessible to them. They must have been impressed, because you were selected to become the recipient of an experiment that has evidently brought you back to life, and greatly enhanced your combat capabilities.

Ready, willing, prepared to fight, you've been built to kill - you could take on a small army and come out smiling. You're considerably better at straight combat compared to what other augmentations might have given you, and you're stronger and tougher.

Unfortunately, you're not exactly subtle, and your technical skills leave some room to be desired. Still, that's what the scientists are here for, right? You're here to kick ass, and chew bubblegum.

OPERATIVE



You were often out on a mission doing something or other for the CIA, so you can count yourself lucky for being inside the base with post-op paperwork (urgh) when the alpha strike hit. Luckier still that your exploits are the stuff of legend here - so naturally, when they needed someone to save the world (again), they picked you.

When it comes to stealth, everyone else is holding a candle compared to you. They should probably stop because it makes them really easy to see. You go where you please, and it doesn't matter if people could stop you if they don't even know you're there.

Sadly, while your ability to avoid engagements is top notch, you're not as good as a dedicated soldier at fair fights (hah!), and you prefer to let Q handle the gadgets, while you deal with everything else.

TECHNICIAN



It's really not surprising that you were chosen to be brought back by your colleagues - after all, you were widely acknowledged as the best scientist here by leagues. It was a logical decision, and you intend to prove it. This is just another riddle to be solved, and reviving you was the the first step towards the right answer.

You know more about nanotechnology than anyone else here. Actually, scratch that - everyone else here. Some might call you arrogant, but it's not arrogance if you have the skills to back it up, and you most assuredly do - your brilliance far outshines all others.

Annoyingly, it's like said brilliance makes you easier to see or something, because you're not as good as sneaking as you should be, and you're not the best at this 'battle' thing - but you know how to win the war.

No matter your choice, there is only one answer.

You are no longer truly a man.

You are a cyborg, built for one purpose.

You are to be their hero.

ABILITIES

TIER 1

KINDA GREEN

You're sorta new to this, but at least you admit it. You might lack the experience, training and memories compared to others, but you make up for this with a willingness to adapt and learn. You find learning to be quicker and easier, and dealing with new situations and threats to be less imposing.

STRONGER BONES

You're stronger and hardier. Attacks hurt you less, and you can disable many of the invaders with CQC alone. You find dealing with recoil to be far easier, and are thus capable of handling heavy weapons much better - you could use a minigun easily if pressed. You also jump higher, which can be surprisingly useful.

COVERT OPERATIONS

You're a lot better at sneaking around and remaining unnoticed. You can find passages many others wouldn't even think of, often not or poorly guarded, and can find flaws in security systems and crack most doors open. Your surprise attacks define hyper-lethal, and you'll find that it's far easier to surprise others.

TECHNICAL EXPERTISE

You're pretty damn impressive when it comes to all sorts of technical applications. With this, you can better modify your own weaponry, armour and augmentations. Or just be creative and accomplish tasks like rigging an elevator to catapult it's occupants into the ceiling, turning them into paste. Fun!

TIER 2

BENEVOLENT

ARCHITECTURE

You've learned to use the environment to your advantage - you're less prone to being damaged by the environment and much better at using it to your advantage. Sometimes it feels like the environment is trying to help you, but this can just as subtle as a wall being suspiciously brittle or surprisingly sturdy when it aids you, depending on the circumstances.

BRING EM ON

For some, being outnumbered is a major disadvantage. Not for you, though - you've learned to turn the size of an enemies forces into an advantage. Being surrounded just means that you can attack in any direction you like, and that the enemy will be shooting each other. You're no ninja, but the rule is in full force for you, when it favours you.

FACE TO FACE

You're an honorable fellow who loves a fair fight over everything else. Which is to say that you prefer to take out the enemy leaders than waste time with the chaff. Not that you're some coward, oh no, not at all. Regardless of your reasoning, your abilities sharply increase when fighting a single foe, regardless of how many allies you have.

SCRAMBLER

You can crack enemies - cyborgs and non-cyborgs alike - resulting in effects of your choice such as blindness, loss of kinaesthesia, make them perceive friends as foes and foes as friends and see things that aren't even there - or not see things that are, or make them hear all conversation as complete babble, and so on. Limited only by imagination.

TIER 3

UNTOUCHABLE

You've had an integrated combi resonance deflector-detonator installed inside of you, as well as a dedicated subroutine for using it. You can now, without even needing to spare so much as a thought, instinctively reverse the direction of incoming projectiles and knock away enemies within a short radius. Has a cooldown period of 5 seconds, however.

RETRIBUTION

When you get hit hard, you hit back harder. After taking an attack from an enemy, you can effectively mini-nuke a large area around you for massive damage. This attack only harms you foes, allies and you are unharmed. Be aware, however, that performing this is quite draining, and you can only do it so often. Use it at the right time for optimal effect.

HOLOGRAMS

You might not be a master of disguise, but with this ability and the power of nanomachines, you don't need to be! Alter your voice and visual appearance to make your enemy think you're one of them! Create copies of yourself to distract your foes! Cloak yourself to make you effectively invisible! All this and more can be yours with Holograms!

OVERCLOCK

You can push yourself far beyond your usual limitations for a short duration. You'll be much better at everything you're normally capable of doing, though it's draining and it becomes harder to maintain the longer this state lasts. After using this ability you'll be dramatically weakened for some time. Can be used on your allies and items, too.

Tier 1 Abilities are 100 and free for Class.
Tier 2 abilities are 200 and discounted for Class.
Tier 3 abilities are 400 and discounted for Class
Class is indicated by colour/column.
You have 1000 points to spend throughout this CYOA.

MASTER ABILITIES

YOU MAY ONLY PICK ONE

SURVIVOR

You know how to make better use of limited supplies, to an extreme degree. Not only does this make your uses of any consumables or limited use items – heck, including bullets – far more effective than it normally would be, but abilities that drain from any kind of resource pool such as willpower, mana, PP, nanomachines, conduit energy and so on are both considerably cheaper to use and more powerful than they were before. Even your ability to use equipment that isn't limited use is enhanced somewhat, and finally you've become much more difficult to kill, due to a mixture of luck, willpower and sheer refusal to give up and die. These effects apply (although not as much) to your companions, too, and you'll find them much easier to keep alive and better at using resources than they were before.

ONE WOMAN

ARMY

Do I really need to explain? You're a one woman (or whatever) army. You laugh in the face of platoons and scoff at battalions. Not only are you skilled in the use of any weapon you use and ridiculously strong, you're nigh unstoppable and can soak absurd amounts of damage, and the closer you are to going down the harder you fight. Finally, you've got a special trick up your sleeve – a special combat mode that basically turns you into a 6 metre tall mecha, easily capable of smashing through walls and destroying most enemies, making you even more absurdly unkillable than you already were. Your weapons are scaled up with you (and you can use larger weapons). If you were already significantly larger than a regular human, this ability scales with you to some degree. You're effectively on par with the dreaded Komato Annihilator.

TELEPORTER

TACTICS

: If the Tasen ever suspect you of actually being an Imperial Assassin, they'll have some pretty damn cause for doing so. You've had teleportation technology integrated into your enhancements, and furthermore you've mastered the use of teleportation technology, including having the massively improved spatial mapping, memory and reflexes that this requires. You can flash step around the place to evade nearly any attack, teleport items to and from your warehouse allowing for rapid fire, reloading or simply quickly changing weapons, escape nearly any critical situation where you're close to death by simply teleporting out as a pre-planned contingency. Just whatever you do, don't teleport into something. It won't end well for you. Still, you're about the same level as a Komato Assassin.

NANOMASTER

Nanomaster: You're so good with nanomachines you could probably have rebuilt yourself, if you weren't dead – you could probably easily turn others into cyborgs if you tried. You find enhancing and cracking weapons to be a simple task and what's more you can combine and enhance weapons with greater effectiveness, even those not from this jump. Cracking is almost instantaneous for you, and you can even directly drain power from almost anything – people, robots, forcefields, magical constructs - with a simple touch, turning you into some kind of bizarre nanomachine vampire, though you can't run on water, sadly. Expect access to a good enough power source to dramatically boost your strength – and if that power source is an enemy, you could quite possibly defeat them with this alone. Yukabacera would be impressed.

ITEMS

ORGAN SMASHER

This shotgun is surprisingly accurate at up to medium ranges, though it's potential for damage disperses rapidly after close range. The user can 'charge' the device, taking several seconds, to store up to a maximum of four charges. When next fired, fires an additional set of buck for each charge - truly deadly up close. Free Anomaly, 100 CP otherwise

RIPPER RIFLE

This modified machinegun fires explosive ammunition designed to allow for eventual breaching of nanofields. Unfortunately, the explosives are weak and with its low penetration, its somewhat ineffective against targets with heavy armour, though still a general, useful weapon. Free Soldier. Else 100 CP

BLITTER

A powerful, accurate and long ranged weapon, the blitter doesn't seem to have been designed for combat. Only effective against vitals typically, due to cauterising beam - laser, however, not visible on regular spectrum, makes no noise when fired. 3 second charge before firing. Free Operative, 100 CP Otherwise

FREAK RAY

Low damage, but significantly weakens opponents defenses. In addition, is highly customisable. Can have additional modifications made to it with Technical Expertise, and what's more, can scan a weapon a foe is using to be able to partially emulate certain effects of enemy weapon. Free Technician, Else 100 CP

TELEPORTER

Without Teleport Tactician perk - can be used once every 24 hours for a long ranged teleport. However, teleport is inaccurate, can only teleport to outside locations, and will always leave you above highest point of elevation (within large inaccurate radius - hope you have Stronger Bones) With Teleport Tactician, see perk. Free Teleport Tactician, else 200CP

AGGRESSIVE NANITES

Allows the user to expand their nanite field and use it for more than just defensive applications. Not only does this decrease potency of enemy weapons based on their distance from you (further away, they deal less damage), also harms all enemies depending on proximity (more damage up close) over time. Cost 200 CP

SLAYERS SHIELD

Greatly weakens the user, draining power from them and significantly disrupting their defenses. In return, the target suffers an amplified version of this effect, massively weakening them and their defenses. Minimum duration is a second - don't get hit while in use, or you'll suffer greatly. Cost 200 CP

SCANNER

Serves a number of purposes. Primarily, allows you to determine the location of all living creatures within a large radius around the user, although this might be blocked by certain defenses or stealth abilities. Also capable of determining molecular structure and provides blueprints when scanning objects. Cost 200 CP

SKYSMASHERS

Your very own pet skysmashers, flying robotic drones that can provide recon and fire support. Can be upgraded or outfitted with a number of weapons, provided one knows how. Easy to destroy, but also easy to repair. Guaranteed to prove incredibly annoying to your foes with its attacks. Comes in a pair of two. Cost 300 CP

ROUNDER

An incredibly bizarre nanoweapon with unfathomable workings. Seems to draw power from the user. Deals damage over time in a powerful beam, but drains from the user's health. Damage and drain increase while trigger is held. For some reason, does not harm allies - instead, life is transferred to them if they are hit. Cost 300 CP

MINDHOLD

A laser dagger wielded by a bloodthirsty Komato assassin who turned against his kind. Disintegrates weak foes when hit, then devours remains to power user and weapon, leaving no trace and healing the user, restoring energy. Can communicate telepathically with wielder but is not malevolent (to you). Cost 300 CP

SYNCHSHIELD

Lets the user to utilise any defenses that they may possess to effectively redirect most attacks directed at targets of their choice at themselves. Effectiveness increases with technical ability and bond with targets, decreases with number of targets. May result in high damage taken from area effect weaponry. Cost 300 CP

Weapons have infinite ammo, effectively.

These weapons are extremely rare or unique; you are incredibly unlikely to find them if not purchased here.

Other items might be easier to find, but much harder to recover due to self-destruct protocols.

Even if the Skysmashers are completely destroyed, they'll respawn in the warehouse after a week. Same with other items.

Mindhold will be very displeased if that happens.

Using them for components will prevent this until said item is deconstructed.

DRAWBACKS

GLASS SOLDIER

You're more fragile than you would be otherwise, both mentally and physically. You'll find yourself more vulnerable to damage, that your resolve will waver, and you'll find yourself somewhat easier to convince - much easier to lose your way. It seems you may not be cut out to be a hero, but you'll have to do.

+200 CP

TECHNICAL PACIFIST

You find it impossible to directly kill someone, even aliens. You're unwilling to shoot enemies, and even find simply knocking them out nauseating. Strangely, you don't feel anything is wrong when you reflect rockets into enemies, or lure them into a hungry pack of blits. You sick fuck.

+200 CP

REALLY JOEL'S DAD

You'll be playing on reallyjoel's dad difficulty, named after reallyjoel's dad, the only man who could beat it. Being even slightly worse than reallyjoel's dad will get you killed out there. This is serious business, after all. Also, you can't buy any items and start with none. Good luck!

+1000000 CP

SAKERAS SONG

When you awaken, it is too late. All of the other humans are dead. You are stronger. You have no companions. You feel the urge to kill. They must all die. Leave none alive. Cannot be taken with pacifist.

+300 CP

HALLUCINATIONS

You have hallucinations. These will grow progressively worse throughout the jump. People that don't exist, people that have died - both from this jump and others - and so on. Eventually, you won't be able to tell what's real from what's not. Expect your judgment to be impaired.

+200 CP

PRIDE

You have a serious attitude problem. You can't stand being insulted, you instinctively lash out whenever your competence is questioned, you sometimes refuse to avoid 'lesser' attacks and do other really questionable, stupid things that could get you killed.

+200 CP

DUTY BOUND

You follow orders, and you follow them to the letter. You cannot question them, nor can you disobey. You are chained by the chain of command. This cannot be circumvented. Cannot be taken with Sakera's Song or Technical Pacifist.

+200 CP

CLOWN

Your footsteps are loud and squeaky. You have a terrible sense of humor. Sometimes, writing just appears as indecipherable scribbles. Asha likes you and your jokes. This might not be a good thing. Your nose is a red sphere. You have a compulsion to honk. The honking will intensify to the point where you may not be able to contain it.

+100 CP

END

GO HOME

You can choose to go home. You retain all of your abilities, items, companions and so on. You know the drill. Automatically chosen if you die.

STAY HERE

You can choose to stay here. It's an option. Not much of a world left to stay in, though, is there?

FURTHER

Continue your journey. You keep your shit, disadvantages are removed, yada yada. You know how this goes by now.

Picking Reallyjoel's dad means you will die during this jump. This is non-negotiable. You cannot proceed, only go home. Nothing can save you. You may take a maximum of +500 CP from flaws, except by taking reallyjoel's dad. You can still talk with Clown between honks.