

Generic BioTech Post-Apocalypse Jump

Update 0.1

Welcome Jumper, to Earth, but not the Earth you're familiar with. The humans of this Earth were able to bridge the gap between Technology and Biology by creating a device that fuses to a person's brain and allows the user to not only absorb Technology into themselves and manipulate that Technology, but also completely rewrite the user's DNA in any way possible, granting them a form of Biological Immortality.

Several years after the creation of this device, it had become common for most governments to equip their military with them as well. Due to a series of escalating events, the entire world is now at war with each other. Almost every Soldier on the battlefield has been fused with one of these devices and those who haven't are dying in the thousands every couple of days.

It has been several years since the start of the war and the world has ended, all natural life is either dead or has been converted into a Techno-Organic organism, and all the surviving humans are scattered and living in isolated settlements.

**You are being sent to this world of
Techno-Organic flora and fauna for 10 years.**

Here have 1000CP

Location doesn't matter, you can start at any country or place in the world for
FREE

Origins

Drop In (free)

You appear at your location of choice with the clothes on your back and the perks, powers and items you bought in this jump and already have from other jumps. No new memories affecting your personality.

Baseline (free)

You are a Human without a TADMU implant, you wake up on a bed in a village at your location of choice with the clothes on your back and the perks, powers and items you bought in this jump and already have from other jumps. You have memories of living in this village for a couple of years after the apocalypse happened and are skilled at surviving in this post-apocalyptic world.

Surviving Scientist (free)

You wake up from under a Bioluminescent tree at your location of choice with the clothes on your back and the perks, powers and items you bought in this jump and already have from other jumps. You have memories of abandoning your family in order to survive the horrors of the apocalypse and are adept at using your mutations.

Old Soldier (free)

You wake up in a small camouflaged hole in the ground at your location of choice with the clothes on your back and the perks, powers and items you bought in this jump and already have from other jumps. You have memories of fighting in the war that caused the apocalypse and are extremely skilled at using your mutations.

Predator (200cp)

You come to inside a large hidden cave in your location of choice with the clothes on your back with the perks and powers you bought in this jump and from other jumps with the items you bought laying next to you. You have memories of hunting and killing annoyingly loud beings (humans) although in recent times they have been hard to find. You have a intense bloodlust and an instinctive mastery of your mutations. (must take the Bloodlust drawback for no points)

Perks that are 100CP are Free for their Origin and all other perks are 50% off for their Origin.

General Perks

T.A.D.M.U.(200CP, 50% off for Surviving Scientist, Free for all other Origins except for Baseline and Drop-In)

Called the Technology Absorption and DNA Manipulation Unit, this tiny implant is a wondrous and terrifying device that when fused to a person's brain allows the being it is fused with the ability to within 10 minutes absorb and use Technology as if it was apart of themselves their entire lives and manipulate their DNA to do just about anything such as cure any disease, regenerate almost anything except for your brain, shapeshift into anything you could imagine and gives the user a type of Biological Immortality. (mandatory for all Origins except for Baseline, Drop-In and Surviving Scientist)

Adaptive Exotic Resistance(300CP)

In the wars before the apocalypse there were several devastating weapons that were used such as Nuclear warheads, Antimatter missiles and one or two Reality Displacement bombs, this perk gives you a constantly adapting resistance to the harmful energies and radiation released by these weapons, that in time will allow you to live comfortably in areas saturated by these toxic materials. In future jumps this will grant you immunity to certain energies and types of radiation that would normally poison and kill you.

Regen Upgrade(300CP, must have the TADMU perk)

By taking this perk the you gain benefits of a boosted regeneration, being able to automatically regenerate your brain and fully regenerate from a few drops of blood over the course of a few minutes.

Ascension Prototype(800CP, must have the Regen Upgrade perk)

You are what would probably be considered the fusion of the Sentients from Warframe and the Zerg from Starcraft, each and every one of your cells is a Techno-Organic nanomachine, there is no Tech or DNA you cannot absorb and incorporate into your body, whether you wish to absorb a Psionic-Alien super virus or a Lovecraftian piece of Technology or a Green Lantern Ring, you will always succeed in an absorption with no adverse side effects and will continue to

evolve the older you get. The only way to kill you is to destroy every one of your cybernetic cells, if even one cell survives you will fully regenerate within 3 minutes.

Drop In Perks

Stamina Enhancement(100CP)

You are able to run, jump and fight for hundreds of hours without getting tired and when you do run out of stamina, you just have to rest for around a minute and you'll be 100%. You now no longer need to sleep although you still need to eat and drink just not as much as before, you only need around 1000 calories a week and 10 ml of water a day to be in top condition.

Boiling Blood(200CP)

Your blood is boiling hot, it may as well be plasma. Any creature that breaks your skin in melee combat whether through a bite or a scratch, will be heavily burnt by your now metal melting blood. You are now completely immune to extremely high and low temperatures. This perk can be turned ON and OFF at will.

Instant Absorption(400CP)

Usually it would take around 10 minutes to fully absorb a piece of Tech, now with this perk it only takes several seconds and absorbing a very large piece of Tech will only take about a minute at most.

Psionics(600CP)

Your otherworldly nature has reacted with your TADMU implant, granting you the unique ability of Psionics, the power to manipulate the world with your mind, you are only limited by your knowledge of how the world works, so if you know a scientific method of teleportation, mind control or even time travel then you will be able to do just that. Try not to kill yourself by creating a black hole.

Baseline Perks

Advanced Survival Skills(100CP)

You know how to survive in this Techno-Organic world, you know what sort of plants and animals that are safe to eat along with the knowledge of how to kill, dismantle and cook them. In future jumps this perk gives you knowledge of what is edible and how to kill, dismantle and cook the wildlife of any alien or magical world that you happen to be on at the time.

Human Tenacity(200CP)

When under extreme pressure or immense pain, you are able to keep calm and focused on completing your goal. The more stressful a situation is or the more pain you are in, the more focused and determined you will be and the less likely you will make any mistakes.

Gene Enhancement(400CP)

By taking this perk you have a slightly increased intelligence, can run faster than Usain Bolt and can keep running at that speed for several hours and can lift 4 times your own body weight along with being durable enough to survive being thrown threw several concrete walls and falling fifty feet, you're also more resistant to poisons and diseases.

Anti-Tech Luck(600CP)

Against robotic or cybernetically enhanced enemies you are extremely lucky, a hastily aimed gun shot might shoot out their optic or a knife slash might sever some extremely important wires, causing them to start attacking their allies.No matter how many robots or cybernetically enhanced soldiers are aiming at you, 9 times out of 10, their all gonna miss.

Surviving Scientist Perks

Senses Enhancement(100CP)

All of your five senses have been greatly improved. You can now see crystal clearly in exactly 180 degrees and spot a needle 50 miles away in complete darkness, your sense of smell is so great it surpasses all natural animals on earth, you can hear a fly flap its wings from hundreds of miles away, through your now enhanced sense of touch you can feel the earth shifting beneath your feet and sense the planets electromagnetic field, your tongue, like a snake is able to taste the air and sense a creatures thermal signature. The strength of your senses can be controlled at will.

Corrosive Fluids(200CP)

Your sweat and saliva are now extremely corrosive and acidic, more potent and longer lasting than a Xenomorphs blood. You are now completely immune to all forms of acid. It will burn through your own clothes. The potency of your acidic fluids can be controlled at will.

Reverse Engineering(400CP)

You now have a mental blueprint of all the Tech that you have and will absorb that can be used to create a working copy of whatever you have absorbed. You can also now absorb raw materials and fabricate small and simple types of Tech such as a toaster or a grenade out of any part of your body. Over time you will be able to form larger and more complex forms of tech like a energy shield and a laser rifle.

TADMU Creation and Implantation(600CP)

You now have the knowledge to create a TADMU implant and the medical skills to safely implant it in a humans brain. With enough research you might be able to implant it into aliens as well.

Old Soldier Perks

Body Enhancement(100CP)

When it comes to speed you are now capable of out running a horse. You are able to lift around 1 ton in each arm with no sign of stress and are capable of jumping 100 feet in the air and fall 10 times that high without taking any damage.

You have complete control of your strength. This perk can be turned ON and OFF at will.

Thermal Absorption(200CP)

You can, on physical contact with anything, consciously decide to completely absorb all heat from what you are in contact with, flash freezing the area around the point of contact and empowering any Tech you have absorbed with the stolen energy. There is no limit to the amount of heat you can store but if you take too much in a short amount of time you will start to overheat unless you find a way to make your body more heat resistant.

EMP Burst(400CP)

This perk gives you not only the ability to emit EMP blasts , temporary shutting down unshielded forms of technology and completely frying extremely fragile forms of tech, it also grants immunity to EMP pulses and high doses of radiation. EMP blast has a 2 minute recharge rate before being able to be used again.

Technopathy(600CP)

You are now capable of taking control of any of machine within 15 feet of you as long as you have a stronger willpower than them, if you do not have a stronger will than the machine you are trying to control, you will get a extremely painful headache and a nose bleed along with being unable to take control of them. For every machine you do have under your control, your ability to multitask will increase. There is no limit to the amount of machines you can have under your control. For reference you are probably able to control a handful of Geth platforms but be unable to control SHODAN or GLaDOS, that is if you don't have a willpower enhancing perk.

Predator Perks

Body Mastery(100CP)

Any genetic or technological augmentation, such as a mutation or cybernetics, that is inside or attached to your body is completely mastered over the course of a few days.

Durability Enhancement(200CP)

Your hide will no longer be pierced by any blade or claw and you are durable enough to be completely unscathed by a mountain the size of MT Everest falling on you, and could probably barely survive a nuclear explosion. There are no weak points in your tough hide and your insides are also tough, just not as tough as your skin.

Shoggoth Lite(400CP)

At will you can transform into a amorphous blob of Techno-Organic flesh, allowing you to see from any angle, fit into tiny gaps and completely envelope a being, or if you don't want to do that you can just impale them with a extremely sharp metallic tendril.

Apex(600CP)

You are the Apex Predator of this planet. You are completely immune to poisons and diseases and now no longer have to breathe, are capable of running on land at a speed of 400 km/h(249 mph) and swimming twice that fast in water, along with being able to lift up to 10 tons. You have a biting force of 80,000 psi along with nigh indestructible teeth and can survive swimming in molten lava and freezing waters indefinitely.

Items that are 100CP are Free for their Origin and all other items are 50% off for their Origin.

All Origins except for Predator have a list of items, so Predator is allowed one 100CP item for FREE and two items 50% off from any category.

General Items

Camouflage Tent(100CP)

A two person tent that can take on the color and texture of its surroundings. When not in use just press a small button at the entrance of the tent and it will automatically fold itself up into a small sack the size of a tennis ball, to unfold it just throw it on the ground and it will unfold and set itself up automatically. It will not fold up if there is anything inside it. If lost or severely damaged it will appear in your Warehouse completely fine.

Electric Fan(200CP)

A small electric fan that will cool you down on a hot summer's day. It also just so happens to be powered by a tiny perpetual motion machine, giving it a infinite power supply. I wonder what would happen if you absorbed it? If lost or severely damaged it will appear in your Warehouse completely fine.

Cloaking Unit(400CP)

A small device that looks like a black choker with a blue button. When the button has been pressed, the wearer is completely invisible and is incapable of making any noise. Can stay activated for 2 hours and recharges within one minute.

T.O.M(600CP)

This Technological Organic Minion or just T.O.M is a extremely loyal one foot tall metallic-scaled monkey looking thing that will alert you to danger if there is any in the vicinity and follow any order you give it such as " make me a sandwich",pass me that wrench"and "aim this sniper at that guys head and shoot on my command".

Tom comes with the perk Senses Enhancement for Free.

Also comes with a manual on how to mass produce more T.O.Ms.

Does not count as a Companion.

If it dies it will respawn in your Warehouse after 24 hours.

Drop In Items

Comfortable Hooded Cloak(100CP)

A comfortable hooded cloak that is fireproof, will always stay clean and keeps you warm and dry in even the coldest and wettest conditions. All sorts of mud, paint and other liquids will just slid right off.

If lost or severely damaged it will appear in your Warehouse completely fine.

Mysterious Fire Axe(200CP)

This one sided axe is a living organism, the 'leather' of the handle is a very strong dark purple Bio-Organic flesh, while inside of the handle the 'bone' is made up of hundreds of millions of carbon-nanotubes, making the handle of the axe extremely strong and light. The blade of the axe is made up of a strange, seemingly indestructible, bright orange ceramic like substance that when in physical contact with any material except its own handle, produces extreme amounts of heat, enough heat in fact that with the slightest touch a 3 inch thick piece of Titanium is immediately turned into molten slag. I don't need to warn you not to touch the blade, do I?

If broken or lost it will appear in your Warehouse within 24 hours, hanging from a stand, specifically made for it, by its handle so it doesn't destroy anything.

Energy Caster(400CP)

This bulky rifle is able to fire 2000 extremely powerful arcs of electricity over the course of a minute with absolutely no recoil. These arcs of electricity are extremely deadly, being able to disintegrate any Techno-Organic creature on contact. It automatically recharges all of its energy within two minutes, using the warmth of the wielder to charge itself. If lost or broken it will appear in your Warehouse in 24 hours.

Baseline Items

Bow and Arrow Fabrication Quiver(100CP)

A nigh indestructible bow and a arrow quiver with a small, high speed, fabrication unit attached to it that is capable of fabricating 10 extremely strong and sharp arrows at a time in a single second. The quivers fabricator recharges energy over time and is unlikely to run out of power in the middle of a fight.

Food Supply(200CP)

A very large blue crate full of fresh vegetables and dried fruit and meat, enough to feed a small village of 30 people for a week. Every 6 months it refills with fresh supplies.

Not So Captain America Serum(400CP)

This item comes in two parts, a syringe filled with a serum that can give people the Gene Enhancement perk and a notebook that has the formula to create more of the serum. The serum does not work on the Jumper or their companions but works for anybody else. If at the end of a jump, you take someone who has been injected with the serum as a companion, they lose the Gene Enhancement perk.

Surviving Scientist Items

Multi-Tool(100CP)

Despite what its called its just a wrist mounted fabricator.

By inserting the necessary materials into a opening in the side of the device, you are able to fabricate anything as long as you have the schematics programed into it.

It already has several schematics installed, a swiss army knife, wrench, combat knife and a .44 Magnum revolver and its ammunition along with a nutrient bar and a bottle of mineral water. It comes with two manuals, one on how to program new schematics into it and another with blueprints detailing how to build a new Multi-Tool, although why they didn't simply program it to make another one of itself I don't know. If lost or broken it will appear good as new in your Warehouse after 24 hours.

Sturdy Satchel(200CP)

A medium sized and extremely sturdy satchel that's somehow bigger on the inside and can survive being at ground zero of a nuclear explosion. Anything you put inside this satchel will never break.

If you are somehow able to lose or severely damage this item it will appear in your Warehouse as good as new within 24 hours.

Scientific Manipulator Tendrils(400CP)

Manipulator Tendrils were created to help the user, usually someone who is paralyzed from the neck down, pick up things and generally act as a pair of hands.

This specific type of Manipulator Tendrils was specifically made for scientists and doctors to help them with delicate surgeries and experiments.

Unlike Civilian or Military Manipulator Tendrils these are not as strong or fast but have a excellent amount of fine control, a person when using them being able to do incredibly complicated brain operations with no mishaps.

These Manipulator Tendrils are a pair of very long slender segmented arms tipped with five extremely fine wire 'fingers'. To use the device attach it just under the base of the neck, between the shoulder blades. If lost or broken it will appear in your Warehouse after 24 hours.

Old Soldier Items

Body Armor(100)

A full body skin tight suit of self regenerating armor that acts much like kevlar. It has a small forcefield generator attached to the lower back of it that is capable of stopping a high-explosive anti tank round and recharges power using the wearers body heat. Comes with a manual detailing how to make more.

If lost or destroyed a new one appears in your Warehouse within an hour.

High-Frequency Blade(200CP)

Useful for cutting through the extremely durable Techno-Organic flora and fauna that will no doubt be trying to kill you.

It has enough power to last two weeks and it recharges by absorbing heat so if it runs out just put the blade in a place with lots of heat such as a fire, lava or a still warm dead body for a minute or two. If lost or severely damaged it will appear in your Warehouse completely fine.

Automatic Railgun(400CP)

This massive beast of a weapon is capable of accurately rapid firing 10 inch long tungsten spikes. It comes with a inbuilt fabricator specifically for fabricating its own ammunition, simply put the materials in the opening at the top of the device and it will do the rest. It is able to store 60 spikes at a time and can fire 8 every second. It recharges its power by absorbing the wielders body heat. Mind the weight and the recoil.

If lost or broken it will appear in your Warehouse after 48 hours.

Companions

Squad(300CP)

You can bring 5 of your companions with you.

Each of them gets 400CP to spend on Origins, Perks and items.

They may each choose one drawback to gain more points, this will only affect them, a Origin mandatory drawback will not stop them from being able to choose a drawback for points.

Survivor(100CP)

This person is a survivor of the apocalypse and extremely resourceful.

They come with the perks TADMU, Body Enhancement and Stamina Enhancement and the item Comfortable Hooded Cloak.

You may choose their Gender and Personality.

Hunter(100CP)

This person is a survivor of the apocalypse and is a expert at killing the Techno-Organic creatures that live this new world.

They come with the perks TADMU, Senses Enhancement and Body mastery and the item High-Frequency Blade.

You may choose their Gender and Personality.

Beast(100CP)

This creature was born after the apocalypse and is as smart as a dolphin.

It comes with the perks Apex, Durability Enhancement and Thermal Absorption.

You may choose its Personality.

There is no limit to the amount of drawbacks you can take.

Drawbacks

Bloodlust(+100CP)

You have an intense desire to kill and will try to kill anything that moves. This desire can be somewhat restrained around companions but you will be more prone to lashing out at them.

PTSD(+100CP)

You have been through multiple wars and have witnessed the apocalypse, you will have frequent battlefield flashbacks and will constantly feel isolated and irritated.

Survivors Guilt(+100CP)

You will suffer from hallucinations and night terrors.

You will feel a loss of motivation, numbness and you will constantly ask yourself if you have the right to live.

Xenophobic(+100CP)

You hate and are absolutely disgusted by anyone that is not one of your companions and will constantly insult and even assault strangers for no reason. Don't expect to make any new friends or allies.

Extended Stay(+100CP)

This drawback can be taken a total of 6 times, every time you take this you gain 100CP and the amount of time you will stay here will be doubled.

20 years, 40 years, 80 years, 160 years, 320 years, 640 years.(cannot take this drawback with the My Kingdom drawback)

Bait(+400CP)

Every being within 2 miles of you will know where you are and will have the desire to kill you. Companions are not affected by this.

Glitched(+400CP)

For the duration of this jump, any sort of technology, except for the items you bought at the beginning of this jump, that is more advanced than anything found in the 18th century will break down and cease to work if you try to use it.

My Kingdom(+500)

Usually a jump will end after 10 years, by taking this drawback that is no longer the case. The only way to end the jump is to conquer all of the human villages in the world under one banner, YOURS. When all of the villages are under your control, only then will the jump end, if you do this within 10 years, you may choose to leave early.(cannot take this drawback with the Extended Stay drawback)

Glass Core(+600CP)

Within your head or chest is a small glass marble, if it is removed or broken you will immediately fail your jump.

Predators Everywhere(+800CP)

Every non-human creature from the smallest machine-ant to the largest techno-organic abomination now have all the perks from the predator perk list.

The Five Great Hunts

When the apocalypse passed, a most interesting event happened. Five Great Beasts with amazing, almost supernatural powers appeared and caused much destruction in their wake, you are now tasked with hunting one of these beasts down, although if you are strong and have the skill, you may try and hunt all of them.

1)The Beast of the Moon

This beast is a giant flying purple whale that lives on the moon and has no mouth or eyes with the power to control gravity and passively distorts reality in a way that drives weak minded men to insanity. One might wonder, how will you kill this beast?

REWARD of THE MOON BEAST: the perk Psionics has been empowered, you are now no longer limited to by the scientific method, you are now only limited by your willpower and imagination, you can do Almost Anything as long as you have the willpower.

2)The Beast of Metal

This beast is a monolithic blue machine of war, a humongous mecha, that lives in what used to be London and has the power to spray a green mist at the ground that solidifies into three odd structures, one that doesn't seem to do anything, one that can project a forcefield and one that produces a seemingly endless supply of short robots.

REWARD of THE METAL BEAST: the perk Anti-Tech Luck has been empowered, you are now able to at will create a field that causes all machines and cybernetics within 100 feet of you to Corrode and Breakdown into dust within seconds. Does not affect the machines and cybernetics that are on your person.

3)The Beast of Blood

This beast is a large emaciated humanoid that lives in Australia in the wrecked City that was once called Brisbane. It is constantly weeping a dark red liquid from its eyes, nose, ears and mouth, and has the power to manipulate this liquid, hardening it into red crystalline blades and armour that are nigh unbreakable. Be weary of its bloody footprints.

REWARD of THE BLOOD BEAST: the perk TADMU Creation and Implantation has been empowered, along with the knowledge of how to create and implant a TADMU unit into humans and any alien species you come across, you are now able to manipulate and alter the DNA and Biology of any living thing you are in physical contact with.

4)The Beast of Light

This beast is a giant floating, glowing sphere with the power of electrokinesis and can create illusions, it lives somewhere in Japan.

REWARD of THE LIGHT BEAST: the perk Technopathy has been empowered, any machine within 100 feet of you, regardless of their intelligence or willpower, will be completely under your control and your multitasking abilities has increased significantly.

5)The Beast of The Earth

This beast is a titanic toad looking creature that is constantly sweating a continuous river of molten metal from its skin. It immune to all of your out of jump powers, can move at supersonic speeds, spawns smaller versions of itself and has the power of telekinesis. It is hibernating in the center of the African continent within a massive lake of its own molten metal. You should plan out how your going to kill it before it wakes.

REWARD of THE EARTH BEAST: the perk Apex has been empowered, you are now capable of moving at Faster Than Light Speed, can Bench Press a Small Planet if you tried and Survive Being Crushed by a Black Hole.

The End

Go Home

So, you wish to return to your original world?

So be it, you shall be returned home with all of your items, perks and powers.

All drawbacks that have been affecting you will be removed.

Stay Here

You wish to stay in this Techno-Organic wasteland?

Very well, you may stay here with all of your items, perks and powers.

All drawbacks that have been affecting you will be removed.

Next Jump

You want to continue on your journey.

All drawbacks that have been affecting you for this jump will be removed.

Notes

-Changed the description of the drawback **Glitched** from 'Every few minute your DALSU will glitch out, completely freezing you in place for several minutes. Try not to get into any fights' to 'For the duration of this jump, any sort of technology, except for the items you bought at the beginning of this jump, that is more advanced than anything found in 18th century will break down and cease to work if you try to use it'.

-Added a new perk called **Adaptive Exotic Resistance** to the General Perks list.

-Have changed the name of the perk **DALSU** to **T.A.D.M.U.**

-Have changed the top description to be more generic.

-Have increased the CP gained from the drawback **Predators Everywhere** from 500CP to 800CP.