

Generic BioTech Post-Apocalypse Jump

Welcome Jumper, to Earth, but not the Earth your familiar with, the humans of this Earth were able to bridge the gap between Technology and Biology by creating a device called DALSU, 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 users DNA in anyway possible, granting them Biological Immortality. Several years after being created DALSUs were finally allowed to be commercially used, but only by those with the money to afford them, this caused people in the middle and lower classes of society to resent the upper class, "why are they allowed to not die" and "what about curing Cancer", they would say.

In the year 2406 a group of 'Terrorists' stole and distributed several thousand DALSUs to the rest of the poorer public, this act resulted in the DALSUs eventually being reverse engineered, upgraded and weaponized by several PMCs, causing mass panic among the governments of the globe. With the weaponization of DALSU by these PMCs most governments have also started to equip their military them as well. By the year 2408 the entire world is at war and almost every person on the planet has fused with a DALSU and those who haven't are dying in the hundreds of thousands every couple of days.

In the year 2503 the world has ended, all natural life is dead or has been converted into a Techno-Organic organism. The only way to tell that humans have ever lived on this planet is the cooling radioactive craters that dot the landscape and the several surviving humans that have fused with DALSUs, if they could even be called human anymore.

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.

Surviving Scientist(free)

You wake up from under a Techno-Organic 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 abandoning your family in order to survive the horrors of the apocalypse and are adept at using your mutations.(must take the Survivors Guilt drawback for no points)

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.(must take the PTSD drawback for no points)

Predator(200cp)

You come to inside a large hidden cave in your location of choice without any clothes or items but do have the perks and powers you bought in this jump and from other jumps. You have memories of hunting and killing annoyingly loud beings(humans) although in recent times you have been unable to find any.you have a intense bloodlust and 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

DALSU(free)

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 give the user Biological Immortality.(mandatory for all Origins)

Upgraded Regen DALSU(400CP)

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(1400CP, must have the Upgraded Regen DALSU 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 a Lovecraftian piece of Technology or a Green Lantern Ring, you will always succeed in a 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 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 of around 1,500,000C and -350C.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 the DALSU 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.

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 heat signature. This perk can be turned ON and OFF 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. This perk can be turned ON and OFF at will.

Reverse Engineering(400CP)

you now have a mental blueprint of all the Tech that you have absorbed 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.

DALSU Creation and Implantation(600CP)

Maybe you were one of the scientists on the team that created the DALSU device or maybe you worked for one of the PMCs and managed to learn all its secrets, ether way you now have the knowledge to create a DALSU implant and the medical knowhow to safely implant it in a humans brain. With enough research you might be able to implant it in aliens as well.

Old Soldier Perks

Body Enhancement(100CP)

When it comes to speed you are now capable of out running at a speed of 600 km/h(373 mph). 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 cool down 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 unscaved by a mountain the size of MT Everest falling on you and could probably barely survive a nuclear explosion. There is 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 can now breathe on land and underwater, 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 several tons. You have a biting force of 8000 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(400CP)

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.

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 make 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.

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 DALSU, 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 DALSU, 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 a intense desire to kill, you 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.

Extended Stay(+100)

This drawback can be taken a total of ten 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, 1280 years, 2560 years, 5120 years, 10240 years.

No Access(+200CP)

You have no access to your Warehouse and all out of jump perks and items.

Bait(+400)

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)

Every few minutes your DALSU will glitch out, completely freezing you in place for several minutes.

Try not to get into any fights.

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.