Generic Biomancer Jump

In many places, life exists. In some of those places, magic exists. Sometimes, one becomes a means to shape the other. It is one such world you find yourself in now, and you will take the role of one who does this sort of shaping, a practitioner of some form of biomancy. Whether this will make you a plant-whispering druid amidst a verdant forest or a flesh-grafting back alley medical mage in a grimy city will be up to you, but whatever fate you choose, you may shape it using these:

+1000 CP

Locations

You may choose any of the following settings as the location you start the jump in, or roll randomly. Alternatively, you can choose another setting, original or otherwise, that prominently features biomancy or other organic or body manipulating powers.

1. A biopunk near-future setting, where society has experienced many significant advancements based around the discovery of biomancy.
2. A medieval fantasy setting where life magic is commonly practiced.
3. Biomancy Portal World: This is a world filled with portals to various other worlds where biomancy is prominent.

Origins

This jump does not have individual origins. You may choose to either be a drop-in or someone with a history in this world matching your purchases.
You may choose any gender or biologically possible age for this jump.

Perks

You get 5 Lifeforce Tokens. You can exchange one for any given purchase in the jump, but you can only exchange one for a 300 CP perk twice at most.

Biomancy 101 (Free): You possess a small, slowly regenerating pool of arcane energy, which can be improved with through practice. Though this pool can be used to fuel any sort of magic, this perk alone only gives you an affinity for biomancy with little ability to produce effects that fall outside of it.

Conveniently, you also know some basic, cantrip-level biomancy effects, such as lightly accelerating someone's natural healing, or slowing their metabolism to reduce food intake. Any effects granted by this perk to start with do not go beyond lightly influencing pre-existing biological effects, and further practice with this perk alone is mostly limited to both effects that influence biological processes and biologically possible transformations. Biomancy is also harder to use on creatures which are not willing, and can be fought off more easily by those with strong wills or powerful constitutions.

Many other perks in this jump will grant additional uses to your biomancy, which still use the same energy and hold the same general restrictions.

Medicinae Doctor (100 CP): The magic of life is often best channeled by experts. You, conveniently, have already accumulated a great degree of expertise in the mundane lore of life, either before or beside your more magical practice. You have knowledge in a specific field of medicine or biology, be it surgery, ecology, or any other. The amount of knowledge you have is enough to earn someone top marks as part of their doctorate. In this and future worlds, you may also have a degree as part of your history (or mysteriously already known to the system, if you are a drop-in), assuming such a degree could exist within that setting.

You may purchase this perk multiple times, gaining a new subject of expertise each time. Though you may not choose the same subject multiple times, sufficiently similar fields may provide synergistic forms of knowledge.

Steady Hands (100 CP): A good skill for performing non-magical surgeries, sketching out biological notes, being a terror with a blade, and many other tasks both related to biomancy and otherwise: you have exceptional manual dexterity. Your hands operate without trembling and can be moved with precision down to the millimeters and a little beyond, and you have great hand-eye coordination and proprioception related to your hands.

Living Record (100 CP): Your brain is like a biological computer when it comes to information storage, able to retain information with lossless fidelity, such that you could remember anything you've experienced with perfect vividness, or recount any number of details from your memories effortlessly. You also have the ability to store an unlimited amount of information in your memory. This enhancement is an actual partially supernatural augmentation of your brain structure, which means that you could examine yourself to learn how to grant others similar effects using sufficiently developed biomancy. Without the ability to grant supernatural biological properties, this could only grant near-perfect recollection and enough storage space for a thousand years of memory, but with that ability, you could even grant someone the same perfect, fully unlimited memory you yourself now hold.

Formless Mind (100 CP): You find it easy to adapt to changes in your form. You never suffer from phantom pain or detrimental levels of body dysmorphia, and though you can still feel dissatisfied with the current state of your body for practical or aesthetic reasons, these feelings never inhibit your ability to function comfortably. You also have 'flexible' muscle memory, which operates in such a way that when your form is altered, you can treat your new shape as if you had just as much practice using it as your old shape. One form can still be less practical than another, but you at least won't be held back by your lack of practice using it.

Diagnostic Gaze (100 CP): You have an innate perception of living essence, which lets you effortlessly determine several pieces of information useful to a biomancer about anything you lay eyes on. Specifically, you can tell if something would be considered biological/organic, living, injured to a noteworthy extent (though you won't know to what extent), whether or not they are carrying diseases that either negatively affect them or could infect others that they would negatively affect, and finally, whether or not they are under the effect of something toxic to them.

Pristine Flesh (100 CP): A perfect lifeform should have many advantages, but aesthetic appeal isn't always considered among them. It is, however, a category in which you are now flawless. This perk does not do much to change your fundamental appearance, though it makes you just a touch more generally attractive but removes any flaws it may experience. Your skin is always unblemished, your body is symmetrical, and so on. This also ensures that anything which would leave a permanent mark or disfigurement can now heal without leaving such flaws should you desire it. It won't regain more function than normal, but if, for instance, you lost a limb, it would not leave a mess of scar tissue on the end, nor, as an extra mercy, would you suffer any kind of chronic pain, unwanted phantom sensation or ailment of the nervous system there.

This perk also affects some of the changes made by powers or supernatural changes which affect your appearance, letting you reduce them or make them more appealing. A form of magic which leaves a smoldering mark of branded scar tissue, for instance,

might instead leave a neatly outlined brand of smooth but differently colored smouldering skin, and a mutation which causes you to grow misshapen claws could instead grant you sleek ones which seem to naturally blend with your body. Sufficiently minor changes to your body could even be neutralised entirely.

What's more, this effect is a subtle biomantic tweak to how your body operates which you know how to apply to other beings with even relatively basic biomancy use. This grants them the same benefits, and can help you ensure that changes you make to others are smoothed out to appear less unseemly than they otherwise might. Because their version of this effect won't be constantly reinforced like this perk does for you, though, you might need to reapply this effect when the target goes through a significant change in how their body appears and functions, like contracting lycanthropy.

Beast Whisperer (100 CP): You have a knack for communicating with animals. This isn't the magical ability to 'speak' to them, per se, but it is still a supernatural amount of skill when it comes to making your feelings and intent known to fauna, and understanding their own mood and priorities in turn. With this insight, you can much more easily bargain with, cooperate, or avoid conflict with any form of animal that normally couldn't clearly communicate its intent to you. Note that understanding what a creature wants won't necessarily help you command it, if what it wants is something like 'to kill you', but by determining why it would want that, you may still be able to bargain with it, such as by offering it food if it's only hunting you out of hunger.

Green Ears (100 CP): Through your connection to living forces, you can commune with non-sentient plants and fungi. This isn't anything as clear as a conversation, but by mentally reaching out to them, they can grant you impressions of their current state, meaning things like their age, state of growth, and levels of various nutrients and other resources.

Plants can also communicate their history. This lets them share information about their past state, but by relaying impressions of the light, vibrations, chemicals and forces that have touched them, they can also relay impressions of previous events around them. That said, assuming these plants do not have fully developed sensory organs like an animal might, such impressions tend to be rather vague and difficult to interpret.

Lifelong (100 CP): Death is but an imperfection in life. The processes and mechanisms needed for life to succeed without supernatural intervention are not flawless, and so life is subject to a natural decay.

In you, a supernatural element has been introduced which smooths over this imperfection. Age will not kill or weaken you. Instead, you may choose at any given

moment whether you wish to age normally, remain static in physical age, or grow younger physically at the same rate you normally grow older. You also do not acquire detrimental genetic mutations like cancer regardless of how you are currently aging.

This alteration is one rooted in supernaturally augmented biology. This means that by studying yourself, you can learn to grant a lesser version of it to others using biomancy even without supernatural augmentation, letting you extend their lifespan massively, prevent negative mutations and reduce the extent to which age weakens or changes their body. If you are capable of making outright supernatural biomantic changes, you can grant them the same sort of true agelessness you now possess.

Unchallenged Integration (100 CP): Life rejects what does not suit its nature. As one who changes life, this may not always suit your needs.

You have the ability to prevent the body from rejecting foreign grafts and elements, like donor organs, cybernetic augmentations, and blood transfusions of different types. Not only can you prevent the immune system from fighting back against such things, but you can instruct the body on what purpose they are intended to serve, and in turn cause the body to put them to work appropriately without conflicting. For instance, in the case of a cybernetic limb, the body would not attempt to regrow tissue or scar over at the point of connection as long as the limb remains there, now aware that the cybernetic limb is already serving the purpose that such tissue would, while a naturalised transfusion of foreign blood would be properly placed into effect conveying oxygen across the body, even if the body wouldn't normally know what to do with such genetically and structurally distinct blood.

You can apply this effect to yourself with no issue, but to use it on others, they must be willing to let this power take effect, or unable to resist due to a significant difference in power. This permission is needed on a case-by-case basis, so someone letting you integrate a blood transfusion isn't automatically considered willing to integrate a grafted third arm as well.

Vividity (100 CP): To harness the powers of life would be a less worthwhile pursuit for one who cannot fully appreciate life to begin with, don't you think? Not that it's any of your concern either way, as you are always capable of enjoying life to the fullest. If you could ever derive some kind of joy from something, from childlike wonder to the nuanced enjoyment of a lifelong expert, then you will always retain the ability to experience that joy undiminished by boredom, fatigue with the activity or the burdens of whatever else you may be dealing with. This includes even forms of enjoyment not typically associated with happiness, always letting you appreciate even emotions like sadness and anger for what they are, despite the difficulties that bring them. You are also generally not susceptible to things which disrupt your ability to feel enjoyment, from depression to dark magics. You can still experience grief, apathy or other such states, but only when you naturally would without being pushed

into it by some condition, and these feelings still won't inhibit your ability to appreciate the rest of your life even if a sadness you carry still remains with you throughout it.

Speculative Biology (100 CP): You have a knack for 'inventing' lifeforms which could exist, even if they currently don't. You don't just have a good understanding of how such lifeforms might operate, but also enough creativity to come up with such possibilities in the first place. And of course, if you become aware of biological properties that should be impossible, such as magical plants or creatures, you can come up with new ways in which those properties might be differently applied and figuring out how they would work in the most stable way possible.

In Good Health (100 CP): It wouldn't do for a master of biology to be vulnerable to biological threats. You are immune to diseases. You do not get sick when exposed to any kind of virus, bacteria or similar organism. Even supernatural diseases cannot affect you. It isn't entirely impossible for some form of powerful supernatural bacterium or virus to harm you, but it would need to be so powerful that calling it a 'disease' would be a misnomer in its own right, and you would still be much more resistant. You are also very resistant to toxins, not to the same extent as with diseases, but milder poisons would be rejected with ease and ones as potent as cyanide would only sicken you at most unless dosed so heavily it could fill a person's palm with the powder.

Fervour (100 CP): Biomancers push the limits of biological systems and possibility both, and for that, reason must sometimes be discarded.

You can loosen a sort of floodgate of mad genius within your own mind. Through this, you grow both more intellectually able, making connections faster, forming more complete ideas, and reasoning out logical problems with greater ease, and also become more creative and insightful, coming up with ideas that are too unusual for the mundane mind to discern yet still rational enough to be viable. You even find it easier to apply your powers, both biomancy and any others you have, in ways needed to see these ideas to fruition, granting you not raw power, but the precision and control to bring your imagination to life.

Yet, in exchange, other aspects of your faculties will suffer. You will become monomaniacally focused on whatever your current work is, leading you to neglect your own needs beyond what is absolutely necessary to continue your labour, and forgetting the needs of others. You also lose your sense of time, and your focus becomes harder to keep aligned in the long term, meaning that a small tangent could completely change what kind of final work you end up with. Still, with this sort of genius, you could accomplish much more than usual.

Adrenaline Rush (100 CP): Your body can make supernaturally effective use of any hormones and beneficial chemicals running through it, gaining benefits relevant to that substance's purpose.

Among the most obvious is adrenaline which makes you faster and stronger, and hastens your perception enough to make time seem noticeably slower, but all kinds of substances can be enhanced. Other examples of those innate to the body include melatonin, which mends the body and restores the mind at an enhanced rate while sleeping and dopamine, which boosts focus and motivation to exceptional levels. In effect, anything governed by a natural chemical process works supernaturally well for you.

Foreign compounds are enhanced in the same way. This covers everything from caffeine boosting your energy levels and actually reducing the need for sleep, to advanced medical injection mending your body unusually well.

Self-Preservation (100 CP): Magic is often regarded as a conscious, deliberate art. But so much of biology revolves around instinctive self-preservation, so why would biomancy be different? Your biomantic abilities are always passively in use to help maintain your functioning. If your heart stops, it will manually maintain your blood flow, if you are wounded it will attempt to mend you, if you are inactive it will maintain your muscles and negate atrophy, if you are freezing it will warm up your metabolism and so on. This can operate at a low level without requiring any kind of energy, but you can permit it to draw on your reserves for greater effect, up to the limits of your ability, albeit at a more inefficient ratio than you could employ deliberately.

Note, however, that this effect only acts to preserve what is currently your optimal state. It will not make active changes on its own. Fall from a great height, and it will mend you once you break against the ground, but it won't grow you wings, even if your biomancy is good enough for it.

Tongue of Life (100 CP): Life is inherently connected, and you are able to use this connection to make yourself understood, and understand others in turn. By concentrating lightly, you can tune in to the underlying intent that others broadcast when they attempt to communicate, letting you understand even languages you don't know. You can similarly focus to put intent into your own words, causing others to perceive them in a form of communication they can understand themselves.

This talent specifically draws on aspects of life which deal with complexity and orderly patterns, and so can only be used to communicate with creatures of roughly human level intellect. If you have also taken **Beast Whisperer**, you can defy this restriction well enough to communicate with any sentient creature.

Metabolic Tap (100 CP): The body derives energy from the consumption of food, and a magic rooted in the principles of life should be able to do the same thing. You now have the ability to tap into your metabolic energies to gain power, either enhancing your physical abilities to supernatural extents, enough to let you flip a car or outpace one, or fueling energy-dependent supernatural powers you possess. This effectively speeds up the rate at which your body consumes its fuel sources, meaning that used in small amounts, it will only cause hunger and start lightly using up fat deposits, but with constant or extreme levels of usage, you may begin to suffer problems of starvation, nutrient deficiency and muscle atrophy.

If you have a power which removes your need for sustenance, it will still prevent your body from suffering the adverse side effects of burning through your body's available fuel, but energy not derived from some kind of actual sustenance will not be usable for this perk, meaning that you must still occasionally consume nutrients to use this power.

Radiance (100 CP): Like an invisible mist, vital energy surrounds you, enveloping the people near you. This gives you a comforting presence, making others feel comforting around you, lessening the aches and pains they experience and bolstering them.

This presence makes you comforting to be around, and may lead to you being seen as more pleasant or trustworthy in general. Combined with an affable demeanour, you'll be able to make fast friends out of most strangers with ease.

Lifebreak (100 CP): Your connection to life not only lets you bolster and control it, it also teaches you to disrupt it. You have the ability to perceive concentrations of vital force as they flow through a living thing's body. These concentrated points correspond to the most important, fragile parts of their body, letting you easily identify a lifeform's weakspots. There is much you can tell based on the way lifeforce flows through them, and so you can even learn to discern how best to disrupt them based on this flow, doing anything from identifying elemental weaknesses to intuiting optimal angles to wield a blade at to target that point.

Naturalised Presence (100 CP): Life makes an impact on what surrounds it, and so, can be felt. Certain beings are tuned into specific signs of life especially strongly, able to see heat, hear heartbeats, and so on, but almost all creatures can sense these things at least slightly.

You are able to smooth the patterns you generate by shifting them to become more cohesive with your surroundings. This almost completely neutralises lifesigns such as your breathing, heartbeat, temperature, scent, and more. In an almost mystical way, it also makes you harder to detect and focus on, causing others to disregard small glimpses or slight sounds you produce, and making them less likely to care

about you even if you are in plain sight. This is not a potent enough effect to prevent someone from interfering when you do something like actively trespass in plain sight, but it will aid any other efforts to go unnoticed or unbothered. Most especially, this effect completely negates any kind of sense based on your lifeforce, soul, or similar forms of vital essence, should you encounter beings which use these to detect others.

Perpetual Metabolism (100 CP): Drawing from a spark of biomancy, you can sustain your vital processes on purely supernatural principles, needing no other fuel to operate.

Your body is capable of functioning without need for sustenance, needing no food, drink or even oxygen to remain normally functional. This ensures that your body can not only operate without fuel, but that it does so as if it possessed the optimal amount of mundane nutrients of all kinds to best suit your needs, effectively always having the proteins needed to develop your muscle mass available, as well as the vitamins needed to keep your immune system at optimal function, and any other such nutrients.

Genetic Genesis (200 CP): You are able to synthesize biological tissue which produces almost any sort of matter. This is still a metabolic process which therefore requires energy, but does so at an impossibly efficient rate. This will still require a decent amount of energy and a lot of growing time if you wanted to, say, create a tree which grows gold nuggets like fruit, but substances which are already mostly biologically viable, like venom or even combustibles, can be produced in unusual amounts with ease, though you'll still need proper knowledge of the relevant chemicals to make this work. You can cause organisms to produce even the magical materials you may encounter, though this is proportionally even harder and more expensive. You are also better able to insulate a lifeform you are working on against the effects of any substance which it contains the tissue needed to produce that substance, ensuring that a flame-spitting napalm gland won't burn a creature from the inside out by accident, or a sedative laced claw won't knock the creature out should they cut themselves or breathe in the vapours..

Bloodhound (200 CP): You have the ability to supernaturally detect blood and derive a significant amount of information from it. You could detect blood exposed to open air or water from multiple rooms away, and sense it even within a creature's body within about a single room's distance.

With closer contact, you can determine more. Being within a few feet of exposed blood is enough to determine the emotional state of the creature it came from at the time and some basic facts about its biology, like its species of origin. Touching exposed blood would let you read it in enough detail to accurately reconstruct its rough appearance based on its genetic code and sense a 'trail' for the direction that

the creature that blood corresponds to went, or at least where the rest of its blood went. Tasting the blood could let you reconstruct the scene of the blood being spilled in your mind.

You can also detect other blood spilled by a creature better the more closely you've examined any other sample of its blood, and easily distinguish between 'scents' you are following. Blood still inside a creature's body can reveal information about its emotions and thoughts, and does so more clearly the closer you get.

Organic Chemistry (200 CP): You have a knack for developing chemicals of various kinds, and adapting organisms to use them. It is easy for you to develop various chemical formulas for anything from sedatives to hallucinogens to paralytics to lethal toxins. You can also provide similar adaptations for various hormones, mood-regulating chemicals and so on. Devise combat drugs which surpass adrenaline in effectiveness by a landslide, create recreational drugs which cause no adverse physiological effects, and so on. You can even develop formulas more notable for their physical properties, like variations on the protein fiber silks that spiders spin their webs from. This talent is partially alchemical in nature, and so lets you develop chemicals which operate in impossibly effective ways or have unusually specific effects, such as only causing a certain type of hallucination.

And of course, you can imbue the ability to produce such compounds into lifeforms, being very familiar with the mechanisms by which various poisonous, venomous or otherwise chemically equipped organisms function.

This talent mixes well with other forms of alchemical brewing or chemistry knowledge you might possess to let you develop even greater compounds, and such other forms of alchemical brewing you know can also be integrated into living organisms in the same way using this talent.

If you also have the **Genetic Genesis** perk, they synergise to allow for even more efficient and potent production when it comes to chemicals and chemical compounds.

Symbiotic Link (200 CP): You are capable of altering organisms to function as symbiotes linked to either a specific other organism, or any organism it directly interacts with. You can even link lifeforms both ways, causing both organisms to simultaneously count as symbiote and recipient. The organism can then transfer both signals and resources to the symbiote while they are in physical contact, and the symbiote can transfer resources back. In the case of a mindless organism, these signals can trigger any physical action the symbiote is capable of, from muscular movements to hormone production. In sentient organisms, these signals can operate the same way, but the symbiote can suppress or block these effects. Resource transfer

works differently, letting the organisms share things like nutrients, magical energy, or other such powers.

A connected symbiote can also be treated as part of the recipient's body for the purposes of any supernatural abilities they possess, and symbiotes and their recipients gain protections against exposure to each other, letting them safely remain in contact even with highly differing biotopes, temperatures, or if one were, for instance, naturally covered in acid. If one component of the pair resides physically inside of the other's body in some way, this will also prevent them from being subject to their immune system or other dangers of inhabiting their body, assuming they don't actually cause harm while present.

If you also have **The Royal 'We'**, symbiotes and recipients can transfer signals and resources over these long distance connections as well, no longer requiring physical contact. More tangible resources, like nutrients, are proportionally slower and less efficient to transfer as distance increases.

The Royal 'We' (200 CP): You have the ability to bind creatures into a shared hivemind, be it with yourself, each other, or both. These connections can transfer a variety of mental aspects, letting you communicate telepathically, induce compulsions, illusions or altered perceptions, share senses, memories, or emotions, gain awareness of the state and relative position of the other, and potentially serve yet more purposes with some efforts to discover the possibilities.

You effectively 'weave' such hiveminds, which can take up to an hour for each connection and demands focus, but lets you connect those you can perceive together and fine tune such connections to create webs of two-way connections, one way connections and partially two-way connections of varying strengths which perform one or more of the various functions listed above, letting you determine the exact makeup of your hiveminds with a great deal of precision.

Note, however, that this power is challenging to use on those not already connected to your will. Using it on the unwilling is effectively impossible beyond a very basic level, letting you at most connect them to yourself so you can communicate telepathically, but these connections can be broken by the other once they leave your vicinity. Those incapable of resistance are easier to affect, but only enough to maintain such basic connections away from you or with others, and if they regain the ability to resist, they may still break the connection later. From here, the power increases the more loyal and cooperative another is, with the unquestionably loyal being subject to any kind of hivemind connection you wish to establish with exceptional ease. Notably, the more the effects of your biomancy linger in a creature's body, the more they count as being willing regardless of state. A creature you've healed can be slightly more easily connected to, one whose body you've heavily augmented can be rather deeply

affected, and anything you've completely overhauled or created outright is nearly as easily affected as an unquestionably loyal subject.

In addition to learning new ways to use connections, time and practice will let you form connections faster and with greater ease and bypass some amount of resistance.

Hand of the Sculptor (200 CP): You are profoundly attuned to any and all powers which sculpt living creatures. You start off already capable of applying your biomancy to do basic body sculpting, letting you slowly reshape the living tissue of yourself and those you touch. You also find such powers which reshape living matter easy and natural to use, and can employ them with greater precision.

Beyond this, any power you use which lets you reshape the form of a living being is more effective when you use it, develops more easily, and is capable of being developed to a greater extent than normal.

Like a Butterfly (200 CP): You can create Cocoons, either around lifeforms which remain immobile while they form, or as independent structures which can be opened to allow entry. While such cocoons are sealed, they destructure the lifeform within, making biomancy and other powers which affect or transform their body much easier to use and more effective on them, and letting you make changes they normally couldn't survive while maintaining life and continuity of consciousness, as long as the end result is stable enough to live. The cocoon also keeps the lifeform in stasis, preventing them from deteriorating physically due to injuries or ailments, and from aging or needing sustenance. You can allow a creature within a cocoon to retain consciousness while still gaining the other benefits of this stasis, especially useful if you wish to use cocoons for self-surgery.

You can also use cocoons filled with raw biomass to produce new organisms much more easily, treating the raw mass as living for the purposes of targeting them with biomancy, which makes it much easier to affect.

Cocoons you create can be shaped to appear less unsavoury, letting you recolour or reshape them into other organic forms. You can also integrate cocoon fiber into preexisting structures like liquid tanks or other containers to let them serve as cocoons, which are more efficient in terms of biomancy energy consumption to create, though they require pre-existing infrastructure.

Mender of Flesh (200 CP): One particularly common use for biomantic magic is to heal, and with practice, any biomancer can learn to bolster the natural restorative properties of a target's body, or to remake a lost or damaged body part from scratch. What you can do goes beyond this.

You have the ability to dissect a viewed lifeform into various states, possible arrangements for their biology if specific changes were left out. This lets you determine what state a lifeform would be in if they hadn't taken a specific injury, if they hadn't undergone some form of mutation or cybernetic augmentation, or even things like eldritch corruption, or could let you determine how they would have developed in optimal circumstances for a specific end-result based solely on their genetics (e. g. if they had not suffered malnutrition, if they had not suffered from muscular atrophy, degeneration, or other negative effects of that sort, etc.) If the lifeform has some sort of actual supernatural template attached to them which influences their form, for instance if they come from a world where metaphysics dictates that the body is shaped by the soul, this talent can also determine what end result that template is attempting to achieve. This even lets you determine the end result of various mutagenic or corruptive processes, like discovering the end result of a form of vampirism that hasn't taken hold yet.

More importantly, once you have produced a composite picture formed from one or more of these states combined, you may 'lock' it as a target for your powers. Any effect you produce which would bring a lifeform closer to the locked state becomes several times more effective and even becomes capable of affecting forces it normally couldn't, such as using mundane healing magic to cure an otherwise incurable arcane disease, any effect you produce which encourages the body to self-regulate its processes will be adjusted to self-regulate them much more easily into matching the image, and even if you haven't learned enough to produce either kind of such effects, you can channel raw biomantic magic into a target to slowly bring them closer to the image, which is especially effective when it comes to simply healing wounds.

With this, you can identify and counteract almost any ailment, from regular injury to eldritch mutation. You can also use this power on yourself without issue.

Homunculist (200 CP): A common pursuit of biomancers is the creation of entirely new life. You are highly skilled in this art.

The first step is typically initiation. Biomancy struggles to affect flesh which no longer inhabits life, and all the more so if that flesh isn't also being integrated into preexisting life. To get around this, raw biomass can be 'initiated', meaning it has been formed into a basic pod of living tissue which counts as alive, which can then be altered further into an actually functional lifeform. You are highly skilled at this process, and while it is normally very expensive and draining, not to mention requiring a great deal of skill in biomancy, you already know how to do it and can perform this action much more easily than others.

From there, you'll also find that your biomancy is much easier to use on your initiated seeds of life, the lifeforms you make from them, and the lifeforms descended in turn from those lifeforms. If you aren't a skilled body sculptor, you can competently make

basic alterations to such seeds, enough to replicate simple plants and animals, and with practice, sapient human-like creatures. If you are also already skilled in general biomantic sculpting, you'll find those skills even easier to apply to life you initiated.

Changeling (200 CP): Biomancers shape life. Traditionally, they themselves are also imbued with life. This obviously means that more than a few biomancers come to specialise in altering themselves. You have a knack for this art.

The main benefit of this perk is simply that you start off already knowing how to use biomancy to alter your own form, and doing this is easier and faster for you in general, as is targeting yourself with other forms of biomancy, like healing, or other supernatural abilities you have. You can also make more extreme changes to yourself then you would be capable of doing for others, as a sort of natural instinct lets you skip some of the steps for a change that might otherwise require more biomantic skill than you have.

A secondary benefit is that you can create 'blueprints' for changes to make to your body, letting you easily repeat the same changes when needed. You always have a blueprint for your own unaltered form, but you can create new ones by visualising the change you intend to make ahead of time, or by creating an imprint of a change you've already made.

Kingdom Affinity(200 CP): Biomancers often specialise in interacting with certain types of lifeforms and their tissue, be it as plant-bending rulers of forests or gardens, or a creature-altering fleshcrafter. You have an affinity for using biomancy to interact with a specific kingdom of life, chosen from the list below. You gain all the benefits listed in the relevant option.

- **Animalia:** When dealing with biomancers, as well as biokinetics and similar lifeform manipulators, this tends to be the category that first comes to mind. At least some part of that is that this is the category most biomancers fall into as creatures themselves, given that it covers humans and the majority of other humanoid species. This affinity makes you a proper flesh crafter, with additional ease using your powers to work with flesh, bone, blood and other corporeal substances. Distinctly, animals also tend to be the form of life most associated with dynamic, ambulent creatures, and so, you're particularly good at managing systems for creatures to move and act, with a knack for muscle structures, nervous impulses and organic hydraulics, such that even when you act outside your usual specialty of animal tissue, you'll find it easy to create plant, fungal or bacterial creatures and structures which can move and interact mechanically with their environment.
- **Plantae:** Plants are perhaps the most common form of life to magically manipulate, landing in the domain of not just biomancers but also druids, witches and other such casters. And you are one of the people with an affinity for them. Using biomancy on plant life comes much more easily to you, and

even in non-plant organisms you find it easier to integrate common plant components like chlorophyll and cell walls to optimise your work with. You also have the ability to use biomancy to puppeteer non-ambulatory plants as if they were capable of the same sorts of motion as ambulatory creatures, though this is harder to use on thicker and more rigid plant parts like a tree's trunk.

- **Fungi:** One of the more mysterious of life's kingdoms, fungi hold commonalities with plant matter, animal flesh, and bacteria alike, but overall operate in a manner uniquely their own. You find it easier to affect fungi and fungal tissue with biomancy. Additionally, fungi have a special tendency to grow and spread compared to other forms of life, and you find this theme easier to apply to things you influence with biomancy, fungal and otherwise. You can cause affected tissue to grow faster and more efficiently with lesser metabolic requirements, and are able to 'program' lifeforms to grow in relatively ordered and structurally useful ways, such as making a fungus or plant which grows into a stable form of housing. The kinds of growth you can induce also includes introducing spore-based reproductive capabilities to a creature. Finally, fungi are able to grow into many environments, including porous materials and even other creatures, and so you too find it easier to augment creatures to be able to grow into other things, and potentially influence the things into which they have grown, such as by drawing on them for nutrients parasitically, or for more advanced uses, to control an otherwise inert material as something similar to a golem.
- **Bacteria:** Though bacteria are just as bound to life as the other three kingdoms, biomancers often struggle to affect them with the same efficiency. Bacteria are small, while also being less coherent than fungal colonies or cellular plant or animal organisms. This means that most biomancers can, at best, only cause pre-existing bacteria to die off or flourish. You're different, as your affinity for these lifeforms lets you shape them as easily as regular life, potentially letting you control plagues with personalized effects, take control over or deal with even supernatural infections, and with masterful levels of proficiency, one day use these organisms as something akin to biological nano-machines, responding precisely to your desires.

You may take this perk multiple times, gaining a new affinity you did not choose before each time.

Biomass Keeper (200 CP): Within you is a sort of metaphysical space, which slowly fills with undifferentiated biomass. By drawing from this pool in unison with an attempt to use biomancy or any other ability which shapes or affects living tissue, you can create new biological matter from seemingly nowhere instead of needing to reshape pre existing matter around you.

You can also absorb lifeless biomass in your environment to fill up this pool. This can help compensate for the otherwise rather slow rate at which the biomass naturally

generates. In time, you could feasibly learn to separate out a specific portion of the space to contain specific body parts you absorb and keep them in stasis instead of automatically converting all of it into the same mass of raw matter. In a similar vein, you might learn to separate and pre-shape a portion of your stored biomass to deploy it into the world already shaped into what you need, and could even learn to store willing creatures in the space.

With practice, other facets of this perk could also be improved, such as its total capacity and mass generation rate.

Short Term Shifts (200 CP): Altering the fundamental forces of life tends to be a rather impactful thing, which can have many permanent consequences. This can often be beneficial, providing avenues to improve oneself or others on a permanent basis, but sometimes, you may want something more immediate and temporary.

When you use a power which alters a living creature in a permanent fashion, you can instead cast that ability as a 'shift'. Shifts are much faster to use, and often less draining, as well as kicking in much faster if the change would normally be gradual. In exchange, the effect is temporary, and will simply end once enough time passes. The amount of time this takes increases should you expend more energy or other effort, and you can add additional energy to a still active shift to maintain it for longer if you underestimated how long you would want it active.

Blood Covenant (200 CP): You've almost certainly heard the story before, in some form or another. A mad scientist sculpts his ultimate creation, only to be torn apart by it. Or maybe an enterprising opportunist has a subject altered for profit, only for the subject to escape and wreak havoc. You won't have to worry about being subject to such backlash.

When you make some kind of alteration to a being, you may opt to cause it to become more loyal to you, in proportion to how much you've changed it. Someone whose long term injuries you've healed may only become prone to serving your goals to a slightly greater extent than normal, but fully convert a creature into something entirely new, and it will obey your commands, and never lash out against you or your assets.

If you are the actual creator of a being, be it by biomancy or even actual birth, you can treat it as having been fully altered by you, making it unquestionably loyal to you.

Mutation Master (200 CP): Changes in an organism don't always happen by the careful designs of biomancers and their ilk. Sometimes, these changes happen by more chaotic means, and that's where you make the most of things.

Whenever any kind of mutation or change happens in your presence which is subject to any degree of randomness or unpredictability, you shift the odds around such a

mutation in your favour, effectively simulating two different possible ways this mutation could occur (or even fail to occur) and causing the one more beneficial for you to actually happen. This isn't a conscious decision on your part, but you do get a rough sense for when it's happening and can deliberately designate specific people to get more beneficial or negative results from this.

More importantly, you can cause your own uses of biomancy to become notably more mutative and chaotic. This makes them more potent, faster, easier to use, and generally improves them in all parameters, except control. The actual specifics of the effect they create becomes more chaotic and unpredictable the more you empower them with this perk. At low levels, this might cause a spell to simply empower the strength of the target's arm muscles to change into something which gives them near impenetrable skin there, or makes it elongate unnaturally. At the middle levels, making a target sick might result in a disease which causes spontaneous combustion, or which spreads at blistering rates to all around, or both. At the highest levels, there's almost no telling what will happen exactly, but due to this causing several changes at once, it will almost certainly cause changes that are monstrous, and some combination of beneficial and harmful. Powers altered in this way are still subject to the first effect of this perk, letting you steer their results one way or the other.

Self-Surgery (200 CP): Some powers naturally function by enhancing or augmenting others. This limitation can be an annoying one to deal with, so now you won't have to.

Any ability normally limited to being used on others can now also be used on yourself, functioning normally. This won't break limitations on other aspects which make you an invalid target (a spell that only applies to plants won't work on you if you aren't a plant, for instance) but there is no arbitrary division between what you can do to others and what you can use on yourself.

Organ Refinement (200 CP): Mundane wings cannot cast aloft most creatures who do not shed weight in various ways, such as by having hollow bones, and this only becomes more and more true the larger such creatures become. And yet, the angel, the dragon, they can soar unto the sky undisturbed by these principles. There are many such limitations in biology. Bone claws will not rend steel, muscle fiber will break itself before it shatters stone, the list goes on.

You now know one method of breaking past these limitations. When you are creating or altering some kind of living tissue, you can infuse additional biomass into it. This excess biomass vanishes, but in exchange, the affected tissue becomes more effective at whatever its purpose is. Wings produce more lift, muscles exert greater force, and bones have greater structural integrity and durability. You can determine what general property is enhanced in this way. That said, this is an inefficient process, and the more you enhance a specific part, the more biomass it takes, exponentially so. A ten percent improvement would take twice the biomass needed to create that body

part in the first place, while a fifty percent improvement might take dozens of times the matter. A soft cap for this comes at around five times the functionality, for which hundreds to thousands of times the amount of biomass could be needed.

Decentralised (200 CP): You live on a higher stage now, with your raw vital energy being tethered into your body without the need for tethers like a physical brain. In the event that you suffer brain death, you retain the ability to think and function, to an extent proportional to the amount of your tissue which is still alive. This makes you much harder to kill, not only because one of a person's primary weakspots, the brain, no longer counts for you, but also because even if other parts of you are destroyed in a way that would lead to brain death (no heart to pump blood, lungs cannot respire, etc.) you can still continue functioning until the rest of your tissue dies off, which also gives you a chance to heal yourself using biomancy, or other healing abilities you have access to.

However, if you don't have a part of your body to tether your consciousness with, like a working brain, you'll find that your intellect will reduce in proportion to the amount of your tissue which you have lost, as your vital essence has fewer ways to bind to your body and express itself, leading to blurry, unclear and absent-minded thought patterns, and eventually a near total loss of mental function until your tissue is recovered.

Spirit Organ (300 CP): You have the ability to shift biological matter into an ethereal state, while remaining attached functionally to the rest of the body. By, for instance, doing this to the heart of a creature, it can continue pumping blood as normal while also not being subject to harm from attacks which work through physical means. Spirit organs can also coexist with other parts of a being, letting you add large amounts of extra organs and body parts into a lifeform without the lifeform taking up more physical space. Being ethereal, these parts can also interact with other ethereal things like spirits, though those same things can interact with the organs as well.

Biomechanist (300 CP): You have a knack for mixing the biomantic workings you engage in with technological sciences. You have the equivalent of a decade of experience with mundane engineering at the standards of a regular Earth. Beyond that, you can easily merge machines and living creatures together, and can easily come up with a cybernetic equivalent for most forms of technology you understand, assuming they could fit into a lifeforms body in the first place. You also know how to create biotech equivalents for most inorganic machinery you understand. Beyond operating differently, often by using actual metabolic processes as fuel and being able to 'heal' like a living creature would, this makes them susceptible to biomancy.

You can also produce devices which can employ automated uses of biomancy, letting you create things like healing devices or body alteration tanks. This includes the effects of other perks which grant new forms of biomancy, so if you had the **Biomass**

Keeper perk, for instance, you could create an engine which converts other forms of energy into some form of biomass.

Body Movement (300 CP): Most forms of magic begin by enacting simple forces on their subject, and then get into more complex interactions later. But life is fundamentally a rather complex system, and so the magic bound to it tends to be complex at even its most basic levels. That doesn't mean it's impossible to exert these sorts of simple forces though. You can use your biomancy to exert direct telekinetic control over biological material, flesh, blood, bone, vegetable matter, and so on. This comes with a sort of 'sweet spot'. Material that's heavily deviated from the way it was when it was alive becomes harder to affect, such that even materials like lacquered wood are barely susceptible. Meanwhile, still living matter is still coursing with vital essence which will resist these direct manipulations, and so it's also much harder to manipulate. With enough practice, these limitations can be partially overcome, potentially letting you manipulate heavily processed materials or twist pieces off of an opponent directly. Practice also generally helps with a variety of this power's properties, letting you apply it with greater strength, less difficulty and energy drain, more precision, and so on.

Bioelectric Consciousness (300 CP): Is the mind but a collection of electrical signals and flesh-based infrastructure, or is there such a thing as a soul, which separates us from mere meat? To one who can channel the forces of life, the distinction might not matter too much. You can now intuitively use biomancy to analyse and affect minds. This lets you read thoughts, memories and emotions, and alter them. Due to the biomantic roots of this power, it actually operates by directly manipulating bioelectricity, neural tissue, and hormones in complex ways which come intuitively to you, meaning that it doesn't technically count as telepathy, and bypasses defenses against psychic alteration or intrusion.

You also generally find it easier to manipulate and form cerebral tissue of all kinds, making it easier for you to grant or improve functional computational or mental capabilities to creatures you use biomancy on.

Dragonheart (300 CP): You have the ability to make organs interact with supernatural energies. This lets you do things like alter a creature's heart to produce a form of mana, or create a gland which can project psychic lightning. The more complex and powerful these manipulations become, the more complex, large and challenging to create such organs become. Organs which serve a specific purpose, such as eyes which induce a petrification curse, would also be much less complicated than broad ones like a brain augmentation which grants freeform access to an entire system of psychic power.

Inverted Life (300 CP): You are capable of channeling biomantic magic in an 'inverted' fashion. This effectively channels necromantic power, but only in a limited

fashion. If you are also capable of necromancy, this lets you fuel it using methods that are normally rooted in biomancy, such as via the **Metabolic Tap** perk, and lets you boost its effects in ways that would normally only enhance your biomancy. Even without any other grounding in necromancy, this lets you inflict necrosis and similar ailments on others with far greater ease than other biomancers might, and affect dead biological matter with biomancy as easily as you would living tissue.

Hybridisation (300 CP): In the pursuit of perfection, it only makes sense to combine the best aspects of the things that already exist.

By using biomancy, you can fuse or graft parts of two lifeforms together. This is normally possible for skilled biomancers already, but tends to fail at integrating particularly different creatures, and often does not properly preserve the abilities of the grafted parts. For you, this process is easy to achieve, can merge even highly dissimilar lifeforms with proper functionality, such as merging animals with plants, and grafted limbs can reliably properly transfer their supernatural traits and even retain parts of other supernatural abilities the original creature had.

But that's only grafting. True hybridisation goes deeper still, and you are capable of that too. With biomancy, you can merge two lifeforms directly together into a single creature with traits or properties of both, with a significant degree of control over which traits and properties are taken and how they combine. If both lifeforms are capable of thought, this may result in fusions with two minds, a mix of both minds melded together, or only one mind remaining. This melding process tends to be a long and arduous one, at least if done right, with specific desired end results.

If you don't want to consume preexisting lifeforms to create new ones, you can also create hybrids through breeding. By weaving biomancy over two creatures, they gain the ability to procreate if they otherwise couldn't, and you can control which traits and properties of both parents the offspring gains in much the same way you could with direct hybridisation.

Vital Force (300 CP): Biomancy can be used to influence the various manifestations of life, or to gain powers based on the flow of vital energy, but some can use it to manifest and control vital energy directly.

You can project lifeforce in its raw form, infusing it into what you touch, or projecting it via bolts, beams or fields. Lifeforce naturally heals any living creature exposed to it, with greater efficiency and far less need to deliberately diagnose and analyse the injuries you are healing. You can also determine whether this energy disinfects or bolsters various bacteria on a case-by-case basis. Undead creatures are harmed instead of healed by the energy, and when infused into objects, they become reinforced, and can potentially be used to heal others while they retain this charge.

Long term infusions of vital essence into the same object can cause these properties to retain permanent reinforcement and healing properties.

With greater skill, you can learn to condense lifeforce you control enough to produce solid constructs like barriers or tools, though weapons made of it will struggle to harm the living given their healing properties.

Charmed Life (300 CP): There are many useful ways to augment objects and create magical items, but your art is that of living beings, not inert artifacts.

If you have abilities which let you enchant or augment inanimate objects, you can now use them on living things in the same way. You could enchant a monster's claws with magical flame, use alchemical treatments to improve a person's organs, or use a spell which toughens armor directly on a target's skin.

This talent also lets you learn to use biomancy for low level enchantments. You don't start off knowing any, but with experimentation you could learn both biomancy related enchantments like extending a blade with solidified blood or harming undead, and non-biomancy related ones, albeit with more difficulty in the latter case.

Ancestral Awakening (300 CP): The dividing line between a lifeform and its ancestors can be less clear than it may seem. Life is initially formed from the biomass of its predecessors, shaped by their DNA, making them in many ways an extension of their progenitors.

You can draw on higher steps of this ancestral ladder to grant new traits to those on the lower rungs. By bridging the gap between a being and its ancestors, you can grant them the memories of these ancestors, and even directly infuse the skills of these predecessors into them. You yourself cannot directly review these memories, though you gain a vague sense of what ancestors are available and what skills they have.

At a higher level, you can also draw down other properties of one's ancestors. This lets you transfer physical traits, or even hereditary abilities like magical affinities or the powers of supernatural creatures a being has as their ancestor.

With the **Hybridisation** perk, you can lightly hybridise two lifeforms to have one count as the ancestor of the other for the purposes of this perk, and if you have **Bioelectric Consciousness** perk, you can directly review the memories and lives of a being's ancestors yourself.

Biocoding (300 CP): You have the ability to 'program' living tissue with specific instructions. This lets you preset a specific change you can make with biomancy, and instead of immediately making that change, the encoded biomass will become able to swap back and forth between the transformed and original shape. This can

encompass not only minor changes like growing out claws, but also larger alterations like developing an entire set of wings, or full body transformations which change a creature into having a completely different bodily shape.

To start off with, you can only encode one instructions into a specific piece of living tissue, but in time, you could earn to encode several different alternative options into the same thing, or even create encodings which can be dialed instead of toggled, letting a lifeform partially transform in the encoded way.

Let There Be Life (300 CP): The flame of life. Raw, unfiltered. Other biomancers may labour over their homunculi, or breed monsters together, but you have a greater ability. Through your biomancy, you can directly produce the raw spark of life.

You can infuse this spark into any lifeless thing to animate it. Depending on the energy you put into it, this can do anything from turning an inanimate object into one that serves as a basic golem fulfilling simple instructions to imparting it with full-blown consciousness. This isn't limited to inorganic objects either. It can grant non-sentient or non-sapient creatures sentience or sapience, without requiring complicated rewiring of neural tissue, and can be used to kickstart life in artificial creations like homunculi, making them much easier for you to produce.

There is another vaunted miracle of biomancy you can achieve with this power. When you induce a sufficiently powerful spark of life in a being that previously held it, you can reawaken the life that was there previously, achieving a true resurrection.

You cannot use a Lifeforce Token to acquire this perk.

Items

You can use Lifeforce Tokens on items from this section as desired. You may import items you possess to items of the same general type acquired here. (weapons to weapons, hats to crowns, etc.)
Any items that are lost, damaged or destroyed will reappear or be fully repaired after a week unless stated otherwise.

Biopunk (100 CP): Biomancy is a complex and potent art which is often both feared and respected. It also produces works which generally just look very cool. And now, you can share this impressive style with the rest of your possessions.

Choose a specific Biomancy-related aesthetic that can potentially apply to objects and environments. This might be eldritch flesh covered in eyes, devices composed of living plants and wood, or being covered in (and partially filled with) bioluminescent fungus

You can now apply this aesthetic to your warehouse, any other properties you possess, and any items you have, either augmenting or fully overriding their usual appearance. You make this choice when you first purchase this option, for items you already possess, and may make it for new items or properties when you first purchase them. You can also change whether a specific aesthetic is applied once per decade per item.

You may purchase this option multiple times for additional biomantic themes, and purchases beyond the first will be discounted to 50 CP.

Planar Codex of Anatomies (100 CP): This thin, leather-bound journal is filled with an improbable amount of pages, and features detailed accounts, seemingly handwritten in a neat script, on the biological features of many of the organisms throughout the world, both mundane and supernatural, including detailed anatomical sketches of the creatures and any specifically interesting components they possess.

In future worlds, the codex updates itself to also describe creatures from the new world in the same way.

Thirsting Weapon (100 CP): Biomancy tends to be a complex process, and sometimes, a problem requires a more direct approach. This is a weapon made of organic materials, be it wood, flesh, coral or chitin, or some other form of biomass, and it is imbued with the power to drink of lifeforce. When it is used to strike an organic opponent, it draws out their lifeforce from around the area struck, causing

their flesh to necrotize. The weapon can then redirect this lifeforce, either using it to repair itself or heal your injuries.

As part of its make, the weapon is also considered a living thing in its own right. It needs no metabolic energy to function, and holds no ability to think, but it can be affected by any biomantic powers you have.

Organic Matter (100 CP): This is an extensive collection of preserved mundane organic parts, anything from the organs, flesh and bones of animals to various forms of wood and raw vegetable matter from plants. A collection like this can easily provide enough biomass for your various biomantic needs as long as you do not operate on an industrial scale, and it refills on a monthly basis. Note that these parts are lifeless and so not necessarily optimal to work with for a biomancer, though they are well preserved enough to diminish this detriment to a significant extent.

Keeper's Seal (100 CP): This accessory, traditionally a ring though other options like bracelets and bracers are equally possible, is capable of binding to a willing or non-sentient lifeform using a one minute binding process. A lifeform so bound is able to be sealed into the accessory whenever you please, causing them to disappear into it. While they are so vanished, they do not require sustenance and are not normally conscious. You can purposefully awaken them to telepathically converse with them, and let them perceive your environment.

At any point, you can make lifeforms stored in the keeper's seal reappear near you. This is the primary purpose of the charm, letting you keep a few of your chosen lifeforms subtly near you at all times. That said, this artifact's connections are not limitless, and you may only maintain bonds with up to three creatures at once using the keeper's seal.

Biocomputer (200 CP): Effectively a massive organic brain secured in a vat, this biocomputer is designed with both telepathic power and mental capability in mind. By default, the brain has no personality and desires of its own, but it can be directed into developing such traits over time if you desire it.

Regardless of whether it possesses initiative in its own right, it holds extreme cognitive function, being able to do things like perform pure calculations to an extent greater than a supercomputer with the mathematical insight of a genius in the field. It can subdivide its mental capacity effortlessly without any loss in total cognitive effectiveness, letting it multitask easily, and it has a memory with limitless capacity and no degradation whatsoever.

Due to its connection to you, it can remain telepathically connected to you over any distance, allowing it to serve as an extension of your own mind, storing information on your behalf, and referencing information available to it when needed, as well as

thinking on your behalf when raw analytical or computational ability is needed. It can also telepathically connect to others who are willing over vast distances and can be connected to other preexisting hiveminds you have influence over, letting it manage a hivemind (or multiple hiveminds) on your behalf.

It's telepathy is able to directly communicate information, speak as if in a conversation, or even affect the senses or form mindscapes with your permission, letting you command it to serve as an augmented reality interface or virtual reality in which almost no time appears to elapse from an outside perspective.

Garden of Plenty (200 CP): This is an orchard, which serves you as a warehouse extension, though at your discretion it can also be placed into jumps. It is filled with trees augmented magically to grow resources more diverse than mere fruit alone. To begin with, the trees here grow valuable resources like gold and jewels, crafting resources like metal and leather, and forms of food, including actual fruit and vegetables, but also unusual foodstuffs like meat and candy. The more valuable, rare and solid a given resource is, the longer it takes for a tree to produce and the smaller the amount available each harvest becomes. Each of these categories of tree comes on its own plot with room for about 20 trees per plot.

In addition to the starting trees, it is also possible to create trees for new resources. By planting a kind of material in the ground of this orchard and burying it as though it were a seed, a tree can begin to crop up which produces that resource, though these must first grow to full size over 4 or 5 years, and as with the starter trees, rarer resources will grow in lesser amounts. The orchard has one plot with room for ten or so trees which starts off empty, and if desired, you could also uproot the trees from other plots to make space for additional trees which produce your own chosen resources. It is possible to grow trees which produce multiple different resources by planting multiple different things in the same place. Planting a chunk of refined iron would create an iron tree, whereas planting chunks of iron, copper, and other metals would create a tree which splits its production ability between all of the planted metals.

Caster's Organ (200 CP): This structure, integrated into the user's hand as an extension of their body can be used as a channel for magic. Its exact make-up and appearance can vary, with the core idea having been iterated upon in various ways, be it an arcane crystal embedded in the flesh, a structure of glowing arcane pathways beneath the skin, or something else.

Regardless of shape, though, this grafted organ counts as a 'focus' or 'channel' for forms of magic that require it, with such spells being projected from the hand it is embedded in, as opposed to a wand or staff-point. It also lessens the costs of magics channeled through it and makes them somewhat easier to control with precision.

A Caster's Organ is also just that: an organ. It counts as a part of your body, and using biomancy you could potentially alter, enhance or control it in various ways.

Finally, one major benefit of these forms of semi-organic spellcasting foci is that they can embed information into a sort of pseudo-nervous system. This allows you to load a handful of 'spell patterns' into it, letting you cast those spells faster and with fewer other components, words or gestures needed, as well as bypassing the need for concentration or the manual shaping of magical forces. Note that due to having their variables 'pre-loaded' such spells are less freeform and versatile when used this way, only performing the specific function their pattern is loaded with.

Biocodex (200 CP): Choose a single biological theme. This can be something like 'toxin' or 'armor', or a category like 'demons' or 'dragons'. You gain a crystal encoded with detailed biological records of various examples of that theme as it appears biologically. If you picked toxin, it might detail toxic compounds, poisonous skin structures, and different delivery methods from stingers to spine launchers and thorns with glands. Note, though, that broader biological themes that cover a lot, like 'demons', tend to only give more unifying details of such physiologies, and not entire spectrums of other themes, even if those themes appear in the chosen category.

For the most part, you effectively 'read' the biocodex telepathically, but if you can use biomancy to scan or analyze parts of the body, you can do the same to the biological examples loaded into the biocodex as if they were actually physically present.

In future jumps which contain noteworthy examples of the theme you chose, the crystal will be expanded to cover examples of that physiology as well.

You may purchase this item multiple times, gaining new crystals encoded with a different chosen theme for each purchase.

Living Dungeon (300 CP): Not necessarily a dungeon, but some kind of large structure expansive enough to feature three or four floors and cover An entire estate's worth of property, be it above or below the surface, or both.

But there's more to it than just that, of course. This place is more than a mere inert structure. Beneath the surface, every board, every stone, and every nail is living tissue, connected as part of a single lifeform. It is up to you what sort of character or level of intelligence this lifeform possesses, but either way, it is linked to you. While you are within the area, it can relay information to you from anywhere in the property, and though the lifeform is not swift, it can move itself to reorganise according to your desires and orders. And of course, being a living being, this entire estate is subject to being affected by your biomancy. As long as you are anywhere on the property, you are even able to affect any part of it using your biomancy,

disregarding range limits. This property starts each jump as a warehouse extension, and can then be placed into a location you designate in jump, should you desire this.

Mutagen Catalyst (300 CP): This strange elixir is imbued with biomantic power. Drinking it will form a thin, nearly invisible system of inert mutagenic liquid throughout your system. In the event that you die, or come to the edge of death, the liquid will activate and cause your body to begin changing, not only being repaired to perfect shape, but being twisted and changed with various lightly magical physical enhancements meant to help you approach your current situation. If you are drowning, you will grow gills. If you have been burned, your skin will coat itself in fireproof armor, if you are fighting without a weapon, natural ones will grow from you. The substance will also remain active enough to grant you enhanced healing, enough for a regular person to regrow limbs in minutes. These changes will cycle away again in about an hour, causing the mutations to retract and the healing effects to subside, though the wounds that were already healed will not return.

You gain a single bottle of this elixir, and get a new one for every decade that passes or new jump, whichever happens first, though this only occurs if the previous elixir has already been consumed, and a creature consuming a new elixir when the previous one hasn't taken effect yet has no additional benefit.

Radiant Heart (300 CP): Though it structurally resembles a human heart, this beating organ holds traits of many different aspects of life, featuring elements of plant growth, fungal components, and presumably bacterial traits as well, as well as glowing with a golden inner light of vital energy. The precise make-up of this artifact is inscrutable, preventing biomantic analysis, but by allowing a creature to hold onto it for five of its beats, they awaken biomantic powers, granting them abilities similar to those that can be acquired in this document.

Planting the heart in soil as though it were a seed will cause it to rapidly into a verdant tree-like structure which again holds properties of many different lifeforms, and which not only vitalises the area around it, enough to turn a mile radius around it from wasteland to jungle, but also causes biomantic powers to be awakened in various people throughout the setting. The resulting tree will not follow you to future jumps, but if you've planted a Radiant Heart, you will receive a new one after a decade or once you enter a new jump, whichever happens first.

You cannot use a Lifeforce Token to acquire this perk.

Companions

You can use Lifeforce Tokens on purchases from this section as desired.

Recruit Anyone (Free): Anyone who agrees to join you in future jumps may be brought along as a companion. This counts as a perk, and can be used in future jumps.

Create/Import Companion (50 CP): You can import one of your companions into this jump, which grants them 600 CP and 4 Lifeforce Tokens to spend. Alternatively, you can create a companion originating in this jump, who gains the same resources, and has a personality and appearance of your choice. They are guaranteed to get along well with you. You may purchase this option multiple times, and every purchase doubles the amount of companions you may import and/or create.

Drawbacks

Early Exit (+0 CP): You might not be planning to stick around for long. If you choose this toggle, you may, in the event that you resolve whatever the core conflict or canon plot of this world is, choose to leave early. However, this only applies if there are no unresolved drawbacks that conflict with your exit, otherwise those must also be resolved.

Supplement (+0 CP): Instead of treating this as an independent jump, you may use it as a supplement for another jump. When you do so, you may fill out both jumps, with a separate pool of cp and other resources for each, and you gain the benefits of both. Additionally, you may integrate any part of this jump's chosen setting to the other jump, as desired.

The Hunger (+100 CP): Something about the way your magic is generated is heavily taxing on your body. You grow hungry at around five times the usual rate, requiring regular, large meals to keep from starvation, and you lose the benefits of anything you possess which would reduce or remove your need for sustenance, and of any item which grants you a supply of food.

The Obsession (+100 CP): It fascinates you. The ebb and flow of life, and the ways it can be distorted. You become obsessed with the use of biomancy, finding yourself compelled to use it in the most experimental and extreme ways you can to see what will happen. You'll be especially interested in the effects of changes outside of your expectations or control, desiring to see the effects of strange mutations, and developing interest in biomantic experiments you conduct which have new and unusual side effects.

This drawback does not diminish your other impulses and emotions, so if you would normally not want to hurt others or go too far in your experimentation, you can still try to resist your obsession, but it is powerful enough that this will be a struggle, and failing to resist will also still induce guilt as it normally would, for better or worse.

Outward Expression / Inward Expression (+200 CP): Biomancers are often seen meddling with other life in complex ways while refraining from altering themselves, or only attempting to perfect themselves without being able or willing to affect others. There are a number of different possible reasons for that, from power limitation to aesthetic preferences, but you're certainly going to be keeping with this trend, as for the duration of this jump, you're going to be entirely incapable of either using any of your powers on yourself or benefiting from abilities which passively enhance you, or of using abilities which affect anything beyond yourself.

If you choose an outward expression, this means no using biomancy to heal yourself, shapeshift, or make alterations to your biology, and no super strength, speed, or durability, or similar powers like regeneration. Using your powers on others or your environment still remains possible as normal.

If you choose an inward expression, it means you cannot use biomancy or other powers to directly affect others or your environment. You could heal yourself, shapeshift, or benefit from passive abilities like super strength or regeneration, but you couldn't use biomancy to heal others, nor use other powers you might have to telekinetically manipulate the environment, curse your enemies, or anything else of that nature.

Template Schism (+200 CP): You are possessed of some kind of disabling physical ailment. Somehow, this ailment goes beyond the merely physical, being a fundamental aspect of your body for the duration of the jump, entirely incurable through even great feats of biomancy. Shapeshifted forms will retain the ailment, symbiotic creatures attached to you as replacements for the missing functions will cease to work, and so on. You'll need to find more indirect, likely imperfect methods to circumvent this.

You may choose for this ailment to be either the loss of sight or hearing, the loss of an arm, or the inability to move your body below the waist.

Came Back Wrong (+300 CP): Something about your influence is tainted. The more significantly a creature has been affected by any of your powers, the more they begin to change. This isn't an immediate shift, but a sort of corruption that causes dire aftereffects to your powers. Healing someone's wounds might lead to subtle mental deviations after the fact, such as someone developing sadistic or bloodlusted traits, or cause strange shifts in their internal organs. Major changes, like augmenting someone's body or resurrecting them from death, will lead to them beginning to mentally and physically change into something aberrant and monstrous over a longer span of time, with the changes being more significant and rapid in proportion to how much exposure to your powers they've had. The mental changes inflicted by this power never compel violence towards you personally, but if someone's been made into a monster by you, they might still seek revenge of their own volition.

This effect is not limited to your biomantic powers, resulting from any power you have which is not passive and which is used on a living creature. It applies even to powers you use on yourself, albeit at only a tenth of the rate it affects others. Changes to you or those traveling with you resulting from this drawback are removed when the drawback itself is.

Alien World (+300 CP): Though you yourself remain the same, the world you've somehow found yourself on does not. Instead of whatever world you may have

normally found yourself on, you are now on a profoundly alien planet, filled with lifeforms which though still traditionally biological, are far departures from anything you may be familiar with. Beyond likely being a profoundly isolating experience devoid of peers besides any companions you elect to bring, this also means that you have no familiarity with the biology of any local lifeforms, even from knowledge granting perks or items, likely hindering your biomantic efforts and forcing you to begin from the ground up in terms of understanding local life.

This is also a wild world, which will force you to survive in the wilderness, and it is filled with dangerous beasts and plants you'll need to contend with, some of them possessed of biomantic powers of their own, and potentially sapient natives with biomancy developed and adapted to suit the local environment, who you'll likely struggle to find mutual understanding with in light of your profound differences.

Profound Loss (+300 CP): Something in your past has led to a deep and profound sense of loss which now fills you. Perhaps you lost the love of your life, or perhaps the life's work which gave it meaning was ruined somehow. You may have even lost something more ephemeral as part of some transgression you committed. The result is the same. You feel a constant, hollow emptiness within yourself, as if within your soul. Beyond being unpleasant in its own right to experience, part of this hollowness deadens any feeling or impulses within yourself which would push you towards kind, constructive or goodly behaviours, while strengthening unkind and destructive impulses. This is not a full removal of these things, but you will experience lesser empathy, struggle to enjoy the wonders of life, and feel little sense of satisfaction from doing the right thing. Conversely, you will be prone to sadness, ennui, and apathy, while still being able to experience joys borne of sadism, or seeing beauty in the destruction you inflict, such as the burning of a beloved home. If anything, these things are now more vivid to you, especially in the absence of the more kind joys that would ordinarily contrast them.

In addition, whatever loss you have suffered, you will spend your jump attempting to get it back however necessary, and will do almost anything to succeed. Your attempts will be incapable of ever succeeding, either failing outright or only partially succeeding with results worse than failing outright.

Rival Biomancer (+400 CP): Maybe it's an academic rival pushed into desperation, or a shadowy cabalist obsessed with getting their hands on your dead body, but whatever the circumstances are, there is a biomancer of similar power to you out for your blood. The biomancer in question has 1000 CP and 5 Lifeforce Tokens worth of purchases from this document, and while they don't necessarily hate you beyond reason, they'll be working against you to some degree for your entire stay here.

For another +200 CP per biomancer, you may, up to 4 times, add another rival biomancer. Note that these biomancers are likely to end up working together to

oppose you to at least some extent, even if they aren't part of the same faction, which they still might be.

Manmade Horrors (+600 CP): They were the great labour of the old world, an artificial Fleshgod, possessed of transcendent power, who could manage the entire world, and usher in an era of prosperity. But this creature, their vast, hyper intelligent mind built into an artificial nervous system stretching the entire world, proved too willful to control. Now the world has fallen into apocalypse, as the fleshgod, using their own infused biomantic powers, powerful beyond compare, to form a hivemind of servitors extending from them to rampage across the world, enacting their revenge against humanity, and most especially biomancers like you, whom they hate with an unequaled depth of fervor.

Small mercy that it is, the artificial biomantic powers of the fleshgod only extend to producing lifeforms and affecting the lifeforms so produced. They cannot directly affect outside creatures not connected to their hivemind. The myriad transmutative chemicals and parasitic creatures they've produced mean that being changed into something else is still a possibility however.