Dead Space Necromorphs

By Cyberinit



In the future humanity will venture into the stars and find only one thing, dead space. The reason for this is the necromorphs and their masters the Brethren Moons. The Apex Predator of the entire cosmos the brethren moons hibernate for eons as their markers prepare the lesser races for slaughter. Soon the moons shall awaken once again and make the galaxy whole once more.

But on a lighter note your on the winning team now jumper take **+1000cp**

Point of Insertion

The Necromorphs have been around for eons and have hunted down and consumed an untold number of lifeforms in their attempts to make the universe whole, as such to bind you to one specific time and location wouldn't be entirely fair. Roll 1d8 to decide your location or pay 100cp to decide your fate.

1) 2 million years ago, Tau Volantis: Humanity is not the only race that has sought to harness the power of the markers, this aquatic alien race will be able to design a machine to stall the necromorph outbreak, a rare win for the lesser races of the galaxy.

2) 2214, Earth: Investing strange anomalies around the crater of an meteor that collided with earth 65 million years ago the scientist Michael Altman will lead an excavation to collect a mysterious artifact.
3) 2314, Tau Volantis: In their search for a clean, infinite source of energy a research expedition will be sent out to search the supposed homeworld of the Markers. However they will soon find that far more is on the planet than empty ruins.
4) 2508, USG Ishimura: Orbiting around Aegis VII the Planet Cracker class ship Ishimura is currently preparing to commence planet cracking, unfortunately the crew has seen a marked increase in psychosis and insomnia since a strange artifact was recovered from the planet below.
5) 2511, Titan Station: Often referred to as “The Sprawl”. Unbeknownst to the general population at the center of the station is a huge Marker test lab. Soon a unitiologist worker named Vandal will sabotage the containment procedures allowing for a containment breach. This will end without your interference with Issac Clark rendering the Marker inert.
6) 2514, Luna: The humans never seem to learn, in the center of this lunar colony lies a marker test lab that a unitologist extremist group will sabotage causing widespread destruction. In the middle of this the last EarthGov battalion will extract Issac Clark on one final mission.
7) 2515, Deep Space: Humanity has been crushed, the glorious brethren moons have been awoken from their slumber and set upon the humans, consuming their capital and spreading across the stars to feast. The last humans hide in their ships and stations, desperately trying to survive. One Ellie Langford is currently attempting to find a way to stop the necromorphs once and for all.
8) Free Choice!

Origins

Due to the nature of the necromorphs any of these origins can be a drop in, age is irrelevant for necromorphs, however it will vary based on your time period from minutes to eons.

The Hunter (free): The most “conventional” of the forms you can take. You still stand at near the height of a man if not just slightly bigger. That’s not to say you're not a threat, you are a

keen hunter and a devastating killing machine. Other sentient necromorph entities like markers and brethren moon will regard you as an experiment for the time being, try not to disappoint.

The Marker (200cp): The nexus of a necromorph outbreak, a marker serves numerous purposes. First it indoctrites the lesser beings that surround it into servants, tricking and manipulating them into creating more Markers, then when the time is right the marker manipulate the beings around it into committing suicide creating the first necromorphs of an outbreak. Once a sufficient amount of biomass has been acquired the marker begins convergence a process that depending on the amount of biomass will create a being ranging from a hive mind to a brethren moon.

The Hive Mind (200cp): The true commanders of a necromorph outbreak, you're not a true brethren moon yet but with more biomass you will soon be on your way. You are gigantic, the size of buildings and able to withstand huge amounts of damage.

Perks

Costs are 50% for respective origins. 100cp perks are free for their origins.

General perks:

Necromorph Physiology (free and mandatory): You are a necromorph jumper, you now have an artform with their physiology, their durability and everything that comes with being a necromorph. It is important to note that unlike many other forms of undead you might be familiar with necromorphs are powered by the electrical field emitted by a marker, without this power necromorphs will simply dissolve into a fleshy goop.

Jumper’s horde (free): Any necromorphs you create and any necromorphs they create and so on will be loyal to you and follow your telepathic orders. Necromorphs are not very intelligent by default but can follow simple orders like go here, kill that, spare that.

Personal Electric Field (free or 200cp): Necromorphs require and rely on the electrical field created by a marker in order to survive, without it they instantly turn into mush. The free version of this perk guarantees that you alone will always have the required field powering your altforms allowing you to take your scourge to new universes. By paying 200cp your field now encompasses the area of a small town allowing you to start an outbreak of your very own.

Adaptable (200cp): The necromorphs are nothing if not adaptable, your strain of the necromorph plague is very adaptable able to merge with any lifeform, in addition you may import a plague or disease of your own to merge with the necromorph plague gaining the abilities of both.

Strength with Age (400cp): A strange thing with necromorphs is that they seem to become stronger with age, becoming enhanced variants of their old form. As you age you become more powerful this effect will diminish over time so you won't become a demigod after a century or two but you will always be more powerful.

Playing Dead (600cp): Necromorphs have a thing for playing dead. Once per jump when you would have died you will instead have been revealed to have been playing dead. This effectively counts as an extra life.

The Hunter:

Predator's Instincts (100cp): You have the instincts of a skilled predator, you know how to stalk and ambush your prey without being seen.

Blend In (100cp): You are able to take on the form of a normal human folding your necromorph body into itself allowing you to blend in easily.

Vent Crawl (200cp): An uncanny ability of necromorphs is to move through vents with alarming speed, not only that but they seem to always be able to stalk your prey. You too have this ability and in addition while invents or other similarly confined spaces you gain a sort of sense for exactly where your prey is in the room below.

Quick Change (200cp): When a necromorph has it's limbs severed it will normally be momentarily stunned as it acclimates to it's new body, not for you however. You can always adapt to changes with your body near instantly.

Twitchy (400cp): You okay there jumper you seem a little… twitchy. You have absorbed a stasis module and in the process become slightly unstuck in time. You can move in incredibly speedy bursts that make it almost seem as if you are teleporting. It looks like the humans invented something useful for once.

Pure Flesh (400cp): Your body's flesh has been repurposed more than most necromorphs. Your flesh is now much tougher capable of withstanding multiple plasma bolts to your limbs. Like the ubermorph your flesh is incredibly resistant.

Regenerator (600cp): Now aren't you special, whether you are the product of a human being who has had necromorph DNA injected into their cerebral cortex or simply a one in a billion fluke you are a regenerator. This means that you will almost immediately begin regrowing lost limbs after you lose them. Now the only thing that will kill you is the destruction of every single cell in your body. Do be careful about being flung into space though.

Never Stop Growing (600cp): Necromorphs grow and adapt to help them conquer their environment and now you do too. Your body will grow minor adaptations such as extra armor to help you withstand attacks or longer claws to help you reach enemies. These won't be major changes but over time they will start to add up.

The Marker:

Marker Physiology (600cp, free for The Marker): You're not a necromorph at all jumper, you're a marker! Markers are the backbone of a necromorph outbreak and serve as both commander and powersource for necromorphs in it's area, a marker is an immobile construct that generates an electromagnetic field in a radius of a planet and its atmosphere around itself, this field alters dead cells in order to create necromorphs.. In addition markers are insanely durable and able to

withstand anything short of total disintegration. The only other way of destroying a marker is for someone with a strong will to reach a marker and to battle the marker's consciousness, if they are successful they will be able to render the marker inert therefore stopping the infection. Marker's are able to exert a telepathic influence on anyone in it's electromagnetic range growing stronger the closer they are to it. At the farthest away it would only be able to create vague discomfort however if a subject were to be extremely close they could be forced to kill themselves in seconds.

Good Grief (100cp): You are a master of using other people's grief and guilt against them, especially in concert with your other telepathic abilities.

Dramatic Lighting (100cp): You are always in the best lighting. Whether your silhouette is illuminated over an entire city or the light just makes you look more flattering.

For Profit Death Cult (200cp): A key step in a Markers lifecycle is manipulating other species to worship it, you are adept at both conventional forms of religious persuasion and your using your newfound telepathic abilities. With some time and effort you will be leading the Church of Unitology 2.0.

Hallucination Assistance (200cp): You are skilled at using hallucinations to assist your allies making it harder for enemies to hit them. To your enemies it will appear as if your allies are invincible. You will be able to create your own prophet.

Pattern Signal (400cp): All markers have the ability to telepathically implant instructions on how to build additional markers into the subconscious of living beings that come into contact with them. The lesser known side effect of this is that as the patterns propagate around the subjects brain they will quickly begin losing sanity before death. You have had this ability expanded in two ways, first you can input patterns to do not relate to the propagation of markers, secondly you are now able to put in patterns that propagate around a subjects head much quicker killing them in days instead of weeks. The effects of patterns can be delayed unfortunately through the use of amnesia causing properties.

Chessmaster (400cp): You are a master of plans inside plans. You can wrap the lesser life forms around your tendrils.

Make Us Whole (600cp): The ultimate goal of markers is to achieve convergence, part of the process of doing this is to merge with the marker's creator. This allows the marker to gain all the knowledge of the now deceased human. This ability expands this somewhat, when you absorb a human's psyche you gain a small fragment of psychic power, this power is proportional to the willpower of the subject. Do be aware that the user can fight back while you are absorbing them and if your projection is killed then you will also be killed.

Black Marker (600cp): You are a marker made by the brethren moons themselves and are thus the most powerful form of marker. This confers a huge boost to all your psychic abilities. In addition you can exude raw beams of psychic power calling all necromorphs to your side and causing massive damage.

The Hive Mind:

The Scream (100cp): You can at will emit a scream both physical and psychic. While it does no direct damage it is incredibly disoritating and frightening to any being that hears it, creating an opening for you to exploit.

Shake It Off (100cp): You would think that even for a necromorph being frozen for 200 years would slow you down for a bit. Not for you evidently as from now on you will be ready and able to go from the minute you wake up after being incapacitated.

Amalgamation (200cp): A being such as you is not made of just one body, you are an amalgamation of hundreds. You may merge any altforms you have into one giant necromorph creature with the powers of all your forms. In addition you can also create necromorph versions of your alt forms and combine them however you want.

Internal Defense System (200cp): Ever want to just swallow someone whole jumper? Well that can have unfortunate consequences if the poor victim is able to fight back. Fortunately now any biological defenses or weapons you have outside your body will now be mirrored on the inside of your body, letting you deal with any annoying intruders.

Knowledge of the Brothers (400cp): The Moons and their servants are not merely violent beasts, they have technology that would stun the lesser races of the cosmos. You now know this technology inside and out including how to build markers, biological FTL travel and the science of reanimating dead tissue. In addition you are much better with biotechnology in general.

Spreader of Corruption (400cp): You are capable of at will vomiting out corruption from your body, this strange spreading filth will passively terraform the surrounding area to be less hospitable to humans and more hospitable to necromorphs, in addition the corruption as able to gather biomass that other necromorphs likely couldn't.

Command of the Horde (600cp): The necromorphs are many yet they are also one, and beings like you stand at the forefront commanding them. You are skilled at commanding the horde, directing the fury of the horde in the way it can do the most damage.

Psionic Growth (600cp): As necromorphs grow their attunement to the marker signal grows with it , this now applies to you too. The bigger you get the range and power of any psychic abilities that you have will grow with it until you reach the power of the brethren moons, which can spread their message from star systems away.

Items

Necromorphs are not known for using things not grown out of their own flesh so this section may be a bit bare, don’t worry though jumper there's more after this.

Pattern Extraction Machine (200cp): This rather… an uncomfortable machine is a machine capable of extracting knowledge and patterns from a user’s eye and upload them into some form of storage mechanism, whether a marker or a custom built codex.

Grand Cathedral (400cp): The lesser species do occasionally prove useful, this cathedral is stocked with a gift shop, library and primary congregation area. More importantly however is a congregation of loyal followers that worship you as a god. In addition they take to storing their corpse in pristine condition in the basement but i'm sure that would interest you.

Derelict (400cp): Even necromorphs need a way to get around. This ancient beat up hulk doesn't have much in the way of weapons however it does have plenty of room and a shockpoint drive.

Jumpers Moon (600cp): You're very own moon jumper! This serves two purposes, the first and most obvious is this is a great structure to mold your form around, with this moon you can store any excess biomass you acquire until eventually you have everything you need to turn yourself into a brethren moon. Secondly you can merge any properties you have with this moon, they will become heavily infested with necromorph biomass but will retain their original function, becoming partially automated with necromorph flesh.

Biomorphs

Necromorphs grow and change, growing scythes from their backs or spitting acid, below you may buy any of these mutations to add to your form. While you could simply grow these appendages there are advantages to getting them here, firstly they are backed by jumpchain and will regrow shortly after being dismembered at no cost to biomass, secondly they will grow with you while these abilities describe how they would act on a normal necromorph who knows how they could act on something the size of a brethren moon, third any necromorphs born of your strain that grow these adaptations will find them slightly enhanced.

The hunter and The hive mind you gain 800 CP to use on this section only

Guardian (200cp): Your body can anchor into a point, preventing you from moving but greatly increasing your durability. In addition you can shoot small turrets out of your body that will attack your enemies.

Slasher (100cp): You grow two blades out of your shoulders that are capable of easily rending limbs from flesh. In addition you are capable of a speedy charge attack.

The Creeper (400cp): Your body is partly gelatinous, being composed of a noxious goop that devours human and necromorph flesh alike.

Divider (400cp): Attached to your body are a number of symbiotic organisms that make up additional limbs, at will they can separate from your body and attack independently.

Wheezer (300cp): Your body generates out of the back a noxious gas that is poisonous to human beings, it is incredibly lethal.

Leaper (200cp): You have a powerful bladed tale that is incredibly sharp, in addition you can leap great distances with ease.

Pregnant (200cp): Inside your stomach is a nest of vicious swarmlings, tiny aggressive necromorphs, that will attack your enemies upon your stomach taking damage.

Wurm (400cp): you are capable of folding your limbs into your body allowing you to tunnel through the earth at great speed.

Lurker (200cp): You have several tentacles coming out of your body that are capable of shooting powerful spines that cause severe damage to human bodies. In addition you have multiple small appendages that help you climb up walls and ceilings.

Brute (400cp): You have hardy armor in the front side of your body making you immune to even heavy plasma fire.

Infector (400cp): You have coming out of your body a proboscis that is capable of injecting into human bodies, when this happens the corpse will rapidly reanimate into a necromorph, most commonly a slasher.

Nest (400cp): You have a large growth coming out of your body that can open, unleashing small flying creatures that will hone in on you enemies before exploding, when this pustule opens it is vulnerable and can be destroyed.

Puker (300cp): Your stomach, or what's left of it, has been modified to be able to launch a viscous bile that can cause serious harm to human flesh, in addition it will slow whoever is covered in the bile.

Stalker (200cp): Your body is thinned down and you gain in increase in speed, in addition you are skilled in stealth and have a keener reaction time.

The Leviathan (400cp):You have multiple huge tentacles coming out of your body is capable of crushing humans with ease, in addition your body is capable of generating large organic bombs that will detonate when sufficient pressure is applied.

The Tripod (200cp): You have multiple long powerful arms that allow you to attack from a distance.

Flier (400cp): You have two thick leathery wings that allow you to fly short distances and attack from the air.

Nexus (600cp): Inside of your body are numerous smaller necromorphs that you can vomit out to attack your enemies. What necromorph you vomit depends on your size with swarmlings for smaller necromorphs and going up to gigantic necromorph creatures for something like a brethren moon.

Companions

Companion import (50-400cp): you can import or create one companion for 50 cp and additional companions for additional payments of 50 cp thereafter. Each companion gets an origin and 600cp to spend.

The Marker (200cp): You have a marker loyal to you and you alone, it has all the perks of the marker skill tree. It is loyal to you but in the absence of direction will attempt to propagate itself and create new brethren moons.

Brother Moon (600cp): A brother moon has taken a liking to you. It's one of the most powerful beings in this world and is capable of consuming worlds on it's own.I t has all the perk of the hive mind origin.

Drawbacks

No limit

Emergence (0cp): You may choose to have the dead space universe appear in any "style" that has been featured in the dead space universe such as the animation of the dead space movies.

Make us whole, Make us whole (100cp): you will constantly hear the words make us whole be repeated over and over in your head for your entire jump here. Needless to say it will get annoying.

Marker Symbols (100cp): you can no longer communicate with conventional written languages. You can now only write in the marker symbols. The good news however is that you can now communicate with marker symbols.

Still need you, still trying to kill you (200cp): even when you still need someone for your plans, you will still try to kill them, your self sabotage is truly impressive.

Yellow Sacks (200cp): you gain yellow sacks all over your body that will cause you extreme pain and damage when hit, you may not cover them with armor or anything else of the sort.

Pain of the flesh (400cp): You will feel all the pain a human would feel harbin their body contorted in the ways a necromorph transformation molds them, have fun jumper.

Contained (400cp): You have been captured by earthgov and for once they arn't playing around. Expect every possible contingency to be used in order for you to be contained.

Moon's enmity (400cp): The brethren moons want you dead. They no longer see you as a necromorph and instead will treat you as prey just like everyone else.

What providence protects them? (600cp): One man stands against you jumper, no big deal right? Well unfortunately this person is protected by a truly impressive amount of plot armor. They aren't immortal but if there is a way to survive they will find it. They will always be working against you always.

Notes

As the ultimate source of Marker power is never clearly explained throughout the series I will leave that to you to decide however should you choose to create your own markers in future worlds you can either rule they gather power from the ambient power of the universe and are simply powered by jump-fiat