Generic Bio-Manipulation 2.0

By: quinnxcalibur willow & PriorPossible834

Bio-Manipulation, the shaping of Life itself. This is a craft, an artform, and a source of immense power. You have chosen to become a Bio-Manipulator and will devote yourself to the shaping of the body for the next 10 years.
You gain 1000 Choice Points (CP) to spend on bio-manipulation perks.

Origins

Biomancer: You are a Biomancer, an Arcane Shaper of Flesh. Using your endless study of magic you have gained the ability to reshape your own body to your will and purpose.

Devourer: You are the all consuming maw, the devourer of worlds. And the more you consume the greater you'll become.

Hemomancer: Biomancy is the study of life but it's… unfocused, impure. Your power is different. You have the ability to control the purest essence of life, the blood in the veins. Your manipulation of it is a thing of beauty far more artistry than a mere Biomancer.

Bio Knight: Life is forged in conflict, war, survival, you revel in these things. You are capable of mutating your body mid battle to become a better warrior.

Plague Bearer: Disease is pure, Divide and Conquer, and you are the bringer of disease, the master of life itself. Your plagues will ravage your enemies like those of the Gods of Old.

Life Bringer: But destruction and domination… Are these the only paths life can take? You say no. Like the Biomancer and the Hemomancer you are a Mage, unlike them you turn your magic to the preservation of life in all its forms, and even the creation of new life forms.

Flesh stitcher: manipulating flesh can be used in many ways, some biomancers dedicate their time to learn ways to harm people or craft monsters but not you, you have chosen the path of improving the life of other people, with biomancy as a tool you chose to become a doctor

Perks

Biomass Storage (free, mandatory): One's body can only store so much of the Biomass needed for your craft. You fortunately have the ability to cheat this limit, being capable of storing unlimited biomass to use for your abilities from this document.

Sex Shifting (free): Sex? Do you truly think such petty concerns as certain organs in one's physical shape are any concern for a Biomancer? You are capable of freely shifting your biological sex at will.

Chameleon (100): Cosmetic shape shifting is a valuable skill both for disguise and artistic expression, you are capable of changing the color of any part of your body at will. Be it your hair, eyes, skin, or nails.

Mutation Resistance (100): You are the master of the Body, and you cannot be changed by the measly power of another. You are immune to any power that would force you to change forms unless you will.

Universal Drawback (100, meta): Engrave the misfortunes you suffer on your chain into your body and soul, only then may you gain true power. you can make any drawback you have taken into a chain drawback, it gives 50% of the drawback bonus in future jumps, these drawbacks are ingrained into your bloodline passing onto any of your children

Goliath (200): The size of the body… such a small thing to change for one such as you. you may increase your size by converting biomass into your physical body, alternatively you may also reduce your size by storing that biomass back into your biomass storage. You can't become smaller than 1/10th of your original size, this perk can be used to change the size of individual Body parts or your entire body

Biomass Inventory (200): Sometimes what mundane clothing cannot give in terms of storage the body can provide. you may store items within your biomass, time does not pass for anything stored this way

Clothing shifting (200): In fact, why wear clothing at all? When your body can provide all you need. You can expend a minor amount of biomass to create clothing in any size, shape, and color. This clothing will instantly repair itself should you have the necessary biomass and requires no effort to maintain.

Bio-electrical Manipulation (200): Electricity is the path to many forms of communication, it would be a shame if those abilities remained purely the domain of technology is it not? you can pick up on electrical signals letting you communicate telepathically through those signals as if you were a radio or a phone

Skilled Bio Manipulator (300): You are an expert at manipulating your body, as if you had been training for many years. This experience has borne fruit and now any biological ability you have is tripled in strength

Bio-Evolution (400): Evolution is the ultimate goal of life, and one you can induce in yourself, though with great effort. After gathering enough biomass you can force yourself to go into a metamorphosis state where you can cause evolutions to occur in your biology. These evolutions can be anything, however the farther they diverge from your current form the greater the costs in terms of Biomass.

Biomancer Perks

Muscle Magic (100): Magic is not necessarily muscle, and muscle is not necessarily magic, but when they are intertwined they become something truly special indeed. Through ancient techniques passed through your family for generations you've reached that vaunted state. you are at peak human strength and any physical movement needed for a spell can be replaced by flexing your muscles the greater the magic invoked the more awe inspiring you'll appear, your muscles seeming to gleam in the sun.

Hive Mind Creation (200): The Hive Mind, what greater celebration of Biomancy could there be than commanding multiple bodies as one. you can set up hive mind Systems that allow you to telepathically communicate to anyone connected to them, with training you may be able to control any Creature that is connected to them

Body Part Channeling (200): Your magic is the control of the body, naturally it can be cast through the body. you can cast spells using your body as a casting focus, you may also cast those spells on your body channeling it through your body (cast fireball on your hands letting you punch with fire)

Creeping flesh (400): You are able to separate any part of your body and have it function as if it was still connected to you. This part will still transmit senses and pain while you control these parts through a hive mind. While these body parts are not attached to your body they will not regrow unless they are destroyed

Twisted Flesh (600): When the time comes you may invoke the true might of your body, becoming a creature of pure power. you can take on a truly monstrous form with extra limbs, you can also split yourself Into multiple creatures so long as you have enough biomass, you control these creatures through a hivemind, the amount of extra bodies and limbs depend on the amount of biomass you use and you can only grow bodies and parts that would naturally be part of the alt-form you are in

Devourer Perks

Super Eating (100): You are the Devourer, and your hunger is never ending. You can eat massive quantities of food at once to no ill effect and can not be harmed by anything they eat

Eating Combat (200): Consume them, rend their flesh and drink their blood, that is the fate of all who seek to challenge the Devourer. you are able to combine their immense eating abilities into their fighting style, you may also eat from any part of your body absorbing the food through your skin

Consumption Healing (200): You eat, you fight, you heal, you always survive. you can regenerate wounds by eating anything, directly transforming the material into your own mass.

Devour (400): You eat, you evolve, after all… you are what you eat. if you eat a living creature (person monster or animal) you get an alt form matching that creature

Chimera (600): Food occasionally fights back, you have all the tools you need to reshape yourself into a being capable of claiming any of those difficult meals. You may freely combine any alt-form you have giving you new alt forms, you may also select individual parts of an alt-form to add to the new alt-form giving the new form The abilities of that organ (giving an elf alt-form a pair of butterfly wings or merging a demon and a vampire alt form into a new form)it is possible for a hybrid alt form to gain lose a weakness of one of the forms used

Hemomancer Perks

Blood Manipulation (100): Your arcane knowledge allows you to bend the Blood to your will. This perk lets you manipulate any blood outside of a body and any blood inside your own body

Blood Bending (200): The Blood within the bodies of your countless lessers is yours to command as well. you can manipulate blood in other people's bodies as if it was your own

Blood Surfing (200): carried aloft by your Arcane Power and the purity of Blood. When you stand in a puddle of blood you cause it to form a wave under your feet instead of walking, when you use this Perk you may move as fast as if you were running without getting tired

Blood Armor (400): Defending yourself has never been easier, all you need to do is make them bleed. you can use blood to encase your entire body for additional defense and power. It becomes harder than metal and can be used with any other armor you may have to make it stronger

Blood Form (600): You do not just control Blood, you are the very blood itself. This allows you to rapidly dissolve into pure blood. While in blood form, you can control your body the same way you can control blood normally and any damage taken in this state will only transfer as blood loss to
your normal state.

Bio-Knight Perks

Bio-Weapon Shapeshifting (100): You have learned to shape your body into a weapon, through your skill you can your shapeshift arms, legs and any other limb into any weapon you can think of so long as you have enough biomass

Living-Weapon Creation (200): You have learned to craft weapons from your flesh, for your own use or for that of others. You can separate a portion of your biomass To create living weapons that you control through a hive mind. These Bio-Forms are capable of growth by consuming Biomass, evolving new abilities and empowering existing ones by feasting on the flesh of your enemies.

Combat Proficiency (200): You are more than just a Flesh Shaper, you are a warrior. You are experienced In the use of many weapons and have memories of many years of combat across countless campaigns.

Armor Mode (400): Learning to defend yourself through shells of bone and chitin.You can surround your body in biomass that takes the form of a chitinous armor, while the armor is active you are slightly stronger and vastly more durable but your agility is reduced

Devastator (600): Through expending your flesh you can unleash immense power. You can use your biomass to deal devastating attacks that scale in damage and range depending on the amount of biomass used

Plague Bearer Perks

Plague Bearer (100): The beautiful perfection of disease lives within you, existing in perfect symbiosis within your body. You are immune to the negative effects of any virus, bacteria or parasites you may be infected with and you can toggle if you are infectious

Biotech Virus (200): The certainty of steel… What a pathetic lie, a way to ignore and minimize the great truths of entropy. Any plague that you carry now has the ability to infect technology becoming a sort of computer virus, symptoms will be adapted to be similarly devastating to tech as they would be to organic life.

Cure (200): But you are not without mercy… are you Plague Bearer? Now you can grant clemency to the sufferers of plague. You can shift your biomass into a cure for any Plague you are infected with

Plague Synthesis (400): Synthesis… the process of taking the best of both worlds to create a product greater than the sum of its parts. You are capable of inducing this chain of events. You may combine different viruses, bacteria or parasites to create new strains

Pestilence (600): You are a Plague Father, capable of more than simply holding and spreading disease. You can manipulate, and control any plague as if you were the harbinger of pestilence. You can also cause instantaneous illness in another being.

Life Bringer Perks

Biologist (100): You are educated in the more mundane studies of the flesh. You have the knowledge of someone with a degree in biology, comes with a free certificate

Bio-Tech Creation (200): The tools of technology are not merely those of steel. You can use your biomass you can create biological constructs that can mimic technology, with practice you may even be able to splice technology with these constructs

Bio-Transplant (200): Using your flesh you can replace the lost parts of other physical forms. You can split off a part of your biomass to transplant into someone, the biomass will perfectly replace the intended organ, even if it doesn't look anything like the organ it's replacing

Maker Of Monsters “MOM” (400): You can reproduce using any of your alt forms (or other people) by separating off a piece of biomass with a 2 samples of DNA, selecting 1 sample as the dominant sample and the other as the recessive sample, the sex of the donors of the samples doesn't matter for this to succeed.

Racial Lineage (600): You may bestow any of your perks on any of your children, if you can turn people into your own race they count for this perk (turning someone into a Vampire or werewolf for example).

Flesh Stitcher Perks

Surgeon (100): You have the training to treat injuries, diseases, and deformities by the physical removal, repair, or readjustment of organs and tissues, often involving cutting into the body

Perfect Transplant (200): Your work will never be ruined through mere ‘genetic incompatibility’ When you transplant an organ in someone it will never be rejected

Painkiller (200): You are, above all, a Doctor and you shall not allow your patients to suffer. While making contact with someone you may take their pain into yourself

Flesh Stitching (400): You always survive, commanding your very flesh to knit back together. You may use your biomass to heal minor wounds on yourself or others, if you use this to heal others it leaves a scar that looks like the wound stitched itself back together

Flesh Warping (600): Changing the flesh of others has become second nature to you. While making contact with someone you can push your biomass into their body changing them to be biologically identical to one of your alt forms, you must make contact with them until it's completed

Items

Infinite Beef Jerky (free): A bag of jerky that can be eaten for biomass, this bag is completely bottomless… but you can only draw a maximum of 1 ton every day.

Lab (100): This state of the art lab is filled with all the equipment for studying viruses or creatures biology

Bio-Weapon (100): This shapeshifting weapon can channel any biological power you have. if you have Bio weapon shapeshifting you can Import this item as that perk

Bio-Armor (100): An armor that is made of a strong bone, you can summon and unsummon any part of this armor to allow for shapeshifting. If you have armor Mode you can Import this item into that perk

SCP-002 The Living Room (100): Stolen from a strange facility dedicated to the capture and containment of supernatural phenomenon you've come into possession of a strange looking giant meatball With an iron hatch on the side, The inside is a room that contains furniture which appears to be sculpted bone, woven hair, and various other biological substances produced by the human body.

Clone Body (200): You get a clone body that you can automatically upload your mind into if you are killed, after it's used you get a new one in 10 years or at the start of your next jump

Bio-Mech (400): An organic mech covered in chiton plates, it connects to your nervous system letting you control it as if it was your own body, you can channel any biological ability through it

Companions

Old Friends (Free): You may import any of your existing companions into this Jump for free, they'll have 600 CP to spend on anything they like.

New Friends (Free): Anyone or anything that agrees to travel with you may be brought with you as a companion for free.

Quin (4,000): a mysterious, pale and *seemingly* elven girl, this enigmatic being is Quinn, the Ultimate Biomancer. Possessing an innocent demeanor and a firm desire to befriend those around her she is still a being of ultimate power possessing every Perk in this Document. She is imported for free with 1000 points to spend every Jump… almost as if she's a Jumper in her spare time

Prior (100): How is this possible? A rather bemused red headed man who would really like to know where he is. Introducing himself as Prior he will reveal himself to be a mundane man, however you will discover with experimentation that he is uniquely compatible with all forms of genetic augmentation gaining vastly increased benefits and minimal drawbacks.

Stephanie (200): It would be in your best interest to keep her fed, this strange woman has all the Perks from the Devourer Perk Line, never ending hunger and a complete lack of care for the lives of anyone she doesn't know/like personally. Fortunately this includes you and your companions… at least as long as you don't try to keep her from her snacks.

Drawbacks

Supplement (+0): 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.

Biopunk Aesthetics (+100): the aesthetics of any item you have purchased in this jump change to look like it's made of biomass, bone or other organic material, a holy sword might look like its made of bone

Extended Stay (+100): For each purchase of this your time here is extended 10 years.

Famine (+200): over the next 10 years you will find it hard to find any food to convert into biomass

Eternal Hunger (+200): No matter how much you eat you will always find yourself needing more food, if you aren't constantly eating you may even start to feel light headed and may even pass out from malnutrition

Rotten Flesh (+200): one of your limbs has completely rotten to the point That you can't use it at all, no amount of healing can fix this limb (can be taken multiple times)

Power Lockout (+300): You have no Out Of Context perks

Item Lockout (+300): You have no Out Of Context items and you can access your warehouse

All Alone(+300): you can't take any companions into this jump

End

Well, it looks like you made it to the end alive. Time for you to make your choice:

Go Home

Stay

Move On

Notes

- Any perks you get can be freely combined to create new effects, for example if you chimera, twisted flesh and monster maker, you may create eldritch looking alt-forms and creatures

- Special thanks to FancyFireDrake for helping me and giving more ideas for this jump