Generic Nosomancy

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Nosomancers have dedicated their lives to the study of viruses and plagues.

You will spend 10 years in this world. Good Luck!

You have 1000 CP to spend on this document.

Location:

1: Generic
A generic world where Nosomancers exist. You can decide whether Nosomancy is practiced through magic, technological means, or perhaps even innate supernatural powers distinct from these two.

2: Out of Context / Supplement
An existing setting of your choice where Nosomancers may or may not exist. This can even be used as a Supplement for another Jump, or just as a way of accessing a world that doesn't have its own JumpDoc. You can decide if you go to the canon version of that world or one slightly changed by adding the existence of Nosomancers into its background.

3: Isekai
You start the jump inside some kind of giant magic circle or technological apparatus. Someone or some group has summoned you into their world. They know only that you have the power or potential to help them, and their need will be great. Will you trust and lend them your power?

Perks

All perks cost 100 CP unless stated otherwise. You're able to discount up to 3 100cp purchases of perks and/or items, making them free.

Asymptomatic (free)
You no longer experience the negative symptoms of any pathogen you are infected with.

Nosomancer (free)
You possess the ability to sense, analyze, create, manipulate, and control diseases. You start with a basic ability to use mundane diseases, but it will only grow with time and training.

Plague magic (100)
You can change the effect of any spell to deal viral damage rather than its normal damage type.

Pathogen Absorption (100)
You can absorb any pathogen from any infected person you touch, curing them of the pathogen and infecting yourself. If the infected can't survive without the pathogen, they die instead of being cured (this counts as a devour ability for interaction with the hemovore perk in my generic Hemomancer jump).

Microbiologist(100)
You gain the knowledge of a microbiologist, and you know how to safely research and treat viruses and bacteria.

Nose-o-mancy (100)
You can cause anyone you look at to have a runny nose. Just a tiny bit more effort and you can cause them to sneeze.

True infection (100)
Why stop at pathogens? You can infect people with your drawbacks, perks, powers, and even your alt-forms.

Infection enhancement (200)
You get stronger with each pathogen you contract, getting a 10% bonus to physical and biological abilities and perks per pathogen. Variant strains of a pathogen count so long as the variant strain is at least 10% different to its other variants

Viral idea (200)
You can infect people with ideas, memories, and even personality traits you have.

Computer virus (200)
All your abilities that work on biological viruses also work on computer viruses. You can be infected with computer viruses and convert any pathogen you have between organic and computer pathogens freely.

Lord of the Flies (200)
You can disperse your body into a swarm of flies; you also gain control of all flies around you.

Symptom skills (200)
When you infect people with a pathogen you have contracted, you can unlock symptoms based on their skills and weaknesses.

Infect anything (200)
Why stop at infecting people, animals, or computers? You can infect anything, including plants, objects, and even spiritual beings like ghosts.

Viral series (200)
You can add your virus to any item you own, allowing you to channel your biological and pathogenic abilities through them. Items with shapeshifting functions, like the Omnitrix and legendary weapons from Shield Hero, get new forms based on your viruses.

Beneficial plagues (200)
You seem to have a misunderstanding of how diseases work, despite all what logic would dictate you are capable of creating diseases that can spread only beneficial effects: an example would be the creation of a virus that enhances growth and accelerates training, a fever without its usual negative effects that can help other resist cold climate or diseases that can train the immune system and grant resistance against other diseases.

Divine Trial (400)
Your plagues are not as simple as mere mortal ailments; they are trials imposed by a higher truth, both punishment and blessing entwined. With this perk, you may have any disease, curse, or supernatural affliction you create carry a hidden divine imprint. Those who survive or are healed of your maladies do not simply return to their former state—your pandemic touch leaves behind a refined remnant within them.
After being cured, affected individuals gain a permanent, beneficial mutation or blessing proportional to the severity and duration of the affliction endured. This may manifest as enhanced physical resilience, increased resistance to disease and corruption, improved magical affinity, or a slow but steady strengthening of body and spirit over time. In cases of particularly potent or divine plagues, survivors may even develop minor regenerative abilities or immunity to similar effects. You can decide the traits someone needs to have in order to be able to fight off your plagues. Maybe they can be fought off with enough willpower, or the power of love and friendship. This blessing May be toggled on and off by its host

Zombie (400)
You are now a zombie. This grants access to the zombie section below.

Plague Form (400)
You can convert your biomass into a cloud of infection to spread your pathogens more easily.

Lord of Vermin (400)
You can control and see through the senses of any sort of creature that can act as a vector to your diseases, including rats, mosquitoes, roaches, and fleas, for example. They need to be carriers of one of the plagues under your control for this to trigger.

Anti-anti-pathogen (400)
Your pathogens can ignore medicine and immunities allowing them to survive antibiotics, holy spells, protective items, and even Biokinetics..

Plague Monarch (600)
You have full control of any pathogen you are infected with, allowing you to upgrade them with the symptoms of other pathogens.

Magical Plagues (100, requires Plague Monarch)
You can now add spell effects to the pathogen as if they were symptoms.

Living Plague (100, requires Plague Monarch)
More than simple diseases, you are capable of creating spiritual entities that embody different disease(s) you control. These entities are loyal to you and are capable of targeting specific individuals to infect with their disease in a way that would be impossible otherwise, as well as possessing powers based on said disease. You can choose to give them a body and personality that will be based on the kind of disease they're made of and will also have powers connected both to the original disease and any alterations or upgrades you might have come up with since.
Furthermore, they also grow in power and influence the more people who have suffered from the disease(s) they embody.

Pestilence(600)
You have gained the rank of the most powerful Nosomancer; your control of plagues and pathogens has elevated to biblical proportions, giving a ×10 increase to all biological and pathogen-based abilities.

Apollo (800)
The Greek God of the Sun is also the Lord of Plagues. You are similar to him and possess divine control and skill over the domains of pestilence, sun, archery, music, prophecy, magic, knowledge, and sports.

Zombie

This section is exclusive to those who bought the zombie Perk. You have 1000 ZP to spend on the various zombie abilities below. You can convert CP to ZP at a 1:2 rate. These synergize greatly with a lot of Hemomantic perks from above.

Zombie Advantages

Each of these counts as a Perk that applies to any of your Alt-Forms that you want to apply to them. You can choose one 100 ZP Perk to discount to Free, and can discount any one other Perk. Anything here is something that a Zombie can develop in time through effort and experimentation. As for how much that would take, a zombie would unlock about 100 ZP worth of Advantages per Century if they put no effort into developing these abilities. The time required drops based on how much focus and effort is spent on each one, up to a minimum of a decade for every 100 ZP if full focus is spent on a particular advantage before your perks and training boosters come into play.

Infectious Bite (free)
When you bite someone, you can choose to infect them with any virus you are infected with.

Iron stomach (100 ZP)
Food for zombies isn't exactly clean, but you, however, have no problem with it as you are immune to any negative effects you might suffer from the food you eat, no matter how rotten or diseased it may be.

Mutant Physique (200 ZP)

Your body seems to have taken the infection much better than normal; your physical abilities are enhanced to a low superhuman level, where you can rip through steel like butter and shrug off small-caliber firearms.

Brainzzz! (200 ZP)
By eating the brains of other beings you can take what they have for yourself. Bits of memories, skills, maybe even powers (if they're based on either their biology or brain, like psionic-based abilities). You begin with this ability giving you random things for each victim, but with time and practice you'll be able to find ways to choose what each brain gives you. The potency of what you get from here scales with age, freshness, and how much percentage of the whole brain you manage to eat without wasting.

Gut Grenade (200 ZP)
As an undead zombie your internal organs are only there to weigh you down. Not any more. You can now reach inside yourself, rip out an organ, and throw it at your enemy. Depending on which one you throw it will explode in a variety of ways. Your heart will explode in a spray of diseased blood, your stomach will splash acid all over the place, your liver might apply a sticky solution, and so on. You can change and amplify these effects by infusing your organs with the pathogens and viruses under your control. You gain a slight increase to the speed of regenerating your internal organs that stacks with other similar abilities.

Zombie Thing (200 ZP)
You no longer lose control over any severed or ripped body part. You can even rip out your hand and continue moving it so as to infiltrate through small spaces and access otherwise closed-off areas.

High-Pressure Digestive System (200 ZP)
Your digestive system is a place where… even nightmares want nothing to do with it. Not only can you consume a much larger volume of flesh and brains than physically possible but everything you eat is quickly converted into the stuff of nightmares. With enough ‘fuel’ you can projectile vomit highly acidic globs of processed stomach acid. And for a rather nasty distraction you can use your other ‘exit’ to create a sudden cloud of caustic gas that spreads fast and attacks both the senses and sensibilities of your enemies.

Full on Zombie mode (400 ZP)
You can enter a rage mode that lets you hit harder, move faster, and jump higher. All your physical abilities are boosted while this is active. This only lasts a minute at base, and you have to wait an hour for it to recharge. Perks that boost your biological and viral abilities reduce cool-down time and increase the length of time you can stay in this mode, and the physical bonus you gain.

Regeneration (400 ZP)
Your infection seems to allow you to stubbornly cling to life. You are capable of regenerating wounds over time and even entire limbs over the course of hours. Eating the flesh of sentient beings supercharges this regeneration.

Refined Flesh (200 ZP, Requires Regeneration)

Your ability to regenerate from even the worst wounds has evolved. Now, as long as you partake in brains regularly you no longer suffer from any negative side effects of being a decaying zombie. Your flesh heals to the point you look downright healthy, your heart, if you have it, pumps blood, and most other biological systems work as if you were still alive. As long as you've eaten at least most of a brain in the past 48 hours you are alive for all intents and purposes that you'd find advantageous while also maintaining the upsides of being undead.

Voodoo zombie (500 ZP)
Rather than a simple infection, it seems your origins are more magical in nature. This allows you to easily shrug off mundane weapons and mental magics, including illusions.
Furthermore, you possess great talent for magic, especially of the darker variants used to harm, bind others to your will, and raise bodies into undeath.

Zombie Lord (600 ZP)
All zombies follow you as their king; they will be loyal to you. You can increase the intelligence of any zombie back to human level.

Zombie Disadvantages:
If you need more ZP, you can choose to take on some of these zombie Disadvantages. Since these are related to your strain of zombie and aren't normal drawbacks, they don't go away after this jump, but you can still get rid of them through various Perks and means. In future jumps, you'll still be able to convert CP to ZP at the same 1:2 rate to buy off these Disadvantages. Each can be bought off and removed by spending the same amount of ZP you've gained from them here. Disadvantages supersede Advantages so taking both Rotting flesh and Refined flesh will make it so the latter doesn't work until you can buy off or negate the former.

Rotting flesh (+100 ZP)
Your body slowly rots, and healing abilities can restore your natural appearance, but they heal you more slowly than they normally would.

Shambling (+100 ZP)
You are forced to shamble around, walking slowly to your target like in the old zombie movies, forbidding you to run.

Smell (+100 ZP)
The smell of your rotting body travels unnaturally far. You are much more easily detected by smell, allowing potential victims an early warning of your coming.

Moaning (+200 ZP)
You can't help but emit a moaning sound occasionally. You are much more easily detected by sound, allowing potential victims an early warning of your coming and making it much harder to hide from those looking for you.

Night of the Dead (+200 ZP)

Darkness has fallen! Your eyes have rotten and you can no longer see, having to find your victims through other senses you might have.

Hunger (+200 ZP)
Your nature as an undead Zombie comes with an incredible hunger for the Flesh and Brains of the living. Giving in and indulging your hunger will suppress it for at most 24 hours at the likely cost of someone's life. This can be resisted with enough willpower.

Brainz! (+200 ZP, Requires Hunger)
While before you could resist the hunger for Brains or just eat enough Flesh to compensate, now your very continued existence will depend on you eating brains. Not doing so for 24 hours will see you almost feral from hunger and, if you somehow manage to control yourself, you will begin growing weaker and weaker. After 7 days without devouring at least one brain you will die.

Alone (+200 ZP)
Your bite no longer turns people into zombies. It can still infect them with other diseases.

Crawler (+200 ZP)
Cut in half like some zombies, you are now limited to crawling around, as the lower half of your body is gone and unable to regenerate while in this jump.

Items

Plague Doctor Uniform (free)
This mask and outfit protect the wearer from being infected while looking stylish, and while wearing it, people will be more likely to trust you to cure their ailments.

Plague Horse (100, free with pestilence)
The horse of the Rider of Pestilence, it is always faster than you and is completely immune to the negative effects of diseases. It can also infect anyone with the diseases it is currently infected with if you order it.

Bow of Pestilence (100, free with pestilence)
The bow wielded by the Horseman of Pestilence, it is unbreakable and comes with an endless number of arrows that can be imbued with any disease you know.

Lab (100)
This state-of-the-art lab has everything you could need to study any pathogen

Companions

Recruit (Free?)
As long as you can convince them to join you, take anyone from the Jump with you.

Import (50/100/200)
Bring your friends along! Import 1/4/8 Companions, they each get 600 CP and the freebies to spend on this Document the same way you did. They can’t buy more Companions and can only take Drawbacks that affect them.

Q-Virus (200)
This very cute and powerful Nosomancer is a living virus that assimilates other pathogens. The Quinn Virus, also known as legion, is a virus that can't be controlled by weaker nosomancers. She loves to eat, so it might be a good idea to carry snacks with you at all times.



Drawbacks

Longer stay (+100 CP)
You stay an extra 10 years. This can be taken multiple times.

Nosomancers Everywhere (+200 CP)

Even if they didn't exist in this Jump before, they do now, and they know of you. Nosomancers have existed here for Millennia, hidden from public view and working in the background to push their own agenda. They gather in loosely knit groups that are under the umbrella of a global conspiracy. They start as neutral towards you, but they are aware of your existence, though not your real powers or nature. You could probably fit right in if you were willing to follow the rules that they also live under. Unfortunately, this ensures that whatever these rules are, you will chafe under them.

Alone (+300 CP)

This is a lonely path you walk. You can import no Companions into this Jump or any that this JumpDoc acts as a Supplement for. You can still buy the option, and they can make purchases, but they will not be able to set foot into this Jump and will actually be placed in stasis for the duration.

Marked (+200/+400 CP)

It's unclear how, but the head of a local criminal organization knows about you in more detail than you'd like and has decided that you *will* work for him no matter what. He'll send his goons to hunt you down and bring you in. If you fall into his hands, expect all sorts of torture to be used to brainwash you into his employ. For the 400 CP version, they've already decided you're too dangerous to let live and will use the full might of their organization to end you. Don't underestimate mundane humans, Jumper. You might not live to regret it.

Scary Movie (+300 CP)

About once a month, a creature, monster, or villain from a random horror or slasher movie will manifest into this world you're about to enter and put the fear of *them* into your heart, their main objective. At least to start with. Their attacks will become more and more designed to kill you as time passes, and if you haven't killed/defeated/destroyed them within three weeks, they will go for the kill with no chance of being driven off anymore. None of them will be truly invincible or undefeatable, but that doesn't mean they're not dangerous. And before anyone asks, no! You can't get anything from them, no matter what power copying perks or whatever else you might have. They're not actually real like that.

Obligatory Power Loss Drawback (+400 CP)

You know the drill: No perks, powers, or abilities from previous jumps. You only have your Body Mod, whatever you bought here, and maybe something from the Jump this acts as a Supplement for. If this is your first Jump, take the free CP. You'll probably need it.

Obligatory Warehouse Lock Drawback (+400 CP)

You know the drill: No more access to the Warehouse or any of the Items you've collected from previous Jumps. You only have whatever Items you bought here, and maybe some things from the Jump this acts as a Supplement for. You get to keep Inventory or Pocket Space abilities, but you'll start off with them empty. If this is your first Jump, take the free CP. You'll probably need it.

Stay Here

Go Home

Move On