Flexible Survival

The year is 2008 and a nanite outbreak has occurred in a city, inducing many different mutations among the populous. You arrive in the midst of this in the quarantined city. The only way out of the city is through a rescue helicopter some time after your arrival. You will be here for one year barring certain drawbacks.

You have 1000 CP to begin with.

Origins

Background

Roll 17+1d8 for age. Can pay 50 CP to change age and/or gender

Drop-In: No memories or background, keep the same gender from last jump.

Military: One of the soldiers first sent in with the rest of the military. No special perks, default start.

Infected: You were forced to survive outside. You have already been mutated a bit, though your practice has hardened you.

Rescuer: You arrived late, looking for survivors, when you got cut off from your teammates, now you just want to survive.

Researcher: You are not stranded at all. You came to explore, catalogue, and interact with this absolutely fascinating outbreak. You've been given immunizations to casual infection and have specialized equipment that allows you to collect samples of those you defeat.

Infected must choose two infectious racial mutations to apply to themselves (i.e. a tail, ears, eyes, etc). A list of possible racial traits is located at:

http://wiki.flexiblesurvival.com/w/Category:Monsters_(Single_Player)

Or of any non-human npc:

http://wiki.flexiblesurvival.com/w/NPCs_(Single_Player)

Location

Roll 1d8 for location, or pay 100 CP to choose.

1. Beach Plaza: This waterfront area contains several places; Public Beach, Church Hall, Dirty Sheds, Overgrown Block, Sloping Sand, Coral Ring, Sunken Ship

2. City Hospital: The City Hospital has become a dark and gloomy place, ill lit by emergency lighting and blocked along many paths by locked or barricaded doors and stairwells. Strange creatures lurk in the dark. You appear in the lobby. Maybe you should look around?

3. Camp Bravo: You appear just out of view of the entrance of the military Camp Bravo, where some interesting activities are taking place, maybe you want to volunteer?

4. City Zoo: The city zoo suffered numerous animal breakouts after the infection struck, releasing the mutating animals and unleashing them on the city. You appear in a wide-open area roughly in the middle of the zoo. I'm sure you have nothing to worry about, the animals are probably all gone…

5. College Campus: Fairhaven College is renowned for their excellent sports programs, including an olympic-sized pool woot! No worries though there are many mental challenges in many a fields as well. You appear just outside the dorms. Maybe you should join a fraternity or sorority while you're here?

6. High Rise District: The High Rise District was once home to many of the rich and powerful of the city. Office towers and condo high rises make up much of the landscape. You appear here in this location, loud rumbles of some motorcycles seem to be headed in your direction.

7. Red Light District: The seediest part of the city, with strip joints and streetwalkers plying their trade openly before the infection struck. I'm sure you can have some fun here…

8. The Grey Abbey: You appear outside this building. You shouldn't enter it, there's probably something dangerous, better find a safer place to be.

Perks

All backgrounds are discounted by 50% to the appropriate origin, and get their 100 CP perk free.

General

No-Stigma

[100 CP]
No matter your physical appearance, race or gender, you are less likely to suffer negative bias because of it.

Survivalist

[200 CP]
You are great at scavenging, having a greater awareness of your environment regarding finding items, and a vague understanding of how to use what others call junk. You also are able to survive of off a quarter of your body's need for food and water, and function as if you consumed all nutrients and water you required if you have done so. You also become thirsty and hungry slower.

Allure

[0 CP or 300 CP to keep]
You have an allure that targets the infected, that makes them more receptive to sexual acts with you. This will have greater effect on those with higher percent of infection.

For *300 CP* you can keep this post-jump and it upgrades to target all species, you can also switch your 'allure' to feral beings, sapient beings or both. With a lot of practise you might be able to refine it to target specific individuals, and the potency of the allure..

Post-jump if you have purchased this, you may turn it off and on as desired.

Boost/Ward/Ban

[600 CP]
You can boost, ward and ban any changes that would alter your form. You can freely define what you would like to happen before you enter a situation that this would be needed.

- This can take the form of banning all changes that would change your gender, or stopping the increase or decrease the size of your genitalia.

- By warding against a change you can make yourself more resistant to any changes that would occur, instead gaining an increase of ten cup sizes for your breasts, you will just get five.
- By boosting you can double the amount of which something might grow, or the rate of time for it to take.

Do note this will not enable you to boost/ward/ban anything that would simply hurt you, so no banning being damaged from being shot or being pierced by a sword for example. This perk applies to any changes to your form, whether it be your body, mind, soul or something similar.

Drop-In

City Map

[100 CP]
Each jump at your starting location you receive a basic knowledge download of the local environment and the location of notable landmarks and places of interest. This is only information that is *'commonly'* known and accepted knowledge.

Fertility

[200 CP]
You are really good at producing children, that you have the ability to decide when you want to get pregnant or sire a child. Not just that you also have the ability to decide how many children to produce each time and even their gender, or you can leave it up to chance.

Convincing Words

[300 CP]
You are good at convincing people with your words. Why you could even convince military personnel that it is necessary for the soldiers to be fucked up the ass by infectees, just to hold and keep the cum fresh, purely for research purposes.

Hunter

[600 CP]
Developed through your studying of the infected, you have gained an innate sense of where to find creatures you have previously encountered. Giving you a vague sense of direction and distance to the closest might be found, and typical habitats they prefer. This does not allow you to find unique/specific individual creatures, only a general species.

Military

Military Training

[100 CP]
You have received skilled training from the military in a number of fields ranging from firearms, melee combat, tactics, and general survival skills. You may also choose to have been especially good at one of those skills.

Teamwork

[200 CP]
You have great leadership and teamwork skills, able to efficiently work with others to achieve your goals. Whether it is combat or something else, when working with others, you and your allies are notably insync with each other, able to work as a well-oiled machine. Not only that, but you and your allies get a strong boost to your skills while together.

Strong Psyche

[300 CP]
You have a stronger grip on your humanity than most. Aside from being a general will-power booster, you are notably more resistant to anything that would negatively affect your sanity, mental wellness, or mental protection, no matter the means.

Ideal Potential

[600 CP]
Unlike many of your fellow soldiers you are not someone to be beaten so easily. You are the Captain America of your species, with ideal strength, speed, endurance and intelligence possible for it, as well as good looking. You also benefit from an increased healing ability. Now you will only be fucked up the ass when you want to!

Infected

Junk Food Junky

[100 CP]
Junk food such as chips and soda is scientifically proven to be better for you than regular food and water. Not only is it more nutritious at least for you, it also confers a small but noticeable boost to your health regeneration. Never let anyone say junk food is bad for you again!

Infectious Control

[200 CP]
Injected with an unstoppable virus that would spread and destroy the world… not any longer. Any ability, disease, infection of such nature that you possess can no longer be freely transmitted without your mental consent. Of course you could deliberately infect someone if you so choose.

M-Preg

[300 CP]
You have gained the ability to be impregnated and give birth as a male/neuter. Your offspring develop in eggs, and grow to the size of a baseball in seven days. They are then ejected from the body (anus) and rapidly grow to a normal size infant in minutes. You could decide at birth that they will grow to physically mature adults if you want, instead of stopping development at the infant stage.

Dominant

[600 CP]
You have the knowledge, technique and desires to be amongst the best Dominants around. Not only that, but when you defeat a person or creature you can fulfil your sexual urges with them, gaining a small amount of potential experience you can use to give a boost to the growth of any skill you possess. Of course you don't have to use it right away. This is just the excuse you needed! Go right ahead and DOMinant all those who get in your way..

Rescuer

Stealthy

[100 CP]
During your time since the outbreak you have gotten really good at being stealthy, a necessity to survive here in the quarantine. This is further boosted when you are focused on gathering supplies or scouting a location.

Iron Stomach

[200 CP]
To help you with your situation, your stomach has gained an impressive resistance to consumed items which could change your form in ways you don't desire. It also boosts your resistance to consumed poisons.

Twisted Capacity

[300 CP]
During your time here you have acquired the ability to safely take truly enormous appendages into any of your orifices. How this occurs is up to you, whether it is through spacial manipulation of some sort, or just temporarily pushing away the organs in your body. Regardless you will not be physically harmed by this, and any physical alterations that might occur because of it will quickly disappear after a few minutes after removal of an appendage.

Submissive

[600 CP]
You have the knowledge, technique and desires to be amongst the best Subs around. Not only that, but when you are defeated by a person or creature, you can let them fill their sexual urges with you. While this does not guarantee that they won't kill you afterwards, it does make it less likely. You also gain a small amount of potential experience you can use to give a boost to the growth of any skill you possess. Of course you don't have to use it right away, and if you wish you don't even need to fight your opponents, after all isn't better just to submit.

Researcher

Microwaved

[100 CP]
Thanks to the good advice, you have a great idea! If you can clean water, why not yourself? Genius. This gives you a very potent resistance to anything that would change your species, from nanite infections, to zombie or werewolf bites.

Fast Learner

[200 CP]
Adapting to new situations is no new thing for a jumper. To help with this you have learnt to assimilate new information rapidly. This boost to your learning speed is roughly 20% faster but can be increased to 80% faster with diligent training.

Dissection

[300 CP]
Not only do you have the abilities to rapidly dissect someone, but when doing so you can learn the strengths and weaknesses of your specimen, even the principles behind their abilities. Who knows what you could do with that knowledge.

Nanite Knowledge

[600 CP]
You have expert knowledge on the science and programming behind nanites of this setting. You can also choose to focus your knowledge on production of nanites, or the knowledge required to utilise nanites to induce changes in the physiology of a person. This also boosts your intelligence considerably.

Items

All backgrounds can receive their free item once only.

Demon Seed

[50 CP]
A replenishing vial full of demon seed, which can be used to corrupt creatures/people. Do you really need this? I guess you might like the taste...

A Hunk of Cash

[50 CP] (Free Drop-In)
You have a stack of cash equalling $5000 dollars. You are RICH!!! Can be bought multiple times. Drop-Ins receive $10,000 per purchase.

Infection Immune Tablets

[100 CP] (Free Military)
A bottle of thirty pills that prevents you from being changed by the nanite infection. Need to take daily to have an effect. Replenishes monthly.

Crate of Food and Water

[100 CP] (Free Rescuer)
A bunch of purified water, and food packed into a wooden crate. Respawns in warehouse once used or destroyed.

Nanite Scanner

[100 CP] (Free Researcher)
This small device (about the size of a mobile phone), can scan individuals for nanites in their body. The information about the nanites is stored for archive and cross-referencing the various strains of infection. The information gained in this could be invaluable for making a cure, or to help tailor make your own strains.

Awesome Tree

[100 CP]
A tree… Unlike the version you might encounter in-jump, this immobile tree which kinda looks like an apple tree, produces three different fruits. The effects of which are;

- *Awesome Fruit* - Shifts your gender towards male.
- *Awesomer Fruit* - Shifts your gender towards female.

- *Awesomest Fruit* - Shifts your gender towards hermaphrodite.

I'll leave you to figure out which is which…

Bunker

[200 CP + 100 CP per extra purchase]
You have a nice fortified concrete bunker in a concealed location in the city, that you can ride out the infection with. With a few modern amenities thrown in. Purified water, and preserved can food automatically restock when used. Comfortable enough for four people, if a little cramped. Can be purchased multiple times for an extra 100 CP each time, to double the initial space provided. Post Jump can be placed anywhere within 100 miles of initial location, or as a Warehouse attachment.

Vial of Nanites

[400 CP]
This vial contains all strains of the nanite infection from this jump, while it is impossible to use this to find or develop a cure, you can use this to cause an outbreak on future worlds if you so desire. Replenishes if used at the end of each jump or every ten years, whichever is closest.

Nanite Extractor/Injector

[600 CP]
This small pen shaped device can extract/inject a sample of nanites from any infected being. Once extracted, the nanites are ejected from the end in a sealed and labelled capsule. While you could certainly find a use for the capsules, their true worth is only gained post jump. Post jump any capsule you obtained while here, can be used to give a person an (optionally noninfectious) alt-form based on what they were injected with. Better stock up.

Companions

Import/Create

[50 CP]
Do you have any friends who you want to join you here? Well for 50CP you a companion can join you, each purchase get 800 CP to spend and a background with all freebies and discounts that apply. Or alternatively you can create the same number of companions, and design their personalities and their relationship with you.

New Companions

[100 CP]
Have you found any new friends here or perhaps a nice *pet*. Regardless I will give you a great deal, you may take with up to three people and/or creatures with you for each purchase. They each get 600 CP to spend here or you can group them into one companion slot and they get 1000 CP to spend between them. When choosing a perk or item, they can choose to give it with full strength to one of them or divide it amongst them evenly if possible.

Drawbacks

City Limits

[Mandatory]
Bound to stay within the city quarantine for one year, unless rescued thirty days after your arrival.

Unfuckable

[+100 CP]
No being will consider having any sort of sexual activity with you. This could make your stay here more dangerous, as instead of being a potential lay, you're an enemy or a threat. Can't take with Cold Fish drawback.

Cold Fish

[+100 CP]
You are unable to feel sexual arousal at all while in this jump. Can't take with Horny Bastard or Unfuckable drawback.

Combat Magnet

[+100 CP]
While here you are more likely to have hostile encounters with the people infected by the nanites.

Enemy Evolved

[+200/400/800 CP]
The enemies you would have faced are now more powerful. For 200 CP they are four times more powerful, for 400 CP they are eight times as powerful. For 800 CP they will vary in strength from ten times as powerful, all the way up to your level, and requires you to take Quarantine Failure drawback as well. A max of ten percent of the population will be at your level at any one time.

Horny Bastard

[+200 CP]
You have a constantly increasing level of sexually arousal and you can't get yourself off, others still can satisfy you though. If you don't get laid you will eventually rape a living being you encounter just to get off. No willpower enhancing abilities will help with this. Can't take with the Cold Fish drawback.

No-Heal Mode

[+200 CP]
This makes it so you cannot heal any faster than that of a standard human, during your time here.

Weak Psyche

[+200 CP]
You have a weaker grip on your humanity, will/sanity boosting or restoring perks won't work. You are also more prone to impulsive actions.

Mutable

[+200 CP]
You are more prone to physical changes from infection. Overrides any perks or abilities that would prevent this.

Nerfed

[+400 CP]
All out of jump powers/abilities/items and the warehouse are disabled for the duration of your stay here.

The Nuka Option

[+400 CP]
Thirty-one days after your arrival, the city is going to get hit by nuclear bomb from those outside the city, to sterilise the infection. I hope you got rescued beforehand, or at least have the power to survive it. After the nuke hits you may leave the city provided you still live of course.

Quarantine Failure

[+400/+800 CP]
The quarantine by the military has failed, the infection epidemic will grow exponentially to affect the whole world within six years after your arrival. Nothing can be done to stop this. Nothing. Your stay is also extended to the usual ten years after you arrived, and you are no longer bound to the starting city after the first year.

If you take the +800 CP version you start in a world two months after multiple nanite infections have been released in every city in the world. Needless to say all governments of the world have collapsed, the world is in a state of anarchy. Your stay here will be for ten years.

Ending

Go Home - You have had enough, deciding to return to your original world with all that you have obtained.

Stay - You can't get enough of this world, and have decided to stay maybe with a new lover or three.

Continue - Well you had a pleasant stay (I hope), you have decided to continue on your journey.

Notes

Post-jump neither you or anyone you else take with you will be infectious and you can optionally be purged of the nanites, but not their effects.

During a normal course of the jump, barring certain drawbacks, the infection will never breach the quarantine, and the city will never be sterilised.

This jump does have some supernatural aspects, but is pretty low key.

This is entirely viable as a first jump.

Going to hell or any other planar realm, that would cause you to leave the city is considered to be a defeat condition (except warehouse). This is negated if you take the Quarantine Failure drawback.

Ideal Potential perk works for any race post-jump.

M-Preg despite the name also allows woman to give birth by eggs.

For both the Dominant and Submissive perks, the sexual activities resulting from them will be considered "normal" of the situation, and neither positive or negative stigma will be attached to it, unless you want to.

If you purchase both Dominant and Submissive these perks combine allowing you to be an individual who is a true Switch, enjoying both roles and gaining twice as much experience from either submitting or dominating.

Changelog

1.03 - Changed some item values.

Added some wording clarification.

Switched some perks around.

Added a Drawback

1.02 - Added choice points at intro. Can't believe I forgot that before uploading it….

1.01 - Changed error - 30 CP to 300 CP in Allure perk description

Increased drawback gain of Nerfed

Added Enemies Evolved drawback

If anyone wants to suggest changes or improvements feel free, especially if they know the source material well enough.

https://docs.google.com/document/d/1Za1bu8b97RiKApH_dWCrK7uLmWUTKzgPdQT2APTjMnA/edit