Generic virus

By: Quinn Willow & ME!

You have 1000 CP to spend on this document.

Origin

Infected
You have been infected by a virus, what that virus is depends on the perks you take.

Living virus (200)
You woke up one day as a virus cell

Cultivator
Weather you are an awakened in a portal invasion setting that has the virus monarch skill or the horsemen pestilence, you have the ability to absorb viruses from infected, infected people with your viruses, and create new viruses with the viruses you have collected

Perks

Starting virus (free)
You can Import a virus to be your starting virus, for infected this is the virus you are infected with, a living virus is this virus, and a virus cultivator would have this as their first virus sample

Selective infectability (free)
You have full control of whether you can infect someone with a virus

Asymptomatic (200)
You can toggle any signs and symptoms of any virus you have gathered or been infected with

Plague lord (600)
Any perks or powers that you have that affect viruses, bacteria, Parasites, or any other type of plague now affect all of the types of plagues. Meaning a perk that boosts viruses can now boost parasites and vise versa

Infected perks

The virus is a part of me (100)
When you are infected with a virus, parasite ,or bacteria you gain an understanding of how it works, from its method of spreading to its symptoms.

Special infected (200)
You aren't a normal version of infected instead something has mutated inside you, maybe you have become a fast runner, or an armoured brute, or maybe you have become a spitter, you can select one of your perks or powers that doubles in strength but you will also get a physical mutation that matches that perk or power. At the start of each jump you may change the Perk or Power that is boosted

Change/Add vectors of infection? (400)
You can change the infection method of your virus to something similar, for example if the infection is caused from a bite you could change it so that infectious saliva can also infect people through a sneeze

Zombie king (600)
All those infected With the same virus as you recognise you as their king (or alpha if you want to have a werewolf themed virus) and will be completely loyal to you alone

Living virus perks

Virus Hive (100)
Your entire virus shares a single mind, yours.you may also selectively put your consciousness into a single virus cell while all the other cells remain under your control.

Host (200)
Once you have infected someone enough you can take control of their body and change your perception to theirs

Virus assimilation (400)
When you come into contact with other viruses you can assimilate them into yourself, gaining their symptoms and infection methods, each of which can be selectively added or removed from anything you are infecting

Symptoms (600)
When you infect something you gain symptoms based on their powers, skills and weaknesses. You may selectively add or remove symptoms or perks from anything you have infected. At first you may only be able to add a couple symptoms to a single infected but with training you can increase the amount of symptoms

Virus cultivator perks

virus absorbing (100)

You can absorb the virus out of anyone that is infected by one adding that virus to your collection, if someone is being kept alive (or undead) by that virus then they will die without it. It will take longer to absorb magic or anomalous viruses with some of them potentially being too strong for you to absorb

Virus modification (200)
You can change the severity of any symptoms your viruses possess so you can infect more people without it being discovered, or To kill a small amount of people quickly, with some practice you could even change a virus to make it able to infect someone more than once

Plague father (400)
You are able to use any organic matter to make a virus adding abilities or features to the virus, for example using chillies to make a virus might add the burning effect to the inside of the body

Pestilence (600)
You have been recognised as the most powerful virus cultivator in existence now you may dismantle other viruses to make something new. You can even sense what viruses people are infected with or have been infected with previously

Items

Lab (free)
This is might be the lab you were made in, it could have even been your lab before the virus was released but it's yours now, it's not a big lab and you will find some of the things we're broken during the outbreak, but everything in the lab can be fixed if you know how, and it has everything needed to study viruses

Host body (free, requires living virus)
This Body has been infected with your virus to the point you Can use It as a host body, if it Is destroyed You can gain a new one in (10?) Years. In future jumps if there is a race option You can have the race be applied to this body instead of yourself, you can also do this with altforms but you will only have access to those races or alt-forms while activity using this body as your host

Nurgle's cauldron (600)
This cauldron was used by the God of plagues himself to craft viruses, you can use it to make viruses that are stronger then you normally would have, and having a creature stew in it for 10 years will Have them coming out 10 times stronger, if they survive

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.

Drawbacks

Supplement mode (free)
You can use this jump as a supplement

Extended stay (+100)
Your stay here is extended by another 10 years

Competent doctors (+200)
The doctors and scientists here will be more competent making a cure easier to achieve

Severe symptoms (+400)
Your symptoms are harder to hide, this will make it more noticeable that you have a virus. If you have the Asymptomatic you can't use it until you leave this jump

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

Notes
I have some notes for a virus builder saved, so if I can figure out how I should write that up I'll add it in an update