Generator Rex Jump



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Six Years ago the Nanite Event occurred, a massive explosion in a cutting edge laboratory spread nanites all over the world. These nanites had the ability to reshape life as we know it into creatures called Exponentially Variegated Organisms, or EVOs. Some EVOs are still sapient and in possession of their faculties, most are not. These become destructive beings that rampage and cause untold destruction. In the six years since the Event, entire cities have been abandoned to EVO hordes, anarchy has allowed giant bands of bandits to run rampant in some parts of the world.

In this world the agency known as Providence fights against the chaos and spread of EVOs, although there heavy handed and often callous decisions often leave them as the enemy of sapient non-aggressive EVOs as well as the monsters. In this world an EVO named Rex has the special power to remove an EVO's nanites and turn them back to whatever they were originally. And in this world you will know spend ten years.

You have 1000cp to build your character, go get them!

Locations

Roll 1d8 or spend 100cp to pick a location.

1.Hong Kong: Hong Kong is a city with a major EVO underground, most work under an stone like EVO named Quarry who runs a EVO mafia. While Providence is still an issue its possible for EVO's to have a life here if one outside the law. You can find Rex's original group of EVO friends here.

2.NYC: Another EVO hot spot, New York City deals with outbreaks of more feral EVOs than Hong Kong, making the place more hostile to sapient EVOs, but in a city that large, perhaps its still possible to build a life there.

3.Abysus: The site of the original nanite event, Abysus is an unstable mass of nanites kept under control by Van Kliess. From his castle van klies rules over a land filled with EVOs and his small group of sapient EVO's The Pack. Entering the Pack would require a test set forth by Van Kliess but take care, to fail Van Kliess is an easy way to end up part of his stone collection. As he must absorb nanites from other EVO's to survive.

4.Providence HQ: This high tech armored fortress is the heart of Providence itself. Located in a desolate desert, Providence HQ is the home base of Providence's hellicarrier The Keep and a fleet of fast mobile aircraft. The building itself also homes some of the world's leading scientists trying to study nanites and hopefully find cures for incurable EVOs, of which Providence keeps a large supply of in The Hole. A containment area for incurables located in a EVO preserve called The Petting Zoo.

5.The Bug Jar: A grim reminded of the worst of what the Event has changed in the world. It is a city completely overrun and left to a horde of feral EVOs, contained within an energy field maintained by Providence. What Providence doesn't know at the moment however is that a sapient EVO with Telepathy named No-Face is controlling this horde and seeks to free himself and his army to get vengence on normal humans. EVO's may be able to reason with No-Face but will face the challenge of escaping a massive energy dome and the Providence forces outside of it. If you're a Providence Agent it is assumed you start outside the Dome itself as part of Providence's forces maintaining it. Not as dangerous as being inside the Dome itself, but you are probably permanently assigned there, and must deal with EVO's attempting to escape.

6.Aquania: An underwater colony of multiple EVO species working to clean and purify Trash Island, a place in the Pacific Ocean where water current's have gathered most of the world's water based pollution. Several different and unique species of EVOs live here on the direction of a human EVO named Serge. Although he doesn't possess any telepathy like No-Face, Serge has learn to train the EVOs and control their instincts. Serge directs them to live and work together, making the undersea kingdom he calls Aquania. Serge is distrustful of Providence and humans, although he will warm up to EVO's that join him here. Keep in mind however this is large subterranean cavity that while full of air and food and drinkable water, is located underneath a mountain of trash. His minions can take you to the surface, but where do you go from there?

7.Abuela's Village: A mexican village that houses a orphanage run by Abuela, a very generous caring lady who would have few issues taking helping and welcoming strangers. However this village has a secret, as most of the people living in the orphanage are EVOs that transform at night, due to a strange anomaly in their blood. It might be a warm welcoming place during the day, but its always possible a were-EVO may escape at night. The human villagers are rapidly reaching the breaking point as well.

8.Free Choice: Lucky you, you may pick any place you wish to start out.

Backgrounds

Age is 16 + 1d12 you may spend 50cp to change your gender or overall physical appearance.

Evo (drop in): You are dropped in with no memories or experiences in this world, however your nanites have activated and you are now an EVO.

Providence Agent: You are a trained agent of Providence the world wide organization dedicated to protecting civilization from the EVO Threat. In the mighty hellicarrier The Keep you travel the world over helping to fight the chaos with the latest technology and tactics. But are you a protector, or the servant of would be tyrants?

Nanite Project Scientist: One of the original scientists working on the nanite project. You posses incredible knowledge of nanites, and have been turned into a EVO by them yourself.

Omega-1 Nanite Recipient: Somehow you possess a control nanite, a nanite able to replicate and control other nanites. This gives you abilities other EVOs can only dream off, and may make you one of the few hopes this world has left.

Perks

Evo

Minor EVO Mutation 100cp (first mutation is free for Evo)

The crux of an EVO's existence, your nanites have granted you, or cursed you, with mutations. These mutations make you visible non-human, but may grant you powers beyond normal humans. You may buy this option multiple times to a maximum of three mutations. Choose your mutations from the minor mutation list further down.

Mutation concealment 200-400cp (Discount for Minor mutation for EVO only)

Most EVO's have no way of concealing their nature. A rare few however can conceal their mutations, at least until they use them.This perk can be bought multiple times, each time for a single mutation to be concealed. 200 cp covers a minor mutation, 400 cp conceals a major mutation. EVO background characters can discount a minor mutation, but not discount a major purchase. When you use your power the concealment is broken often turning you temporarily into a mutated form, but can revert back to normal.

This ability will not conceal one from sensors and other methods of detecting active nanites, but such measures are rare.

Nanite Telepathy 400cp (Discount for EVO)

You have the ability to communicate and control other EVO's though your nanites. With this ability you can control other non-sapient EVOs, and sense the presence of other EVOs, though it can difficult to pinpoint a target among many others. You can also talk to and even read the minds of other sapient EVOs, though they can learn to block you out if they concentrate.

Major Evo Mutation 600-800cp (Discount for EVO)

This is mutation that is formidable in its own right. A power that pushes the very idea of nanites being responsible and makes you a true danger to the world of Generator Rex.

You may roll on the powers in the major mutation list for 600cp, you may outright pick a power for 800cp discounts for EVO applies.

Providence Agent

Basic training 100cp

As a Providence Agent you are expected as a mortal man to fight monsters most would consider beyond them. Providence trains you to fight back against the chaos in every way they can. Physical training, team tactics, how to use the best weapons and technology. Providence tries it best to equalize the fight between man and EVO with the best training at their disposal. You are trained in a variety of modern battlefield tactics and weaponry. You also are trained in a non-combat field of your choice.

Anti-EVO 200cp

It is a cruel fact of life that the modern soldier is unprepared for the war with EVOs. Superhuman in abilities and often possessing strange powers, most people are simply not able to handle them. You are the exception however, you know how to fight them despite their numerous advantages, and can take advantage of just about any weakness they have. This ability is almost conceptual in nature, you seem to luck out on taking the brunt of an EVO's attacks, sometimes to a bizarre degree. You also seem to come across weaknesses just by accident, maybe that EVO throws you right next to a box of chemicals that would harm it and

splashes itself with it.

This is not a omniscient ability and it can fail you at times. After this jump this power may work as long as your alt-form is weaker in most aspects to your opponents.

Training with One 400cp

You were trained by One to be part of The Six, the world's most dangerous band of mercenaries. As such you are one of the few humans capable of fighting an EVO on close to even terms. Make no mistake your abilities and skills are frankly superhuman, capable of large leaps into the air to cut giant boulders apart in mere moments. To blocking bullets in mid flight with a weapon or even cut a bullet in half.

Each member of The Six has a style of fighting centered around a weapon or a motif. It could be dual short swords, a battle guitar, your great size and strength, or even some durable wraps of cloth.

You also have learned many skills that would be needed in the work of a mercenary. From espionage to guerrilla warfare techniques.

Anti-Nanite Technology 600 cp

You are highly trained in the sciences Providence employs to combat EVO's and nanites. You can build just about any weapon or technology employed by Providence or even the Consortium. You can build Power Armor that protects from nanites and can go toe to toe with EVOs, heavy mecha chassis with tons of firepower, and even learn how to protect machines from technopathy or nanite infestation.

Note: As per notes, you can't build the meta-nanites either, all of the tech options are empty when it comes to building them.

Nanite Project Scientist

Nanite Sciences 100cp (Free Nanite Project Scientist)

You possess indepth knowledge of nanite technologies. With sufficient equipment and

resources you could produce and control nanite machines, possibly even recreate the nanite event or maybe figure out how to reverse its effects. But that would take a long time of additional study of nanites out in the world, still you might be one of the few who could attempt this endeavor.

You possess no knowledge of the meta-nanities, and understanding how they work is beyond your grasp.

Leader of the Pack 200cp (Discount Nanite Project Scientist)

Inherent charisma and being well known among sapient EVOs have left many of them seeing you as a natural leader. You will find EVO's trying to join your causes and will follow your orders. It will take many acts of cruelty to convince them this is a bad idea. Although it can be done and some may leave you, especially if you betray them.

Outside of this Jump this is a minor leadership perk, people who identify with you see you as a natural leader of your kind, but it will probably only work on a small group of individuals and not armies of men for instance. It is a small aura of authority .

EVO Creation 400 cp (Discount Nanite Project Scientist)

Your nanites have the power to activate and cause people, animals, or plants to turn into monstrous EVOs. These EOVs posses animal like intelligence and there nanites render them incurable if not saved in a short period of time. You can control these EVOs as well they all carry a mark of your hand print on them. You EVOs tends to be unique creations, usually only possesing advnatages of size and strenght, although a few may surpise you with a unique and useful ability.

Nanite Domain control 600 cp (Discount Nanite Project Scientist)

You have found yourself the center of a nanite infested landscape, this domain is full of unstable nanites hold together by your presence and will. The trees, the very earth itself can be molded to your desires. Invasion is almost impossible, though this power is only useful within your domain.

The problem is however this land becomes dangerously unstable if you are killed or leave for too long. Resulting in major destruction in lands surrounding your domain. Choose where this land is located, it might be an island, a country in Europe, or anything in between. In future jumps your domain starts out small, as nanites spread from you to the surrounding landscape, only a 30 mile area to start, but in a few years this landscape will be the size of a small country.

Omega-1 Nanite Recipient

Enhanced Body 100cp (Free for Omega-1 Recipient)

Your nanites inherently make your body far stronger and more durable. Your body possesses a superhuman durability able withstand stresses and attacks that would kill a normal human. Your nanites also work with your immune system, making you immune to most diseases and even nanite ones. It can even neutralize poisons and toxins that would kill a normal person in seconds.

You also heal and recover far faster than a normal person, able to heal from knife and bullet wounds in seconds. Enough damage will kill you though, the nanites can not pull a body back together out of bits.

Technopathy 200cp (discount for Omega-1 Recipient)

You nanites allow you to interface and control machines, even to the point of a crude telekinesis that could repair damaged cables or computer screens. However there are ways to make technology immune to your control but so far only a mad AI has shown the ability to do so, so it may be beyond most people's scientific skills.

Nanite removal and control 400cp (discount for Omega-1 Recipient)

Many in this world would consider this is your most important ability, you can control nanites and absorb them into yourself, reverting dangerous mutations and can help people regain control of themselves. At first however this power will only work on willing targets, and will not work on incurable, especially virulent nanite infested EVOs. However with training and time, your powers can grow to circumvent these rules. Your greatest limitation is the fact that as you absorb nanites your reservoirs fill to the breaking point, causing dangerous flareups and renders your abilities unstable. You can purge these nanities, but figuring out how to do so in a safe way with a large amount of unstable nanites may take some effort.

After this Jump your nanites can be used to heal people, whether of wounds, diseases, or possibly even mutations or others turned into a monster. Success will very depending on factors, a mystical curse is probably beyond your nanites, a really out of this world super virus might be cured, but that's iffy.

If you happen to run into other nanites in other jumps, you could control and manipulate them as well.

Nanite Machine Creation 600cp (discount for Omega-1 Recipient)

Your nanites greatest ability is the power to construct mechanical devices, usually in the form of weapons and gear in mere moments around you. These start out at first to be devices already programmed into the nanites. They can be giant mechanical fists with superhuman strength, or over sized mechanical feet that make for great leaps or brutal kicks. They might make a sword, a ranged launcher that fires balls of concrete or metal, or even make a hovercycle or jet wings to allow you to fly.

As you control grows you gain access to even more designs inside the nanites, and can with the right amount of technical knowledge even have the nanites produce working equipment for you to use, make a operating lab in minutes with this ability. However the technical limit of the power is that they can not be used to replicate rare exotic elements, and can not make technology you are not able to design and do not fully understand. While your omega nanite will make more nanites with time and the reserves within you can be quite large. There is a limit to how much it can produce at a time, and so can leave you vulnerable and makes making truly gigantic objects realistically unworkable.

You are also able in times of great need, create a giant robot form, a truly monstrous robot, however this form is a strain on you, and has a chance of memory loss, though willpower is a sizable factor.

Equipment, Gear, and Companion Options

Grappling Hook 100cp (Discount Providence Agent)

Gun that fires a effective grappling hook, can be used to provide mobility and escape for trained operator.

Magna Blade and Blade Shurikens 200cp (discount for Providence Agent)

Dual techno-blades, extremely hard and sharp able to cut solid concrete or metal. Can also generate electristy to shock opponents unconscious or even kill. Can also generate electricity to shock opponents unconscious or even kill. Can merge together to generate a strong electromagnetic field to attract a large amount of metal debris (which with a bit of acrobatics can be used as a devastating barrage of metal). They can also be joined at the hilts to make a

double bladed staff weapon.

Comes with a sizable amount of Six's metal shurikens, that are so sharp they are able to penetrate metal.

Battle Guitar 100cp

Want a guitar durable enough to be an efficient weapon and still play afterwards? Here is your chance, Incredible tough able to handle being used in a fight with an EVO and play perfectly fine afterwards, can unleash seismic waves towards an opponent when slammed on the ground.

Providence Hoverboard 100cp

One man hovercraft, works as a mobile platform.

Neural detention grid 100cp

Fires an net of metal wires that hooks into concrete or metal to restrain targets, it can also shock its target with low level burst of electricity to stun them into submission.

Sweet Caroline 300cp

large over-sized grenade launcher styled gun that fires bullets that caused nanites to explode, destroying most EVO's in a single shot. A limited number of shells can be carried into a firefight, but it's a gun that can turn the tide of battle by itself. Ammo reappears in your warehouse, should would a replacement if this is destroyed within 24 hours.

Providence fighter jet 400cp (Discount Providence Agent)

Fighter jets are small airborne vehicles with rotating wings on both sides and a small cockpit. Like most Providence vehicles, they are heavily armed with high-tech military weaponry.

If damaged or runs out of ammo it will be repair after spending an hour in your warehouse, if destroyed completely you will have another one within 24 hours in your warehouse.

White Knight Power Armor 400cp (Discount Providence Agent)

Some of the best personal power armor made in the world. It provides superhuman strength, speed, and reflexes, has a integrated missile launcher and high powered laser beam. Has limited self repair functions and can fly with a a rocket pack. If damaged or runs out of ammo it will be repair after spending an hour in your warehouse, if destroyed completely you will have another one within 24 hours in your warehouse.

Van Kleiss gauntlet 400cp (Discount Nanite Project Scientist)

More of a cybernetic arm really, this arm can drain nanites out of EVO and will leave them

turned to stone, although an EVO with an Omega nanite will survive and eventually regrow his nanites, he will be powerless until then. The glove also has super strength, the ability to extend and be controlled as the user wishes. It had blade extensions that can also be fired from the glove with enough force to penetrate metal. It can also discharge electricity, to be use to shock opponents.

Mobile Pod Laboratory 400cp (Discount Nanite Project Scientist)

Mobile and sturdy laboratory able to fly, make decent ground speeds, and even submerge underwater. and even submerge underwater. The lab is sufficient if not the best or largest in the world. One could still do great things from within its armored and mobile confines.

If damaged or runs out of ammo it will be repair after spending an hour in your warehouse, if destroyed completely you will have another one within 24 hours in your warehouse.

White Knight Anti-Rex Robot vehicle 600cp (Discount Providence Agent)

A large robot vehicle designed to fight Rex but is just as good against other EVOs. It's weapon mounts are capable of transforming into a variety of weapons, from cable rockets to pull down walls to mini-guns and rockets. It's hands are rocket propelled and be retracted back with cables. It can fly relatively well with rocket boots.

If damaged or runs out of ammo it will be repair after spending an hour in your warehouse, if destroyed completely you will have another one within 24 hours in your warehouse.

Hellicarrier 600cp

is a large Providence aircraft that holds various ships and carries E.V.O.s for transportation to other Providence facilities. It holds many Providence allies and is used for many other purposes. In this case this hellicarrier is automated with a robotic crew, that isn't as good as an expert crew, but serviceable. Robot crew can also pilot aircraft and provide support in small combat actions, but can't be away from the hellicarrier for too long. The carrier will appear in a new Jump whenever you want it to.

If damaged or runs out of ammo it will be repair though the repair time varies and must be out of combat until repairs are complete. If lost another one will appear within six months in a place of your choosing.

Uplifted Animal Sidekick 200cp (Discount for Omega-1 Nanite Recipient)

You have an uplifted animal with sapience. Chances are he or she is a little rough around the edges, but is a loyal friend. Regardless of the animal you decide for them they have human like limbs that allow for handling things. They are a crack shot, and great at sneaking around and

making deals with people. Only a small to medium sized animal is allowed.

Companion Import 50-400 cp: You can bring in companions with CP to give them. 50cp per companion or 400 for all eight. They receive double the amount you spend on them to a maximum of 800 cp for all eight.

OC Companions 300 cp: You buy a new OC companion that can have any background. They get 800cp to spend on themselves except they can't buy drawbacks and more companions.

Drawbacks

Need more CP? Here are some disadvantages you can take for up to 600cp more. Take care in picking your poison though.

Face of the Enemy +100cp

To some people you are simply the enemy, whether they see you as the heartless fascist goon of Providence, or one of the strange and dangerous EVOs you will meet some people who simply fear and/or despise you, and expect to meet at least one with the means and capacity to do something about it.

Amnesia +200-600cp

Your past in this world is a mystery to you and you don't even know why and fear it could happen again. As you uncover your past however this is mandatory, at least one of your actions in the past is something you never considered yourself doing, perhaps you sold out some friends to a crime lord, or if your jaded and only care for yourself maybe your past self was heroic and selfless in protecting a small town from rampaging EVOs. Nevertheless, you will find out about this fact relatively soon, and it should shock you.

This drawback affects companions as well, and if you take the 600 option it erases your Jumper memories, so while you may discover some of your powers relatively quickly it will be a long time before you remember you are a Jumper.

Rex Replacement +200cp (Omega Nanite Recipient only, must have Nanite removal)

You replace Rex as Providence's resident EVO asset. Six is your handler and Doctor Holiday handles your physical condition. Unfortunately much like Rex very few people actually trust you, seeing you as a dangerous EVO that is inherently untrustworthy. The leader of White Knight sees you as a tool, a tool on some level he might even despise. Your living quarters are mostly bare and prison like, and worst part Providence has mission meetings that are probably

incredibly boring to you. On the other hand Providence will put up with a lot from you as your the only real weapon they have, so you can push this control of you at times, but finding that balancing act between Providence and yourself will be vital.

Keep in mind per the rules you can not touch or use the Meta-nanites, so taking this drawback means no one could control them to reverse the Nanite Event and stop people from becoming EVOs.

Nanite Dependency +200cp

You need regular infusions of fresh nanites or you will turn to stone and die. In order to survive you must drain nanites from other EVOs and this will leave them turned to stone themselves. You must "feed" a few times a week, maybe more if you overuse your powers.

Bio-rhythm instability +200cp

Your powers are unstable, weakening and even shutting down due to your physical or emotional states. As such your powers will become unusable for short bursts of time, expect most of this time to come during heavy use of your powers, so probably when you need them the most. when you need them the most. You can learn hot to manage these downtimes better with experience.

Yandere Breach +300cp

Breach is one of Van Kleiss EVO minions, she appears as a teenage girl with hair covering her face, and a second pair of over-sized arms. She is mentally unstable and thinks you are "Shiny". She will stalk you, often in places and times you least expect, and at some point may try to kidnap you to her dimensional pocket where she has a school full of EVOs and other "Shiny" things. This girl is a persistent problem and later on Van Kleiss will try to amplify her abilities giving her time travel abilities, which will make her stalking of you much, much worse.

At the end of ten years you have a chance of helping her mentality, and if you wish can even take her as a companion, however she loses her time travel ability for some reason or another, and can only create portals as she did before.

Consortium backstabbing +300cp

The Consortium is the conspiracy behind Providence, some of the worlds most influential and powerful men and women seeking immortality. And for some reason they consider you vital to their plans. Expect mysterious bureaucratic problems in just about any organization you deal with. and you may find yourself dealing with Black Op squads with the latest Anti-EVO technology coming for you. They may even hire members of The Six to come after you.

Tumbling Down +600cp

As bad as the world of Generator Rex can be, this is far, FAR, worse. EVOs are on the rise and the number of Sapient EVO is very low. Scientists predict the majority of humanity may turn EVO at this rate....If some incredibly powerful horror doesn't appear and end human civilization before that happens. Also Rex himself is unstable, prone to rages, and it may be only a matter of time before he he becomes a gigantic robotic EVO and goes on a rampage himself. The amount of incurables also increase. Until this time however normal humans are scared and even more prone to violence against EVOs, raging against the death of their race in the most useless and bloody way possible.

You are at the end times of civilization at least, if not the end of what it means to be human altogether.

After ten years your drawbacks disappear for the most part, and you may choose what to do:

Go Home: You may return home with all of your powers and abilities.

Stay: Even if Rex wishes away the Nanite Event, you may have just grown to like it here, and there is always the chance he didn't get to use the meta-nanites due to your interference.

Continue: Start a revolution in a new world.

EVO Minor Mutations

EVO's are highly unstable and monstrous creatures. Even the ones who keep their sapience (or perhaps in rarer cases gain sapience from the transformation), are drastically changed and to most standards bizarre and frightening.

The powers presented in this table are mostly modular allowing you to fill in the specifics of the ability. Ever power however comes with a vastly altered biology, and this is as well modular but must be applied as well as you choose the power. Both the specifics of the power and the

changes it causes you must be finalized when you create your EVO. For example the movement power could cover super speed with digitigrade legs or flight with fly-like wings, but you can't change the mutation after the fact. Although with multiple purchases you could buy both mutations.

Even if you pay for the Mutation concealment option your mutations still temporary mutate you while the power is in use so you still need to know how that power mutates you, and its still fixed at the moment of purchase. In the above example you might have paid to hide both super speed and your flight, at which point you temporary grow wings when you want to fly or your legs warp into digitigrade legs when you want to use your speed. Keep in mind one concealment purchase only covers one mutation. So if you bought concealment for your legs your wings will always be on your back although they could be theoretically hidden with think clothing.

Be aware some mutations will be harder to hide than others, so choosing what to conceal is vital. Ideas are provided for examples, but these are only suggestions. Also think of how mutations may merge into your appearance. Perhaps a purchase of harden body and regeneration will leave you a large rock like humanoid with black veiny growths covering it, that generate more mass whenever they do find a way to hurt you.

Movement power

This power covers any power that alters your movement abilities, from giant leaps to wall-crawling, to flight or super speed. One purchase covers one specific ability you must decide on.

Mutation ideas: a multitude of spider like legs, digitigrade legs for super speed, bird or insect wings for flight, worm like body for tunneling.

Strength

You're strong and people know it. Each purchase of this option is the ability to lift ten tons over your head per purchase to a maximum of three purchases of 30 tons. Each purchase however increases the severity of your mutation and concealment only covers for one purchase, so may just reduce your appearance not remove it.

Mutation ideas: Oversize pairs of arms, multiple arms, a animal or monster like form. Three purchases would make you a monster as big as a house.

Harden Body

While strength comes with some durability as one would expect your form emphasizes that feature over all others. You are hard to damage in any real capacity, taking blows from over-sized EVOs to withstanding the best weaponry Providence can throw at you. This option is only purchasable once, also you do posses limited super strength, able to lift 5 tons over your head.

Mutation Ideas: Your body appears to be made out of crystal, solid concrete, or perhaps you have an armored insect like carapace, or rhino like skin.

Regeneration

Your body heals at a speed nearly incomprehensible to imagine. Bullet wounds just close up after your body pushes out the shells, or a entire limit can grow back in mere moments. Your brain is your weak point however, decapitation or massive dismemberment will kill you.

Mutation Ideas: Plant like body that regenerates as you take damage, shifting organic matter black veins though-out your skin.

Liquid/smoke generation

You can generate and expel a black smoke or liquid from your body in some manner. You can control this material to a limited extent, and can see thought it perfectly. You can control the shape and direct its actions outside of your body, to say enwrap an enemy in liquid tendrils or smog. You can make an extra purchase on this ability to give your smoke or liquid some extra aspect, such as making it poisonous, or makes targets fall asleep.

Mutation Idea: Your body is squid like, or has large holes that constantly spew a little bit of the smoke uncontrollable.

Sonic Generation

The power to emit extremely concentrated sound waves, waves able to break apart concrete and steel. You may also emit sounds of a high pitched frequency to summon or disperse animals and EVOs that can hear them.

Mutation Ideas: Harpy or bird like appearance. A extended cannon like mouth.

Material Generation

You can generate and expel a hard crystal, metal, or stone like material. You could fire sharpen shards of this material for a ranged attack, form shields or covering with it, or even send huge formations jutting out of the ground to hit larger enemies and send them flying.

Mutation ideas: Large mounds of this substance form jutting out of your back or covers one of your arms. Maybe it’s embedded all over your skin.

Natural Weaponry

Any form of weaponry growing out of the body, tentacles, sharp claws, spider legs ending in a spear like growth, or even tentacles with sharp claws.

Expulsion Attack

You generate an extremely dangerous substance and expel it out of you to quite a formidable distance from you. This substance could be lava, or extremely corrosive acid. A second purchase would give an explosive element to your attacks, perhaps say a lava filled rock like object to create from your hands that explodes and covers the area in lava. You are adapted to your own attacks.

Mutation ideas: lava throwers might be rock like creatures that steam just pours out of, a slimy oozing being that throws pieces of itself.

Energy Generation

You generate and absorb some form of energy, from intense heat to electricity, to maybe even a field of cold that freezes everything it touches. It doesn't have the range of expulsion attack however if you buy both you may expel beams of your particular form of energy instead of a substance.

mutation ideas: You are ice blue with icicles or frost forming on your skin, or skin that looks like cooling molten rock that cracks and shows lava whenever you move.

EVO Major Mutations Table roll a 1d8 or speend 800cp to choose a power.

1.Plague Creation

Your nanites alter and disperse colonies of viruses and bacteria, turning you into a living plague factory. These altered microorganisms have an unstable evolution cycle so they lose effectiveness after so many generations, and it takes time for your nanites to produce more after releasing a plague. As such you start off affecting an area the size of a city block for a few hours, as you grow in skill and abilities you abilities you effect a city for days at end. The actual effects of the plague are up to you, you could make it deadly, or make it put people to sleep, uncontrollable laughing, sadness, madness, etc.

In general your powers have no effect on people with active nanites or superhuman immune systems or the like. However, you could concentrate a virus into a non-gas medium and defeat some of these effects, , but that would leave you unable to transmit your plague though the air and have to use blood (or some other liquid made from your body, the EVO mutations are perfectible acceptable). It generally takes a week to prepare a new airborne virus or a few hours to create about ten shots of a liquid medium that could affect EVOs.

Mutation Ideas: Slimy tentacled monster, blob like monster, Black veins that are visible though your skin and constantly wheezing and sneezing.

2.Minion Creation

You are able to control and or create minions of some type. Either you produce a egg that rapidly morphs into a smaller EVO or perhaps cover other living things that allow you to control them like zombies. In theory there is no limit to the amount you could make, but in practice biomass needs to be made from your nanites and so it takes time, spawned minions you could make several dozen in a day. Zombies take less biomass so you could infect up to 50 a day with some sort of controlling substance, but you need victims for that.

Your EVO minions are either based on your EVO mutations or you may decide now three minor mutations they possess but are incredibly weakened version of the real thing. Minions with super speed are far slower than you with the super speed perk, strength is 5 tons max (no extra buys for them) and durability makes them tough, but still capable of being taken down with the right weapons.

Mutation Ideas: Moss like man that covers his victims in vines that control his victims

movements and leaves them with white eyes and constantly moaning. A snake like alien critter that spawns four limbed large dog sized monsters with scythe like arms.

3.Gigantism

Providence is gonna need a bigger hover tank. You are truly gigantic, the size of a large building and possess incredible strength and durability. You are hard to defeat, but you are also a big target. If you buy the more expensive concealment perk this body forms around your human one and it decomposes when you want to turn it off. A necessity if you plan on doing anything other than being a giant monster for ten years.For the purposes of this perk you count as having maxed strength perks, hardened body, and natural weaponry. You can not add anything with those perks.

Mutation Ideas: Any EVO with gigantism is going to be very, very, ugly. Giant deformed humanoid with multiple giant faces all over its body, giant squid like monster with multiple beaks coming out of it, giant tree like monster with a mouth in its trunk and long many angled limbs, etc.

4.Portal Creation

You can create brightly colored portals to teleport all over the world. These portals can be flung at enemies to teleport them away or used for travel. In general you can teleport to wherever you've been too before or can picture in your mind, though it’s only on a planetary level.. As your ability grows you could also pull a building into your own dimension and basically form personal dimensional pockets. Throwing portals is not instantaneous movement so a quick opponent can dodge them. This power can not be turned into time travel like in the show, and can only reach dimensions close to your current jump (like sub-planes or maybe hell in DMC) but can't go back to jumps or other jump settings at all.

Mutation Ideas: Perhaps you have mouths in the palms of your hand that spit out the portals, or a organic gun like extenion that shoots them, maybe you're just weird.

5.Time-Space Control

You can manipulate time and space to a limited extent. You can slow down, speed up time, stop brief moments or teleport short distances. You could also erode things by touch. In general this also protects from other time manipulation effects. Heavy use of this power will leave it needing to recharge itself rendering you unable to use it for an hour or so. In general consider

each use of your time powers to be about ten seconds at a time, half a minute maxes its use.

Mutation Ideas: A green glow as you seem to fade in and out of existence or a robotic like body.

6.Energy Control

Able to absorb and unleash large amounts of energy, able to leave modern technology powerless and fire incredible devastating beams of energy. You could even arch it from the sky to rain death from above. Overuse can leave your body strained however.

Mutation Ideas: energy arcing to different parts of your body, mechanically coils arch from your back.

7.Gravity Control

Limited ability to redirect and amplify gravity. You can fly and protect yourself with shields of force, lift and throw objectsmagnify gravity's effects on your opponent's body. Overuse of your powers will cause strain to your body.

Mutation Ideas: Rocky meteoritic body, round robotic shell.

8.Elemental control

You can produce intense heat or cold on a target you can see. letting you manipulate fire and ice, cause an enemy to combust into flames, or throw ices shards at someone. Make moving parts freeze solid in seconds. Overusing your powers will cause strain on your body.

Mutation Ideas: Elemental form that changes from fire to ice as you use your powers, robotic body that lets out steam or freezing mist.

Notes

-You can not use or control the Meta-nanites, powerful nanites that are basically Infinity Gems.