Out of Context: Symbiote Supplement

V1 By DeverosSphere

This document can be used as a supplement in any Jump that would not otherwise have a sentient race of super powered symbiotes or parasites within its continuity.
By taking this Supplement you have chosen to be a species of symbiotic alien and you will enter into that continuity as a Drop-In awakening in a meteor that falls from the sky.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

As a non-human alien that requires another creature to live. What type of Symbiote are you?

Organic

You are a separate organism such as a worm-like or insectoid creature that burrows into its host and alters them from within.

Gelatinous

You are an almost liquid organism who is able to soak into the body of its target through any holes on their surface including wounds and pores.

Crystalline

Rather than being organic you are a complex combination of minerals and elements that have become a sentient entity you are able to insert yourself and interact with organic tissue.

Technological

Instead of entering into a targets body you are a technological extension such as an exoskeleton or prosthetic attachment.

Mystical

You are a combination of magical energies that inhabit a target object allowing you to possess whoever wields your tool.

Spiritual

Rather than being a living entity you are a spirit, demon or other ghostly entity able to simply pass onto your target and take them over.

Energy

You are no singular being you are a concept or manifestation of the universe itself, when you wish to possess someone your energy needs only to envelop them.

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Possession - Free/-50 CP
You gain an origin appropriate Symbiote **Alt-Form**, you may choose a specific example if the perks purchased in this document allow you to replicate their abilities. This **Alt-Form**'s body volume if compressed into a cube must be between 1 cubic centimeter and 38 cubic centimeters. While in this **Alt-Form** you are able to one way or another merge into the body of a compatible host and influence their free will.
Can be taken additional times for **-50 CP** gaining a new Symbiotic **Alt-Form** each time.

Symbiotic Origin - Free (Cannot be taken with "Host Body")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as a symbiote within your meteor as if you were using this Supplement.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Costume -100 CP
Through origin appropriate methods you are able to give your host various types of clothing that are an extension of you. You may change the size, shape and color of these clothes at your whims.

Cure -200 CP
You are able to remove any harmful substances within your host's body including drugs, viruses and other invasive Symbotes or parasites.

Adaption -400 CP
Whenever your host has a special ability you will be able to study and eventually copy that power for yourself allowing you to share it with any future hosts.

Cure Booster: Superior Parasite
Whenever you cure your host of a parasite, symbiote or illness you will be able to absorb any powers or abilities it possesses giving you and potentially your host those powers.

Virus -600 CP
Rather than being a singular entity you are in fact countless nanoscopic organisms who are all part of a singular hivemind. You are able to asexually reproduce creating more of yourself. Because of this you are not limited to a single host and are instead able to take multiple hosts simultaneously with you collectively being aware of what each one is experiencing but the others being subservient to you as the master of the hivemind, with the other entities created within the collective sharing the same personality and morality as you.

Adaption Booster: Horder
You are able to copy and share the special abilities of all of your hosts simultaneously allowing everyone you inhabit to gain the abilities of every you have inhabited.

Cure Booster: Vaccine
You are now able to make any parasites, symbiotes and microscopic lifeforms into acceptable hosts for you to control or destroy.

Organic Perk Tree:

Compatible -100 CP (Free for Organic)
You are able to camouflage yourself in order to appear to be a natural part of your target's body making it so that any organism you possess will be unable to actively reject you.

Alterations -200 CP (Discounted for Organic)
You are able to slowly alter the shape of yourself and your host in order to meet your needs such as reducing your rate of aging, increasing muscle mass or adding bladed bones as a form of weapon.

Replication -400 CP (Discounted for Organic)
You are able to create additional functional components from within your host allowing them to have backup organs, additional limbs or replace any body part that they lose.

Adaption Boost: Transplant
You are able to grow any functional body part from any host you have every had onto your current host allowing them to have features that they should not biologically be capable of having.

Devour -600 CP (Discounted for Organic)
You are able to completely consume a host, killing it and erasing its mind. By doing this you gain the host's body as a **Pseudo Alt-Form** that your Symbiotic **Alt-Form** can summon at will under your control.

Virus Booster: Chimaera
You are able to combine any consumed host into a new host either having features of multiple hosts combined or by having the combined biomass of multiple hosts.

Alterations Booster: Incubator
You are able to impregnate your host with a parasite that you can customize using the host's body when the parasite exits the original host you may consume its mass as if using **Devour** and possess the offspring species.

Gelatinous Perk Tree:

Tentacles -100 CP (Free for Gelatinous)
You are able to spread and reshape your body allowing you to produce tendrils, tentacles and web like extensions.

Enhanced Physiology -200 CP (Discounted for Gelatinous)
You are able to envelop parts of your host in yourself safely inflating the body part and strengthening them. This will increase the physical strength and durability of the part will depend on how powerful both you and they are.

Venom -400 CP (Discounted for Gelatinous)
You are able to produce any type of venom, poison or toxins that you interact with. Through this you may secrete the liquid from any part of yours or your host's body without harming the host.

Adaption Boost: Anti-Venom
You are able to create a custom poison, nutrient blend or antidote that will target any type of organism, material or entity specifically even those who would not normally be affected. You may even use this to create injections that can bestow any powers you have copied.

Self Sufficient -600 CP (Discounted for Gelatinous)
Even when you do not have a host you will be able to create a shell around yourself out of your materials that will take the appearance of a host of your design.

Virus Booster: Hive
While you are in any **Alt-Form** you may choose to simultaneously have your Symbiote **Alt-Form** active with you being both the host and the symbiote. This will grant you all the abilities of both and give you the option of becoming a hybrid of both species without changing your outward appearance.

Enhanced Physiology Booster: Monstrous Form
You are able to grow your mass allowing you or your host to grow to a gigantic size. Doing this you will be able to retain the same general shape as when enhancing your host but to a far larger and far stronger degree.

Crystalline Perk Tree:

Sturdy -100 CP (Free for Crystalline)
You are by default as sturdy as a processed diamond however you are able to incorporate materials allowing you to become as durable the most durable part of any host you have had whilst you were in them.

Mental Augmentations -200 CP (Discounted for Crystalline)
You are able to act as a conduit for your hosts brain allowing them to think far faster and far more efficiently than they would otherwise be capable of.

Trigger -400 CP (Discounted for Crystalline)
You are able to stimulate your host's structure by putting them through physical and mental pain but giving them random powers. You will have a certain amount of control over these powers such as what they can target and how much can be released safely.

Adaption Boost: Controlled Release
You gain far more control over what kind of power your host unlocks and are able to force them to gain additional powers that supplement the original set.

Subordinate -600 CP (Discounted for Crystalline)
You are able to produce non-sentient subservient crystalline minions that will follow your every command. These minions can be used as hosts but will break down over the course of 24 hours or with too much use.

Virus Booster: Army
You are able to take direct control over all of your constructed minions as if they were a host and create more of them from each host.

Mental Augmentations Booster: Distributed Thought
You are able to supercharge your intelligence by making multiple minions and your hosts minds work simultaneously with you as the main intelligence doing this you will be capable of parallel processing super complex calculations and simulation far more easily.

Technological Perk Tree:

Digital -100 CP (Free for Technological)
Although your components are physical, your mind is also digital giving your mind aspects of a digital system including, a subconscious calculator, an internal filing system that allows you to store digital documents and process any knowledge or information you have.

WiFi -200 CP (Discounted for Technological)
You are able to wirelessly connect to the internet and compatible electronic devices. Doing this allows you to explore a system's information and manipulate it as though it were a host.

Optimize -400 CP (Discounted for Technological)
Whenever you connect to a host you instantly gain blueprints and are able to optimize its internal systems. You are also able to compare the blueprints of the host to those you already have from previous hosts allowing you to see what components could be replaced to improve it.

Adaption Boost: Upgrade
You are able to temporarily transform whatever host you are possessing by altering the device's shape and functions to match your intentions. By redesigning the internal and external components you are able to completely change or improve the functionality of the host to suit you means by adding additional components that emphasizes features of your host.

Remote Server -600 CP (Discounted for Technological)
Instead of only being inside of your host your main self is partitioned between your host and an offsite server. Both partitions can communicate with one another so long as they both have internet connections and will be able to synchronize returning to being a singular mind whenever they connect. You will continue existing so long as your host and server are not both destroyed at the same time. Should your host be destroyed you will be able to create a new partition to attach to a new host and should your server be destroyed your host component will be able to format a new server partition within an internet connected computer.

Virus Booster: Trojan
Rather than requiring a singular server all of your nanoscopic hivemind extensions are each partition of yourself allowing you to have as many servers and host components as you would like. You are also able to send you nanoscopic partitions as data across the internet to other computers and devices allowing you to infect them without them being able to be detected by any type of scanning equipment.

WiFi Booster: Omniversal Connection
You are able to permanently connect to your portions regardless of where they are keeping all of your partitions synchronized as a singular mind, though you may have discomfort with different temporal alignments. You are able to connect to any device within the same continuity as your regardless of whether it has external connections or not.

Mystical Perk Tree:

Tool -100 CP (Free for Mystical)
By default your Symbiote **Alt-Form** is able to take the form of a single equipable tool such as a Sword, Helmet, Ring or Cape, with this purchase you are able shift into any equippable object you have ever come into contact with.

Mana Pool -200 CP (Discounted for Mystical)
As a magical symbiote you contain an amount of magical power also known as mana. Using this energy you are able to cast spells or have your host wield magic in order for them to cast spells of their own. When some of your mana has been used it will take some time for you to regain the amount that was used, though it may require some time before it is fully recharged.

Bloodline -400 CP (Discounted for Mystical)
You are able to imbue your host with a magical bloodline allowing them to cast magic even when you are not inhabiting them. By default you are able to imbue your host with an arcane bloodline that grants them raw magic and a number of innate spells that they will understand how to cast on instinct.

Adaption Boost: Leach
By consuming the DNA or equivalent material from the blood or other available material of magical or supernatural creatures you are able to gain additional magical bloodlines that you can imbue into your hosts. You are also able to hybridize these bloodlines in order to create a chimeric with as many benefits of each bloodline as possible.

Warlock -600 CP (Discounted for Mystical)
You are no longer limited to only blessing your host with your magic, using this you are able to make a pact with as many people as you can. Anyone that has a pact with you becomes a potential host that you can teleport to, making them your active host. While someone is in a pact with you, you are able to share both your magical energy and knowledge of magic with as many as you wish.

Virus Booster: Cleric
You are able to draw out worship and faith from your hosts allowing you to gain a divine status. Due to this you are able to instantly make anyone who worships you into a host and are able to exist as a divine being. As a divine being you are able to create your own divine realm that is connected to your divinity which will incorporate any divine domains you possess. As a divine being you will remain alive even after death by living within your divine realm, you will be able to exit your divine realm and be resurrected with enough worship from your followers.

Mana Pool Booster: Wizard
You are able to imbue your hosts with their own mana pool that you are able to tap into in order to gain a wider pool of magical power and learn any magical skills or knowledge that they gain..

Spiritual Perk Tree:

Ethereal -100 CP (Free for Spiritual)
You are able to shift your Symbiote **Alt-Form** into an intangible state allowing you to pass through solid substances as though they were not there. While any part of you is intangible then all of you is intangible and you will be able to float at a similar speed to your walking speed.

Ghost Sight -200 CP (Discounted for Spiritual)
You are able to see the spirits, souls or ghosts of others allowing you to determine the purity of their heart or intentions. This also allows you to see the outline of beings even when they are invisible and even through solid objects.

Soul Burner -400 CP (Discounted for Spiritual)
You are able to produce a form of Hell Fire that will break down and form of material formed from spiritual energies or souls allowing you to wound or more likely kill any entity you use this flame on including ghosts, soul baring demons and even some immortals.

Adaption Boost: Spiritual Elements
You are able to produce spiritually infused variants of the Hellenistic elements that utilize the energy of spiritual realms to alter the effects of the elements. You can produce Fire, Water, Wind and Earth with raw spiritually infused energy in order for the element to mimic life, the soul destroying hell energy, the soul replenishing heavenly energy or the cleansing elements of purgatory that strip all foreign substances from a soul. You are also able to absorb any type of energy infused into an element you can produce in order to incorporate it into any elements you produce.

Soul Food -600 CP (Discounted for Spiritual)
Using this perk you are able to consume the spiritual energy within a host or other target soul such as ghosts and living beings that contain a soul, allowing you to enrich or enlarge your own soul and spiritual energy and become more powerful. This can also be used to enrich or enlarge the soul of your host empowering their spiritual energy.

Virus Booster: Legion
Whenever you need to use the spiritual energy of one of your hosts you are able to use all of your host's spiritual energy's functioning in tandem as though they were a singular monstrous soul.

Ghost Sight Booster: Soul Sight
Your spiritual sight allows you to both see the inner workings of each person's soul and spiritual energies. It allows you to not only absorb souls and spirits but also mimic any unique or useful attributes within a target's soul or spirit. Using this you are able to consume specific attributes of a target including the evil, hatred or invasive spiritual energy or souls within a target. You can use this to consume a soul anchor without harming the object or cleanse a person of dark impulses, without harming the target. You can also use this to alter the soul or spirit of your host.

Energy Perk Tree:

Power -100 CP (Free for Energy)
You are able to act as a power source making yourself sleepy but powering and empowering whatever device or power you wish to charge.

Projection -200 CP (Discounted for Energy)
You are able to project an offensive beam and three dimensional structures made out of your energy. These structures can be used as offensively as your beams however as they are lacking substance they can be passed through.

Generic Memory -400 CP (Discounted for Energy)
Your are able to bestow your host with any skills, knowledge or abilities that you have including combat experience academic knowledge and martial proficiency.

Adaption Boost: Collective Memory
You are able to copy and bestow the skills, knowledge and experience of every host you have ever had allowing you to collectively bestow the refined capabilities of all your hosts. This will increase the breadth and scope of your capabilities.

Embodyment -600 CP (Discounted for Energy)
As an energy entity you are able to be the manifestation of a concept or purpose within the universe such as being the physical manifestation of will, rebirth, sea life, chaos or any theological property with your powers growing in proportion to how much you fulfill that purpose or embody that attribute.

Virus Booster: Ascension
You are now able to control the divine domain of the concept or purpose that you embody allowing you to temporarily exist in any location that your domain does. As such you are able to make anyone who embodies your domain into a host while they embody your principle or concept. This also allows you to manage and manipulate that concept or principle on a universal scale with any powers you have that relate to the domain becoming massively enhanced.

Projection Booster: Solidify
You are able to make your energy projections take on any state of mater that you wish allowing you energy to be as sturdy as any materials you can imagine with it being reinforced by the energies of the concept or purpose you fulfill.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it.

Meteor- Free

This space rock acts as a perfect environment for you able to store you while you do not have a host. It is able to travel through space and even impact a planet from orbit without taking damage or disturbing the internal environment.

Companion:

This section is only available if you take the corresponding drawback.

Symbiote - Free (Restricted/Mandatory with “Host Body”)

This symbiotic creature will have all of the perks purchased in this document. It will have an infantile mind and will develop its morality and personality from its interactions with you.

Drawbacks:

Parasite +200 CP

You are no longer a passive symbiote instead you passively drain the lifeforce of your host.

Singular Style +300 CP

You are not able to take any Perks that are not General Perks or part of your Origin Perk Tree.

Invasive Symbiotes +200 CP

Normally there would be no other alien symbiotes within this continuity, however with each purchase of this drawback, a new symbiote will appear at some point during your Jump, crash landing somewhere on your Planet.
You make take this drawback once per symbiote origin with that symbiote gaining all of the Free Perks and all the perks from their origins perk tree.

Apex Parasite +1000 CP

At some point during your Jump a new Symbiote will arrive on the planet with all the Perks in this document.

Host Body +1000 CP

You are no longer a Drop-In Symbiote instead you are a Local who became the host to your mandatory Symbiote companion. You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Generic Drawbacks:

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sort out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honourable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients +100 CP
Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends from beyond your dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale +300 CP/+600 CP
For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** you're level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP
All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400 CP
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks are all disabled for the duration of this jump.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six option it provides. If that setting has a Jump Document already you may use that Document for this Jump.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy