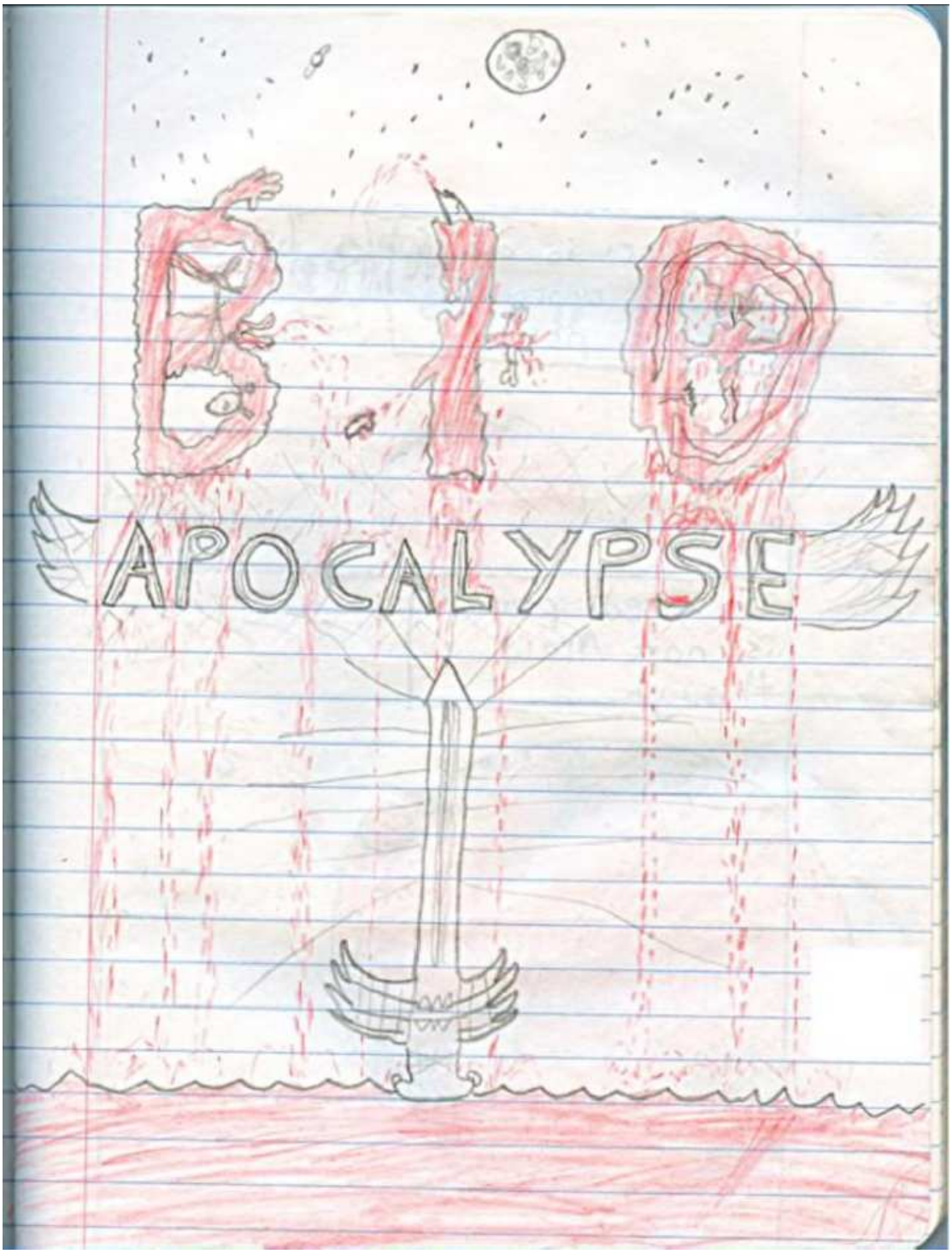
Bio-Apocalypse

Jump by stomper
WIP 1.8



The year: 2246. We are approaching the Red Planet. The Red planet is not Mars though. The Red planet is Earth.

This is because in the year 2123 humans pushed science to the absolute limit and unleashed a scientific horror beyond comprehension; this is the story of Bio-Apocalypse.

You are given 1000 points to spend on backgrounds, perks, and items.

Origins

Humans – 0 CP

You are a scientist, or a religious type this setting. I suggest you find a way to escape and fast!

Humans may choose to "drop-in", having no established backstory or memories of the setting.

Scientific Horror Beyond Comprehension -1200 CP

You are a combination of a virus and a super fast growing organism. Your form fuses any DNA on contact and any living creatures touched will be incorporated into your aggregate form. Feel free to mix and match DNA of beings inside you. On the topic of size at its peak the SHBC is seven miles tall at the thickest and covered 97% of the planet's surface. Somehow radiation makes you angrier, and doesn't affect you, as it should negatively.

You are the SHBC, and you have several inbuilt perks.

Super-Enhanced Reproduction

"Billions of souls are brought into the world every day, and they also die each day."

The last part optional, but only when it comes to creatures you create. Now you too can make creatures that eat other organisms. You are an ever-shifting primordial pool. From your form you shall brew out terrors the world has never seen.

Hundreds Of Trillions Of Sentient Souls Are In Perpetual Agony

You do not feel pain the way humans do; as such it is the curse of consciousness.

Your storage capabilities for energy or resources in the body are improved; if you ever had the problem with storing energy now, they are taken care of since your aggregate form currently holds more space.

If you can hold it, then hundreds of trillions of yous can surely do better.

There Are Unspeakable Horrors On The Surface As Well

Now your 'surface' can be evolved and transformed into bio-constructs. An example would be the stew pots where people/organisms can be thrown in to melt. Feel free to get creative.

With "Super-enhanced reproduction" you can make floating things that are best left unknown, seeing them can kill onlookers (think of memetic hazards like medusa and the basilisk), and they can be set to move stuff around.

With "Crazy growth" you can create pores as big as mountains to seed the skies with plagues and flying creatures, they may even have faces. Go on further and make a giant face the size of a state (the example used here in Texas), to grow over places (Yellowstone park as an example) and have it barf a hot geyser of blood and other bodily fluids thousands of miles in the air where it escapes to space. Your diseases are more effective on all forms of life, double the potency if your targets are on your surface.

Even a giant butt over Africa (or anywhere else) to defecate trillions of tons of excrement to space

Perks

Humans

* **A Lucky Few Hid In Bunkers Where They Eventually Starved To Death** (Human only)

You can avoid the main problems of 'the story,' but you will still have to manage the other problems that may arise from basic needs that may pop out. In the story, some 'lucky' survivors did not encounter the organism but got locked up in their bunkers and died without fusion. Does not protect from butterfly effects that may come from this.

* **A Major Battle Ensued** -100 CP

Use science and reason to have better odds in fights with smaller numbers against larger groups with your forces. Even when the cults raided their HQ, the scientists held on pretty good. Your combat skills are on the level of the Scientist Military Force who are tasked to escort to Virus Truck.

* **As The Years Pass** -200 CP

The scientists from earth took a while for them to recover from their mind-breaking experience with the organism, now you too can heal. It took them years, but now any mind breaking trauma can heal in two years maximum.

With this, you can recuperate and use the time to think about what to do next with the current conditions.

* **Opposed To The Plan** -200

Now you get to call your self Armond White and be a contrarian! Not really but if you have strong objections about something and believe your cause to be just then, you can mobilize like-minded masses and your followers to overthrow the ruling party. With good odds of doing so, like storm their HQ when they are armed and have sensors for all sorts of things.

This perk also improves your attempts at sabotaging your targets, now your followers are adept at terrorist tactics.

* **Push Science To The Limit** -400 CP

In this story, they managed to fuck the world with biotechnology, but maybe you know other fields of science to elevate into the world ending scale. Now you too can pick an area (one, but you can purchase this perk more than once) and repeat the outcome. Just consider what a single beaker did to this world. Maybe you want to drown the world in a self-replicating swarm of grey goo or diddle with a hadron collider?

As a side benefit you are good at concocting viral agents.

* **Fortunately Humans Had Already…** -400 CP

Colonized the moon and parts of mars (which is sadly not featured as much). But now you too have similar abilities of preparation when it comes to setting up a safe house. You get to designate one planet in the local solar system (sorry Pluto) to 'be' when the shit hits the fan as the scientists/religious types managed to be when the red ocean drowns the world. Besides this, you also get 1 location on the moon nearest to your current planet.

This perk comes with the know-how to build habitats that come with massive domes, underground tunnels to connect living quarters and even spaceports for transportation. Use this knowledge to create hundreds of square miles of solar panels to provide infinite energy, big guns with guided nukes for defense and other survival-oriented options.

You can even make censors to block out things that would kill upon looking at them.

* **What Is Left Of Paris** -600 CP

Now your body can take in harmful corruptive effects and turn it something beneficial to survive (not overcome the source), an old man managed to evolve nostrils to filter the diseases and survive off them and managed even to get his cane to emit pheromones to keep them away. This ability extends to the equipment that you carry as well.

This is also a willpower booster considering that the old man stood on top of Paris for one hundred fucking years fending off a world trying to eat him with only a cane. Now you too can have his balls of neutronium.

Surrender does not exist for you, attempts to make you yield will automatically fail. You may also designate a location, and for the duration of the jump people/superorganisms are less likely to bother you inside.

* **The Plan** -600

If "Fortunately humans had already…" is the defensive survival option this is the offensive version. Technology that comes with the proper scale necessary to retake a world from an ocean of flesh, to give you an idea it gives you the ability to build, arm and commence the saturation bombing of a planet's surface with 500 megaton nuclear warheads to put a hundred billion people and animals out of their misery.

If you want to murder that abomination that sent you on the Moon you may as well whip up a Virus Launcher to carry a super-virus payload that will be fired at 50 million miles per hour, although you might need a special method to transport that component.

But there is more as this perk interacts with others on the Human perkline.

"As the years' pass"

With time to recover from your enemies, you can avenge your loss and get even, by spending your time to bring them down. The scientists here managed to create a supervirus that spreads like SHBC to turn dead cells into a light filthy gas that can be compressed into metallic spheres to be launched in the sun. The gas was intended to terraforming the atmosphere and succeeded in scouring the surface of the red ocean.

This combination lets you avoid mistakes if you are trying to fix your errors that caused problems. Works even better on Frankenstein scenarios on science gone wrong or your creations.

"A major battle ensued"

With this now you can better mobilize your force for extermination campaigns and arm each one with your technology, in the final fight the humans managed to give their war vehicles nuclear munitions which were spent all over the SHBC.

In war, if you have access to resources vital to the continued existence of the enemy you can use it to deliver a coup de grace to their civilization, like how the scientists here cut off the oxygen for New Jerusalem. Adapts to other settings, so if you encounter a magic civilization that depends on a magical tree to continue living you can cut the three to wipe them out.

As an additional treat since you Jumpers are a lovely bunch, your vehicles/mechs/armaments can be equipped with (or imported in case of weapon) the Thunderchild 3000.

This baby right here rapid-fires nuclear missiles, about 50 per second and each missile deliver 20 kilotons. They travel at fifty million miles per hour. Now you too can cut through miles of enhanced flesh with thousands of nuclear explosions. To add cherry on top anything equipped with this weapon will be half again as tough.

Just think of the carnage that you can cause on other worlds <3

SHBC

* **Crazy Growth** (free limited to SHBC)

Just think of the growth, from a lone beaker that managed to devour an entire laboratory within seconds to a monstrosity that enveloped an entire city. Once it got exposed outside it took over all life on earth in less than a week, everything in its reach is fused into one giant super-organism that blanketed the planet.

On the scope, this is so far limited to earth and you will need to absorb biomass; in the story the SHBC is not space capable or dimensionally mobile. However, you are Jumper, and some of you have means to access other worlds.

If you can consume other things then you can apply this effect to that perk/ability as well.

Go forth and propagate!

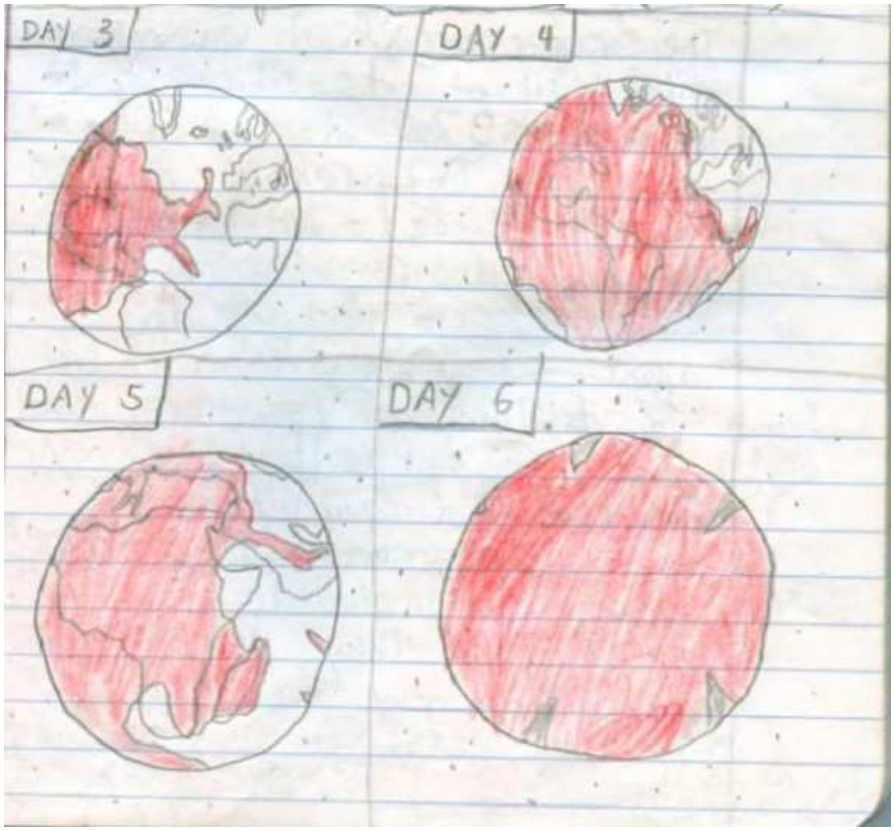
* **The Military Could Not Stop It** -200 CP

Conventional weapons and armaments like machine guns, tanks and up to several nukes will not affect you in a meaningful way. As you are a massive sea of crimson that regenerates to close the gaps exposed by a nuclear explosion. Your biomass will mitigate the harm.

If you are not SHBC and bought this perk, you will need a way to get all that mass to pull this off.

It is not a conceptual defense as the humans so far have up to nukes and powerful bioweapons (the latter works against you so don't lean on this too

much). It is more like a Kaiju trope where the military men had to use that new prototype weapon to even slow you down.



* **For people On Earth, It Was Hopeless** -400 CP

Upon reaching a threshold for transformation (25%), your transition is much harder to stop. This applies to your alt-forms, during a sequence they would have to stop you early if they want a chance at preventing you from becoming something else. Past the 25% benchmark, your forms become progressively hard to intercept.

The threshold is determined by the time to get to the super mode.

* **Much More To The Organism Than The Surface** -600 CP

You get a1-up option or the backup feature.

Gives your jumper a 'core' (this can be fused with other cores such as the ones from Madoka or Steven Universe Jump) that will activate once per jump upon death.

The core will become an organism (a fetus) that is huge (50 miles tall, in the story it resides in a 150 miles womb that is connected to the SHBC)

In the story it was premature, but you can also see it grow if you have the chance or the means to do so. Alternatively, you can 'give birth' to yourself once per jump if the 1-up is not used to self-resurrect. Treating this as a super-mode instead of a 1-up.

Besides your fetal form there is also a colony of worms stored somewhere (in the story it is Australia), but in here it can be any location under your ocean of meat. These worms are 10 miles high each, and you can import companions (even idle ones) to take the place of these worms). They will fight alongside you.

Your worms spawn the floating things and can shoot spikes to penetrate through spaceships. Enemies tend to focus on your worm allies first before turning their guns at you. However unlike your for they are not immune to nukes (your imported companions might be though).

Your fetal form is pretty intense; to give a feel of what it can do the thing rose from the earth to create a 9.0 earthquake on the scale.

You can pick up a small mountain with one hand and use your senses to aim it at the moon. Enough strength to throw this piece over there, point defense methods can reduce but not remove your projectiles. When they hit the force is enough to vaporize space colonies/cities on the moon, you can also do this with Mt Everest, but you need two hands to pick it up, things of this size will bypass nuclear defenses.

The fetus comes with a scare factor that can reach out to frighten up the range of those on the surface of the moon.

Should they injure you and draw blood the pressure is enough to destroy ships that are close enough, blood acts like point defense and can be used to keep nukes away, so they detonate a distance away from you. Make an impressive explosion of blood.

You are not slow by any meaning of the word either seeing as the fetus can close in to engage the ships in melee range when they reach earth's atmosphere for the final stand. Why would they use strike craft against you? It is because you are faster than their orbital nuclear targeting systems, and even when their nukes land around you only the heat is annoying.

Items

Fragile Beaker -50 CP

Has an inert trace of SHBC, think of it as a memento. If you want to take a sample of the SHBC to experiment on its better to use this to contain the sample, as the sample already inside is only for show.

Captured samples kept here will be restrained unless you drop the beaker.

The Comic -50 CP

You get a copy of the Bio-Apocalypse comic as drawn by a child. This version however has another copy that shows your adventure here as well.

Giant Telescope -100 (human discount)

Surveil activity on the surface of a moon or the surface of a planet nearest to the Moon in real time. Comes with a monitor and a balcony as well.

Science Laboratory -200 (human discount)

A place where you can conduct your scientific experiments here, not suggested for the creation of world ending monstrosities. Comes fully equipped with basic amenities. Increases the rate of any research done inside the room.

Safe Space – 200 (human discount)

A chamber for prayer that doesn't offer regular protection yet delays oncoming death like oxygen deprivation or decompression with a window of time enough to conduct a prayer. It basically delays mortal doom for one action to be taken. It's the size of a single apartment room.

[Insert Munitions Here] Truck -200

A safe storage for the logistics of ammunition, in the setting it is used to transport the bioweapon to the virus launcher but for you it is modified by Jumpchan to hold and transfer other lethal energies. Might be antimatter or even that death magic that you wanted to move around.

As a contingency should the contents leak out or there is an unwanted attempt at removing them this vehicle will activate its nuclear self-destruct protocol. Recovers in a week on your property after destruction.

Moon Dome -400 (human discount)

Buying the perk "Fortunately humans had already…" lets you make one of these cities inside the crater of the moon. This option gives you from the get-go so you can just expand. It is a starting off point to develop your own biomes.

Space Navy -400 (human discount)

Your very own armada of spaceships that are space and air capable gives you a sizeable force to engage giant abominations of science from a safe distance. They are equipped with missiles but with the right knowledge you can upgrade them to become even stronger. They will converge upon on-planet enemies with precision, positioning themselves in the ideal range to unleash their salvos.

Luna -600 (human discount)

Think the moon dome above but much better. You get a country made up of cities and moon tunnels on the front side of the moon ruled by scientists who worship science. You rule them!

A nice place to wage war from, it is the surface counterpart to New Jerusalem. Located on the front side of the moon.

New Jerusalem -600 (human discount)

A vast system of underground caves with underground farms and oxygen machines. It is a nation governed by a theocracy. Yours!

Plot your conspiracies from within the tunnels, the underground counterpart to Luna. Located on the dark side of the moon.

Continent (SHBC discount, only) -600 CP

Could be Australia, could be Africa or wherever your body mass envelopes. If it's under your flesh you can buy it. In this jump it is a single purchase.

Companions

Import, 50

Up to 8 Homies to play around here, they cannot buy SHBC as there is no space for all of you to occupy on Earth.

Old man in Paris -400 CP

Doesn't take shit from anybody, at the end of the Jump the old man survives and will teach you how to be a tough person. He has an odd nostril that allow him to subsist on poisons and a cane to ward off biological terrors.

Scenario

... and God Delivered

Or the religious option

This scenario can be taken but doing so will lock you out from the perks until you have finished the jump.

You must start from the world and get up to the moon; the challenge is to stay your path regardless of your condition.

You must pray for a miracle, even when you have lost most of your oxygen.

Pray to create one, and it shall be

* You can take this scenario to summon the Angel of Death in later jumps if you follow the road, this means that you are a human from the get-go and must be on the side of New Jerusalem. You get the benefit of setting up underground nations better than before.

That said the Angel of Death is a winged being 40 miles tall that could send a blast of holy energy from its sword to shatter Mount Everest into a billion pieces that would form into a ring around the earth. Now you too can manipulate the aftermath of your destruction/AoE using the debris.

Like God you summon the Angel from a portal in space

* Or do this as a Challenge mode if you are a bad enough Jumper and become the angel of death in later jumps, to do this forfeit the 1000 cp at the beginning and do the whole thing without relying on perks or items.

Your planetfall creates an earthquake, and you have a divine weapon (that is larger than Mt Everest) that is extra effective on abominations of science. By plunging your divine weapon into a source of corruption, you can convert it into a miracle to reverse/terraform the taint.

Your divine weapon/s can also be converted into the holiest site on the planet that is proof that divine beings exist , more importantly you can import a weapon in your possession to become the divine weapon.

Immaculate Abortion

You can reconcile God and science to create harmony between opposing views to create something that works, who knows Jumper perhaps you too can use this to advance your civilization or create one to conquer the galaxy!

To this end you are allowed to set two commandments for those who are captivated by your majesty.

If your challenge is successful, you get your 1000 cp stipend and +600 extra CP to spend as you please.

Drawbacks

No Limits on Drawbacks

A Handful Of Scientists Did Believe In God They Just Thought He Was A Real Son Of A Bitch! +100,

Pick one from science or religion. During the jump, you will hate the other with a murderous passion. Expect to face ultimatums, and if you betray a side then there is a high chance of crucifixion.

Turns out God Couldn't Stop It Either +200,

Praying makes everything worse, might open you up as an easy target for the infection or get you shot in public.

Executed Or Put Out of Their Misery +200

If you are captured, they will go for the kill.

The Remaining 3% Was Covered With Blackened Remains Of Water And Excrement +400

You will spend most of your time here.

Countless Millions Drown In Waste By-products +400
(Needs "the remaining 3% was covered with blackened remains of water and excrement")

With the water and excrement, you develop gills to filter it out which is an alt-form after the jump, but you also suffer longer.

Expect the excrement to cover most of you during the jump somehow, somewhere, and sometimes it might even try to drown you.

Fate Has A Strange Sense Of Humor +400

(Needs "countless millions drown in waste by-products, and the remaining 3% was covered with blackened remains of water" and "Countless millions drown in waste by-products")

For the duration of the jump, your warehouse, properties and dimensions/domains (if you have them) become the dumping grounds like Africa. They can be cleaned but only on the next jump.

Welcome To Hell On Earth +400

Your attempts at creation and manufacturing will backfire in spectacular and wildly unpredictable ways. This could range from trying to fix a car that will end up blowing up in your face or using a rocket to reach the lunar colonies and finding out that the oxygen depletes much faster than usual

The Organism Feeds On Itself +600

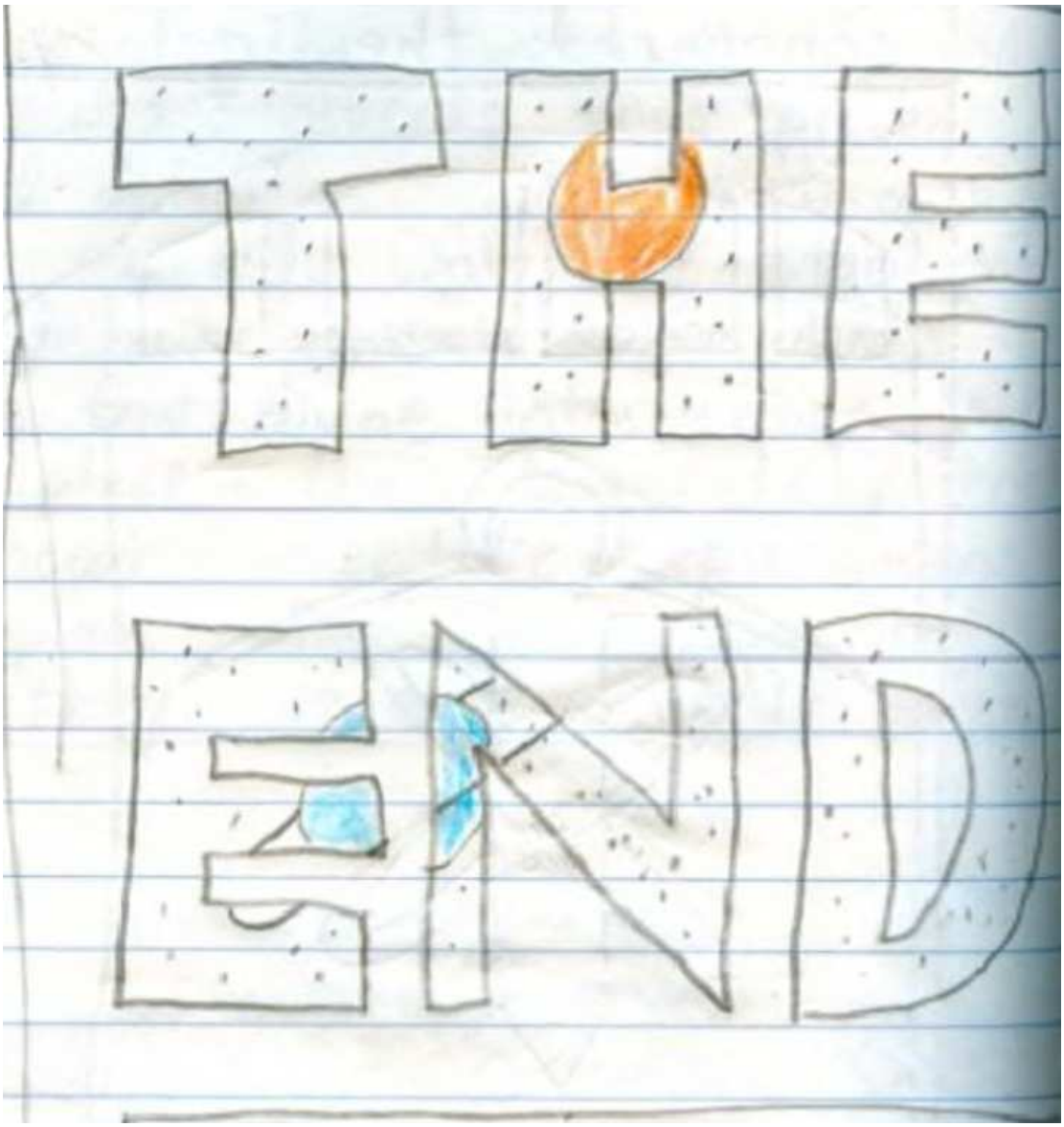
Because there is no other food source your body will enter into a state of autophagy where it will devour upon itself. It is a very painful process and depending on the lack of recovery methods it could be lethal.

Pain Is The Curse Of Consciousness +800

Feel the pain of the beings that are part of the superorganism. You feel pain as humans do.

Infected +800

If you are human you are infected by the SHCP, if you are SHCP you are infected by the super-virus devised on the moon.



To the beyond

Stay, if you want to see where you can take them.

Return, if you kicked the bucket.

Leave, to see what you can offer to the rest of the jumps!

Notes

Bio-Apocalypse is a comic made by Stephen Sutton, a sixth grader
https://archive.org/details/bioapocalypse
https://www.youtube.com/watch?v=pu91WyjDJR0&t=2s

If you want your countries/nations can be placed on earth, your planet, dimension or be a warehouse attachment.

For New Jerusalem you can import your religion, in the setting, it is a mix of all earth ones.

The angel summon reward it puts you on the position of a religious person, and some perks will be allowed so long as they would offer some struggle for you during the war between your faction and science fiction.

Challenge mode removes that.

If you have other bio-powers feel free to experiment, and your form can serve as the vector of touch-based powers/abilities. Your red surface also can apply 'terrain' effects since you count as landscape as well as biomes.

https://pastebin.com/2RhCmiTk

Thanks to Myrmidont, Valeria, YJ_Anon & CCDT for helping.

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