

By MDAnon Version 1.2

INTRODUCTION

Upon the eve of 2033 Thanksgiving 1:00pm an incident was observed at the Eisenhower Tunnel in which a number of top secret eldritch WMDs escaped the Refinoc Biowaste Management facility. The incident has long been covered up and the tunnel demolished, however even still the Internecion Cubes still wander free amonst the general population. Welcome Jumper to the world of Internecion Cube, Take **1000CP** (*Cube Points*) to spend.

DISCLAIMER: Due to the web-show being under current hiatus and the general lack of content. Until further updates are made this Jump will take some liberty in order to fill out the missing content.

ORIGINS



Student (Drop-In) - You are just a normal student in the state of Denver Colorado. Perhaps you will have a chance encounter with the odd thing or two, but surely you wont get wrapped up in the dark truth and government conspiracies, shouldn't you?



Scientist - You are an esteemed scientist, well respected amonst your peers. However perhaps you are versed to more than just the simple secrets of the universe. Perhaps you are one of them, a spook, a ghost, the man behind the suit and glasses.



Internecion Cube - You are a robotic abomination to all that is upon the Earth. A Weapon of Mass destruction, bringer of madness, and mayhem. But perhaps you are different, unchained, unbound unlike your peers to the eldritch horror just beyond sight?



Hybrid - Another experiment gone wrong? You are a fusion of machine and man. Symbiote? Parasite? Or perhaps something more sinister. Regardless you are an Internecion Cube that walks in the flesh of man.

PERKS

=STUDENT=



Pain Tolerance (-100CP) - Should you decide to delve into the world hidden just beneath the skin, it is inevitable that you will be beaten back. Cut, bruised, broken bones, blood loss you can handle it. You have developed much thicker skin for what the world may throw at you, and you hardly feel any pain at all.

Valedictorian (-200CP) - You are exceptionally talented in the field of academia, so much so that you would have no issue becoming valedictorian with, literally, no effort. Additionally, due to your talent, any academic institute is willing to overlook your absences. Finally this perk has the effect of boosting your intelligence to a level where this achievement would be possible.

Luck (-400CP) - You will have a number of exceptional close calls. Perhaps a bullet that would deliver you a fatal wound was just a glancing blow. Get slammed headfirst into the floor by an Internecion Cube, and you will walk away fine. Your luck is far from limitless, so don't test fate.

“Administrator” (-800CP) - For some odd reason, you have a strange effect on people. As though there was an air of awkward charm and charisma surrounding you. This effect is especially prevalent in any form of eldritch abomination, horror, artificial intelligence or robot. You will find such beings falling into obession with you, even believing you possess administrator control/occult power over them, even if you should by no right possess such privileges/power.

=Scientist=



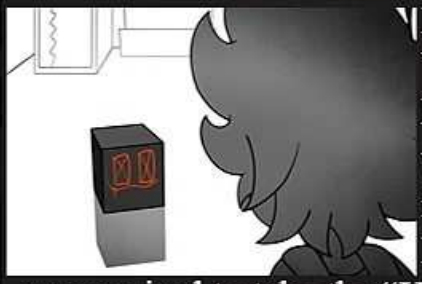
PhD (-100CP) - You wouldn't be much of a scientist if you couldn't walk the talk. You now possess a PhD and PhD level expertise in any subject of your choosing. The first purchase is discounted however any further purchases are not.

DARPA Contractor (-200CP) - It's official; you've sold your soul to Uncle Sam. You now possess an exclusive research contract with the United States government and have top secret security clearance for all things involving your research. This security clearance and contract will follow you into any other country you find yourself in.

Science of Mass Destruction (-400CP) - Perhaps you are in the study of damage and how much you can create in the world around you. Fret not, now you possess all the knowledge required to make the world just a little closer to hell. Atomic bombs are a child's play for you; with this perk, you can now invent new and even more destructive methods to unleash hell upon earth.

Behold, the Hubris of Man (-800CP) - There is more beyond the mundane physics of our universe, and it is up to you to grasp it and drag it kicking and screaming into the light. You possess a genius savant knowledge in the art of Eldritch Technologies. Additionally, you are granted knowledge in how to best utilize any form of eldritch concept/abomination for your benefit in technology. Should you lack any horrific eldritch abominations, fear not, as you also know how to summon/create more. Finally, you are granted knowledge of the workings of the Internecion Cubes and how to create more. Do note that just because you can create biomechanical abominations does not mean you can innately control them.

=Internecion Cube=



Internecion Cube Physiology (-100CP, Required for Internecion Cube) - Your new biomechanical body(ies). You can now take the shape of either hand sized cube with a digital display, or shift into your android body at will. Your robotic body possess all capabilities of a normal computer, is highly resistant to damage, possesses razor sharp claws, resistance to EMPs, and is powered by a bioreactor deep within your core. You are required to take the "Hearteater" 200CP drawback for no CP or the 400CP for only 200CP.

=Internecion Cube Cont.=



Mutual Annihilation Vector (-200CP) - You were created as a mass killing machine, a weapon of war and terror, WMD. Thus, you possess the skill to achieve it. You are now proficient in all forms of violence, especially any skill that involves your abilities as an Internecion Cube.

Matter Assimilation/Reconfiguration (-400CP) - Living, dead, or inanimate, it all just matter to you, and it is your right to assimilate or reform it as your will. With this perk, you are able to completely assimilate or reconfigure any matter on a molecular level. Generally, the upper limit on this ability is masses up to your body size.

Origin Cube (-800CP) - You are the original, the source where everything went wrong, and the progenitor. Your abilities as an Internecion Cube are competitively undimished, unlike your failed copies; thus, you hold an edge over all of your "children." In effect, this doubles the strength of all Internecion Cube and Hybrid abilities you possess. IC-0n will still be an origin cube, so you may consider yourself her sibling.

Orbital Strike (-800CP) - By utilizing every piece of energy within your body, you are able to call down an energetic orbital strike proportionally sized to the amount of energy you expend. If you were to expend an entire human body's mass worth of digested energy, it'd be enough to completely desolate a building the size of a diner. This ability is extremely unsubtle and is bound to get the attention of every man in black within a couple of states' distance.

=Hybrid=



Hybrid Physiology (-100CP, Required for Hybrid) - You are a different breed of Internecion Cube, less a weapon of war and more of an infiltrator. You possess every ability of the Internecion Cube Physiology; however, you are bound to a biological host. This host was originally a separate human, but you have become ingrained within them like a parasite. You are able to enter and leave their bodies at will with your Internecion Cube/Android form. while you are inhabiting your host, you are nearly undetectable. In return, your host is granted a regeneration factor and increased durability. The host's body will, over time, become dependent on you, and you will become dependent on it. You are required to take the "Hearteater" 200CP drawback for no CP or the 400CP for only 200CP.

=Hybrid Cont.=



Insidious (-200CP) - Your host has further hidden your true nature. As a result, you can project a normalcy field around yourself. hiding even your horrific claws and tenticles from plain view. For some odd reason, however, any bright flash of light will temporarily reveal your true nature, perhaps for just a split second, but reveal none the less.

“It’ll Still Scream When I Peel it Apart” (-400CP) - Perhaps due to your knowledge of the human body you possess you are now an adept torturer. You are able to break another within days and have them spill their guts (if not literally) for even the most well-kept secret they possess. You know the best methods to keep others alive and conscious during these torture sessions. Additionally, you possess a remarkable talent for gathering secret information through other methods that you shouldn’t be able to get, making you the perfect fly on the wall.

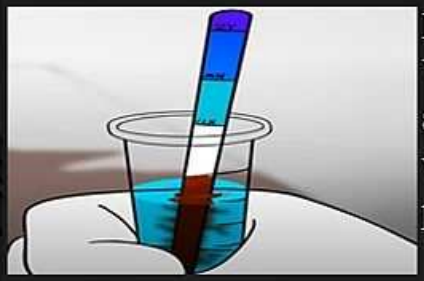
Symbiote (-800CP) - It is within your nature to infiltrate, adept, and mimic. For this, you are granted a number of abilities that make this task significantly easier. You are now able to infect and inhabit other hosts in addition to your starting host, should they perish. These new hosts are completely unable to separate from you without either your permission or advanced medical technology to extract you from their bodies. However, if your host is uncooperative, you can simply assimilate their mind and body from within, becoming both parasite and host. The original’s mind will be lost forever due to your assimilation of their brain; however, you will gain all the host’s memories, personality traits, complete bodily control, and physical abilities in return. (You will not gain any abilities that are linked to the host’s mind or soul.)

ITEMS

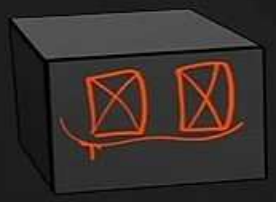
=Student=

Bike (-100CP) - Just a regular bike, definitely not made from the flesh of federal agents. Ignore the fact that it sweats.

Survival Gear (-200CP) - With all the gear you could ever need to survive, this backpack comes with a pocket knife, firestarter, lantern, bottles of clean water, disinfected protein bars, and a multitool. The supply of rations will last you a couple of days if you ration them carefully.



Blood Testing Kit (-400CP) - A couple vials of an unknown liquid. When blood is introduced into it the liquid will change colors displaying any potential infection or corruption of your body. For example if you were infected by an Internection Cube the liquid would change to a deep purple.



Hybrid Cube (-800CP) - You are now host to a symbiotic Internecion Cube. Thankfully, however, you are this cube's administrator, freeing you from the risk of them harming, assimilating, or directly disobeying you. Take the hybrid companion and make their build. Do note that unless they purchase the "Symbiote" perk, you will be unable to directly access their powers.

=Scientist=

Tenure (-100CP) - You hold a permanent tenured position at any research firm or university of your choice. It comes with a small grant for research by default, but it can be expanded if you invest in actual research.

The Science Team (-200CP) - A team of fellow scientists or desperate graduate students. They are perhaps slightly less intelligent than you; however, they make useful human calculators or idea theft targets for you.

Laboratory (-400CP) - A laboratory of your own, allowing you to conduct all the experiments you ever wish. It comes with a sizable grant, allowing you to purchase practically any legal or restricted substance you could think of without much question.



Refinoc Biowaste Management (-800CP) - The upgraded version of the laboratory. You are now the head researcher of a government blacksite named Refinoc Biowaste Management in Colorado. You are granted access to all sorts of unethical and illegal research materials, such as highly illegal substances. human test subjects, and eldritch abominations. For the duration of the jump, however, if you fail to provide any research value to the US

government, you will find your position swiftly terminated and the Men in Black knocking on your door. This facility contains all the tools and supplies needed for any research involving eldritch abominations, including occult ritual sites, containment cells, and a legion of armed security officers.

=Internecion Cube=



Definitely Not Terrible Human Disguise (-100CP) - Your shapeshifting ability has been modified with an additional form you may take. You can now shapeshift into a gruesome human disquise at any time. Though this disquise is not perfect, you still have razor-sharp teeth and fangs, digital pupils in the shape of X's, and an uncoverable glowing tattoo containing your IC-designation. Finally due to your flesh being dead, you are unnaturally cold to the touch.

Hair Claws (-200CP) - A set of very sharp claws embedded within your hair. It will never accidentally cut you or others you do not wish it to. Additionally, it's strong enough to completely hold you up.

Explosive Compound Injector (-400CP) - Injector filled to the brim with remotely detonated nanomachines. The explosion is enough to take a sizable chunk out of a building. Perfect for blowing up your friends/kidnapper. The vial will automatically refill itself when connected to a power source.



Unseen Appendages (-800CP) - You now possess an almost countless number of practically invisible appendages that originate from your body. These appendages can range from simply hands to razor-sharp wings. The further an appendage moves from you, the harder it is to maintain it before it requires too much leverage to move.

=Hybrid=



“Cat” (-100CP) - A very normal and not undead cat. It is very cuddly and cute, despite the lack of eyes and exposed bones.

=Hybrid Cont.=



Desiccated Manor (-200CP) - The deed and ownership of a very run down manor on the cliffs of Colorido It is absolutely filled with spider webs, unmaintained infrastructure, and other homeowners' nightmares. Fortunately, the water and power appear to work fine.



Heartfridge (-400CP) - What it says on the tin really says: You have a large refrigerator filled to the brim with frozen human hearts. There is enough in here to last at least a month. It will automatically refill in supply when it's empty, unless you or any of your companions have the Hearteater drawback; if so, this refilling effect will not apply until the next jump.



Dissociated Hive Strain Γ (-1600CP) - Your very own Hivemind Strain. With this you posses the ability to create and control a hivemind of infected hosts. You are able to see and act through these bodies as if each were your own simultaneously. You have the ability to spread this infection through physical contact with your bodies, though it is much slower than a Symbiote would assimilate someone. Each host will gain the hybrid physiology perk. This hivemind starts with two hosts; note that larger the hive grows, the harder it is to maintain absolute control.

COMPANIONS



Max (-200CP) - The everyman protagonist, and also perhaps young mad scientist in the making.
PERKS: Every Student Perk
ITEMS: Bike, Survival Gear, Blood Testing Kit
DRAWBACKS: Men in Black



IC-0n (-200CP) - The Origin Cube, and self proclaimed “God of This World”.
PERKS: Internecion Cube Physiology, Mutual Annihilation Vector, Matter Assimilation/Reconfiguration, Origin Cube
ITEMS: Definitely Not Terrible Human Disguise, Hair Claws, Explosive Compound Injector
DRAWBACKS: Godmind, Stockholm Syndrome, Administrative Privileges, Men in Black, Hearteater (200CP)



Kirie Bonin (-200CP) - The “Hot Mess Express Baka Gamer Girl”.
PERKS: Every Hybrid Perk
ITEMS: Heartfridge, “Cat”, Desiccated Manor, Unseen Appendages
DRAWBACKS: Black Goo, Obsessed, Hot Mess Express Baka Gamer Girl, Hearteater (200CP), Genocidal



Krow & IC-313N (-200CP) - Its a package deal, You gotta take both.
PERKS: Hybrid Physiology, Symbiote,
Matter Assimilation/Reconfiguration, Orbital Strike
ITEMS: Definitely Not Terrible Human Disguise, Hybrid Cube (IC-313N)
DRAWBACKS: What in the Fresh Weeb Hell?, Men in Black, Hearteater (400CP), Hive Strain.

Import/Canon/Creation Companion Option (-100CP) - 600CP to spend on Perks and Items. Choose any Origin except for Hybrid or Internection Cube.

Internection Cube Companion (-100CP) - 800CP to Spend on Perks and Items, Must take 200CP Hearteater Drawback for no CP [They may take the 400CP version to gain an additional 200CP to spend]. This companion must take the Internecion Cube or Hybrid Origin. This option can be used to import an existing companion, create a custom companion, or take a non-listed Internection Cube.

Hybrid Cube (You or your Companion must have taken the Hybrid Cube Item) - 800CP to Spend on Perks for your/their Hybrid Cube. It is permanently linked to you/them and inhabits your/their body. It cannot be given to another host. It must take the Hearteater Drawback 200CP for no CP [They may take the 400CP version to gain an additional 200CP to spend]. They may take the “Definitely Not Terrible Human Disguise” item for free. Must take Hybrid Origin.

This option can be used to import an existing companion, or create a custom companion.

DRAWBACKS

Protagonist Replacement (0CP, Requires Student Origin) - If you so wish, you may take Max's place in the story of Internecion Cube. You will begin your jump on the run from government agents in the middle of god knows where. IC-0n will be with you even if you did not purchase her companionship to assist you should you require her aid.

What in the Fresh Weeb Hell? (+100CP) - You speak in exclusively broken japanese, have a crippling addiction to anything weeby, and now lack the sense to hide your weebish power level to others. In fact you will show off how much of a weeb you are to others in the most cringe way possible.

Black Goo (+100CP) - You constant excreate a vicus black ooze. This mostly originates from your eyes however it can leak out out any orifice.

Obsessed (+100CP) - You are completely head over heels obessessed for another person or object. You will feel a constant compulsion to interact/romance and protect them.

Stockholm Syndrome (+100CP) - You are extremely prone to Stockhol Syndrome, easily falling romantically for others should they hold any sort of power over you. At worst you can become a Tsundere towards the person of your captured affections.

Hot Mess Express Baka Gamer Girl (+100CP) - You have for the duration of the jump been completely stripped of all the social skills that make you even semi normal. You are mostly sarcasm blind, terrible at comminication, and have a near inability to physically express emotions beyond strained, stilted, extremely forced body language.

Conspiracy Theorist (+100CP) - In a world where Government WMDs have actually escaped blacksites you believe all the incorrect Conspiracy Theories. You will find it hard to not connect even the truth to some kind of false massive conspiracy theory which you will believe in at least until the end of the jump.

Administrative Privileges (+200CP) - Extreme Gullibility, Additionally you believe you have an Administrator whom you cannot injure and whose commands you cannot directly disobey, though they cannot command you to self terminate or harm yourself. Should you discover the lack of their actual Administrative Privileges this drawback will no longer apply (at least for the taking commands part, you will still be gullible).

Godmind (+200CP) - You now truly believe you are actually a god. You will constantly feel superior to everything and everyone. Your pride will be completely off the charts. Only through extreme humbling will you be able to escape/quell this God complex.

Men in Black (+200CP) - You have ended up on the shitlist for some nondescript government agency. You will constantly be hounded by both undercover and less covert agents. Should they capture you expect to be tortured, brainwashed, or even mindwiped.

Hearteater (+200/400CP) - You have a completely irresitable urge to consume human hearts. Once per week you will be compelled to eat one which will sate your craving until the next week. For 400MP you are physically reliant on the consumtion of human hearts and will die without your weekly feast.

Genocidal (+400CP) - You now have a genocidal grudge against a group. Choose either humans or Internecion Cubes. You will be almost completely unable to empathize with this group and will actively work towards their total annhilation. (Except for yourself if you happen to choose the same race you wish to genocide).

Infected (+800CP) - You have been infected by another Internecion Cube Hybrid. however this one has no interest in cooperation. It will instead over the course of your jump attempt to consume you from within and take over your body and mind. It will take approximatly about a year before it consumes you and results in a chainfail if you fail to remove it.

Hive Strain (+800CP) - You are now a part of the Alpha Hive Strain of Internecion Cubes. Your autonomy will be partially diminished as you will be forced to serve some greater purpose by a vaguely defined hivemind. Whatever it wants, it's nothing good for humanity or you.

NOTES

Administrator Privileges - Your “Admin” will be a random person that you will inevitably encounter during your jump. This person will somehow learn of their false power over you. As for what they do with it is completely dependant on the person however at minimum it will be a person that will cause inconvience for you.