Geneforge Jump, .3

Welcome to Terrestia a continent once entirely ruled by the Shapers, a group of mages that can create and control life, and currently contested by the rebel life crafters, a group who have stolen the secrets of the Shapers and of magic that allows one to reshape even one's own life.

Currently the continent is split in two the west ruled by the shapers, the east by the life crafters and the creations that have rebelled against the Shapers. The Shapers being the long time masters and creators of life and the power to shape magic into life itself, who still hold supreme mastery over their art. The life crafters being the ones who utilize banned techniques to modify themselves and enhance their abilities to match the shapers. The Shapers believe in controlling their creations absolutely to prevent the creation of life from becoming a rampant plague upon the world(of times in the literal sense of plague), and the life crafters believing that all living things independent of their nature deserve their freedom.

The conflict started first on Sucia Island, when a group of researchers created the Geneforge, a device which allowed the shapers to reshape living beings, including humans, modifying them on every level down to their DNA itself. This led to the island being abandoned and their research being hidden or destroyed as the shapers had laws against the use of shaping magic to grant power to humans, that all skills and magic must be trained rather than just added in. After the island was abandoned the Servile population that was left behind fractured into different factions, and the events on this island lead to those factions developing into the future rebel factions.

You arrive between the 4th and 5th games, when the war begins to stagnate between the rebels in the east and the shapers in the west.

To begin with you are given 1000cp(choice points) to spend on various options to help you get started.

Backgrounds,

Roll 1d8 +15 to determine your age, while keeping your gender. You can pay 50CP to specify either of these. Regardless of your background you will obtain a moderate level of understanding and knowledge about shaping magic, alchemy, creation breeding, and to a certain extent, genetics.

Drop in, free

No memories that would help you get along in this universe, but also nothing interfering with your personality.

Shaper, 100cp

You are an apprentice of the Shapers, fresh from schooling and ready to start your life as a full Shaper, though you do have to spend some time as an apprentice of a shaper first.

Life Crafter, 50cp

You are a human member of the rebel life crafters, you may have joined for power, because you oppose the ideals of the shapers, or just because there was no other way out of the life you were living.

Servile, 50cp

You are a humanoid creation of the shapers, while most are born stupid and compliant, you were either born different, or the life crafters have expanded your mind. You posses an intellect equal or greater to humans, and are aligned with the rebels. You are physically and magically the equal of any of your life crafter compatriots.

Drakon, 200cp

You are a humanoid but highly draconic creation barred by the shapers, three and a half or more meters tall and even more powerful than this size would suggest, with an intellect greater than the average human, a powerful ability to spit fire, and innate magical powers including the ability to shape creations of their own. You are also warlike, aggressive, greedy, and very arrogant. Drakon are among the leaders of the rebellion. For an additional 150cp you may become an Ur-Drakon, becoming even taller and more powerful than Drakons, and gaining full wings.

Locations, Roll 1d8, or if not a drop in, chose to roll a d4 for a faction related location, 1-4 for shaper, 5-8 for rebel, or choose any location for 50cp.

1) Minallaha, a city found within the White Spire mountains to the northwest of Terrestia and home to the foundry, a place where the shapers research and test new creations for their viability. It is under the command of councilor Shaper Rawal who seeks to expand the shaping arts and dominate them himself.
2) Perikalia, capital city of the Storm Plains, and current center of fighting, it is under the control of councilor general Alwan who seeks to end this war no matter the cost.
3) Zephyr Oasis, capital city of the Dera Reaches, an inhospitable desert region under shaper control, directly under the command of councilor Sage Taygen who holds very strict laws about the handling of creations.
4) Nodye Coast, among the oldest of shaper lands, and almost completely separated from the conflict. Though if you want you could be anywhere within shaper controlled lands.
5) Gazaki-Uss, currently the base of operations for the Drakons and their side of the rebellion, built into a mountainside and kept particularly hot as to their liking.
6) Ashen Isles, the birthplace of the Rebellion, and a place that remains a stronghold, though currently far from the action.
7) Eastern Terrestia, basically anywhere you like within the lands currently controlled by the rebels.
8) Free choice, you can start anywhere within Terrestia.

Focus,(first free, additional 300cp)

Within this world everyone is separated between certain classes. Shapers being separated between; Agents, female shapers who focus on magic, Guardians, male shapers who focus on martial skill, and Shapers, which within the Shaper order refers to those of either gender who have focused upon the arts of Shaping itself. The rebels have their own classes, which are more distinct including any sub focus subject between magic, martial, and shaping. Rather than placing you within any of the specific class you may choose a Focus for your skills allowing you to learn faster, and just be better at that group of skills. You may purchase a focus a second time to double the effect on your skills, but not the learning buff.

Magic Focus,

While some people have a bit of trouble with magic, even when they might not have any trouble with shaping, you have no such issue. Your skill with the magic of the shapers is just better, because you are more skilled, effectively half again as skilled as you would otherwise be, allowing you to do more damage, have your effects be more potent, and your spells last longer, you are also better against things that are resistant to your magic, effectively decreasing their resistance by 10%. You also now learn magic and develop your magic skills faster.

Martial Focus,

You excel at the physical, hitting things with your sword, throwing a javelin, shooting things, dodging, parrying, or even just acting faster in a fight. You skills at fighting are improved to the point that even if someone is faster than you and dodge your attack, you should still hit them, and hit them solidly. Where you might have a glancing blow or just touch someone your attacks will hit fully and solidly, where you would almost manage to block someone you will be able to parry and possibly riposte. Your strikes will also hit harder and cause more damage than they should, and flow together better such that you could strike more often. You also learn and develop your martial skills faster.

Shaping Focus,

Rather than regular magic or fighting with your body you excel at creating life. As where others might just put a creation together following the basic design your skill lets you make subtle improvements without even trying. Your creations will always be stronger, and better made, they will be faster stronger and more powerful than otherwise, even more obedient and mentally stable. You will also excel at shaping research and coming up with new or improved creations, such that you will likely outstrip your peers. You will also learn and develop your skills with shaping faster.

Skills and abilities

Quick Study, 100cp, Free Shaper

You can quickly skim through any source of information absorbing the entire work, with particular focus on finding relevant information, reading entire books in record time. You also have near perfect recall on everything you have been taught or have read.

Mechanics, 100cp, Free Servile

You have innate skill at working with or creating mundane mechanical devices, easily picking locks and disarming traps that would normally require living tools, using a pick and your own fingers.

Quick Action, 100cp, Free Life Crafter

You have improved reactions, and act more quickly, you also react far better when ambushed.

Enhanced Essence Reserves, 100cp, may be taken up to three times. One free Drakon, discount Drakon and Drop in

The magic of shaping requires the magical essence of the caster, as do many spells in this world. With this you have slightly more than double the normal amount you would have otherwise at your level of skill, allowing you to cast more spells or make more creations before having to recover your reserves. Additional purchases double your base reserves.

Enhanced Body, 300cp, Discount Drakon

Through training, hard work, and natural talent, or a trip to the geneforge, your body has been improved. Your reflexes, your strength, and your endurance are far beyond human levels, you can even compete evenly against the strongest of creations, which may themselves be multiple times your size.

Hostile Effects Resistance, 300cp, Discount Drop in

You resist all hostile effects, to the point of negating 25% of all fire, cold, acid, energy, poison, mental effects, and even have a resistance to being stunned.

Leadership, 300cp, Discount Shaper

You are incredibly convincing and charismatic due to your force of will, you also seem to know just what to say to get what you want, or work your way out of whatever situation you have found yourself in. While there are limits to what you can do and who you can fool, diplomacy is very much a valid option whenever available. Your charisma also makes both creations and people far more willing to follow you.

Passable, 300cp, Discount Servile

You have no problem getting through places, or making people think you belong somewhere regardless of if you do or not. You can skip sneaking most of the time to just casually walk through checkpoints talking to everyone in them, or just wander around a top secret research facility, no one will stop you unless they are certain you don't belong.

Crafting, 300cp, Discount Life Crafter

There are various things that can only be created through the use of essence and hard work. Shaped equipment, puresteel, certain complicated tools and devices, and certain materials used in enchanting. You can work all of them, producing high quality goods from basic ore and hard work.

Luck, 300cp

You happen to be more fortunate, events tend to turn out better, and your luck may even save you from otherwise certain death. You also happen to just take less damage than you would otherwise.

Innate Genetic Understanding, 600cp, Discount Shaper

While all creations are the work of combining magical energy with essence, they still have genetics of their own, exactly as other creatures do. With this skill you have an innate understanding of those genetics, how to modify them for desired effects. You can also come to understand the genetics of creatures as you observe and come to understand them.

ReShaping, 600cp, Discount Life Crafter

Normally applying shaping magic to a living creature in some way other than an attempt at healing them will cause horrific and rather random results. Though much of shaping was developed by doing this, and carefully studying the results, truly modifying a living being to a great degree is impossible to control without carefully crafted essence, or incredibly complicated equipment such as the geneforge itself. You however have an innate ability to understand what you are doing and control the results.

Mental Control, 600cp, Discount Drakon

Most creations are directed by the shaper that made them with their mind, usually you would start out limited to around 7 creations, all within a city sized area as yourself though you can certainly control more, over a larger distance as you improve your skills. With this you may direct three times as many creations as normal over an area ten times normal. You also have improved skill with mental magic, and greater resistance to mental effects.

Crystal Working, 600cp, Discount Servile

You intrinsically know how to work crystals and form them into useful magical systems, if you observe such a system you would know how to recreate it, and likely how to make it better. This will work on any magic that you understand, as a bonus you know how to create the intricate crystal systems that are part of the geneforge.

Necromancy, 600cp, Discount Drop in

Well that's strange, the shapers know next to nothing of necromancy, in fact you would be hard pressed to find any information on it within Terrestia. With this magic you gain the ability to create and control

shades, and raise spirits of the dead as shades, and to place spells upon a place that have a consciousness all their own.

Equipment and items

Gold, 50cp

You have 5000 gold pieces, enough for some good equipment or some training in magic. Free Drop in

Robes of Ambiguous Gender, 50cp

A strange robe that makes it hard to discern the wearer's gender, strangely no magic was involved in its creation. Free Shaper

Skill Canister, 50cp

This skill canister comes with no side effects and seems to put the skill in your mind, rather than body. Each purchase grants you the ability of a new creation or spell which you will understand both intellectually and instinctually, with a max of five possible.

Baton, 100cp

Batons are thorn shooting ranged weapons created by shapers, they are mostly a powerful muscle, and a barrel which is also a case to hold the creation. While most Batons are only able to fire a certain type of thorn, this baton can fire every type of thorn and magically enhances them. With luck you may even be able to breed this baton with others to produce more like it. Discount Drop In

Living Tool, 100cp

Living tools are small creations with tiny wispy tentacles at one end that can be used to do a variety of things like picking locks or fixing items. While most such tools are frail and die after a single use or slight trauma during use, this tool is far more resilient likely to last through years of constant use. Discount Servile

Discipline Wand, 100cp, Discount Shaper

Creations have historically been made vulnerable to certain poisons, this wand shoots out such a venom, and unlike a usual wand of this type, it seems to have an endless amount. It’s very effective against most creations, but not humans.

Shaped Equipment, 100cp, Discount Life Crafter

You have a weapon, shield, or armor that was well crafted, and then imbued with essence such that they are almost alive. They repair themselves over time, and are near the top end of quality that can be produced.

Puresteel Blade, 200cp

A blade forged of Puresteel, the very best you could find in Terrestia. Unlike shaped equipment Puresteel is forged from carefully crafted iron that was infused with essence, rather than adding the essence after the item is finished. While puresteel does not repair itself like shaped equipment, the process results in a much stronger material that resists magic and essence, while also being capable of holding great enchantments though harder to work enchantments into.

Farsight Cyrstal, 200cp, Discount Drakon

Normally Shapers have to be near their creations to control them, sometimes they use large carefully crystals to control them over vast distances allowing them to lead armies from the comfort of home. This is such a crystal, however it can fit in your pocket and seems no less effective despite the small size.

Shaping Gloves, 300cp, Discount Shaper, Drop In

This pair of carefully crafted gloves allows one to work with powerful or specially modified essence without the typical risks of horrible mutilation, mutation, and death. Usually such gloves are crafted for a specific purpose, these aren't, they seem to work with anything, even Geneforges.

Enchanted Anvil, 300cp, Discount Lifecrafter

A powerful artifact which allows the crafting of enchanted equipment, so long as one has the right materials. Normally they are effectively immovable and thus bound to a specific location, this one is easily moved, as far as large heavy anvils go.

Portable Geneforge Components, 500cp. Discount Servile, Drakon

This is most of what is needed to build a Geneforge of your own. However it is also very small in comparison to a full geneforge, using this you might be able to create a full geneforge that fits in the back of a wagon. Though it lacks the required information for how to get it to truly shape others, but you could find or produce most of that on your own.

Research Notes, 600cp

You aren't sure where these are from, they are not signed and contain shaping research pertaining to no known type of creation. They contain research about entire lines of creations that have never been seen or heard of. While they aren't entirely clear, partially written in code, and missing many things or making references to unknown concepts, you could likely decipher them well enough to create a few entirely new types of creations based on this research.

Drawbacks, You may take as many as you like, up to a total of 700cp

Foe or Foe Detection, 100cp

Most creations have some ability to tell if you are on their side or not, and most places of importance are guarded by fungal turrets that can tell who does and doesn't belong. With this drawback all creations other than the ones you have shaped yourself have a hard time with you and tend to assume you are an enemy, while you could likely get them to calm down if you are on their side you should still expect a few injuries or fights as a result of creations misunderstanding things.

Rogue Magnet, 100cp

Outside of shaper control, creations go rogue becoming unstable and dangerous wild creatures. You are now a magnet for these Rogues, wherever you go they will be attracted to your presence, and as with most rogues they will likely attack you. It might also become more difficult to sneak past such creations.

Too Many Canisters, 100cp

You have obtained many of your skills through the use of skill canisters, which while they are a fast way to learn, they also give you a clear appearance of having used them through waxen skin and a constant green glow. They have also made you arrogant, have trouble controlling your anger, and megalomania. Also technically shaper law requires you be executed for the crime of using them. It would be a good idea not to use any that you find, without great willpower you might start executing people for petty reasons.

Rogue Influence, 150cp

Your creations and those creations you spend time around have a hard time keeping calm, and have a much higher chance of becoming Rogue. Your own creations will suffer the worst of it, lasting days at most. It will also be almost impossible to calm creatures on the edge of becoming Rogue.

Control tool, 200cp

Someone put a control tool in your chest, while you can disobey them, they can have the tool ripe your heart apart, though they do have to be nearby to do so. It would take great and rare skill to remove the tool and fill the hole it resides within.

Everyone Knows, 200cp

No matter whom you tell, everyone knows what your leanings are or at least what you have said they are, it will be very hard to act as a spy or keep people from knowing what you think of them. People will also ask you such questions often.

Geneforged, 250cp

You have obtained skills and power from the Geneforge, like with the skill canisters you possess an unearthly green glow, and have similar, stacking, issues with your temper. Also technically shaper law requires that you be executed for the crime of using the geneforge.

Warped, 400cp, requires Geneforged drawback.

As it turns out some people don't react well to the Geneforge, and you are one of them. Your skin is cracked, you tend to bleed from the cracks, and they hurt constantly as well some of your body parts are unnaturally twisted causing some difficulty moving. Your mind is equally warped, causing mood swings, schizophrenia, problems with memory and some other mental issues. Also the Essence within you may, or may not, have a mind of its own separate from your own, you can't actually tell for sure.

Unbound, 300cp

For some reason the Unbound, a type of Drakon that is filled with as much power as the physical form can hold, causing them to be mindless, seem to find and target you with surprising regularity, you likely won't go more than a day without meeting one even in the most fortified of shaper lands.

At the Beginning, 300cp

You start on Sucia Island after your ship has been sunk, you are the lone survivor and have just drifted ashore. This happens before you have learned any shaping, and shortly after you have begun learning magic, however on this island you may be forced to make use of Skill Canisters to learn any new abilities. You also replace the main character of the first game.

Through to the End, 400cp

Rather than just staying 10 years to leave you have to end the war between the Rebels and the Shapers to end this jump. It will also continue on indefinitely without your intervention, until you choose a side at which point your opposition gains the advantage, until that point both sides grow constantly in power.

Abomination, 500cp

Long ago a seemingly lucky shaper was given the job of ruling a small colony in a fertile mountain valley, where the mines produced many crystals and valuable metals. Then this colony was never heard from again, despite many attempts the situation remained a mystery, resulting in the colony being barred, with the only clue being a message from the shaper about promising results for a new creation for mining and that he had moved his work deep within the mine taking advantage of the magical power of the natural crystal formations. It is assumed that the shapers in the colony created an exceedingly powerful but rogue creation, but nothing is actually known for certain other than whatever it is, is coming after you, and disturbing everything in its wake.

Notes,

1) After taking this jump you may teach any of the magic you learn from it, to the best of your ability to teach. Mostly because it would be simple to build a geneforge or similar system and just shove the magic into people.
2) Necromancy can be combined with Shaping, but it is almost always a bad idea.
3) Shaping requires essence, which can be produced alchemically or biologically by certain creations. You will be able to produce it alchemically after the jump, and you will gain the ability to generate your own essence passively to restore your essence reserves.

4) All uses of Skill Canisters or Geneforges come with side effects, no matter what ones you use, should you make it to the end of the jump these side effects are removed. You however are not immune to such side effects if you should use such things after the jump.