Darkspore

Introduction

Welcome to a fallen galaxy. This place used to be the home of the crogenitors: a race with advanced enough science to use artificial gravitational fields to hold a shattered planet together and create life designed to their whims. No planet was untouched by the crogenitors, and no genome unmapped.

Using a technique advanced even for them, the crogenitors created exponential DNA or "E-DNA": tiny silver crystalline structures bonded to normal DNA that massively increased its complexity and storage capabilities. Through this, the crogenitors were able to create "Living Heroes". These were heavily genetically altered creatures with incredible powers at their command.

In the end, hubris brought the fall of the crogenitors. Feeling as though they were gods, they did not notice E-DNA growing unstable until it was too late. Their living heroes were quickly corrupted, becoming darkspore, and began slaughtering the crogenitors with the products of their own technology.

Now, the darkspore have spread like a galaxy-spanning plague, consuming all life they find. The only hope for resistance is the HELIX program: an AI maintaining the few remaining crogenitors stasis pods while it works to stabilize E-DNA. You wake up a minute or two before it finishes.

Genesis

Each Living Hero and Darkspore is created with a single genesis as a design template.

Bio

Bio genesis creatures typically have reptilian, fungal, or plant-like appearances, and green colorations. Their powers deal with plants, animals, poison, and life-force.

Cyber

Cyber genesis creatures typically have robotic bodies, multiple limbs or weapon mounts, and grey colorations. Their powers deal with technology.

Necro

Necro genesis creatures typically have skeletal or bug-like appearances, long and thin limbs, and purple colorations. Their powers deal with death, darkness, fear, and souls.

Plasma

Plasma genesis creatures typically have rock-like shells, glowing lava-lines, and reddish-brown colorations. Their powers deal with fire, lava, and electricity.

Quantum

Quantum genesis creatures typically have simian or fish-like qualities, wiry or hunched bodies, and blue colorations. Their powers deal with direct space and time manipulation.

Origin/Starting Location

Gender and Age can be set to anything possible for free given this galaxy's proficiency with bio-engineering.

If you pick Living Hero or Darkspore, choose 1 genesis for yourself.

Crogenitor

You are one of the crogenitor's few remaining scientists, tasking with directing living heroes to save what remains of the galaxy. Your starting location is on a spaceship piloted by Helix, near Twilight Summit.

Living Hero

You are the pinnacle of the crogenitor's bio-engineering: an organism with powers that would seem like magic to your creator's ansectors. Your starting location is on a spaceship piloted by Helix, near Twilight Summit.

Darkspore

You are the result of unstable E-DNA fusing with an early living hero, the mutations enhancing your powers at the cost of your mind. Your starting location is on one of the following planets depending on your genesis: Cryos for Plasma, Infinity for Cyber, Nocturna for Necro, Verdanth for Bio, or Zelem's Nexus for Quantum

Perks

Perks of your line are discounted (half off), and the 100cp perk of your line is free.

Crogenitor

(100cp) Simple Bio-Engineering

Actually modifying a living organism is a very complicated procedure, to say nothing of creating one from scratch. Not only do you have the skill to do this, you can also create simple interfaces for such procedures so that even someone entirely uneducated in the field can make reasonably well-crafted organisms.

(200cp) Indomitable Will

You have the willpower to never give up, even if everything seems lost. Even if your entire race was wiped out, and it seems like there's little point to fighting more, you will have the will to start working without a second's hesitation or doubt.

(400cp) Signature Discovery

Like famous crogenitors before you, you have discovered a new genesis to base living heroes on. Pick a theme to base it on, such as frost, crystals, light, etc.

Living heroes made with this genesis will have abilities based on whatever theme you chose, though they will only be about as strong as other living heroes.

You may pick this perk multiple times, gaining a new genesis each time.

(600cp) Hope of a Civilization

You have access to the full bredth of knowledge the crogenitors had before their fall. This includes many examples of bio-engineering, however it also includes planet-scale gravitational tethers, sophisticated AI development, FTL travel, and more.

Living Hero

(100cp) Stabilized E-DNA Physiology

You can choose any hero of your genesis as your base form.

Alternatively, you may use the Power Maker with 1000pp to spend to make a custom living hero. You may convert cp to pp at a 1:1 rate.

(200cp) Customizable Body

The crogenitors have long had the ability to sculpt their bodies however they want. Normally, this process requires room-sized machines to do, however you seem to have the ability naturally.
You have the ability to perform minor feats of shapesifting with only a few minutes concentration. This includes changing the color of your skin, lengthening or shortening claws, and similar alterations. Massively changing your anatomy still requires all the normal machinery, but you take to such body modifications quite easily.

(400cp) Squad Abilities

You may designate a single power you have from any jump to be shared with all of your allies in close proximity to you.

(600cp) Evolving DNA

Whenever you kill an opponent, you may harvest their genetic material for your own use, and gain an intuitive understanding of it. If you also have the Customizable Body perk, you may now use it for more in depth modifications, such as adding a slain opponent's genetic material to your own.
If you are of Cyber genesis, this instead works with robots and technological systems.

Darkspore

(100cp) Unstable E-DNA Physiology

You can choose any known darkspore form, other than bosses, as your base form.

(200cp) Corrupted DNA

Your biological abilities cannot be analyzed without your assistance, and your attacks deal twice as much damage to opponents that match your genesis (eg. cyber darkspore deal more damage to robots, necro darkspore deal more damage to undead, etc).

(400cp) Swarming Tactics

At-will you may summon and dismiss five minions, three elites, two lieutenants, or one captain darkspore of your genesis type. You may only have one set of these out at a time.
Additionally, you gain an instinctive sense for how to best use swarming tactics in a fight.

(600cp) Destructor

You may choose a boss darkspore as your base form. Alternatively, you may use the Power Maker with 2000pp to spend to make a custom darkspore. You may convert cp to pp at a 1:1 rate and have any number of active powers.

Items

Items of your line are discounted (half off), and the 100cp item of your line is free.

Crogenitor

(100cp) Bio-Engineering Laboratory

You gain a chamber the size of a large room that facilitates bio-modification and growing organisms from provided templates. It cannot design new creatures by itself, however, and requires a skilled bio-engineer to provide it templates. This could be done by Helix, a user with the 100, 400, or 600cp perks from the Crogenitor line, or a user with an interface designed by the Simple Bio-Engineering perk.

(200cp) Remote Controller

You gain a brain implant/hardware capable of remote controlling any creature with a similar implant. This gives you nearly complete control over their body and powers, and functions at interplanatary ranges with no lag.

(400cp) Obelisk Set

The obelisks are caches of knowledge left behind by the crogenitors. Each of them contains a lost piece of technology, including that which was developed in an attempt to stop the darkspore. You have a collection of all the obelisks in the galaxy in your warehouse.

This information was stored in as easy to understand of a design as the crogenitors could make, in an attempt to help any future species fight the darkspore. It would be close to an ideal way to teach yourself or others about bio-engineering.

(600cp) Spaceship

Your spaceship comes with you in a hangar bay attached to your warehouse. It comes with a teleporter that can send troops to a ship in orbit and back, stasis pods, and an AI solely capable of running it. The ship can also make rapid jumps between solar systems, effectively travelling at 138,000,000 times the speed of light.

If you chose this as a Darkspore, you get a spaceship like this.

Living Hero

(100cp) Catalysts

Catalysts are small glowing spheres that increases a hero's capabilities when wielded, but only to a maximum of nine of them. You get nine "slots" for catalysts: small interdimensional spaces that can each store one catalyst without you having to manually carry it. The slots are arranged as a 3x3 grid that uses the catalysts most effectively when they are arranged in lines three catalysts long.

In addition, you get one of each type of common catalyst: general, offense, defense, utility, and prismatic, and will get another of each every 24 hours. More refined versions exist, but they are rarer.

(200cp) Signature Weapon

You have a signature weapon like Viper's claws or Arakna's gun. This weapon can channel and amplify every offensive ability you have that matches your genesis.

(400cp) Capsules

You gain five health capsules and five power capsules, and will get another of each every 24 hours. These restore your health or a single power source you personally use by 10% each.

(600cp) Stasis Chamber

You are linked to a cryogenic stasis chamber that can save you from death once per jump or 10 years (whichever is shorter) by teleporting your mind into a cloned body it keeps in storage.

Darkspore

(100cp) E-DNA Infusion

You gain a syringe full of unstable E-DNA. Unlike most E-DNA, if you inject this into a living creature you can decide what kind of darkspore the creature will mutate into; however, it will always mutate into a darkspore. You get another syringe whenever you use one.

(200cp) Platforming Segments

You have a set of 20 holographic emitters that can form simple walls or bridges, as well as the instructions to make more.

(400cp) E-DNA Bomb

You have a single E-DNA Bomb that contains enough unstable E-DNA to infest an entire biosphere with your choice of genesis. At the start of every jump, you get another.

(600cp) Your Own World

You led the charge in the darkspore conquering a medium-sized planet somewhere in the galaxy, and infesting it with unstable E-DNA. You may change your starting location to this planet if you wish.
If you chose this as a Crogenitor or Living Hero, this is instead a planet you have saved from the darkspore.

Companions

(200cp, 1 free Crogenitor) Living Hero Team

Three stabilized living heroes are onboard the ship with you. Pick any three canon heroes to start with, who are considered to have the first two perks from the Living Hero line and the first two items from the Living Hero line. You may import companions into this role with 300cp to spend instead of the aforementioned perks and items if you wish.
You may pick this multiple times, getting three more heroes each time.

(200cp, 1 free Living Hero) Crogenitor Scientist

You have found or been created by one of the six remaining crogenitor scientists. They have the first two perks from the Crogenitor line and the first two items from the Crogenitor line. You may import a companion into this role with 300cp to spend instead of the aforementioned perks and items if you wish.
You may pick this multiple times, getting another crogenitor each time.

(400cp, discount Darkspore) Boss

A boss level darkspore has taken a liking to you. It can either be one of the canon bosses (other than The Corruptor), or it can be a darkspore of similar power. You may import companions into this role with 600cp to spend if you wish.
If you pay an extra 100cp, you can take The Corruptor.
You may pick this multiple times, getting another boss each time.

(400cp) Helix

Helix will now accompany you beyond this universe. She is considered to have the 100, 200, and 600cp perks from the Crogenitor line in addition to an extensive supercomputer network.

Drawbacks

(100cp) Invasion

Your enemies are half again as powerful and numerous.

(100cp, requires Invasion) Apocalypse

Your enemies are twice as powerful and numerous. Overrides Invasion.

(100cp) Snark

No matter how dire the circumstances, you cannot help but snark at your allies. If you normally could not speak, this lets you do so just to snark at people. Your allies may find this funny at first, but it will quickly become irritating.

(200cp) Excessive Blood

Your enemies don't just bleed when they die, they explode into clouds of blood. This will often obscure your vision.

(200cp) Horde Mode

Your enemies are unending, darkspore coming in waves against Crogenitors and Living Heroes, and squads being expanded to 6 heroes for Darkspore.

(400cp, Crogenitor only) Lead From the Back

You may not directly participate in any battles, unless your enemies directly attack you and you have no remaining living heroes to protect you.

(400cp, Living Hero only) One-Hero Army

You may not form a squad with other Living Heroes. Strangely, the crogenitor you work for will still frequently send you into battle.

(400cp, Darkspore only) Pariah

You are a pariah among the darkspore, and they will attack you as well as the crogenitors and living heroes. Companions and minions created by the Swarming Tactics perk are immune to this.

(600cp) Not Enough Power

For the duration of this jump, you do not have access to your out of jump powers or items.

(600cp) Xylan's Interest

Xylan has been made aware of your extra-dimensional nature, and has taken personal interest in it. Expect him to rally the darkspore behind him in an attempt to capture you, even if you yourself are a darkspore.

Power Maker

Power are made of components: shapes, effects, and modifiers.

A single power has at least one shape, at least one effect, and any number of modifiers.

You have 5 powers: 1 basic attack, 3 active powers, and 1 passive ability.

Any power with a non-instantaneous duration lasts for a few minutes before fading.

Powers have a cooldown time of 10 seconds, and take about a twentieth of your energy per component in them.

Components of your genesis are discounted.

Shapes

Shapes cost 200pp unless otherwise stated.

General	**Beam (100pp):** A line going straight out from you	**Blast (100pp):** A sphere not centered around you	**Burst (100pp):** A sphere centered around you	**Target (0pp):** A single target	**Self (+100pp):** Yourself, +100pp only if taken as sole shape
Bio	**Rush:** A line going straight out from you that you traverse		**Summon:** A mobile creature you create		**Totem:** An object you create that is immobile or clings to you
Cyber	**Mine:** A Blast that is delayed until some activation		**Summon:** A mobile creature you create		**Totem:** An object you create that is immobile or clings to you
Necro	**Rush:** A line going straight out from you that you traverse		**Totem:** An object you create that is immobile or clings to you		**Wave:** A cone in front of you
Plasma	**Mine:** A Blast that is delayed until some activation		**Summon:** A mobile creature you create		**Wave:** A cone in front of you
Quantum	**Mine:** A Blast that is delayed until some activation		**Rush:** A line going straight out from you that you traverse		**Wave:** A cone in front of you

Effects

Effects cost 200pp unless otherwise stated.

General	**Damage (100pp):** You hurt the targets	**Gain Resource:** Gain a resource (charge, souls, etc.)	**Increase Stat (100pp):** Increase a stat (damage, resistance, speed, etc.)	**Taunt:** Enemies are more likely to attack targets
Bio	**Enrage:** Targets do more damage and act more aggressively	**Entangle:** Targets are slowed	**Healing:** Targets regain health	**Life Drain:** You drain health from the targets
	Poison: Damage targets over time, ignoring armor	**Restore:** Remove status conditions	**Resurrect (400pp):** Revive recently slain targets at 1/4 health	**Thorns:** Damage whoever hits targets
Cyber	**Arcing:** Affect up to 3 additional targets with diminishing returns	**Destroy Projectiles:** Counters any physical projectiles aimed at targets	**Half Regen (400pp):** Halves regeneration	**Healing:** Targets regain health
	Homing: Power has limited homing capability	**Invisibility:** Eyes and cameras cannot see targets	**Transfer:** Positive status effects in area go to allies; negative to enemies	**Vulnerability:** Targets take 50% mroe damage
Necro	**Curse:** Decrease a stat (damage, resistance, speed, etc.)	**Energy Drain:** You drain energy from the targets	**Life Drain:** You drain health from the targets	**Intangibility (400pp):** Melee attacks have 25% chance to miss; ranged attacks have 100% chance to miss
	Invisibility: Eyes and cameras cannot see targets	**Knockback:** Make the targets run or get flung away from you	**Reduce Healing:** Healing other than regeneration is halved	**Transfer:** Positive status effects in area go to allies; negative to enemies
Plasma	**Arcing:** Affect up to 3 additional targets with diminishing returns	**Auto-Attack:** Enemies who gets near creature or area targeted continually take damage	**Enrage:** Targets do more damage and act more aggressively	**Homing:** Power has limited homing capability
	Reduce Healing: Healing other than regeneration is halved	**No Recharge (400pp):** This power has no cooldown period	**Teleport:** Targets teleport up to 10 meters	**Thorns:** Damage whoever hits targets
Quantum	**Curse:** Decrease a stat (damage, resistance, speed, etc.)	**Entangle:** Targets are slowed	**Knockback:** Make the targets run or get flung away from you	**Pull:** You pull the targets up to 10 meters towards you
	Restore: Remove status conditions	**Teleport:** Targets teleport up to 10 meters	**Time Loop (400pp):** Effects that happened to the targets within the last 10 seconds are repeated	**Vulnerability:** Targets take 50% mroe damage

Modifiers

Modifiers can only be bought once per power, unless stated otherwise.

General	**Half Recharge (100pp):** This power has half the normal cooldown period	**Half Duration (+100pp):** Must be applied to a power with a non-instantaneous duration; halves the duration
	Over Time (100pp): This power deals up to twice its original damage over time (10 seconds for double damage)	**On-Kill (+100pp):** One of this power's effects only triggers when you kill an enemy with it You may buy this modifier once per effect.
	Resource (100pp): This power does 1% more damage or modifies a stat by 1% more for each 1% of a resource you spend on it	**Random (+100pp):** One of this power's effects has significant unpredictability in it You may buy this modifier once per effect.
	Multi-Target (200pp): The power can have another target per purchase of this modifier You may buy this modifier multiple times per power.	**Static (+200pp):** You must be standing still to use this power

Example Living Heroes

Blitz, the Storm Striker

Basic Attack (Voltic Slash)

>Shape – Target

>Effect – Damage

>Cost – 100pp

Active Power 1 (Ride the Lightning)

>Shape – Rush

>Effects – Damage, No Recharge, Teleport

>Modifiers – On Kill (No Recharge)

>Cost – 500pp

Active Power 2 (Electron Sphere)

>Shape – Beam, Blast

>Effect – Damage

>Cost – 300pp

Active Power 3 (Plasma Wreath)

>Shape – Self

>Effects – Auto-Attack, Increase Stat (Resistance)

>Cost – 100pp

Passive Ability (Deadly Precision)

>Shape – Self

>Effect – Increase Stat (Critical Strike Damage)

>Cost – 0pp

Total Cost: 1000pp

Wraith, the Spectre of Vengeance

Basic Attack (Suppressive Blow)

>Shape – Wave

>Effects – Curse, Damage

>Cost – 300pp

Active Power 1 (Death's Embrace)

>Shape - Burst

>Effects – Damage, Knockback

>Cost – 300pp

Active Power 2 (Lifeforce Siphon)

>Shape – Target, Self

>Effects – Increase Stat (Resistance), Life Drain

>Modifiers – Static

>Cost - 0pp

Active Power 3 (Ghost Form)

>Shape – Target

>Effect - Intangibility

>Cost – 200pp

Passive Ability (Desecrated Visage)

>Shape – Burst

>Effect - Curse

>Cost - 200pp

Total Cost: 1000pp