

Carrion Jumpchain _{v1}



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A creature of unknown origin is stalking and eating humans all over a top-secret lab owned by a science company called Relith Science, deep underground just outside the city of Seattle. This creature of unimaginable horror has just escaped containment within the research facility and wishes to escape captivity. The creature is forced to kill and devour its way across the facility, demolishing the science staff and security along the way in a desperate attempt to escape being held captive and tested on in the name of science. While escaping, the creature begins to restore itself to its former glory as it finds the genetic code removed by the scientists for further study. This furthered its goal of escape as it remembered the horrors done to it by the scientists. And its first almost successful escape attempt.

And this, Jumper, for better or worse, is where you come in... Here's +1000 CP to spend.

Origins:

Civilian:

The standard option in any jump—you guessed right, this is effectively the drop-in option available in every jump. You have no history in this world to speak of. This gives you an

advantage over every other being in this world as an outsider with no preconceived grudges that will haunt you in the future, and you do not have any debt to pay off. The only thing you have to worry about is the monster finding you, consuming you, or infecting you.

Scientist:

I don't envy you, jumper; you are one of the scientists that worked on The Carrion, and it has a grudge against you. Who wouldn't have if you had been trapped against your will and forcibly had tests run on you? You have studied science almost all your life and finally got hired to be a part of the Relith Science Corporation. You didn't sign up for any of this; you just happened to be in the wrong place at the wrong time. Hopefully, you survive. On the plus side, you gained a wealth of knowledge regarding biology that few others could even dream of.

Special Forces:

You chose the wrong path, jumper; you are the front-line defense of this facility. Armed with a flamethrower and electromagnetic shields, the carrion will make short work of you the second that it breaks through the shield. You had been scouted directly from the army after finishing your time in the military. You are the best of the best; however, when up against the unknown, that means little. You have a wealth of experience fighting humans and harsh military training without any of the downsides of the crippling mental trauma of war.

The Carrion (400 CP):

You have taken the form of the monster, an amorphous biological mass of unknown origin. You have no permanent size or shape and are able to manipulate your form to your own desire; however, the form that is most comfortable for you to take is a pulsating, blood-red biological mass resembling raw meat. Regardless of the size you decide to manipulate yourself into, your form is composed of various eyeballs of varying colors, mouths lined with various teeth of different sizes and shapes, and an uncountable number of tentacles. Like almost everything in your body, the tentacles can stretch and shrink as you manipulate your own biology. The tentacles are also your main means of transportation in this form, as well as grabbing humans for sustenance. Able to manipulate things with a dexterity that would be unassuming for a giant mass of biology. The main method that you use to reshape yourself requires biomass, and for this purpose, you are able to consume humans in order to gain the biomass necessary as well as absorb the genetic code of every being you devour.

Locations:

You may choose which location you want for 100 CP, or you can roll a 1D8.

BSL-4 Research Ward (1):

The BSL-4 Research Ward is the area in which the facility has kept the Relith Science Corporation scientists who have started to study. This also contains the first gene sample that they took from the creature to study. Most humans within this area are scientists and will put up no fight. Hidden within the facility are other creatures similar to the monster sealed within the testing tube.

Military Junkyard (2):

The military junkyard is a hazardous landfill that the military used before the area came under the ownership of the Relith Science Corporation. This area has regular humans as well as a few soldiers with low-level weaponry that will do almost no damage to the creature currently escaping. Hidden in this area are two Biomass samples.

Uranium Mines (3):

This place was once used by the military before they left. Now it is the uranium mine for the Relith Science Corporation. This place has a higher-level of soldiers that could have flamethrowers as it is an area of importance. This area contains two more Biomass samples of the creature.

Botanical Gardens (4):

The Botanical Gardens are an area of the facility that has been overrun by local wildlife. This area has even more soldiers as well as sentry drones. This area also has two more biomass samples of the creature.

Leviathan Reef Base (5):

The Leviathan Reef Base is the underwater section of the facility to monitor abnormal sea life. This area has mechs, Sentry drones, and soldiers who wield flamethrowers. This area also has two more biomass samples of the creature.

Relith Science HQ (6):

Relith Science HQ is the Seattle headquarters branch of Relith Science, where they conduct experiments and hold data for experiments with other creatures similar to the creature currently escaping the facility. This area is heavily saturated with all types of enemies or allies, including scientists, drones, mechs, and turrets that can easily kill anything that goes their way. This area also has two more Biomass samples of the creature.

Nuclear Power Plant (7):

The nuclear power plant is the heart of the facility, giving power to all levels of the facility. This area is heavily saturated with all types of enemies or allies, including scientists, soldiers, drones, mechs, and turrets that can easily kill anything that goes their way. This area also has two more Biomass samples of the creature.

Armored Warfare Facility (8):

The Armored Warfare Facility is the training ground of the soldiers that guard the facility and has the highest number of people, including scientists, sentry and scout drones, mechs, and turrets that can easily kill anything that goes their way. This area also has two more Biomass samples of the creature.

Perks:

General:

“Fear? I fear no man.” (100 CP):

When normal people should feel fear, you don't. You have a sense of professional detachment that few others could emulate. With this perk, you don't need to worry about freezing when a monstrous abomination from the depths of Lovecraft's imagination is right in front of you about to eat you, you could face it down and feel not an ounce of fear running through you as you prepare to fight a monster that no one has ever survived. Whether or not you could win is another story.

Wet Sounds In The Dark (100 CP):

Every game is dependent on a few things. story, graphics, gameplay, and music, to name a few, all impact how well a game is received. Music is one of the few things on the list that can completely change your experience with this; you have the soundtrack of Carrion. This chilling soundtrack can be played to scare your enemies as you move in for the kill. While you are not at the level of sheer panic-inspiring fear from your mere presence as some horror monsters, with this perk as you hunt them down, it brings fear and panic that induces those who you are hunting to be slightly more prone to being clumsy.

Alien Neural Architecture (200 CP):

You are an expert at puzzles, both in creating and solving them. The longer you spend on a riddle or puzzle, the easier it gets as you find the solutions faster. Things align perfectly, and you find the ideas you have lining up perfectly with the riddle or puzzle you are solving or creating. This power scales up with science fiction temples of doom or create an unwinnable scenario, such as the *Kobayashi Maru*.

Mind of Metroid (400 CP):

Many people would be envious if they knew you had this, as you have the ability to see a map of the area you are in whenever you close your eyes, allowing you to never get lost again. This map changes whenever you enter a new location, and you can keep maps of locations that you have visited before.

Tyrant of Evolution (600 CP) (Capstone Booster):

Were you a test subject jumper? Did you get exposed to some mysterious virus of unknown origin? Somehow your body has started evolving at a rapid pace, allowing you to gain abilities and defenses based on attacks thrown at you, gaining resistance to them as your body evolves to adapt to the danger. With time, your body does not need to experience danger in order to undergo evolution, as it is slowly evolving on its own. This makes you immune to all your current Biological weaknesses.

Civilian:

In the Background (100 CP):

Who are you again? You have zero presence, and so long as you don't do anything to attract the attention of others, they will not notice that you are in the room with them as you fade into the background.

Got Some Weird Readings... (200 CP):

You have an uncanny ability to tell when something isn't right. When faced with someone who has disguised themselves as another person, something about them isn't right in your eyes, allowing you to effortlessly detect that the person isn't who they say they are.

Mayday! Mayday! (200 CP):

You can tell when you need to leave when something straight out of a horror movie starts happening. You can get out of dodge, and unlike what happens in horror movies, the horror does not follow you back. So long as you don't go back, you are guaranteed to survive as you run away from the situation that so many others stupidly charge into and die meaningless deaths.

The Prometheus School of Running Away From Things (400 CP):

When you run, there is no tripping or falling, so long as you run away from your problems, nothing can catch you as you gain a substantial boost to outrun the person chasing you and eventually outrun them.

"I saw you *die!*" (600 CP):

Despite everything, you still died. You outran the evil and realized that you should leave before things got ugly, and hiding did not help you. This is truly a dark time. I guess this is a chain fa-what? How did you get this? Once every jump or every ten years, whatever is faster, you can decide not to die. And live, so long as you don't get killed immediately after you are revived, that is.

Scientist:

A Foot In The Door (100 CP):

You have studied your entire life for this; you have earned a phd in any subject of your choosing. This isn't just any phd; it is a phd that you earned at the most prestigious college available, allowing you to have a more advanced understanding in your field of study than most others with a phd in the subject that you have earned the phd in.

Earth's Brightest Minds (200 CP):

Things just come easy to you; everything is like a riddle to you, and all it takes to solve a riddle is enough time and intelligence, and you have the intelligence. When you try to figure things out that frustrate others, you experience moments of brilliance as you find the solution to your problem popping into your head like lightning in a bottle.

The Mother Of Innovation (200 CP):

Technology is always advancing in an ever-evolving manner, going from electricity to harnessing electricity within a few decades. You are brilliant, as your mind makes advancements to already existing technology in a matter of seconds. You could build a machine better than the very person who built it by spending time analyzing the machine in question, as ideas for advancement seem to build off one another, advancing all technology within your reach. However, you still have to take the time to build and plan how to implement the advancements that you have made.

10 Minutes Ahead (400 CP):

The science of this universe has expanded well beyond our own, with working mechs and electromagnetic shielding, along with drones that carry energy weapons. Like the scientists of this universe, you can also build technology more advanced than the world around you, staying consistently one hundred years ahead of most modern science.

A Study In Crimson (600 CP):

Years of experimenting on an alien creature of unknown origins that evolves at a rapid pace has changed how you view biology. Your scientific knowledge of biology is beyond what humans

could ever hope to achieve within the next few hundred years. As you combine and play with biology like a child plays with Legos. The things that you could do with your knowledge could revolutionize the world.

Special Forces:

Killer Instinct (100 CP):

No amount of training can equal true experience, and that is exactly what this perk gives you as you find you have years worth of training in any special forces of your choice and about ten years of experience in the field. This covers a lot of things, from weapons repair to fighting in wars.

We Need A Plan (200 CP):

You are a towering intellect of planning ahead, when others think of someone with a plan they think of you. While you are leading soldiers into battle you can see actively what steps are necessary for victory but you can only see the steps if you know the right methods to do so. This lets you think five steps ahead of your opponent as you trap them or lead them right where you want them as you go in for the kill. All soldiers under your command gain a significant boost in morale and efficiency.

Pacific Ram (200 CP):

When your superior officer tells you to get into a robot, you do not hesitate. Who wouldn't want to control a giant robot? This gives you the experience necessary for piloting around giant mechs and wielding them with greater efficiency than should be possible for the technology that is being implemented within the mech itself. This applies to any vehicle that is bigger than the average toolshed.

One Step Beyond Human (400 CP):

You have undergone surgery that implements Cybernetic Enhancements to elevate you from a normal human into a superhuman, letting you do things that an ordinary human would never be able to do. Your durability is enough that you could take one good hit from an eldritch abomination with the ability to decimate steel blockages apart. With future jumps the tech is upgraded to a suitable level. You can also attach or modify the Cybernetic Enhancements but it would take time so as not to kill yourself in the process.

Kill It With Fire! (600 CP):

There is always going to be an opponent stronger than you who seem unkillable. This perk lets you, as the name says, kill the unkillable. As long as you are able to land what should ordinarily be the killing blow, no amount of regeneration will stop it from entering the cold embrace of death.

The Carrion:

Twisting Tendons Shape Anatomy (100 CP):

You have evolved your biomanipulation, allowing for more precise control over your biomass. Being stronger grants you several new abilities, such as Strengthening your tentacles to be Stronger than the rest of your body with skeletal armoring plates that, when not necessary, can be manipulated back into your body. You can also use this armor plating by turning it into spikes to pierce your enemies or creating longer tentacles that launch at them longer than should be possible with the current biomass you have stored. You can also use the DNA you have gathered to use Echolocate by sending out a roar to sense if humans are nearby and even detect hidden paths.

Invisibility (200 CP):

You have evolved to be able to turn yourself invisible and bend light around yourself, creating a sort of invisibility cloak that hides you from the sight of anything, even advanced machines that can detect beings that are hidden or humans who have been augmented by science to have better vision. However, it costs biomass and energy to use this ability, and moving while using this ability massively drains energy.

Arachnoptysis (200 CP):

You have evolved by absorbing the dna of spiders and can now shoot out a stored jet of cobwebs in any direction. This web dissipates after a little time. This allows you to trap enemies in a web or even grab things that are beyond the reach of even your further expanding tentacles.

Bones Will Harden, Skin Will Slough (400 CP):

You have evolved your Biomanipulation to unprecedented levels, allowing you to control your biomass at a higher level than with basic biomanipulation. Creating spears out of your biomass

that can puncture even the hardest of materials You gain more endurance and durability the more beings that you eat, allowing you to tank damage that you couldn't previously handle. You can also transform yourself into a smaller version of yourself, which should be possible with the biomass you have acquired and allow for passage into areas that would otherwise be unavailable. You can also absorb electricity via your tendrils and gain more resistance to fire, which is the only thing that can harm you more than anything else.

Parasitism (600 CP):

Using a tendril of flesh, you can manipulate the dna of another being by burrowing your tentacles into a nearby biological organism and turning it into a puppet of your will. However, this only works on biological beings; a biological being does not need to be alive for you to control them. You can also use this to teleport by sending your biomass through the Tendril and forcing yourself to reappear in the spot of your puppet, killing them in the process.

Items:

Civilian:

Who Are You? (100 CP):

This ID, while it functions as identification, will allow you to get into any area you want. By flashing it to someone, it changes to someone of importance in the place that you wish to get into, allowing you to get into it with little trouble.

Silent Homestead (200 CP):

This is an empty apartment building. It is decent for an apartment, giving you everything you need to survive and resupplying food, electricity, and water, allowing you to comfortably stay alive in it in the most desperate of times, like food shortages or even an apocalypse.

Don't worry about them (200 CP):

While wearing this article of clothing, you blend even more into the background, with the perk *In the Background*, allowing you to get away with even more while going unnoticed by those who would normally be able to see you.

911, What's Your Emergency? (400 CP):

When you need to call someone in any horror media it always seems like something is blocking your calls. Not with this phone, any calls made on this phone reach the intended target, no matter what may be in place to stop them from reaching their destination. This phone is the latest model and updates with each jump, allowing for more features depending on which jump is more advanced than this one.

How to Survive a Horror Game: A Self-Help Guide (600 CP):

This book has helpful tips on how to escape a situation that you are in and gives hints on how to deal with any situation that you come across; however, the more related it is to horror, the better the tips get. This could let you survive even in the most dire of situations.

Scientist:

Reconnaissance Drone (100 CP):

This drone is a helpful device that has a lot of state-of-the-art sensors that allow you to get footage and useful data in areas that would otherwise be inaccessible to you, such as highly radioactive areas or deep into the ocean. This also comes with a controller to control the drone.

Power Ex Nihilo! (200 CP):

Powering a facility such as the one that the Relith Science Corporation has is no easy feat. With this, you can power a decently large facility without damaging the environment permanently. You have achieved every nuclear scientist's dream and have a nuclear fusion plant that gives exponentially more energy than is required to start it. This is a warehouse attachment and can be used to power any other properties you own.

That's Proprietary Material. (200 CP):

How did you get these? These are plans for the highly advanced technology that the Relith Science Corporation is capable of, such as energy weapons, autonomous drones, dreadnoughts, energy shields, and much more.

The Garden Grows (400 CP):

This tissue sample is something that many would want to get their hands on as it seems to evolve against anything you throw at it; however, do be careful; it seems to have a particular weakness to fire. This allows you to run tests that would ordinarily take decades of animal testing to even get on humans, only to find out that they work the opposite way that you intended. By testing it on this tissue sample, you can advance science by decades, if not centuries.

The Facility (600 CP):

Welcome to the SC—wait, wrong facility. This facility is a massive underground base that allows science to advance much quicker than anywhere else in the world. Within this facility is data on monsters that the Relith Science Corporation has experimented on; however, do be careful when exploring this facility, as you can easily get lost in the maze-like hallways and caverns that are within the facility.

Special Forces:

Huh, smells like pork (100 CP):

Someone in the past looked at the fire and said, "I want *to throw this at someone else, but I am too far away to do so.*" This is what this weapon is built for: get the stuff that you would see in the movies out of your head. This flamethrower is much more advanced than the flamethrowers seen in them, allowing you to spit napalm out of a machine, hitting enemies twice as far as any movie flamethrower and causing twice the amount of damage.

Sentinels (200 CP):

The nerds aren't the only ones with cool toys. This machinery is a drone with energy weapons and shielding that could decimate the average person in a few seconds. While you sit far away as they wonder how they got killed.

Termination Squad (200 CP):

This gives you a room with five robot soldiers who will stop at nothing until the enemies you have selected are dead or they are scrap metal. These soldiers are also equipped with energy shields and energy weapons.

Energy Shield (400 CP):

While you gain the standard Energy Shield just by being a part of the Special Forces this gadget is an early test product that protects you from bodily harm from almost anything. So long as this has energy, you are invincible. This lessens the amount of damage you take when experiencing what would ordinarily induce a trauma-inducing wound, such as bullets, energy rounds, or being picked up and thrown across a room, hitting the wall at speeds that should kill you. This won't make you feel happy, but at least you will still be alive to complain about it.

Dreadnought (600 CP):

This is a walking tank, equipped with assault cannons that shoot rounds faster than anything else until the target you aim it at is vaporized. This Dreadnought can withstand damage beyond what any normal modern vehicle is capable of. With the amount of firepower, this thing has, it would be suicide for anyone to even think of fighting solo. Even when armor plating has been removed and it has experienced heavy damage, it can still operate at around 50% efficiency, allowing you to pilot it and kill someone before they kill you. If it is destroyed after a year, it will appear again, fully repaired, and ready to kill again.

The Carrion:**The Thing (100 CP):**

It's a box containing the movie *The Thing*. After lifting out the movie, you also notice a copy of the game Carrion; the container is covered in a red substance that you can't quite identify.

Cubed Mystery Meat (200 CP):

This is a box of mystery meat that, when consumed, allows you to gain biomass and avoid killing humans to survive and continue with your life. This box contains enough meat to last you for a month while also making you feel full. This box will return every month with more meat. Don't ask where the meat comes from; you may not be happy with the answer.

Containment Unit(200 CP):

This Containment Unit contains a random ability, and by absorbing the dna that is inside, you can gain a random ability that is dependent on the current jump you are in, often giving you just what you need to win a fight later on in the jump or giving you an ability that will be useful in some other capacity. This container will regenerate once per jump.

Fossilized Carrion specimen (400 CP):

How could you have possibly obtained this? This Containment Unit contains the fossilized remains of a carrion specimen. By studying the Fossilized remains of this specimen or eating it, you can gain more insight into how the carrion species has evolved over the decades. This specimen is unique in that, while it is at first a prehistoric version of the carrion species, as you study it more or eat it and wait five years, the specimen will evolve into a more advanced carrion specimen.

Nest of Flesh (600 CP):

This nest of flesh acts as a repository for excess biomass, allowing you to gather more biomass than you can absorb into yourself. When you fill this Nest with a certain amount of flesh, if you are ever killed, you can gain a single revive per jump. This nest also lets you use your biomanipulation much more freely. This also gives you a garden made of flesh. Everything inside this garden is yours to control, just as you control the biological monstrosities of the garden.

Companions:

Import (Free/-100 CP):

For free, you can import six pre-existing Companions; they each get an Origin, 400 CP for Perks and Items, and can take up to 200 CP in Drawbacks. However, for an extra 100 CP, you can import as many companions as you want, each getting 600 CP for Perks and items and up to 400 CP in Drawbacks.

Canon Companion (-100 CP):

So you have made friends with someone within the jump and can't part with them?

For 100 CP, you can take as many people as you want with you, so long as you can get them to agree to come with you. For an extra 100 CP, you can make it so that you can take them along automatically.

Scenarios:

Escape The Facility!

You have found yourself in the position of either one of the various members of the facility that needs to escape the incoming carnage that the monster will bring about in its attempt to escape from the facility, perhaps even killing it, or you take the place of the monster and must escape a facility hell-bent on destroying you and not letting you escape. Whether you go about doing this by killing all members of the facility or escaping without killing a single person is up to you. However, if you fail in this task, then you fail the jump, but not before experiencing the horrors of being experimented on or eaten by the monster, depending on your origin.

Rewards:

Escape of the Fearful:

You have escaped the facility and in the process of escaping killed the fewest people possible. You did not decide to go the route of the pacifist, nor did you go the route of the monster; you are neutral and escaped purely to stop being tortured by those who had captured you. You gain the ability to no longer be trapped in any sort of containment, as even the attempt to do so fails against you. You also gain the ability to find faults in things and break them.

Escaping without killing anyone:

You have done the impossible and have escaped the facility without harming a single person within the walls of the facility. This is a momentous occasion as you subvert the expectations that every horror-themed medium has built up by not taking revenge or killing a single person. You gain the ability to, no matter how horrifying your appearance, live out a daily life without any form of harm coming to you, as people know that you mean no harm. You also gain the ability to no longer be trapped in any sort of containment, as even the attempt to do so fails against you.

Escaping while killing every person in the facility:

You ripped through every person within the facility, sparing no one; you truly are a monster.

Everyone should fear you as you mercilessly slaughter even the innocent if they get in your way, embodying what it means to be a monster within the horror genre. You gain a terrifying presence that can make even those with the most powerful willpower paralyzed in fear. You also gain the ability to consume an infinite amount of biomass, with no limit to the amount of flesh that you can absorb and use to evolve and regenerate. You also gain the ability to no longer be trapped in any sort of containment, as even the attempt to do so fails against you.

Kill The Monster (incompatible with Carrion Origin unless taken with The monster knows about you):

You are the thing the monsters in the dark fear; you are the only thing that scares them like they scare normal people. You have done the impossible and killed the monster within the genre of horror, killing the monster that killed so many before you. You gain immunity to biological absorption, and no amount of trying can get you to be absorbed into some biological monster. You also gain a strength boost that activates when facing anything that can be considered a monster, allowing you to do more damage to it and making your abilities stronger while facing it.

Gauntlet: The Thing Edition:

Normally this jump operates under normal jumpchain rules; however, when you take this scenario, this turns the jump into a gauntlet, restricting your abilities and forcing you into the jump with none of your items.

Reward:

Beating this Jump as a Gauntlet gives you access to the Carrion form as your base form has fused with the Carrion, and all perks gained from this jump are part of your body mod.

Drawbacks:

Extended Stay [100] – you may remain here for an additional 10 years. For every additional 10 years you stay, you will get 100 CP. You may only pick this drawback a total of six times.

Bloody Mess [100] – Things are about to get messy, which increases the amount of gore to levels only seen in gore films that seem to relish in the fictional harm of the characters in the film, similar to *Saw*. People seem to have more blood in them than they should as you kill them, exploding into a fountain of blood. When taking this perk with the origin *carrion*, it instead makes you more susceptible to damage taken; with each strike, you lose additional biomass than you normally would depending on the method, such as a shotgun now being more lethal and flamethrowers killing you faster.

Insatiable Hunger [200] – It started with red meat, as your hunger made you eat meat that was more on the rare side. Then even that wasn't enough to sate your hunger. Your hunger, which you can't seem to get rid of no matter how much normal food you eat, has found that the only thing that seems to make you feel anything when eating is human blood and flesh. You could ignore this craving for a while, but then you will start to smell the flesh of others, and the more your mouth waters as you dig into the flesh of humans, leaving nothing behind, This also drastically increases the amount of food you need to even begin to feel satiated the longer the jump goes on.

Map? Where is the map? [200] –

You have the worst sense of direction, often needing to go back and double back on areas that you have just been in to find out where you are going. Even with a map, it would be difficult for you to successfully find your way around.

Inverted Controls [300] –

What is the meaning of this? Who designed the way that you move? It will take a while for you to figure out how to walk again, as it seems that the signals in your brain don't match up with your body, making it difficult to use any of your abilities or even just walk around.

Depowering [300] –

Good news and bad news: Bad news: you have lost every single one of your abilities outside of this jump. Good news! You can regain your abilities; however, you will have to find Containment Units all around the facility to regain your abilities and you will have to do it quickly if you pick any origin besides *Carrion*, as the monster can also consume your abilities and gain them instead of you.

The facility knows about you [600] –

The facility has found out about your unique talents and has decided that they would also like to lock you up and run tests on you to find out how your abilities work, seeing if they can mimic them and give them to other humans.

The monster knows about you [600] –

The monster knows about you and sees you as an obstacle to its freedom; it will do anything in its power to kill you and absorb your abilities to help it escape. If you have picked the Carrion origin, then instead of the Carrion wishing to kill you, it is an unknown creature at a similar level that Relith Science has kept to study and analyze that has escaped and will hunt you down as an obstacle to its freedom.

Notes:

Relith Science:

Relith Science is an SCP Foundation lite organization that sequesters anomalies around the world. So be prepared to find all sorts of horrid monsters around the globe that the scientists at Relith Science have yet to capture and study. If you end up hunted by them, then know that the HQ in Seattle is only one of the many bases they have all over the world, as seen with the Christmas DLC for Carrion.

One Step Beyond Human:

Not much is shown about the type of cybernetics seen within the game, so fanwank responsibly as to how good or bad the cybernetics given by the perk can be.

Capstone Boosted:

"I saw you die!"

Instead of having a single one-up, you can collect them. The more jumps that you don't need a one-up for, the more times that you can save a one-up for a later jump. You are able to save a maximum of ten one-ups at a time.

A Study In Crimson:

When you reach the top of any field, there is little room for improvement; however, you are able to break past this and create Biotechnology and things in the field of biology that will leave others scratching their heads trying to figure out what you did, as you are no longer limited by the normal constraints of biology when you make something.

Kill It With Fire!:

As you try to kill something, you notice that the resistance it has against your attacks starts to fail, as those that adapt to the attacks you make are damaged like everyone else. As even wounds that aren't fatal start to become fatal to those that are unkillable.

Parasitism:

When you use parasitism, you can absorb the person you are controlling, gaining the abilities that they once had and being able to control more than one person at a time. You also find that the limit of this power only working on those that are biological no longer applies to you, as you can now absorb those that are purely mechanical in nature.