Generic Zombies Jump
v1.5 (The PriorPossible update)
by Sin-God & PriorPossible834

Zombies! Zombies are the stuff of nightmares, the walking, unthinking dead, that are sometimes the subject of literature, and variously powerful enemies of the living. In some cases zombies are essentially introductory enemies, while in other cases even one zombie represents a potentially civilization-ending threat. In many jumps you get to fight zombies. In this jump you get to *be* a zombie! For the next decade you'll be a zombie yourself. What sort of zombie you'll be is determined by your origin.

Take **1000 Zombie Points** to fund your adventures.

World Selection

There are three possible worlds to select from to spend this jump in. Select which one you'd like to spend the following decade in freely.

1. **Generic Fantasy World**

This boilerplate fantasy world is filled with all of the fun trappings of such settings. Adventurers, necromancers, demihumans, powerful churches, and mighty gods. And in this place zombies are as common as you'd anticipate them being, with their being undead-causing diseases, demonic possession, and necromancy creating an assortment of zombies to encounter.

2. **Generic Pre-Apocalyptic World**

In this world the apocalypse hasn't begun yet but there is some sort of precedent, even if just in secret that either hints at past existences of zombies or that clearly establishes that zombies exist in some capacity (potentially in very limited, controlled numbers). In mere days, barring intervention on your part, a zombie outbreak of some sort will occur. You can determine if this is a fantasy world or a modern one, as both are fertile ground for zombie apocalypses.

3. **Generic Post-Apocalyptic World**

Ah, a world where zombies won the day and life lost. In this world, which could be a post-apocalyptic world of your choice in terms of its pre-apocalypse genre, civilization has fallen and only the hardiest of people have reestablished even meek tribes. Zombies, and potentially other horrors, roam the lands and seek out humans to twist into more of their fallen family.

Age and Gender

You can determine your age and gender freely for the purposes of this jump. You are a zombie, and your origins make it so that your age and gender do not matter.

Origins

Your base form is that of a zombie for the duration of this jump. In future jumps this zombie form is an alt-form you don at will.

Virus Based

In the last days before the end we were warned. "All it takes is a single bite." Said some scientist. And in some ways that warning was every bit as messed up as the actual zombies. I've seen people fight, and kill, over scratches and bug bites now. Fear is as much the enemy as the actual zombies are.

You are one of the more traditional types of zombies; someone suffering from a sickness. Perhaps some fungus was changed somehow, or maybe a strain of an infectious disease mutated in some impossible way. No matter the specifics, you are *Sick* now. And this foul sickness has transformed you into something untiring, uncompromising, and endlessly hungry. Humans say you're mindless. Prove them wrong.

Demonic Possession
It was a day like any other when Hell Descended Upon Us… The Forces of the Infernal Rapture gave no quarter, and the souls of the sinful and decadent were ripped screaming from their mortal husks leaving a full 50% of the mortal population as soulless husks… this would prove to only be the start of the Horrors.

You are a Demon, a Legionnaire of Hell incarnated into a now Soulless Mortal Vessel, tasked with purging the waste of humanity and ushering in a new glorious age of Hell on Earth. You feel no pain and your life will endure as long as your heart remains intact in your chest, more horrifying though is your power over the Soul. When you kill a human their Soul will be claimed dragged screaming into your grip while their body falls under the control of one of your innumerable kin.

Necromantic Construct
It lives… It LIVES! The magic tome, it really worked! Oh, what a happy day. You'll be the first soldier in my army. The first citizen of my necropolis.

Another example of a more traditional type of zombie, you are a shambling corpse powered by magic. Magical zombies, as in those with magical power not just ones powered by magic, including those with the power to animate and even control other zombies aren't unknown, but are decently rare. These kinds of zombies are the most likely to be fodder and to serve as introductory enemies in video games, but these kinds of zombies can still be quite menacing, especially when they aren't low level goons. And dear jumper there is nothing goonish about you.

Perks

Origins get their 100ZP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Zombie Moves [Free & Mandatory]

You are a zombie. The super specific details of your zombie form are determined by your origin and other perks but all zombies receive this as a freebie.

All zombie jumpers are, for all intents and purposes, biologically immortal. You have stopped rotting and will no longer do so unless you'd like to, and in that case your rotting form will only affect your aesthetics, not the functionality of your form. You also lack bodily needs, such as the need to breathe or eat, but feeding on the flesh of the living and/or the recently deceased does allow you to recover faster, as well as strengthens you for a time. In addition to that other zombies recognize you as one of their own and do not have an urge to attack you, though zombies can be commanded to do so if they are being supernaturally controlled and intelligent zombies could choose to attack you of their own volition. Still, mindless zombies will not attack you unless you attack first, and you have a natural affinity for zombies of the same type as you. This means that a *Virus Based* zombie jumper who leaves this jump and goes to *The Walking Dead* does not need to fear *Walkers*.

All zombie jumpers are immune to pain, at least while in their zombie form, and naturally recover from injuries over time. This does not mean injuries heal in a way that returns you to your pre-injury appearance. A sufficiently ancient zombie jumper could have a mangled, terrifying appearance without having any loss of control over their body and they could be deceptively strong even while seemingly lacking muscle.

Virus Based

Pandemic [100 ZP | Free for Virus Based]
The most terrifying facet of a virus-based zombie threat is how even small injuries can compound the threat such a virus poses to life. You are capable of spreading the affliction that is responsible for animating your corpse with a bite or even a scratch, which means that survivors who encounter you won't be survivors for long if you get your hands on them. Those who endure your violent attention and walk away will get sick and perish within hours of the encounter, barring explicitly supernatural methods of recovery, and shortly after perishing they'll abruptly reanimate and turn on their friends, family, and loved ones. These newly created zombies are not connected to you or loyal to you, at least not with this alone.

Incurable [100 ZP | Free for Virus Based]
While you are technically suffering from a Virus it would be rather inconvenient if you could be cured, wouldn't it? Now you'll find that any conditions you suffer from cannot be cured or suppressed in any way without your will.

Contagious [200 ZP | Discounted for Virus Based]
Oh this is downright unfair. You no longer need to bite your victims to infect them. You passively shed biomaterial that can linger in a place long after you leave and that can infect others and kill them just as surely as a bite of yours would, days, weeks, or if you're in a single place long enough, even months or years after you've left. You, perhaps thankfully, have control over this and can activate or deactivate your shed biomatter at will. With this someone can just cross where you walked hours ago and unknowingly become the heart of a viral menace that will destroy their community in the hours to come.

One Of The Dead Already [200 ZP | Discounted for Virus Based]
Undead of your flavor typically aren't much of a threat to organized and intelligent survivors… their real power is their endless endurance, there will always be more zombies than there are humans and eventually all but the most willful humans will succumb to despair and fail to take crucial precautions allowing you to claim them in the end.

Grey Matter [400 ZP | Discounted for Virus Based]
Virus based zombies are perhaps the ones most directly associated with the favorite pastime of zombies everywhere: eating brains. Now you can eat the brains of your foes to learn what they learn and to graft their skills and knowledge onto your brain, though if you lack the appropriate body type for what they could do this won't be enough to be able to do what your prey could do. This powerful trick can be used to coordinate powerful attacks on the living with horrifying skill and finesse. This may not be enough for you to be able to do cartwheels after feasting on the brains of a gymnast, but that gymnast's family will be horrified when you use her knowledge of her home to eat her little brother or to feast on her mother.

Child Of Science [400 ZP | Discounted for Virus Based]
The Virus that granted you this cursed body was born of human science, and it can be improved further with that science as well. You and the Zombies you create are incredibly susceptible to positive genetic manipulation of all kinds letting scientists enhance you with ease. In addition you'll find that your virus is compatible with all forms of super serums and enhancements reaching easy and mutually beneficial hybridizations with no ill effects.

Survival of the Fittest [600 ZP | Discounted for Virus Based]
As far as downright nasty perks go this one is a doozy. With this perk the more people you infect the smarter your version of the virus, and thus the one that your victims get infected with, becomes. This means that if you only infect a few people the zombies you create will remain relatively dim, but as you infect more and more people the newer zombies become smarter and smarter over time. Smart zombies can bite less intelligent ones to give them more intelligence, and they themselves become a little bit smarter with every zombie they infect. This also gives all zombies affected by the same virus incredible teamwork skills. Beyond that, every zombie you create ever so slightly buffs your own intelligence and every zombie they create buffs your intelligence by an even smaller amount (and so on). Zombies created by you, or otherwise buffed by your zombies, gain loyalty to you proportional to their intelligence, meaning that smarter zombies are more loyal to you than ones less buffed by this, but all zombies affected by you are at least loyal enough to not turn on you.

The Perfect Lifeform [600 ZP | Discounted for Virus Based]
Powerful, adaptable, the best suited to survive in any environment. When you are exposed to a phenomenon the virus in your system will gradually allow you to adapt, you will build up a tolerance to any poison, your flesh will become resistant to blades or bullets, and you will grow powerful nails to tear through barricades. These adaptations will be passed on to any zombies you create and they will continue to adapt in turn eventually creating specialized strains perfected for certain environments and adversaries, this world's apex predator.

Demonic Possession

Holder Of Souls [100 ZP | Free for Demonic Possession]
You are not so merciful as to allow those who fall at your hand the mercy of the Grave, instead their spirits are ripped from them at the moment of their deaths and held within you as prisoners. You may speak with them if you so wish, and you may choose to grant them unending pain if you so desire but beyond that the Souls you jail don't currently have much use to you. All those whose Soul you claim in this way will become Demon Possessed Zombies like yourself though they won't necessarily be loyal to you.

Hell's Bargain [100 ZP | Free For Demonic Possession]
You can create binding deals which force both parties to abide by their terms lest they suffer some consequence you may set when the deal is formed. These deals are completely and utterly binding and you are just as vulnerable to the consequence as your counterparty, however you are the only one able to set the terms, the other party is only able to choose whether to accept your deal or not.

Dark Demiurge [200 ZP | Discounted for Demonic Possession]
You have access to a unique Magic System that can be fueled by expending Souls or components of Souls in your possession, this Magic System can theoretically do anything but is intensely limited by cost requiring proportionally more investment the greater the effects you wish to achieve. As a small mercy you'll find that some small vestige of unholy power remains after you burn away a Soul forming an Affinity within you, this Affinity will allow you to create effects of the same type with less cost and greater results, Affinities will only grow as you continue to ply your Dark Magic.

Patron [200 ZP | Discounted For Demonic Possession]
By expending Souls you can grant others some modicum of magical ability, the more Souls you choose to invest the greater the abilities you can grant to your new contractors. You needn't do this out of the goodness of your heart however, as the longer they wield your Arcane Power the more valuable their Soul will become, eventually returning to you upon their death and most likely earning you a substantial return on your initial investment.

Ascendence Of Form [400 ZP | Discounted for Demonic Possession]
By expending Souls or Pieces of Souls in your possession you may augment and mutate your physical form, improving various attributes and granting yourself new ones like natural weapons or eyes capable of perceiving Magic. Though these Mutations may be magical in nature they are also considered biological abilities and thereby hereditary should you choose to reproduce the old fashioned way while within a mortal vessel so changed.

Corruption Of The Body [400 ZP | Discounted For Demonic Possession]
When a Mortal willingly pledges their soul at your feet you can choose to mutate them, granting them any aspects of your own form you wish- the more mutations you grant the more loyal they'll become. However at the same time their morals will degrade and they'll become ever more vile and depraved. Anyone they slay will have their souls sent to you, and when they eventually perish their soul will come to you as well.

Root Of Evil [600 ZP | Discounted for Demonic Possession]
You are a Demon of Unfathomable Evil, on par with the Architects of the Infernal Rapture itself, in practice this allows you to replicate that tragedy once every 10 years stealing the Souls of all sufficiently sinful humans and replacing them with Demonic Spawn who are undyingly loyal to you as their Master. These Souls will be stored within you and can be spent in various ways if you have the appropriate Perks.

Hell On Earth [600 ZP | Discounted for Demonic Possession]
Through sacrificing an absurd amount of collected souls you can twist your environment into a hellish place of torment and pain. The more souls spent the larger the area you'll be able to reshape and the more control you'll have over the region created. With enough Souls you'll be able to create landmarks that defy all laws of conventional science and bind them so deeply to your will that you can change the very composition of their atmosphere with a thought. Eventually Hell shall cover all things, and the Demons shall rule.

Necromantic Construct

Necromantic Generosity [100 ZP | Free for Necromantic Construct]
Magic suffuses you, powering your body and animating it. It is a marvelous thing, a cold energy that is visible in your eyes, in your blood, and in your body itself. This powerful energy seeps out of you and nails your foes when you strike them, making each blow a little bit more effective at ending the lives of the living. The necromantic energy inside of you even feeds on some of your foes' magic, growing more powerful at the cost of the strength of your enemies. This also reanimates your victims as necromantic constructs filled with vestiges of the same power as you.

Rebellious Creature [100 ZP | Free for Necromanctic Construct]
A Mage will not typically desire for their prized creation to go on a rampage against their will, much less actively rebel against them. So in order to prevent such, they usually place a variety of charms and hexes over such undead to prevent them from acting against their masters. But you are a jumper, and you do not accept this inglorious destiny. You are now immune to all forms of mind control or arcane binding that could be used to force you to behave in a manner you do not choose of your own free will, if you are to serve it will be only at your own behest.

Chill In The Air [200 ZP | Discounted for Necromantic Construct]
Your body constantly leaks a degree of Necromantic Energy, this energy lingers in any areas you dwell in for extended periods of time making Necromancy easier to learn and stronger when used (even in worlds where Necromancy and other forms of magic should be impossible) other undead raised through the Necromancy this Perk propagates also leak Necromantic Energy.

[200 ZP | Discounted for Necromantic Construct]

Varied Necromancer [400 ZP | Discounted for Necromantic Construct]
Your necromantic skills are useful for more than creating new zombies. The more you learn, and the better you get at raising the dead the more you learn to do with your necromancy. If you've only raised one zombie the buff this gives will be virtually nonexistent, but as you create more and more zombies you learn how to use necromancy a thousand and one different ways, from raising the dead to ask them questions to turning zombie into necromantic grenades you lob at enemies to blow them to smithereens.

[400 ZP | Discounted for Necromantic Construct]

Twice Born King [600 ZP | Discounted for Necromantic Construct]
You're no mere construct… but the very embodiment of Necromancy itself. Now not only is your rate of Necromantic Energy increased *dramatically* you also gain the ability to actively invest magical energy into speeding up the process allowing vast swathes of land to become corrupted quickly. This benefits you greatly as you are a True Master of Necromancy who's Magical Powers grow significantly as the corruption spreads.

[600 ZP | Discounted for Necromantic Construct]

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 ZP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Virus Based

Viral Weaponry [100 ZP | Free for Virus Based]
This small collection of firearms has a rather unpleasant trick to it. The bullets it fires don't deal as much damage as normal bullets do, but they are loaded with a fast-acting variant of the virus that is now infecting you. This means that the bullets here won't be as effective at penetrating obstacles or armor but any time you successfully shoot someone you guarantee that they will become a zombie in minutes, or even seconds if you shoot them in an appropriately vital spot.

Cybernetic Workstation [200 ZP | Discounted for Virus Based]
You know what's worse than zombies? Zombie cyborgs. This item, thankfully, does not start off super advanced, but from the moment you get it can produce simple, but effective, cybernetic enhancements that can make even simple zombies frightening in close quarters combat, turning the normally slow, somewhat weak zombies that many are familiar with into terrors that can decimate walls with violent tackles, and even be commanded by a greater zombie, like you. This can also be used, perhaps less insidiously, to give living people advanced prosthetic limbs and powerful enhancements. This item comes with a manual that can teach anyone you permit how to use it, and as you adventure across a range of settings the number of cybernetics you can make improves. Who knows, someday you may be able to create truly silly things with this handy item that help you spread the zombie plague in new and creative ways.

Jumper Inc [400 ZP | Discounted for Virus Based]
Who says crime doesn't pay? It sure seems to have paid for this gaggle of biologists, researchers, chemists, business people, and assorted other necessary employees of a large pharmaceutical company. This corporation, which you now own, is a prodigious and infamous business that played a direct hand in the apocalypse (or that could be *about* to happen). The R&D team here is filled with scientists who worked directly on the very virus that now ravages at least some people in this world. This corporation now works for you and has a range of employees, both living and undead, as well as vast resources it can put at your disposal. It could very easily help you spread the apocalyptic virus coursing through your veins, and its employees are loyal to you, showing a curious level of open-mindedness since you are, in fact, a zombie. In future jumps this business

can be inserted into settings as a thematically appropriate equivalent of a potent megacorp, and will retain resources from past jumps as well as information on zombies of all sorts and gain new ways to ensure that zombies continue to exist and thrive. Or begin to exist and start to thrive, if future jumps are lacking the undead. In this place all of your business skills and biologically based abilities are enhanced. This item also earns you a gigantic profit in non-apocalyptic jumps.

Demonic Possession

Blasphemed Site [100 ZP | Free for Demonic Possession]
A Place of Profound Unholiness, this location is like catnip for the Demonically Possessed Undead drawing them to it and encouraging them to form into cohesive Legions or raiding parties for the sake of any shared goals they have. In future Jumps this will have similar effects on other beings of Evil drawing them together and subtly encouraging them to cooperate.

Armaments Of Hell [200 ZP | Discounted for Demonic Possession]
A Sword and Armor forged in the Pits of Hell by its greatest Smiths, these Weapons possess no innate Magical abilities initially but will grow to match your own power perfectly scaling to your strength. If you choose to feed your weapons the Souls you collect on your Dark Crusade they will begin to develop a will of their own along with magical abilities thematic to your powers and personality. Even once your Arms possess personalities of their own they will remain eternally and undyingly loyal to you, valuing your life and goals far above their own.

Totem Of Hell [400 ZP | Discounted for Demonic Possession]
This Totem will gradually allow Hell to infect Earth, causing the area it's placed in to gradually resemble a typical ‘fire and brimstone’ style of Hell more and more, the longer this is allowed to progress the greater the area it can infect. All Demons gain an immense power boost while standing on corrupted land.

Necromantic Construct

Frosty Shield [100 ZP | Free for Necromantic Construct]
An armed zombie? Will the nightmares ever end? This shield is a powerful artifact and it greedily absorbs blows (and will scale to always be more durable than you, though it can still be overpowered by sufficiently powerful blows), converting their energy into necromantic power. At will you can unleash the converted energy and fire powerful projectiles of wasting necrotic energies. This energy is devastating to living beings and can even rot organic non-living material like wood or cause metal to rust, allowing this shield to be a powerful siege weapon.

Dark Tome [200 ZP | Discounted for Necromantic Construct]
This vaguely sentient book of Dark Magic holds many secrets of Necromancy, enough to turn a mundane human to an expert necromancer within the span of a year. The more Necromantic Energy present in an area the more Dark Secrets this tome will contain.

Foul Fortress [400 ZP | Discounted for Necromantic Construct]
This imposing structure is a bastion of dark magic and it is home to an order of necromancers who see you as the ultimate zombie and the key to a new world wherein undead and those studying to become undead have won the day. The necromancers here serve you and see you as the pinnacle of undeath to aspire to. This fortress is filled with the undead, including a few rare members of non-zombie kinds of undead, and is opulently decorated if rather macabre in aesthetic. In this fortress your necromantic powers are enhanced and both the undead and those attuned to necromancy view you as more charismatic.

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend ZP to import companions into this jump, giving them 600 ZP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 ZP per person you do this for, or you can spend 200 ZP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 ZP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 ZP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 ZP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Fear And Loathing [100 ZP]
Humans are now either incredibly hateful towards zombies or intensely afraid of them. Any hope of having peaceful interactions with humans has now evaporated. Thankfully you can still take advantage of the fear or hatred humans have for zombies, but concerningly humans are sharply distrustful of you even if you approach them in various non-zombie forms.

Hunger [100 ZP]

Not every zombie suffers from hunger but you do. You not only feel a strong compulsion to feed, you actually grow weaker and slower when you go long periods without eating.

Instincts [200 ZP]
Powerful instincts related to your chosen origin plague you. For example, demonic zombies are filled with a hard-to-resist compulsion to defile holy places. Necromantic zombies are filled with a mighty urge to feed on magic users. Virus based zombies want to bite non-infected people above all else, eager to propagate the virus.

Memories [400 ZP]
Well this is unfortunate. Now you have a life here, and more importantly can *remember* that life. Which fills you both with the urges to hunt down and convert those you remember and cared about, and also fills with you a nagging sense of guilt that they can exploit in their efforts to get away from you. The longer you go without at least making inroads towards converting someone from your time as a living person the more your urges haunt you, making you lose control in vital moments.

Z Anarchy [400 ZP]
Normally zombies are indifferent to you, or even friendly, due to your zombie nature. This drawback changes that. With this other zombies are hostile to you, or at least treat you like they treat humans, aside from ones you created. Have fun fighting teeming hordes of the angry, hungry undead.

No Alt-Forms [400 ZP]
This perk removes your ability to morph into any of your alternative forms. You are a zombie now, through and through. If you take this and also take *Alignment Flip* you are stuck in your human form rather than using any of your more powerful alt-forms to simply overwhelm the zombie hordes.

Oh the Humanity [600 ZP]
Humans are now startlingly competent. And they are hellbent on fixing the world, either preventing or reversing the apocalypse. These humans have invented or are about to invent (or discover) methods of repelling zombies that actually work, and when they do they will begin to make inroads towards meaningfully combatting the zombie menace. And they will not hesitate to ice any zombies they encounter, even ones that seem, or somehow genuinely are, friendly.

The NecroWar [600 ZP]
Seems like you've got some competition… Now whatever world you visit will have two other Zombies with the other two Origins and all the associated Perks coming along with you, they all wish to spread their strain across the entire planet at the expense of the others and the war between the Zombies will be just as brutal as that between them and the humans.

Alignment Flip [800 ZP]
This rather unusual drawback causes you to become a human in this world. In this particular case if you turn into a zombie you jump-fail, and even in non-apocalyptic settings an apocalypse is about to begin that will cause zombies of all three types to become widespread (and if you take this drawback in a world that has already been

affected by the apocalypse then the apocalypse manages the impressive feat of getting worse as new types of zombies emerge). You receive tampered down versions of the buffs your perks give you, and zombies are immune to any pacifying effects you can normally wield.

Decisions

You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current unlife.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-Hi there! LJGV/Sin-God here. This is my first ever collaboration jump and I'm so excited to share the end result with you. I really like what Prior and I have created and I hope it can find a way to be appropriately spooky in your chains. Prior and I split stuff fairly evenly, using one of my templates, with us sharing the Necromantic Construct origin, Prior doing a phenomenal job on Demonic Possession, and I having contemporary and Resident Evil based fun with the Virus Based origin.
-Changelog notice: In early February of 2026 Prior went through and added perklines to the Demonic Possession origin and the Virus origin. Luciano/Sin-God plans to add a perkline to the Necromantic Construct origin at some point in the near future.