

寄生獣 Parasyte

セイの格率
-the maxim-

A Parasyte: The Maxim (aka Kiseijuu: Sei no Kakuritsu) Jumpchain CYOA

Above the Earth, someone was thinking:

*"If half of mankind disappeared, how many forests would be saved?"
"If 99% of mankind disappeared, would pollution be reduced by 99%?"*

Above Earth, someone was thinking...

...someone was thinking:

"If we protected life..."

Then the parasytes appeared.

Hatched from spore-like eggs that drifted down out of the night sky, parasyte larvae are compelled by the instinct to enter the heads of humans, consume their brain, and replace them, and then prey on normal humans as wolves in sheep's clothing. Nothing like them has ever been encountered before, and not even the parasytes themselves know their origins.

But in the manner of life, nothing is guaranteed, so some parasytes are less than successful, and must come to an understanding with their new hosts – and so too must successful parasytes adapt to human society if they are to avoid being wiped out.

You have +1000cp to prepare yourself.

Timeline Options

You may either select the manga timeline, which begins in 1988 and ends in 1998, or the anime/live action timeline, which begins in 2014 and will end in 2024.

Your jump starts in the morning one day after Shinichi (among others) is infected with a parasyte he names Migi, and when a number of murders around Japan are reported through the press, and ends in ten years.

Starting Location

Roll d8 for your starting location:

1. Yokohama, Kantō, Japan
2. Tokyo, Kantō, Japan
3. East Fukuyama City, Kantō, Japan
4. Sapporo, Hokkaido, Japan
5. Hiroshima, Chūgoku, Japan
6. Omiya, Kantō, Japan
7. Kawasaki, Kantō, Japan
8. Free Pick (Any city on Earth)

You may adjust your gender and the results of your age and location rolls for 50cp.

Backgrounds

Select one.

Drop In – 0cp

You are a plain old human - no parasite has occupied your body. Though you have no new memories, you find yourself in a high school uniform - you seem to be enrolled in a nearby school as a transfer student. You may alternatively have the memories of an average high school student.

If you desire a Parasyte to replace part of your body, you will need to purchase one via the companion options.

Age: 14+1d4



Task Force – 0cp

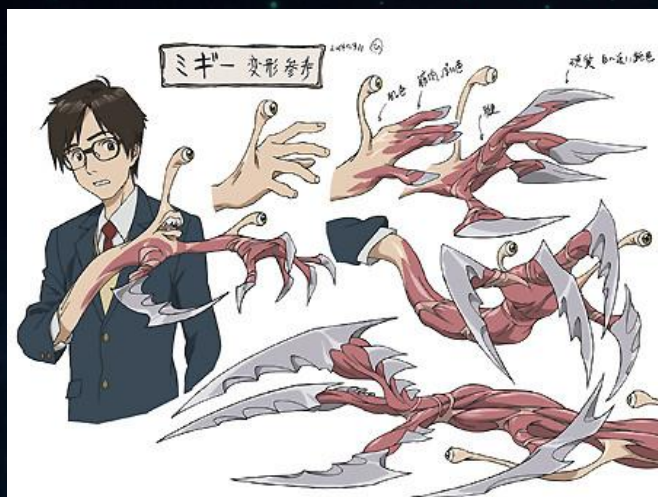
You are a human who is dedicated to protecting humanity, or perhaps just yourself. You may soon be tasked with stopping the brutal "mincemeat murders" - as part of the police, or soon-to-be-formed government task force, or maybe you're a private eye or a vigilante out for revenge against the killings. If you desire a Parasyte to replace part of your body, you will need to purchase one via the companion options.

Age: 20+1d8

Human Host – 300cp

You are a human, but have had a parasite larva attempted to enter and consume your brain. On the plus side, for some reason or another it failed to gain entry, and it was forced to consume and replace one of your limbs instead, or maybe a section of your torso, or even part of your lower face. Over the last day, it has revealed its intelligence to you, and you have come to an uneasy truce with it: it needs you to live, so it must protect you, and in this world of bodily horrors, you too may have to depend on it for your life.

Age: 15+1d8 years, your parasite's age 24+1d8 hours.



Body Parasyte – 200cp

Where other parasites succeeded in burrowing into the ear, eye or nose, you failed somehow, and as your minutes of larval life ran out, you had to make a choice: either consume a body part of the host that was *not* the head – or die. It is obvious which you chose. Your morphic flesh constitutes a limb or another body part that you consumed and replaced, while your host is in control of the rest of their body. You have probably spent the last 24 hours rapidly learning your host's language and anything you can about the world, and only recently revealed your existence to them.

Age: 24+1d8 hours, your host body's age 15+1d8 years.

Cranial Parasyte – 300cp

As a larval parasyte, you succeeded in taking over the brain of your host - you consumed the brain and head, killing them, replacing it with your morphic flesh as you consumed them.

You are essentially a blob of parasyte flesh in the shape of their head (and hair) sitting atop a normal human body. Immediately after, you felt the defining instinct of your existence: devour the human race. You begin with a healthy host body.

Age: 24+1d8 hours, Host Body age 14+2d8.



Parasyte Traits

These traits apply to a parasytes' form. They are not perks.

Sentient Muscle

Parasytes are nearly the ultimate shapeshifters. They can alter their shape, dimensions, form, but not mass with extreme speed, forming organs, tendrils, limbs, even body parts like wings, mouths, teeth, and eyes. They can also form metallic, blade-like claws that can cut through metal, or hardened shields that can deflect gunfire. They can turn themselves into a heavily-reinforced mass of muscle for brute force tasks, or extend into a whip-thin tendril twenty meters long.

Their flesh can perfectly mimic the appearance of almost any material – skin, hair, even jewellery or other accessories.

However, they can only morph the mass of their parasyte component - for Cranial Parasytes, this is their "head" only - they can't shapeshift the bulk of the host body they are attached to. For a Body Parasyte that has replaced someone's (for example) left arm, they can only shapeshift the left arm. This shapeshifting is a potent form of natural armor and regeneration - they harden their form to bulletproof levels (sacrificing mobility) or simply shape away any damage to themselves like smoothing out a ball of wet clay, but the host body they attach to is still vulnerable, and if it dies, so too does the parasyte. Once matured (within 6 hours or so after infecting the host) they seem to have a lot of trouble replenishing mass that is cut away or separated.

Parasyte Mind

Parasytes have an almost computer-like, insectoid speed and efficiency – they don't get hindered by emotions, but also can't understand human emotional responses like sadness, love or altruism.

Likewise, they have an instinct to hunt and kill humans, and then eat them. If you are the parasyte, this logical mind forms part of your background memories or is something that you can let guide you, rather than enforced emotionlessness and cannibalism (unless you take those drawbacks). Body Parasytes do not have the kill & eat instinct.

Parasyte Speed

As a result of their highly-efficient mind and morphic flesh, parasytes have extraordinary twitch reflexes, able to transform and attack in the blink of an eye, cutting down people faster than the human eye can follow.

Parasyte Sense

Parasytes can sense the brain-waves of other parasytes out to about 300m; their rough position, rough mental state (aggressive, passive, asleep, hungry) and recognise individual parasytes they have encountered before. However, this sense also broadcasts their own position and state to other parasytes. This broadcast cannot be turned off short of shutting their mind down. This ensures that parasytes do not mistakenly kill each other in their pursuit of food.

Vulnerabilities

Parasytes are weakened and distressed by poisons, contact with some chemicals like paint thinner, and fire. Singular parasytes are also fairly easy to kill with firearms - kill the host, and the parasyte dies too.

Perks

Discount 50% to listed background unless marked otherwise.

Life Must Be Protected - 100cp, Free Drop In

When you encounter a situation, you know what the morally right thing to do is for the society you belong to, or in fact for any society you have belonged to previously. You also have enough belief in 'doing what's right' to see things through, even at your own expense, should you choose.



Sketch Artist - 100cp, Free Task Force

You are a trained sketch artist, maybe with the police, or perhaps an art student, with a further talent. If another person is describing something - a person, an item, a scene, a landscape - you can let their words guide your hand. Details - even unmentioned ones - seem to fill themselves in, resulting in a sketch that is exceptionally accurate to how the witness remembers it.

Unalienated - 100cp, Free Human Host

No matter what happens to your own body, you aren't horrified. You can accept unusual, even disturbing changes to your physical form without flinching, provided these changes don't represent an impairment to your body. You will still recognise detrimental changes as bad - you just won't go into shock over them.



Threat Display - 100cp, Free All Parasytes

A clenched fist, flash of jagged blades or bared teeth will send weaker beings stumbling backwards; if you could crush them like a fly, this results in pant-wetting terror before they flee; if you are only a little stronger than them, they might be unnerved for a few seconds before recovering. You don't *need* to display any kind of unusual form, but it certainly helps get the point across.



Threat Assessment - 100cp, Body Parasyte

You can gauge an opponent's strength relative to your own. You have to be fairly close to get an accurate read from the way they move and carry themselves - and this sense may be fooled - but it allows you to single out a group leader or pick off the weaker opponents first.

If you cannot sense a particular aspect of your prey - for example, if you are a normal human and lack a sense that would determine that they were a parasyte, or you lack a magic sense and your opponent is a wizard - your threat assessment may be inaccurate.



Host Optimisation - 100cp, Cranial Parasyte

You have optimised your control over your host body, to the point where you can accomplish feats of strength and speed surpassing the original, limited only by the raw physical ability of the body without the hindrances of pain or confidence.

Grassroots Politician - 200cp, Drop In

You have the knack for public office; you have a talent for professional politics: managing a political campaign, giving speeches and press conferences, and at least looking like you have a solid, dependable stance on particular topics. No guarantee people will vote for you if you aren't selling something they can get behind, but if you get out there and press the flesh there's no telling where you might end up.



Monster - 200cp, Task Force

It is the conclusion of parasytes that *humanity* is in fact the blight on the world, not the parasytes...and with humanity's damage to ecosystems worldwide, it is hard to disagree. You possess the worst trait of humanity, but the one which has ensured its survival and rise to dominance - the ability to kill others like yourself remorselessly and without hesitation when necessary. To *not* care, when you have to. To eliminate threats and competition without qualms, without nightmares. You did what you had to do to survive, and *that* is the law of evolution.

Emotional Recovery - 200cp, Human Host

The presence of your parasite (or other nearby companions) exerts a rational, calming effect on you. Crippling emotional trauma, fear or shock passes quickly from your mind, leaving you calm and in control of yourself.



Quiet Spot - 200cp, Body Parasyte

You have a knack for finding secluded areas away from witnesses. Once you pick a suitable place, you can be sure that no innocent passers-by will accidentally stumble onto your fight or feeding or whatever else you're doing. You might still be spotted or interrupted by people deliberately following or spying on you.

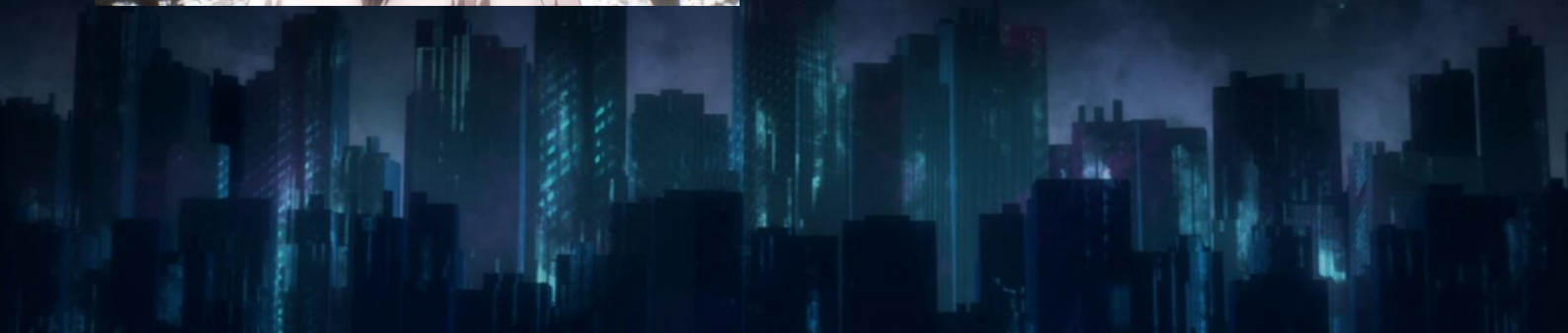
Echopraxia - 200cp, Cranial Parasyte

You can "fake it 'til you make it", learning mental processes you don't understand by copying the superficial behaviour. If you had no emotions, by copying the surface behaviour an emotional human would have - laughing, crying, caring for a child – you could eventually internalise the process, granting you emotions. You could learn insanity by copying what a madman does, understand how a zombie thinks by shambling around after the living, or belief in god by copying the actions of the faithful. Even if you don't wish to internalise the thoughts, the longer you blend into a group, the more indistinguishable from them your outward behaviour becomes, until there's no sign of any difference.



Connection Dreams - 400cp, Drop In

Your sleeping mind focuses on the places, people or things that will have significance to your life, often presenting themselves in vivid, recurring dreams. While these dreams do not contain any people, places or things you haven't yet encountered, the dreams are likely to reveal whether they have an importance you are not yet aware of. These dreams are not strictly prophetic in and of themselves, and are thickly layered in metaphor and symbolism.



Suspicion - 400cp, Task Force

You have a reliable sense of when something you are observing isn't right; you have hunches when "innocent bystanders" are more involved than the evidence suggests; that a member of your family is somehow an imposter; when a plan is missing a significant component.

You are aware that these hunches are rooted in something more than normal suspicion, but do not themselves suggest any particular solution.



Body Snatcher - 400cp, Cranial Parasyte

Despite maturing in one body, parasytes can transfer to a new host if their current one becomes wounded. You do this easily; adapting to different nervous systems, blood types, body types or genders. A new human host body rejecting your parasyte form would be quite odd indeed. You can attempt to transfer to the body of another near-human species like an elf or Vulcan, but the more divergent the genetics, the more likely rejection is.

Sharing your blood and body with a host may grant them an array of your biological advantages, such as being a Hybrid if you have it. These advantages leave once you stop being connected to them.

As a human (or in human form) you are both a universal donor, as well as a universal recipient when it comes to organs and blood.

The Better Mount - 400cp, Human Host

Both you and your parasyte – or you and your host - have learned the crucial skill of operating as a team. While some parasytes often let their human body stand still while their parasyte part fights, each separate part of your body can coordinate its actions; two (or more) conjoined bodies and minds operating to the same objective with almost no communication between you.

Fugue - 400cp, Body Parasyte

You have the ability to enter a hibernation-like state, though "fugue state" is probably the better term as you aren't technically asleep. While you are in this dissociative state, your other unnecessary powers shut down, conserving and storing your energy. The benefit is that you can rapidly and clearly integrate vast amounts of information - data, memory, experiences - and explore hypotheticals, in an experience similar to an incredibly vivid lucid dream.

Powers selected to be 'shut down' during this state are nearly impossible to detect - if you are a parasyte, other parasytes would have to strain to detect you from nearby, or if you were Force-sensitive, other Force users would barely be able to sense your presence.



Parasyte Sense - 600cp, Drop In

Your mind has an unusual aspect that detects the brain-waves parasytes broadcast to each other. To start with, you can sense the presence of parasytes as soon as they are within 300 meters, and with practice reach, and even surpass the precision that parasytes themselves have - sensing their position and mental state and even broadcasting a mental signal that mimics theirs.

If you are a parasyte, this perk greatly enhances the range and sensitivity of your natural parasyte sense, and you can control your broadcast to falsify your intentions. In future jumps, this sense detects beings who are naturally psychic and allows you to pass as one of them, mimicking their 'special' mental signatures.



Task Force Requisition - 600cp, Task Force

You have the authority to requisition a significant amount of resources from the local government, in the form of personnel and materials forming a "Task Force" to face a specific threat.

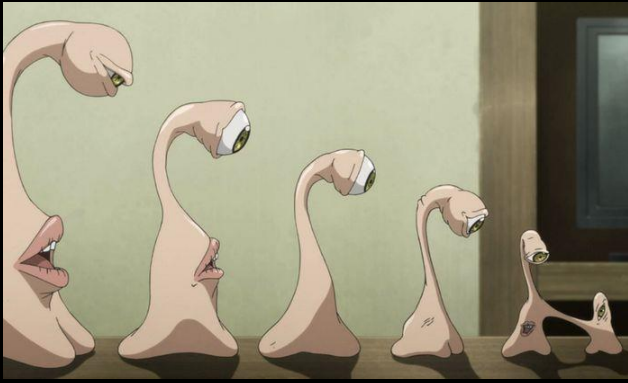
This group will answer only to you, and has total legal authority over its purview, standing above and beyond even the regular processes of the legal or judicial system unless you give the government cause to rescind your authority. The exact quantity and quality of this assistance depends on what threat you wish to combat and how big a deal the higher-ups think it is, but even the barest support will give you at least enough to set up a base of operations with several squads of armed agents, vehicles and the supplies to support your activities, and usually much, much more.

Hybrid - 600cp, Human Host

Your parasyte has sent tiny fragments of itself throughout your human body, which have incorporated themselves into your muscles and nervous system.

You can draw on the extreme speed and strength that parasytes exhibit, allowing you to exceed human limits - moving faster than a blink to dodge or attack at parasyte speeds, running at speeds which can match cars, leaping much higher even than an Olympian, gain incredible sensory perception, and the strength to smash concrete walls and throw cars. These cells also provide your human body with the durability and regeneration to survive things that would pulverise a normal person, and incidentally correct any natural flaws your body might have (like near-sightedness).





Independent Operation - 600cp, Body Parasyte

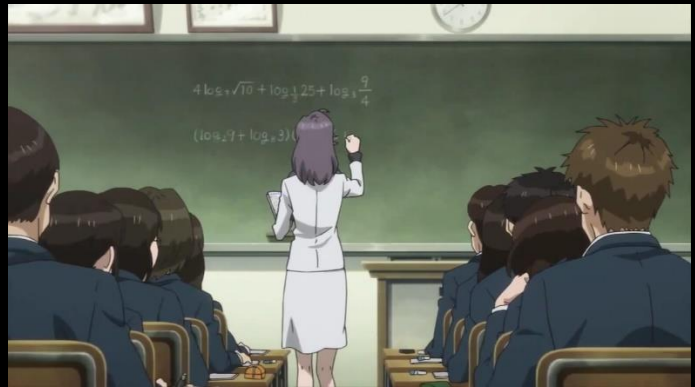
A trick that most parasites don't have to learn, though some do master this ability. You can separate yourself from your host without blood loss, operating independently for about three minutes (depending on activity level). You can even subdivide your independent mass into smaller, also independent bodies, which can subdivide themselves. The total mass of all bodies can't exceed your original mass, and the brainpower of each subdivision is limited by the number of neurons it can fit - the smaller they are, the stupider and weaker. Tiny subdivisions which don't have enough mass for a sentience-capable nervous system operate purely on the instinct to re-join your main form.

This allows you to bud off independent bodies regardless of being human or parasite, but without some shapechanging ability budding off your arm or leg might not be particularly useful.

Brightest - 600cp, Cranial Parasyte

A parasite's highly efficient brain can absorb vast amounts of knowledge quickly and with near-perfect recall - fast enough to learn conversational Japanese in a single day - but your mind is efficient and bright even among parasites. In addition to a genius-level intellect, you learn 'pure facts' in a single recitation or a new language in mere hours. Practical skills, like sports, take longer as you have to work out how to move (or morph) your body rather than just memorising rote knowledge.

This is also a significant boost to your multi-tasking ability, letting you easily direct both your parasite body and your host body at once as you morph, attack and move all at once.



Companions

You may take multiples of companion options, unless otherwise stated.

Companions with backgrounds get discounts and freebies on relevant items/perks.

Parasytes don't take up companion slots during this jump unless they are imported companions.

All parasytes of a multi-parasyte still count as one slot (unless they were imported, see above).

Companion options here may be used to buy canon companions, but if you buy a host you have to buy the parasyte or vice versa eg: if you want to take Migi, you have to take Shinichi as well.

Human Beings 50cp/Companion

Create or Import up to 8 companions as Drop Ins or Task Force. They get 400cp to spend on perks or items as they wish.



A Human Host, Free & Compulsory Body Parasyte Only

You are effectively a part of a human. They have all the Human Host perks. You may import a companion into this role at no further cost.



Body Parasyte 200cp, Free & Compulsory Human Host

You have a Body Parasyte attached to your body, replacing several kilograms worth of flesh. It might be one arm, a leg, or a part of your torso, but cannot include your brain. They have all the Body Parasyte perks.

You may import a companion into this role at no further cost. You may also use this option to purchase a Body Parasyte if you are a Drop-in or Task Force.



A Spore - 200cp, Either Parasyte

A tennis ball-sized spore, from which hatches a parasyte larva. Your touch causes it to hatch, which may be at a different time or in a different jump. Depending on what host it inhabits, it may become either a Cranial or Body Parasyte, gaining all perks of the appropriate type once it is attached to the new host.



Matched Set – 200cp for one, 300cp for two, 400cp for six, 500cp for eight. Drop In reduces cost by 100cp.

One of your friends is a Human Host with a Body Parasyte attached. You may import an existing companion into either or both roles at no further cost. Either the Human Host or the Body Parasyte has their full line of discounted perks, and the other has 300cp to spend on perks.



Cranial Parasyte & Host – 200cp for one, 300cp for two, 400cp for six, and 500cp for 8

A Cranial Parasyte and the host body they are attached to. They have all the Cranial Parasyte perks and 300cp to spend as they want, and may be an imported companion for no extra cost.



Multi-Parasyte 200cp per extra parasyte, must have one Parasyte already

There are more parasytes attached to your host (or your body, if you are the host) than the usual one. Each parasyte takes up a different body part. No more than five parasytes in total may inhabit one human host body.

They must not take up your brain if you are a Human Host, but may take up part of your head, or the front or back of your torso, though they can't replace the organs in your torso – they need these to live.

They may be imported companions at no further cost (if they are imported companions, they must remain in separate companion slots).

The parasytes may be Cranial or Body types (you can have any mix – Cranial parasytes can occupy limbs or Body Parasytes can occupy the head, in this arrangement) with 400cp to spend on perks each.

Multiple-parasyte hosts may have coordination issues: your body will have at least two or three minds, each may have slightly different ideas of how to move.



Items

You may purchase multiples of Items.

Mood Shirt - 50cp

This white t-shirt has two words printed on it in black text: the two words that best sum up your present mental or emotional state, like "MISERY" and "CONFUSION" or "JOY" and "HUNGRY".

The printed text alters as your mood changes.



Uniform - 50cp, Free Drop In

A school uniform that has the quality of blending you in to any student group. Not only will this school uniform match those of the students around you, but teachers almost never pick you to answer questions while you are wearing this: Any kind of random selection process seems to skip over you to pick out someone else unless you're literally the only one there.

You may be still be singled out by other criteria, like low marks or physical appearance.



Combat Gear - 50cp, Free Task Force

A collection of SWAT gear determined to be the best anti-parasyte weaponry. In addition to a SWAT uniform, vest and helmet with a camera and radio, there is an AA-12 automatic shotgun loaded with 00-buckshot rounds, a 9mm handgun, and a riot shield. Several spare magazines of ammo for both guns can be found in the uniform's pouches and expended ammo restocks weekly.

Textbooks - 50cp, Free Human Host

A range of high-school level textbooks on pretty much every subject taught by a modern school. Easy to read (by textbook standards) and factual (or at least, contains the facts that the local education system considers worth teaching).

These books are always accurate to the setting - some pages or books may change themselves if there are differences in the new world's history to this one's, or if the laws of chemistry or physics are different.



Cell Phone - 200cp, Drop In

A cell phone with a particularly good camera and seemingly limitless storage for photos. Sometimes you will find that this phone contains photos of places or people you passed by during the day (as though the phone had been pointing at them and taken a photo by itself, even if it was in your pocket the whole time). The subjects of these photos may be worth investigating at a later date.

You may combine this with a phone or similar device you already have for no further cost.



Genetic Sensor Schematics - 200cp, Task Force

The schematics for a large prototype sensor array that can take x-ray photographs and single out any non-human DNA present in the skeletal structure. The Mk I model currently requires a truck to transport it, so it is hardly subtle, though the blueprints suggest several ways to reduce the size and bulk considerably.

Study Room – 200cp, Human Host

A room furnished like a student's bedroom, with a bed, shelves for textbooks and a desk for study and computer use. It is soundproofed for quiet study, and while living in this room, you will find you absorb and retain information much better. After this jump it becomes an attachment to your warehouse or another property that follows you between jumps.



Superior Specimen – 100cp (Parasyte only, no discount)

Your host is young, very fit and healthy, easily stronger and faster than the average human. If you take this as a Body Parasyte, it applies to your Human Host.

Abandoned Building – 200cp, Parasytes

You have an abandoned building in your starting location that follows you between jumps. It is no bigger than an ordinary warehouse, but is otherwise to your design - it might be an abandoned house, underground car park, or a derelict supermarket. It's the perfect place to lure victims and hide their bodies. If you make no effort to keep it secure, homeless people, street kids and drug addicts may periodically take shelter in it. If you make even a token effort to secure it, they will stay away.

Its ownership is murky, and cannot be linked to your identity.



Drawbacks

You may take up to +600cp worth of drawbacks.

Stalker - +0cp or +100

Someone is on to you - they have suspicions you're not who you say you are, and will go to extraordinary lengths to find out the truth. The watcher might be hostile, but may simply be misguided, curious or even, dare I say, enamoured? The danger is that one snoop is likely to attract the attention of more, especially if something happens to them, or their prying will expose secrets you might not want shared. If you select the +0cp option, you may take them as a companion after the jump ends, should they be willing.

They have the Sketch Artist, Connection Dreams, Suspicion and Parasyte Sense perks and the Cell Phone item, but not necessarily the best idea of how to use them...which is enough to get caught in a fair bit of trouble.



Sap - +100cp

You have a weak will and poor emotional control. You steer clear of scary places, confrontations, and obvious danger, and tend to react badly - panicking, even - if forced into these situations.

Personality Clash - +100 to +300, Host/Parasyte only

Your host is disagreeable to you - exactly how disagreeable depends how many points you want. If you are a Cranial Parasyte, your host body, mindless as it is, is inferior in some way - your body is clumsy, weak, frail, or suffers from some chronic condition you can't repair. As a Host or Body Parasyte, your counterpart has a clashing personality - two very different minds struggling over different parts of one body, perhaps even threatening violence or self-harm.

For +100cp, the issues are relatively minor, usually only causing trouble in private, but occasionally a source of embarrassment as someone sees you acting weird. A stumble or personality clash.

For +200cp, the issues are problematic, sometimes affecting your ability in combat and stressful situations, and frequently presenting minor issues.

For +300cp, one of you is literally threatening to kill the other most of the time. Cranial Parasytes might be at the mercy of a body with terminal illness, or a Host might be constantly threatening a Body Parasyte with amputation. As a parasyte, simply swapping hosts is either not possible, or transfers the problems.



Sleepy - +200cp

You have fatigue problems. Either as a parasite or host, you must enter a deep sleep at least 4 hours per day. No amount of stimulants can keep you awake past your limit, and once you sleep, nothing can wake you until those 4 hours have passed.



Sociopathic - +200cp

You have an enforced lack of empathy and sympathy; comparable to the mind of a freshly born parasite or a sociopath. Understanding emotional beings is nearly impossible, to the point where it's hard for you to say how any given human will react to anything you do. You frequently say terrible but true things to other people or act inappropriately in social situations – behaviour that will both alienate you from your friends, family and companions, and is likely to attract the scrutiny of Task Forces.

Pet (Cranial or Body Parasyte only) - +200cp

You made the mistake of parasitising an animal, maybe a pet, a stray or other wild creature. If you have The Need To Feed, you have the instinct to prey on others of your host species rather than humans.



Bakemono – +200cp

You are pursued by a monster: a multi-parasite entity on par with Gotou, easily beyond the harm of most man-portable weaponry.

This quintet of parasites – a cranial parasite and four others on the limbs – is exceptionally talented at blending in with human society, and if it gets within 300 meters, is easily able to pick out your mental signature with its brain-wave sense.

Unlike Gotou it does not need to sleep, and if the controlling parasite is disabled, any of the others can move to the head position and take over.





Beacon - +300cp

Your brainwaves always read as "parasyte", even if you're not one, and radiate much further - other parasites and sensitive humans will be able to sense you from *kilometres* away, rather than the normal 300m. Even in a fugue state, you still broadcast your location, just somewhat weaker.

The Need To Feed – +300cp

Parasytes that succeed in infecting a host have the instinct to kill and consume other humans...and cannibalism is an unsavoury trait that even some regular humans have. You can hold back your urge to CONSUME for a short while, but unless sated, the HUNGER will eventually break free.



End

You look like you've survived your time here more or less intact, and now might have some more choices to make.

If you were a Parasyte yourself, you can now morph the part of your "normal" body that you inhabited as though it was a parasyte (your head if you were a Cranial Parasyte, the relevant limb if you were a Body Parasyte), and additionally you can assume your parasyte form as an altform in order to join with new hosts.

If you were a host to a parasyte (or parasytes), whether as a Human Host or another origin with a purchased parasyte, you have an additional decision to make:

- The parasyte(s) can continue with you as a new companion, taking up a companion slot. All purchased parasytes that were a part of you count as one companion slot (unless they were imported). They can operate independently if imported and given an alt-form; if never imported, they continue to depend on your body for nutrients to survive out of stasis.
- You say goodbye to your parasyte(s). They go into a permanent fugue, melding their mind(s) to your nervous system. You can either gain their memories and experiences (like having another background) or reject them, but in either case you take control of the parasyte parts of your body and learn to control its morphic flesh yourself.

Either way, if your parasyte(s) eventually tire of the jumping lifestyle, they may go into their fugue at a later time, melding to you as described above.

Once you have decided that, you must make the usual choice:

- Go Home to your place of origin with everything you have acquired thus far.
- Stay in this universe, again with everything you have acquired so far.
- Continue on to the next jump with drawbacks removed.

Notes

v1.1 by myrmidont. *Parasyte* by Hitoshi Iwaaki.

With thanks to thread and IRC anons for their feedback.

End Choice clarification:

- Parasytes acquired in-jump are not eligible for the End choice – they won't follow you, and can't be merged with you.
- Parasytes absorbed into you as part of the end option do not transfer the perks they purchased in this jump to you; but you can eventually learn the various feats parasytes are capable of.

Brightest is not single-repetition learning for actual skills, just rote knowledge. Though it does improve your intellectual skills and rate of learning markedly.

The rule of thumb for parasytes transferring to a new body is: the higher the genetic divergence, the more likely the body is to reject them.

The kind of biological advantages you share with your host via Body Snatcher is going to be up to your fanwanking – it's a pretty safe bet they'd pick up a degree of your regeneration, or immunity to toxins/disease if you've got it, but it seems unlikely that they'd suddenly get the HP wizard gene or something.

Multi-Parasytes

Five parasytes max. A human body can't support more.

One parasyte per limb + possibly one in head or a torso position.

If you are a human, you can't have any parasyte in the "head position", but you can have one on your chest, back, or lower face/neck.

Whichever parasyte is in the "head position" is usually in control – it's possible to be a Body Parasyte as part of a quintet.

As shown by Gotou, even a full complement of 5 parasytes isn't enough to give total body coverage without weak spots.

If you have imported companions, you can have them remain in separate companion slots.

A Parasyte takes up about 10-15 kilograms of mass, which is enough for one limb, one head and neck, or about half of the torso.

Setting Danger Rating: Low

Aside from the fluke chance of being preyed on by a parasyte, there is nothing inherently dangerous about the setting except the usual city life dangers.

Given the very low numbers of parasytes relative to the bulk of humanity (we see no more than about 20 parasytes in Yokohama, which has a human population of >3million), even early jumpers ultimately have a very low chance of an untimely parasyte-related demise so long as they don't look for trouble.

As usual, danger level rises with risky activities such as plot involvement.

Note that parasytes will be found all over the world; basically anywhere there are humans.

Timeline Notes

The anime/manga covers a two year period, from when Shinichi is 16 to 18.

What happens once canon events end is naturally up to your fanwanking, whether the parasytes mostly disappear into human society and become just another danger of life, or whether society is upturned by task forces trying to dig them out for extermination or experimentation. The question of whether all parasytes eventually develop human emotions, eventually stop eating humans, or if and how the parasytes can reproduce is also open to your interpretation – having two Cranial parasytes use their host bodies to mate simply produces a normal human foetus, so exactly where the spores/eggs came from remains a mystery.

Q: So are the parasytes aliens or what?

A: The parasytes themselves do not know, and it is never definitely answered.

There are suggestions both in the series and by the author to either end: maybe they are alien, maybe they are a new species that is nature's way of reigning in the massive ecological damage humans have wrought on Earth.

Fanwank responsibly, should the issue arise.

Companions can't take drawbacks.

Parasytes may enter the permanent fugue at any point in the future, bestowing their parasyte ability to their host and no longer taking up a companion slot or able to be imported. May be awoken post-spark, if you like.

Parasyte Q's

>What's the justification for the time limit on Independent Operation?

Lack of lungs = no blood oxygenation or nutrients is the reason.

Technically, if you don't need to breath in the form you're budding off, there would be no limit, or if they have their own lungs and circulatory system or something.

>They're basically copies of you with as many neurons as you can spare in there, right? Are they especially loyal, beyond that instinct to rejoin you?

You kind of 'program' them with their orders before they split off. They are essentially loyal. They won't run off and double-cross you unless you tell them to do that.

>if you go Parasyte with Multiple Parasytes, you can say goodbye to your other Parasytes to be able to use all the areas they covered in addition to your own, right?

Yes.

>Would I need to relearn how to use/shapeshift those areas, or do they just work the same as my Parasyte bodypart?

You would need to re-learn but as you are a parasyte the process is trivially fast and easy.

>Any extra difference between Cranial/Body?

No. But if you were Cranial you probably took Brightest, and it would be super easy.

>And if I assume Parasyte altform and join with a new host... can I shift the parts of his/her body like they were the Multiple Parasytes or would I just have my bodypart?

You can only shift the part you occupy.

>Parasyte altform... can I replace another part of someone's body, or am I locked to the same one? Like a Cranial Parasyte deciding to join someone's arm as a Body Parasite?

It doesn't have to be the same part - if you were a cranial parasyte, hopped into your parasyte altform, you could then attach to someone's arm.

>How much of a torso can be made up of a parasyte?

About several kilos, so maybe the front of your rib cage and your pectoral/diaphragm muscles. But it has to be more or less just muscle/skeleton - you have to keep the human internal organs.

>Can it extend from the torso to the arm, presumably like how Gotou's was?

You're talking about how much torso can be made up of parasyte? Yes, but you're sacrificing coverage for concentration. Theoretically you could have one parasyte cover your entire skin, but they're literally stretched too thin to be very useful - they can't make very good attack appendages, and when they harden themselves they're a lot thinner, because they have to maintain coverage of a wider area.

>If I took five body parasytes could my head be the only part that isn't either a parasyte or protected by one?

Pretty much. There still might be a couple of tiny weak spots but pretty much.

>Can we wake up parasytes that have gone into fugue?

If you say goodbye to your parasytes (per the end of jump option), they no longer take up a companion slot, they can't be woken up by importing them, but you can use the morphic ability of that limb(s) in any of your forms.

The trade-off is they can't be improved by importing them as companions, and that part of you doesn't have its own mind (so it can't react to something you didn't notice, for example).

>Does a companion Parasyte, when imported into jump through options, gain ability to use its imported gained perks as a Parasyte?

Yes.

>If we buy multi set Parasyte as host can the fifth one be all of torso?

One parasyte probably wouldn't cover all of the torso. Front or back, yeah, but not all.

>Or act as a tail?

A parasite wouldn't normally act as a tail, because humans don't have a tail to eat and replace, but if it moved around and you re-grew the limb I suppose that would work.

>Or cover most of head but keep brain free?

Yes, you could have it cover most of your head or face so long as you kept the brain intact.

>Didn't Gotou have six after he (temporarily) absorbed Migi?

He did, but since Gotou couldn't keep control of Migi and had to sleep I figured that was an anomaly rather than a sustainable number.

>Going into fugue later than end of jump

Sure. They'd have to take up a companion slot in the meantime, and once they go into the deep fugue they won't come out.

>If we have Regeneration, does a Parasyte after jump have to replace a limb or body part, or can they attach to a body and leave those untouched? Because as far as I noticed the only reason Parasytes eat the body part is to gain mass and mature from spore. So it should be possible to just connect as additional limb.

Sure.

>So anything stops us from instead of getting Matched Set to just buy 4 body Parasyte companions so they get all their perks, beyond the high cost?

Nope, go for it if you don't mind paying more cp.

>Can we have multiple Stalkers?

Yes. But you can only benefit from the +100cp once, and if you take the +0cp option, you can only take one with you.

>What happens if we have a parasite then go into a snake altform or something?

The correct answer is "fanwank something".

>Does the Parasyte Sense trait do anything post-jump if you don't buy the Parasyte Sense perk?

Nay. But it would sense your parasite companions.

>Would taking the 4 additional Parasytes and Better Mount improve our teamwork incredibly?

Yep.

Changelog:

v0.8 closed beta

v0.95 ready for public release

v0.96

Added Bakemono drawback

Tried to make the capstones seem a bit better.

Added part about knowing when Suspicion is going off and not your normal paranoia.

Clarified some stuff about companions

v1.0 Drive Version

Lowered Bakemono to +200cp due to feedback.

Added optional, non-canon joke drawback to end due to popular request.

Joke drawback changed to +100cp

Added thread clarifications to Notes section for convenience.

v1.1

Tried to clarify some things in companions – parasites no longer take up an active slot during this jump, and Matched Pair and Cranial parasite companions have a bulk discount option now.

Multi-parasite imported companions must remain in separate companion slots.

Swapped Body Snatcher and Echopraxia prices – with Body Snatcher stating you can share your biological advantages with your host, it is more powerful.

Joke drawback (by popular request)

(Take it if you want, or don't. Involves a major alteration to the tone of the setting. Non-canon. Inspired by a satire web article claiming Hitoshi Iwaaki wrote Midori Days under a pen name and that both series take place in the same universe)

Three Thousand Six Hundred And Fifty Midori Days - +100cp (Human Host only)

The body parasite attached to you is no normal parasite...it's got the personality and appearance of a smitten, but tiny, schoolgirl (or boy).

While she has the full range of parasite abilities and traits, she has no idea how to use them to start with – so is nearly useless at defending you from hostile parasites, and she defaults to her “normal” appearance – she can't pretend to be a normal limb until she masters her morphing abilities (she has the same perks as a normal body parasite).

Meanwhile, unbeknownst to you, in a nearby hospital a schoolgirl named Midori Kasugano, of ordinary size but identical appearance to the parasite's diminutive form, has been admitted to the emergency ward after falling into a coma without explanation. Her rare moments of lucidity coincide with moments the parasite falls dormant and reverts to your normal limb.

What is the mysterious link between these two beings? Is there some way to restore the girl Midori to consciousness? Do they share some mental connection? Did a parasite somehow steal her mind? Is something in the girl's body rejecting her consciousness?

There is no set explanation or solution.

At the end of the jump, perhaps Midori will continue on your adventures as your parasite? Perhaps the human Midori can be restored to consciousness to travel with you, and the parasite's nervous system will fuse to yours once her consciousness leaves it?

Or perhaps Midori truly wants for nothing but to say goodbye to the material world, desiring only to be absorbed into your consciousness, moving on from both her human and parasite bodies.

