



Spore - Creature Jump 1.0
By Orz

Nature. Creatures both big and small, fierce and friendly, all locked in a battle for survival against each other and the environment itself. It seems that you've become one of these creatures, taking their first steps on the road to sapience and maybe even the stars themselves.

Eventually, anyway.

You have **1000 Choice Points**.

Origins

Feel free to choose your gender and your starting age, whatever the nature of your species.

Herbivore

Your species exclusively eats plants and it shows. While not fragile by any means, your species is much friendlier-looking than others, with some combination of melodious vocal chords, dexterous limbs fit for posing and dance, and maybe something like bioluminescence or brightly colored scales or fur. You might have something like horns or a mace-like tail, but it's clear you're more of a lover than a fighter.

Carnivore

Your species exclusively eats meat and it shows. While not incapable of sociability, your species is visibly born for combat, with some combination of sharp teeth, claws and scything blades, a muscular body suited for charging down prey or even something like poisonous spit or sticky webbing. You might have something like a deceptively cute voice or colorful patterns that attract the eye even as they warn of your venom, but it's clear that you're more of a fighter than a lover.

Omnivore

Your species is capable of eating both meat and plants. While this gives you a measure of adaptability, it also means that your body is far less specialized compared to a full herbivore or carnivore, for better or worse. You're somewhere in between the above options and it shows.

Omnivores may choose to gain a discount to a single perk/item of their choice per tier (ie 100, 200, 400, 600).

Perks

General

Self-Awareness (Free for this jump/100 CP to keep): To put things plainly, you're going to be in the body of an animal this jump, and one with a long road ahead to obtaining sapience at that. Thankfully, you won't have to worry about losing anything during the transition as you'll find that no matter the species you happen to be you'll always remain 'you', with all of your memories, personality traits and other such important bits of self.

Awakening DNA (Free for this jump/100 CP to keep): There's a great potential within your DNA, one that grows whenever you utterly defeat or befriend a competitor (the stronger the better), or consume the fossilized remnants that came before (Yum! Crunchy!). This potential will be imbued into your children, their bodies and minds becoming more advanced than their mundane counterparts, more capable at what they do, as if entire generations of evolution were packed into a single moment.

Passing The Torch (Free for this jump/100 CP to keep): Kickstarting evolution might be a cool idea but things will probably be a lot less fun for you if you accidentally outmode yourself in an instant. Thankfully, you don't have that problem. Whenever one of your children is *cough* created, you have the option of setting your consciousness to be transferred to them, your old body dying of natural causes. You'll wake up when your new self is born, ready to take on whatever your new circumstances have in store for you.

Totally Epic! (300 CP): You aren't just some average animal scurrying about but a towering behemoth that sends the little ones scurrying away from where you tread. With this, your strength and durability is appropriately massive-sized and you also have the ability to breathe fire for some unexplained but probably amazing reason. Just be aware that with gigantic size comes a gigantic appetite to match it.

Herbivore

Social Suave (100 CP): The best way to keep something from eating you is making it so that they're your best friend, and you're particularly good at making that happen. Even if you can't communicate verbally with them, some singing, dancing, posing and general charm is sure to give them a better opinion of you, especially when you're better at it than they are.

Siren Song (200 CP): Sing with an open heart and you'll find that there's something about your voice that's utterly captivating, able to lure the unwary into a suggestible trance. Perfect for making friends! Or stopping a raging beast charging at you with murder in its eye. Good news, you're also really good at more mundane singing as well. Bad news, this doesn't really work on creatures several times your size. Maybe they can't hear you well enough?

Give Love A Chance (400 CP): You're not just able to become buddies with members of your own species but others as well! Even the mean ones! No matter their temperament or dietary preferences, as long as the other creature isn't attacking you right at that very moment, you'll always have a chance at making a good impression and turning them into an ally. Maybe even a good enough impression to build the foundations of domestication...

Gaia Soul (600 CP): It's like the world itself is reaching out to you with open arms. Wherever you walk, vegetation flourishes and the earth becomes more fertile, grasses and trees and plump berry bushes, and with them so will the rest of nature. Not only will you not have to worry about going hungry with the bounties of nature available to you, but you won't have to worry about things like soil erosion or other forms of ecological collapse either.

Carnivore

Power Monger (100 CP): The best way to keep something from eating you is to eat them first! You're quite skilled at your preferred method of hunting, be that ambush predation, pursuit or maybe even creating some form of trap using the environment or a trait of your body. And you know what that means. Meat's back on the menu boys!

Prime Specimen (200 CP): You are the epitome of what your species is. If your species is good at chasing down prey, you're that much better at it. If your species is good at leaping from treetop to treetop, you're better at that too. If your species is somehow naturally good at underwater basket weaving then, guess what, you can weave like a pro.

Pack Unity (400 CP): With a species as naturally combative as yours you shouldn't be surprised if there's some infighting to deal with. Thankfully, you're adept at stepping in before your pack can tear itself apart. Beat their stupid heads together and they'll *stay* that way, the grudges and interpack aggression of your fellow beasts falling away. Note that this lasts for less and less time as they approach sapience, with fully sapient beings remaining cowed for maybe a week or two.

Apex Predator (600 CP): Nature is red in tooth and claw and you are its herald! Every inch of you seems purpose-built for battle, your muscles surging with strength and your natural weapons visibly more dangerous than other members of your species to the point where you're likely able to look out over their heads from where they're staring up at you in awe. Even better, your presence makes those you've called to your side fight all the harder and with greater skill as if trying to impress you with their ability.

Items

Herbivore

Berry Bush (100 CP): A large bush covered in tasty berries. There's plenty of them, enough to fill the bellies of around half a dozen of your species and they grow back *much* faster than you'd expect, fully refreshing itself in a week or so. If you'd like, this can be a fruit tree instead.

Friendship Fruit (200 CP): This oddly scraggly shrub grows the most pretty of colorful fruits. Almost as pretty, in fact, as the colors that anyone that eats them will be seeing for quite some time afterwards. Naturally, anyone going on such a trip will be in a much 'better' headspace than they were before and are liable to find you much more impressive too. Just mind the hangover.

Peace Rock (400 CP): This heavy stone is a wonderful tool of peace and friendship. Just toss it at the angry creature's head and they'll be stunned for at least a few seconds, no matter their size and toughness (maybe they're just shocked at your audacity?), allowing you to end the conflict as you make a getaway. For some reason, you'll find the stone again soon after you reach a safe place.

Lush Valley (600 CP): An isolated valley, protected from predators and bad weather and filled to the brim with delicious shrubbery and plenty of juicy fruit! It's almost like the valley's fertility is rubbing off on you, because just being there seems to increase the fertility and general wellbeing of your species. Maybe it has something to do with that odd rectangular rock in the middle?

Carnivore

Epic Fail (100 CP): A colossal creature lies before you, bristling with muscle and natural weapons and very, very dead. Who knows what killed it, but that sure is a lot of meat! Enough to feed a good dozen of your species with room to spare, or at least until it rots away. You'll stumble upon another corpse every month or so, letting your pack rest a bit as they enjoy the fruits of another's labor.

Bad Berries (200 CP): Anyone who eats the berries of this spiky shrub is liable to get incredibly sick on the spot, although they look so ominous that even the stupidest of beasts would avoid them (Seriously, are those skulls!?). You're probably better off mashing them up and coating your natural weapons with the pulp, but do the same with your fangs at your own risk.

Pointy Stone (400 CP): This may just be a random sharp rock you found on the ground somewhere but don't underestimate its power! This thing cuts away at flesh with an almost frightening ease, allowing you to use it as a weapon against your prey. Just be careful with it because it can injure you just as well.

Hunting Grounds (600 CP): An isolated valley, protected from bad weather and containing enough foliage and fruit that it's sure to attract all kinds of delicious prey. Just being here gets your species blood pumping, the anticipation giving them an edge in battle or other pulse-pounding pursuits. Maybe it has something to do with that odd rectangular rock in the middle?



Companions

Packmates (100 CP): You want to invite someone else to join you here? By all means, go right ahead. Each companion you import into this jump gets 600 CP to spend and an origin matching yours. It's recommended that they be the same species as your own, but it's not required.

Drawbacks

Censored By Maxis (+100): Oh god what is that thing?! For whatever reason, most of the creatures you're running into look like...um...sensitive bits of anatomy and the ones that don't look just plain hideous! You're probably going to regret evolving those eyes of yours.

Inclement Weather (+200): Storms, droughts, maybe even a hurricane or tornado or two. You should expect all of these in your future because nature isn't going to pull its punches. The only silver lining is that your species isn't the only one to have issues and even that is kind of a mixed blessing. Try not to get blown away.

Runaway Rot (+200): It's normal for food to go bad eventually but it's like yours has been set to fast forward. For some reason, all your meat, fruit and other tasty things will turn rotten and inedible *far* sooner than usual, making it so you really can't store it for long. Better eat quickly.

Enormous Epics (+300): Epic creatures, enormous beasts of such size and strength that they truly deserve the title. They also breathe fire for some reason. Normally they're quite rare but for some reason you'll find yourself encountering them on a semi-regular basis. Sure, if you manage to take one of them down then that's a *lot* of meat on them but expect to lose several pack members in the process even if you *do* somehow win the fight. Probably best you just run.

Tribal Troubles (+300): Reaching sapience is hard enough without other species kicking down the ladder. Now you'll find packs of creatures scattered throughout the land, all wearing odd coverings and holding strange objects. They're really weird, too. Just because one's a herbivore doesn't mean they'll be docile and friendly and the opposite can be said for a carnivore! So very strange.

Two Steps Ahead (+500): Ok, what in the world are these supposed to be? These creatures aren't just using objects to their advantage but shaping the entire area to their whims, tearing down trees and breaking boulders as they flatten the earth to make room for these weird artificial caves. And that's not even getting into what happens when they're mad, seemingly able to hunt from farther away than the most athletic toxic spitter with a sound like thunder or unleashing big shiny growling beasts spitting smelly air to do the same for them. It's a hard life being an animal in a world as advanced as this.

Ending

Stay Here

Go Home

Move On