

Generic Parasite Jumpchain CYOA

v1.0

by linearquadrat778

*Parasites, creatures that infect a host and
in popular fiction, control them.*

*the world you are about to enter is a world where
such parasites exist or at least they will with your arrival.*

*be prepared to lose your free will
or enjoy taking it from others.*

Here are your **1000 Choice Points**.

—The World—

This is a generic world, with the only mandatory aspect being the existence of parasites.
you might be the only one or there may be many different types of parasites in this world.
you should consider these types of worlds or a combination thereof:
medieval, sci-fi, modern, superhero, magical

you may also choose a specific world for which no jump exists yet but in which parasites exist
to use as a basis for this Jump.

—Age & Gender—

you may choose your Age freely within the range appropriate for your Origin.
your gender is the same it was before or you may change it for free.

—Origins—

Hosts

Hosts are potential Hosts for a parasite.
the subtypes are:

-Humanoid (Free)

could be a Human, Elf, Orc, Asari or something similar.
should not be clearly more powerful than humans beyond slight advantages.

-Non-Humanoid (cp varies)

choose whatever species you like and give it a reasonable price tag.
This is based on the honor system. you may also use this to import yourself or a companion as a previous Alt-Form for no cost, thereby gaining a new set of memories for this world but of a race you/they already were before.

Parasite

These are the aforementioned parasites.
the subtypes are:

-Biological (Free)

a normal, possibly alien, lifeform.

-Magical (200 cp)

a being made from magic, like a demon or spirit.
magic can mean psionic, chi or similar instead, if you want.

-Machine (300 cp)

a robotic life form.

-Cosmic (400 cp)

a creature made from undefined energies.

-Hybrid

hybrids get discounts of both their types but also get both their weaknesses.

- | | |
|----------------------------|---|
| - Bio-Magical (100 cp) | example: magical creature |
| - Bio-Cosmic (200 cp) | example: alien with extra unusual biology |
| - Bio-Machine (300 cp) | example: cybernetic organism |
| - Magical-Machine (400 cp) | example: magitech organism |
| - Cosmic-Magical (400 cp) | example: extra powerful demon |
| - Cosmic-Machine (400 cp) | example: ridiculously advanced tech |

–Mentality–

These represent your mental focus or class while here.

choose two. you get discounts from both mentalities you choose.

if you choose drop-in then you are a drop-in and dont get new memories from your origin.

-Drop-in

-Researcher

-Hunter

-Infiltrator

-Corruptor

-Leader

-Fighter

-Supporter

–Parasite Form–

decide on your exact form. for parasites only.

Each has advantages and disadvantages.

Physical forms:

-Worm form: the form of a worm-like being good for hiding inside the host.

-Bug form: the form of a many legged creature similar to arachnids, faster than a worm.

-Suit form: the form of clothing or armor. usually immobile, a shapeshifter or both.

-Artifact form: the form of a handheld object such as a sword or a 20cm diameter cube.

Less physical forms:

cannot be chosen if you have the “Physical” Weakness

-Blob form: an amorphous mass. recommended for slimes.

-Ghost form: the form of a humanoid being of unspecified substance.

-Shadow form: the form of a being without concrete shape.

–Perks–

discounts are 50% off price; discounted 100cp perks are free; discounts don't stack

–General Perks–

Magical Potential (200 cp, discounted if highly magical world)

you may learn magic, use chi or have psionic potential.

The usefulness of this is highly dependent on what you choose as the setting for this jump.

Noctis (300 cp)

you don't need to sleep. you may still do so if you want,
if you want to dream, save energy or to aid recovery.

Shapeshifter (400 cp)

if you are a not in parasite form you may alter your body within
the bounds of your species, allowing you to take the shape of anybody
of the same race as you. if you are a parasite then you may freely change
your parasite form as long as you fulfill the requirements for that form.

Symbiosis (400 cp)

you get both:

if you are a host: you keep most of the control over yourself when
possessed or infected with some kind of parasite or other entity or force.
you may also remove them much more easily and with less consequences than otherwise.
if you are a parasite: your host/s become/s somewhat willing over time,
making them think more favorably of you and/or your kind, especially if you
take more of a support role rather than controlling everything they do.
potential hosts are more likely to treat you nicely as long as you act civil,
even when they know about your true nature and fear they might be next.

Evolution through Numbers (400 cp)

ever heard of "The Gamer"?

anyway, you get the abilities Status Screen & Upgrade Points.

Status Screen grants you the ability to see a status window

which shows you your current abilities and attributes put into numbers.

Upgrade Points are points you gain from becoming better, such as by

training, studying or powers that let you grow stronger such as other evolution perks.

these upgrade points may then be spend with the status screen to grant you additional
growth, tailored to your wishes and needs.

–Host perks–

Health (100 cp, free host)

you are perfectly healthy and possess an above average constitution for your race.

Fitness (200 cp, discount Host)

Your physical fitness is excellent and doesn't degrade easily.

Beauty (200 cp, discount Host)

you are much more beautiful than average for your race.

Charm (200 cp, discount Host)

you are much more charming than average for your race.

Skill (200 cp, discount Host)

you are particularly skilled in a certain skill or profession of your choice.
may be anything reasonable.

Knowledge (200 cp, discount Host)

you possess exceptional knowledge about the world you currently live in or
are especially knowledgeable in a specific area of expertise.
may be anything reasonable.

Of high Status (400 cp, discount Host)

you possess some higher than average social status. Maybe you are a noble, chieftain or even a princess. Whatever the reason may be, you also get a few acquaintances because of this who possess some useful skills or knowledge or even more influence than you and may still owe you a favor or two. updates appropriately in future jumps.

Perfected Host (400 cp, discount Host)

you receive virtually no disadvantages from being a host except for potentially sharing control over your body and mind. this includes things like requiring no extra energy or food and negates any discomfort it may cause. you also increase the abilities of those you host somewhat, speeding up their evolution and boosting their powers, including powers that effect you.

This also negates anything that would make you a bad host for a parasite, entity or force.

Faker (400 cp, discount Host)

you may perfectly fake that you are under someone's control.

you effectively create a second personality that takes control of your body

and acts as if you were changed according to whatever effect/s or ability/s effect/s you.

you are still you in the background and may take over or release control again at any time.

even someone capable of reading your mind or memories would not notice your real

personality as long as you hide this way. you will need to acquire some other perks or effects that prevent you from being mind controlled, possessed or similiar to make use of this.

–Parasite Perks–

Most of the following Perks require either "Attachment" or a possession ability from other Jumps. all perks that modify possession may be applied to similar abilities from other jumps.

-General Parasite Perks-

Attachment (free Parasite, Parasite only)

you may somehow attach yourself to and connect with a host with which you are in contact with. you may possess a host you are attached to, gaining control over their body and/or access to their senses. How exactly this works is up to you, but consider your Origin and Form. The only concrete limitation is that you must have physical contact with the Host. Some Hosts might be resistant or immune to certain kinds of attachment or possession.

Possession Mode (100 cp, first free Parasite)

choose a mode when you buy this. if you buy multiple modes then you may switch between them at will.

-Mode 1: awake

your host knows what you are doing but cant stop you.

-Mode 2: asleep

your host is asleep while you pilot their body.

-Mode 3: unaware (requires mode 1 and 2)

your host is awake but doesn't realize they are being manipulated.

Memory Access (300 cp)

you may access the memories of your host/s, allowing you to better pretend to be them or simply use the information you gain this way for your advantage.
also allows you to read their mind even without the "mind reader" super power, but only while they are awake.

Killer (300 cp)

you may kill your host/s whenever you want.
Some hosts may be resistant to this depending on specifics.
This also allows you to possess dead bodies as long as they are sufficiently whole.

Corruption (400 cp)

you may temporarily or permanently alter the mind/s of your Host/s.
This is a slow but reliable method of turning someone into the person you want them to be.

Energy Absorption (400 cp)

you may absorb energy from a lifeform or energetic machine you are in contact with (but not necessarily attached to). you may absorb a generic "life energy" to heal yourself or a more specific energy to refill your reserves with that energy such as electricity if you are a machine or Chi for example. you also get a slight boost to your resistance against energy based attacks.

Assimilation (600 cp, special discount)

you may not only control your host/s but take them over completely, becoming one with them. this essentially kills them and gives you their memories, skills and their body, with only minor differences that only would come up with a brain-scan.

unless you are a shapeshifter, then you may ignore that part too and become a complete double of the person you assimilated. if you have this and either "Evolution of Form" or "Evolution of Essence", then you may keep the powers this new body provides you as well, should you decide to move on and get a different body instead.

you get a discount on this if you also have "Memory Access", "Killer" or "Corruption".

you may get this for free if you have all three.

Reactive Evolution (600 cp)

you possess the ability to evolve when hurt, reacting to whatever hurt you

and changing to not be as susceptible to what hurt you as you were before.

usually doesn't grant immunity to what hurt you, only escalating resistances.

The Hive (600 cp)

you can spread yourself to and control others besides your first host, creating a hive mind.

there are no limits to how many you may infect and take over but there may be a limit to your multitasking ability. If you have the "physical" weakness then you need to create drones that possess others for you and add them to the hive. These drones are linked to and subservient to you. you don't need a "reproduction method" for this.

If you are a machine then your drones are machines as well. If you are biological then these are clones of your parasite Alt-Form. If you don't have the physical weakness then it's enough to touch a potential host with your host or yourself to add them to the hive, as well as overcome any defensive measures they might have. if you have "nanotech" then you may simply infect them with that instead. If you are cosmic then you may try to take over any mind you are in contact with, such as via telepathy, however doing so is not necessarily easy. hybrids may choose what applies to them. Any drones or extra bodies under your control are an extension of yourself but not your main body. if your main body dies you still die, unless you have the next perk or something similar.

Distributed Intelligence (600 cp)

your mind and body are now separate entities. This means you may transfer your main consciousness to another body, such as to a body you control with "the hive", via Telepathy or other means. this is not guaranteed to be instantaneous and depending on specifics, might take seconds, minutes, or hours. Also, you may preserve your life(once per 10 years for jumpers) if you would die, by taking over another body you have control of as your own(this is instantaneous). you may, for example, use this to take over drones you created with "the hive", beings you control with telepathy, mindless clones of you that you are somehow connected with or one of your current Hosts. you may keep the body of the being you possess this way or change back into any of your Alt-Forms or body-mod-form at any point after you take them over but you may not reverse this decision.

–Biological Parasite Perks–

Infestation (100 cp, first free & discount Biological)

first purchase: you may enter the Host to hide. This hurts or harms them very little if at all.
second purchase: a small number of parasites may enter the host and hide without demerit to the host.
third purchase: any number of parasites may enter the host, as long as they fit.
intangible beings don't need this.

Reproduction Method (200 cp, first free & discount Biological)

you can reproduce in some way. you may decide how.
some examples: splitting in two, laying eggs, live birth
parasites other than pure biological ones may not buy this unless they remove their "Sterility" Weakness first. is not required for "the hive" but is required to create offspring independent of you. Offspring you create this way may be as powerful as your parasite Alt-Form and may or may not inherit any of your inheritable abilities depending on your wishes and other perks. they may be clones, a genetic remix of yourself or normal children, if you have a partner.

Camouflage (300 cp, discount Biological)

you may change the color and texture of your skin or hull, similar to a chameleon.
does not apply to your host unless you cover them or possess the "Power Transfer" Perk.

Genetic Imprint (400 cp, discount Biological)

you may tailor the instincts of your offspring as you wish, such as granting them a compulsion to follow your orders or give them some of your instincts for combat, social situations or something completely different.

Evolution of Form (600 cp, discount Biological)

your physical form is inherently able to improve. either over time, each time you possess a new host or by absorbing abilities and energies your host/s may possess. you may alter your genetics and/or biological abilities and physical form, such as by growing tentacles(even without tentacle generation), becoming tougher or improving your innate abilities. this also works for your altforms from other jumps.

–Magical & Cosmic Parasite Perks–

Cosmetic (100 cp, free Magical & Cosmic)

you may change the looks of your host/s in minor ways, such as their hair or eye color.
remember that this might make it very obvious that something is possessing your host/s.
These changes are almost instantaneous and can be reversed at will.

Power Transfer (200 cp, discount Magical & Cosmic)

you may grant your Powers/Perks to your Host/s, even while you are not in control.
this effectively treats the body of the Host/s as yours for the purposes of those Powers/Perks.
if you let your Host/s control themselves, then they also get control over your Powers/Perks.
Many Powers/Perks don't require this to be used normally while in Parasite form.
Superpowers that you buy with the special discount don't need this.

Reforged Avatar (300 cp, discount Magical & Cosmic)

you may alter your host/s body/s to more resemble your desired looks.
remember that this might make it very obvious that something is possessing your host/s.
This may take a little time depending on the severity of the changes.

Ethereal (400 cp, discount Magical & Cosmic)

you may become intangible at will, making you immune to normal attacks.
magical attacks and specialized-tech may still effect you.
does not apply to your host unless you possess "Power Transfer".
cannot be activated while you have the "Physical" Weakness.
Note: weaknesses only apply to your parasite Alt-Form

Evolution of Essence (600 cp, discount Magical & Cosmic)

any super Powers and Spells you have can inherently improve. either over time,
each time you possess a new host or by absorbing abilities and energies your host/s may possess. your powers may improve for example by becoming stronger, reaching further,
or losing some of their limitations. This also works for similar abilities and powers from other jumps.

–Machine Parasite Perks–

Processing Power (200 cp, free Mashine)

you have the mind of a machine, improving your multitasking and calculation abilities greatly.

Interface (200 cp, discount Machine)

you can physically interface with technology, allowing you to manipulate its software directly. depends on what kind of security measures are in place to defend against hacking or similar. normal modern machines should be no problem at all.

Machine Efficiency(200cp, discount Machine)

all your Spells and Super Powers cost less energy and are easier to use.

Evolution via Tech (400 cp, discount Machine)

all your efforts to improve yourself via scientific means are much more successful and easier to accomplish. This includes integrating new technology, upgrading your software or developing new cybernetics for yourself.

Nanotech (600 cp, discount machine)

you are made with nanotechnology or something even smaller.
you get discounts on the following:

Perks:

-The Hive

-Reproduction Method

-Removed Weakness

Super Powers:

-Super Vitality

-Super Agility

-Super Regeneration

–Cosmic Parasite Perks–

Cosmic Horror (100 cp, free Cosmic)

others are more afraid of you and/or your host/s. can be turned on/off.

Irrelevant Form (400 cp, discount Cosmic)

the physicality of your potential hosts is irrelevant. you may even possess robots or energy beings.

Cosmic Might (600 cp, discount Cosmic)

boosts all super powers or similar abilities you have from this or other jumps by one rank or equivalent.

–Hybrid Parasite Perks–

Removed Weakness (300 cp, first free & discount Hybrids, Parasites only)

lose one weakness you should have, as described in the weakness section.

Note: weaknesses only apply to your parasite Alt-Form

–Mentality Perks–

–Drop-in Mentality Perks–

Newborn Mind (100 cp, free Drop-in)

whether it's your first jump or not, you begin a new life here, a life of strange possibility. in order to not be completely overwhelmed by the expectations this places on you, have this perk. your learning ability and creativity for problem solving receive a decent boost.

With new Eyes (200 cp, discount Drop-in)

you find it much easier to get used to unusual experiences and sensations, especially those a human would not normally experience in their lifetime.

Personality Guarantee (400 cp, discount Drop-in)

no matter what happens to you, you stay you. no matter what memories you receive or what horrible experiences you go through you will still be yourself at your core. you may still change yourself if you want to or just through normal experiences but if you fear that you will be unrecognizable at the end of your journeys, you don't need to fear that any longer.

Counter Assimilation (600 cp, discount Drop-in)

assimilation is a strange fate, being immortalized inside of another. There exist very few protections against it. this perk allows you to take control over somebody that otherwise would take you into themselves and make you a part of them, which would likely be the end of your jumper days. instead you get the memories and body of the one who tried to absorb you, including the upgrades they would have received through you. once per jump or every ten years, whatever comes sooner, you get the guarantee that you will be untouched by the experience should you wish it and remain yourself completely. this perk only works if you would die or become an unperson due to the actions of others which would normally end your chain. if you are merely possessed then you need anti-mind-control perks or effects for that instead.

—Researcher Mentality Perks—

Ethics Debate (100 cp free Researcher)

you know that some experiments are not to be conducted due to being too much of a risk or leading to humanitarian damage but you also know the flipside of that equation, namely that some gains might be worth the sacrifice. this perk makes it easier to convince yourself and others that you are making the right choice in this regard.

Insight (200 cp discount Researcher)

thanks to your broad background in various topics you are able to spot a lot of little details others will definitely pass over. depending on what exactly you know you might be able to deduce just in passing that something is wrong with that janitor's diet or that the new lifeform, that was recently discovered, has amazing applications in several areas of research.

The Crunch (400 cp discount Researcher)

science is not for everyone, it can be quite monotonous and great success is never guaranteed. but that's not a problem for you. not only do you not get bored from repeating similar experiments again and again. but you also tend to more consistently get interesting and/or useful results.

Glorious Science (600 cp discount Researcher)

while "the crunch" is good for those jumpers who want to rely on real science, many, rightfully, would consider that boring or too slow of a method. therefore this: you will regularly make incredible breakthroughs through your research and experimentation, even in areas of expertise you have little experience with. whenever you set out to mix a few chemicals together or try to splice some genes where they don't belong just to see what works, there is a high chance that you will find something incredible that is both a scientific miracle and useful on your journeys.

–Hunter Mentality Perks–

Sense of Self (100 cp, free Hunter)

you know yourself. because of this you are much easier able to notice if you yourself are acting or feeling particularly unusual such as would be the case if you were slowly being brainwashed or afflicted with some kind of mind control.

Sense of Others (200 cp, discount Hunter)

whether it's a special upbringing, training or instinct, you have more of a sense for how other people tend to behave than others. this lets you notice much quicker when something is wrong in your social circle or community, such as the fact that a mind bending parasite has infected one among you or that someone suspects you of being a parasite.

The Source (400 cp, discount Hunter)

Once you know something is up, it's time to find the source. This perk gives you a general bonus to detective, tracking, hunting, stalking and similar skills. granting you more success and less failures in pursuit of what you are looking for.

To take Life (600 cp, discount Hunter)

you can find the best method to kill something. not the easiest method or the most surefire one, the best, measured by your own standards and capabilities. if you need to, you will find the way with which you may kill something with the least collateral or the setup with the most impact on society or with neither of those things, should you need secrecy. As long as you can kill something somehow, you will find the way which will leave you the least doubt over the fact that you needed to do it and how you did it.

–Infiltrator Mentality Perks–

Staying hidden (100 cp, free Infiltrator)

you are very skilled at hiding your true intentions and acting in general feels easier to you.

Discovering (200 cp, discount Infiltrator)

whether through luck or skill you find it easier to uncover hidden or obscure information.

Misleading (400 cp, discount Infiltrator)

when you are close to being discovered or when the enemy should have the clear advantage, then it's a prime opportunity for misinformation. you are great at creating false knowledge and at getting people to act on this wrong information to their detriment or your benefit or both.

One Byte ahead (600 cp, discount Infiltrator)

In many things, such as war, information is key. Otherwise, how will you know what to do? this perk greatly enhances your ability to deduce what kind of informations others possess, to a borderline supernatural degree, making you a master of any kind of information war.

–Corruptor Mentality Perks–

Sleezy (100 cp, free Corruptor)

even when the fact that you have hidden, possibly ill, intentions, is seemingly obvious, people will just ignore that about you and focus on the reasons why they are still interacting with you anyway.

Insidious (200 cp, discount Corruptor)

to get under someone's skin. to rile them up, put them down or praise them when they are not expecting it. you are good at understanding personalities and how to exploit that fact for amusement or a more complex purpose.

That Guy (400 cp, discount Corruptor)

people are much less likely to stop interacting with you or remove you from their social circle, if for example you cross a line they have, whether intentionally or unintentionally, such as by doing or saying something that is blatantly rude, crude, racist, immoral or indecent. they will make up their own reason for why they keep interacting with you but remember that this perk has limits.

Push and Hook (600 cp, discount Corruptor)

the art of corruption. the art of pushing someone in the direction you want them to while also taking care not to push them away from your influence. the art of hooking someone to you, via pain, pleasure and coercion, while also making sure that they become the person you want them to be. you are a master at this.

–Fighter Mentality Perks–

Fighting Will (100 cp, free Fighter)

you possess the will of a fighter. a will that lets you ignore pain and fear, at least for a time, as long as you have a strong motivation in your heart.

Enemy in Sight (200 cp, discount Fighter)

It seems that your instincts are made for fighting. your awareness for the movements of enemies is simply excellent, allowing you to predict what comes next much more accurately.

The Art of War (400 cp, discount Fighter)

war is not fought merely on the battlefield but rather is a question of the right setup. you are a master at eeking out any advantage you may get. from underhanded methods to straight faced manipulation and distractions. you just seem more creative and savvy when it comes to setting up where and more importantly how an interaction takes place.

Fighting Spirit (600 cp, discount Fighter)

theory and practice aside, war is no matter for scholars but warriors. Whenever the chips are down you fight longer, harder and simply better than others. as long as your fighting spirit remains, as long as you can keep pushing yourself, there seems to be little limit to who or what you may defeat.

–Leader Mentality Perks–

The Social-Ladder(100cp, free Leader)

To become a leader, one must first convince others that one is worthy of such a position. it's much easier for you to project an aura of confidence, authority and competence than before, making it much easier to convince others that rising through the ranks is the correct path for you.

Trust (200cp, discount Leader)

For some reason, people tend to trust you more than they would someone else. Maybe it's because they are used to trusting those in Power?

Social Skill (400cp, discount Leader)

You can handle people very well. whether its how to phrase a command better so that it will be received more favorably or how to ask for a favor from a superior. you are just good with people in general.

The Value of Leadership (600 cp,discount Leader)

you get more out of your subordinates than others or they by themselves could. you understand their strengths and weaknesses and can command them efficiently and intelligently.

–Supporter Mentality Perks–

Helpful (100 cp free Supporter)

you have an aura of helpfulness and safety that makes it easier for you to get people to open up about their problems and let you help with them despite fear or insecurities they may have.

Valuable (200 cp, discount Supporter)

people tend to appreciate your support more and are more likely to want to keep you close to them.

Support Evolution (400 cp, discount Supporter)

your various abilities and skills to aid others slowly grow with use.
this includes magic, superpowers, medical skills and more that you use to buff, heal, restore, help and/or abilities you share with others or similar.

Conceptual Wholeness (600 cp, discount Supporter)

Your aid is not merely great, it is supernaturally great. you may, either by using a supernatural healing ability, by providing moral support or anything in between inflict a status of conceptual wholeness on your target. This greatly boosts the effectiveness of your help in restoring your target to better shape both physically and mentally and may even improve their health beyond what it normally is. The effectiveness of this ability is directly proportional to your ability to provide aid in the first place and depends on how you help your target.

—Super Powers—

parasites can get a special discount on powers that they choose to apply exclusively to their host/s. Powers for which this is possible are noted by beginning with “you/the host/s”. if this discount is used, then "Power Transfer" is not necessary for those powers. Taking this discount is effectively a drawback.

Super Senses (100 cp per Rank per Sense)

you may choose any of the five senses to enhance.

you may also choose a new sense such as echolocation or radar but must pay an extra 100 cp for it. you may pay 100 cp on top of that to get a supernatural sense such as a magic sense or clairvoyance. may be bought multiple times. machines and machine hybrids get a discount on this.

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| Rank one | your chosen sense is extra sharp, like that of a dog. |
| Rank two | your chosen sense surpasses those of most if not all earth animals |
| Rank three | your chosen sense is good beyond biology, with machine-like precision and comprehension. |

Emotion Sensor(200cp per Rank)

allows you to sense the emotions of others. greatly boosts your skill with the emotion manipulation power as well as normal manipulation.

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| Rank one | you may sense the emotions of your host/s and/or people you/they are in contact with. |
| Rank two | you may sense the emotions of people in the area of a decently sized room. |
| Rank three | you may sense the emotions of people in a small city. |

Emotion Manipulation (300 cp per Rank)

allows you to manipulate the emotions of others. If you also have the “Corruption” Perk then you have complete control over the emotions of your host.

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| Rank one | you may alter the emotions of your host/s and or people you/they are in contact with. |
| Rank two | you may alter the emotions of people in the area of a decently sized room. |
| Rank three | you may alter the emotions of people in a small city. |

Mind Reader (200 cp per Rank)

allows you to read the thoughts of others. not the same as Telepathy.

greatly boosts your skill with the mind manipulation power as well as normal manipulation.

Rank one you may read the thoughts of your host/s and/or people you/they are in contact with.

Rank two you may read the thoughts of people in the area of a decently sized room.

Rank three you may read the thoughts of people in a small city.

Mind Manipulator (300 cp per Rank)

allows you to manipulate the minds of others. If you also have the “Corruption” Perk, then you may change the personality of your Host/s much faster.

Rank one you may alter the thoughts of your host/s and or people you/they are in contact with.

Rank two you may alter the thoughts of people in the area of a decently sized room.

Rank three you may alter the thoughts of people in a small city.

Memory Manipulation (300 cp per Rank)

allows you to manipulate the memories of others. if you also have the “Memory Access” Perk, then you have complete control over the memories of your host/s.

Rank one you may alter the memories of your host/s and or people you/they are in contact with.

Rank two you may alter the memories of people in the area of a decently sized room.

Rank three you may alter the memories of people in a small city.

Telekinesis (200 cp per Rank)

allows for the remote movement of objects by mental power.

Rank one you may lift objects about as heavy as a cat with your mind.

Rank two you may lift objects about as heavy as a car with your mind.

Rank three you may lift objects about as heavy as 25 tonnes with your mind.

Telepathy (400 cp per Rank)

allows you to communicate mind to mind and alter thoughts and memories in others.

Rank one your range is about the area of a decently sized room.

Rank two your range is much increased and it's much harder to resist.

Rank three your range is almost planetary and it's almost impossible to resist.

Super Pheromones (100 cp per Rank)

you/the host/s pheromones are enhanced in potency

you may pay an extra undiscounted 100cp to make the pheromones potent across species

Rank one you/your host/s pheromones make you/your/host/s more attractive.

Rank two you/your host/s can change the mood in various ways via pheromones.

Rank three you/your host/s pheromones can be very potent or subtle.

Tentacle Generation (100 cp per Rank)

you/the host/s may generate tentacles. The first rank is free for biological but only for the parasite, not the host, unless you have the "Power Transfer" Perk or similar.

Rank one you/your host/s can extend a small number of weak tentacles from a specific body-part.

Rank two you/your host/s can generate a small number of tentacles from a region of their body.

Rank three you/your host/s can generate and dismiss any number of tentacles from your/their body.

Super Vitality (200 cp per Rank)

you/the host/s are much harder to kill.

Machines get rank 2 for free but only for themselves, not the host/s, unless you have the "Power Transfer" Perk.

Rank one you/your host/s can survive much longer when bleeding out and have greater resistance to diseases and poisons.

Rank two you/your host/s can survive without blood for days and have immunity against mundane diseases and poisons.

Rank three you/your host/s can survive decapitation and have immunity or very high resistance against fantastical diseases & poisons.

Super Strength (200 cp per Rank)

you/the host/s are much stronger.

Rank one you/your Host/s may lift 200 kilos without problem or any exhaustion.

Rank two you/your Host/s may lift 2000 kilos without problem or any exhaustion.

Rank three you/your Host/s may lift 20000 kilos without problem or any exhaustion.

Super Agility (200 cp per Rank)

you/the host/s are much more nimble.

Rank one you/your Host/s may run 20 km/h, bend and jump like an olympic athlete.

Rank two you/your Host/s may run 30 km/h, bend like a snake-man and jump like a frog.

Rank three you/your Host/s may run 50 km/h, bend like an actual snake and jump like a spring.

Super Regeneration (200 cp per Rank)

you/the host/s heal/s from damage much faster. if you also have the "Killer" Perk, then you may restore the dead bodies you possess to top condition but not resurrect them.

Rank one you/your host/s can heal much more quickly.

Rank two you/your host/s can heal lost limbs or equivalent mass over a week.

Rank three you/your host/s can heal anything that doesn't kill them in less than an hour.

Poison Generation (200 cp per Rank)

you/the host/s may generate poison. you and your host/s are immune to your poison.

Rank one you/your host/s have a poisonous touch, sting or bite.

Rank two you/your host/s have a poisonous breath, spit or weak projectile. you may change the poison-formula a little.

Rank three you/your host/s can produce poisonous clouds. you may change between varied poisons.

Invincibility (200 cp per Rank)

you/the host/s are much harder to hurt.

Rank one you/your host/s is resistant to stabbing and slicing.

Rank two you/your host/s is highly resistant to stabbing, slicing and bullets.

Rank three you/your host/s is immune to normal pistol bullets and extremely resistant to stabbing, slicing and explosives.

Anti-Invincibility (200 cp per Rank)

you may partially ignore the durability of your targets.

This also makes it easier to attach to them if you are physikal.

Rank one you may ignore some of the durability of your targets, making it easier to penetrate them.

Rank two you may ignore most of the durability of your targets, in proportion to your strength.

Rank three you may ignore most forms of durability, including force-fields and divine protection.

–Spells–

While these are intended to be magical, they may be chi based, psionic or something else instead. magical parasites get 1 Spell free, magical hybrids get a discount on these. most spells have additional requirements such as casting time, spell components, requiring the expenditure of magical energy or an appropriate ritual circle.

Hypnosis (200 cp)

channel energy into a held object or body-part such as the eyes to make them extra hypnotic. strong willed or prepared targets might still resist.

Shock(200cp)

generates a magical electrical pulse that paralyzes a/ target/s you/your Host/s touch for a short duration.

Physikal Enhancement (300 cp)

enhances the physical abilities such as strength and/or speed of you/your host/s.

Hex (300 cp)

gives temporary bad luck to a target, which often manifests in clumsiness and distractions.

Detect Magic (300 cp)

detects magical effects in a cone. only gives a little information on what kind of magic it is.

Message (300 cp)

you may send a short message of a few sentences to someone you know. they know its from you. who you may reach depends on how powerful you are and how much effort you put into this. The required effort and power increase with distance, especially across dimensions or solar systems.

Charm (400 cp)

alters the mind of a target, making them much more friendly and obedient towards you, but not absolutely so, for up to a few hours. is highly noticeable by the target themselves and others as well.

Conversion Ritual (400 cp)

transforms a sentient being into the same sort of parasite you are but without any upgrades via evolution and no fiat backing beyond the transformation itself. takes more time and preparation the weaker you are magically and the more powerful your parasite form is. requires some form of consent. This does not require the removal of the “Sterility” Weakness.

–Items–

Container (100 cp)

can contain or safeguard a parasite in pristine state. can be used to safely transport or hide weaker parasites such as offspring. is appropriate to the current jump and your parasite form or the form of those you want inside.

The Tome (400 cp, discount if highly magical world)

a tome of magical knowledge.

contains knowledge about a variety of magic related topics such as a list of some spells including on how to learn them, some creatures and uses for them, as well as some potion recipes and where and how to get the ingredients for them. Updates in future jumps with further generic magic knowledge.

Data Device (400 cp, discount if sci-fi world)

a device for storage and accessing of data. has a touch screen and various plugs and wireless connections. can access the internet if it exists in the current jump. already holds a plethora of games & other media, work programs & other useful software, as well as several libraries worth of digital books. Updates in future jumps with more generic data.

Valuable Resource (400 cp)

What this is depends on what you are and your imagination.
can boost your "Evolution" perks for a short time by consuming it, possibly granting an instantaneous advantage.
you get one dose of "Valuable Resource" per month.
you might be able to find or make more depending on what it is.

–Companions–

Companions may take Drawbacks if applicable.

Host/s (100 cp per Companion, discount Parasite)

you may import or create up to 8 companions with the host:humanoid Origin, two mentalities and 400cp to spend each.

Parasite/s (100 cp per Companion, first free Host)

you may import or create up to 8 companions with any parasite origin, two mentalities and 400cp to spend each.

Greater Host/s (200 cp per Companion)

you may import or create up to 8 companions with any host origin, two mentalities and 600cp to spend for Origin, Perks, Powers and Spells.

General Companion Import(Free)

you may import as many companions as you want as normal Humans but they receive no free cp or Perks.

—Weaknesses—

for parasites only. essentially limitations on your parasite Alt-form.

weaknesses don't go away with the end of this Jump but can be trumped by Perks.
your descendants also inherit your weaknesses, unless you have a perk for that.
if you get a weakness twice then you also need to remove it twice for it to be fully removed
but they don't stack.

-Biological Weaknesses

Physikal	must have a physical body of some kind.
Needs	must fulfill requirements of a living being(food,water).
Limits	Due to limits in physics, all evolution perks need more time to take effect, as do changes to your Host's body, including granting them Powers.

-Magical Weaknesses

Magic	magical beings might be more easily detected, blocked or attacked via magic.
Anti-Magic	might be more affected by anti-magic which might suppress your connection to the host/s.
Sterile	cannot reproduce without magic, normal cloning won't work either. can't buy the reproduction perk without first negating this weakness.

-Machine Weaknesses

Physikal	must have a physical body of some kind.
Limits	same as the biological "Limits" weakness but less so.
Sterile	cannot reproduce normally. has no DNA for cloning. can't buy the reproduction perk without first negating this weakness.

-Cosmic Weaknesses

Abnormal	more likely to gather attention, especially from cosmic forces.
Sterile	cannot reproduce normally, cloning requires cosmic effort. can't buy the reproduction perk without first negating this weakness.
Overpowered	Cosmic beings tend to have little weaknesses which might make them boring. This is not a real weakness unless your benefactor is very particular about it.

—Drawbacks—

Less Control (+0-300 cp)

Your various Super Powers, Spells and similar are less effective at manipulating people including the "Attachment" Perk. your new maximum control level is:

- Absolut(+0cp)
- Command(+50 cp)
- Coerce(+100 cp)
- Guide(+150 cp)
- Influence(+200 cp)
- Nudge(+250 cp)
- None(+300 cp)

Hunted(+100-300 cp)

-For +100 cp:
someone knows about your existence and is trying to eliminate you, likely spreading their knowledge the longer they stay alive.

-For +200 cp:
there exist an Organization that is aware of your existence and will try to take you out.

-For +300 cp:
there exist multiple organizations that are aware of your kind and have dedicated protocols for dealing with you.

Locked-Form (+100 cp)

you may not use any shapeshifting abilities you may have.
you also may not change into any alforms or otherwise transform.

Physics are back (+100 cp)

all your Super Powers now follow more normal physiks.
This means for example, that any mental manipulation Powers such as Telepathy require physical access to the brain to work and powers such as super strength are much more limited and dont have secondary powers like super-grip and super-traktion. This goes for all your superpowers, including those from other jumps but not for magic, as magic is outside physiks to begin with.

Power-Lock (+200 cp)

you may not use any powers from outside this jump.

can't be taken if this is your first jump.

Item-Lock (+200 cp)

all your items, including properties and your warehouse,
are locked away for the duration of this jump.
this includes items you bought in this jump but not
items you found, stole or made yourself during this jump.

Hunger (+200 cp)

you need much more food and/or energy than normal.
This may have repercussions for your host/s as well.
if you normally would not need to eat than you do instead need to
consume something else regularly or face certain death.

Unsightly (+200 cp)

you seem to be rather disgusting looking.
will slowly start to effect your host/s as well, turning them
more monstrous the longer you possess the same host/s.

Enhanced Weakness (+200 cp)

your weaknesses seem like much more of a hindrance than they would normally be.
requires at least 2 weaknesses. can only be taken by parasites.

Immobile (+300 cp)

you can't move without the willing or unwilling assistance of others.
only wiggling in place or opening and closing your eyelids and
similarly small feats are possible for you.

Control Issues (+300 cp)

you may only control the actions of your host/s under certain conditions,
such as them giving you permission or them getting knocked unconscious.
can only be taken by parasites. incompatible with less control.

Focused Mentality(+300cp)

you get only 1 mentality and discounts thereof.
you will notice that it seems much harder than usual to expand
or change your mentality for the duration of this jump.

Possessor (+400 cp)

a being wants to possess you and it can do so no matter what Perks you have.
if you kill it another will take its place rather soon. your chain won't end if it gets you but
you'll be forced to watch it mess around with your body and life from the inside
for the rest of the jump or until you get rid of it.

—Decisions—

You have three choices:

Go to next Jump

Stay

Go Home

—Notes—

if you want to be something specific then here are some recommendations:

-if you want to be a Slime:take hybrid:bio-magical and use the free "Removed Weakness" on "Physikal" so that you can take the blob form.

-if you want to be Venom/a Klintar:take bio-cosmic as well as "shapeshifter" as well as various Super Powers.

-if you want to be a fungus, then I recommend taking Biological, "the hive" and "nanotech". This would allow you to infect people with spores.

All manipulation abilities come with a lesser ability to sense/read what you can manipulate with it but I strongly recommend taking the sensing ability if you want to be a master at it.

—Change Log—

v0.1 initial Jump Creation

v1.0 Jump published