

Thrive: Microbe Stage Gauntlet

(Up for adoption, feel free to make a copy and finish it, just make sure to credit me. I found out that i don't have the skills to properly write a jump doc, just cut other people works and modified to fit my need so i'm hoping someone will give the doc the attention it needs)
+0cp

Locations:

You start in one of the following biomes on Pangonia

- 1 - Volcanic Vent
- 2- Sea Floor
- 3 - Abyssopelagic
- 4 - Bathypelagic
- 5 - Mesopelagic
- 6 - Underwater Cave
- 7 - Epipelagic
- 8 - Coastal
- 9 - Tidepool
- 10 - Estuary
- 11 - Ice Shelf

Perks:

Avatar - 0cp
think without a brain

Reproduction - 0cp
die and be born at your child

Do The Evolution - 0cp

Cytoplasm
You require 20% less Compounds then you normally would

Metabolosome
Aerobic Respiration

Thylakoids
Photosynthesis + tolerance of up to a 10% CO2 Atmosphere

Chemosynthesis Proteins
immune to mundane poison gas and can use it for energy

Rusticyanin
can eat iron and other metales

Nitrogenase
convert extra nutrients into other nutrients

Oxytoxosome
your body is poisonous to enemies

Flagellum
Reactionless move at a cost 300 MW per newton. Can substitute equivalent energy

Predatory Pillus
grow Hypodermic needles over your body

Nucleus
cannot die when core is intact

Mitochondrion
transfer energy with 100% efficiency (body processes, magic, tech)

Chloroplast
Photovoltaic, needs no resources

Thermoplast
immune to +/- 40c core temperature and can give energy

Chemoplast
use any gas to breathe with

Nitrogen Fixing Plastid
Can pull gasses from air and fix them to solid matter

Vacuole
store food and energy

Toxin Vacuole
can extrude poison, with Predatory Pillus can inject

Bioluminescent Vacuole
make Bioluminescent patterns on the skin

Items:

Microbe Starter Kit - 0cp
This fist sized asteroid, when released will shoot off to the nearest biocompatible Baron Planetoid and seed it with Microbes that will evolve over a billion or so years into a complex ecosystem. You may choose to have the ecosystem be guaranteed to be compatible with humans or any one of your alt forms. The kit will respawn in a month upon use.

Petri Dishes - 0cp

You get a petri dish of each microbe you have encountered in the jump, including difference evolution stages of yourself

Compound - #cp

Pick one of the following. Glucose, Ammonia, Hydrogen Sulfide, Phosphate or Iron

Drawbacks:

Myr + #cp

extend your stay by 1 million years

Aggressive

Cannibal

Win Conditions:

survive for 15 generations and have a reproducing colony