StarCraft Zerg

Welcome, possibly once more, to the Koprulu Sector. It is here that three mighty races find themselves in a near perpetual state of combat. The Terrans; once humans of earth but lost adrift in space centuries ago until they arrived here. The Protoss; an ancient race made up entirely of potent psionic users and even more potent psionic technology. The Zerg; an all consuming swarm, made up of countless critters bound under a hivemind. They are capable of unprecedented evolutionary speed and are filled with an insatiable desire to evolve further. When they encounter the DNA of other beings, they are able to assimilate it to grow stronger. You will be entering into this universe as one of these zerg for the next decade, not long before a Magistrate and Jim Raynor would meet on Mar Sara. Though, given how variable the zerg are, there is the question of what kind of zerg you are exactly.
You get **1000CP** to spend on the options below.

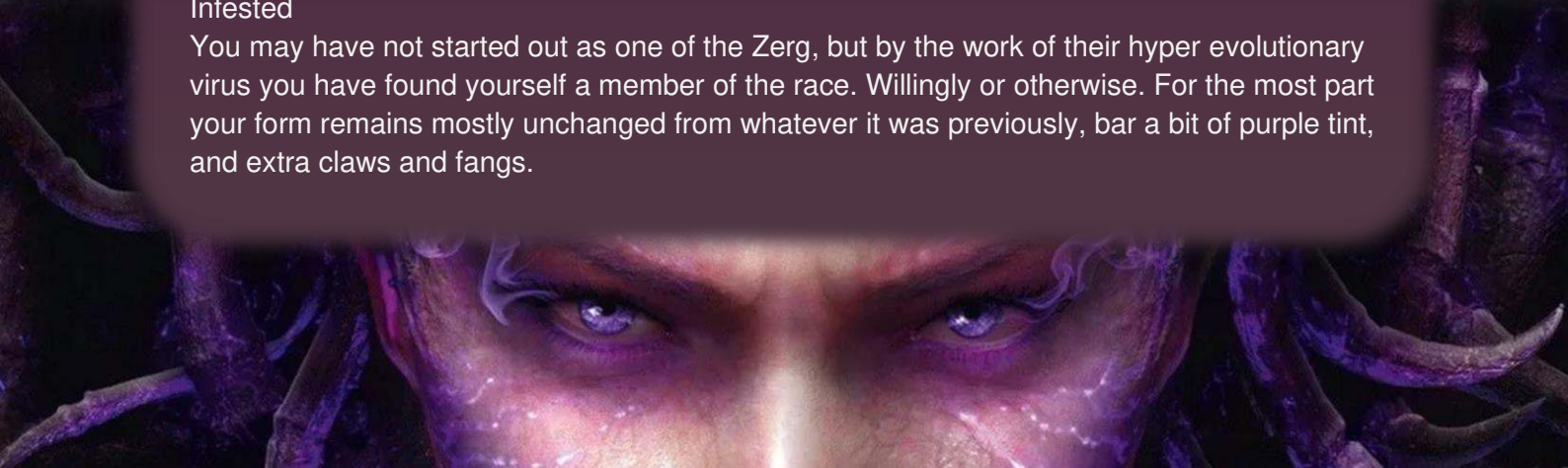
Origin:

Queen
You are a Zerg who was born to lead. And this is meant quite literally. You were hatched for the express purpose of leading other members of the Swarm. You are the commander of your own brood, answering directly to the leader of the Swarm. As a member of the swarm, you are likely to enjoy far less freedom than you would with the other origins, yet you can also be secure in the knowledge that you are backed by an army of numbers without end.

Primal
You are zerg. Pure zerg. Untouched by the Dark One, you are one of the zerg who remained on Zerus and continued to fight other Zerg to evolve. Without the careful touch of an evolution master, your form is much more rough around the edges, however it undeniably has greater strength than an equivalent member of the Swarm would have. Decades of fighting and evolving means that you are particularly good at self-evolution, taking in traits of other creatures that you desire.

Feral
As much as they would wish the contrary, the Hivemind of the Swarm is not perfect. Not by any means. Time and again, circumstances have conspired to cut off entire broods from the rest of the Swarm, leaving them to go feral. With this independence, most zerg turn on each other, fighting each other as much as they would any other creature. If you wished, you could return to the swarm, however you are also free to go off by yourself should you choose.

Infested
You may have not started out as one of the Zerg, but by the work of their hyper evolutionary virus you have found yourself a member of the race. Willingly or otherwise. For the most part your form remains mostly unchanged from whatever it was previously, bar a bit of purple tint, and extra claws and fangs.



Location: *You may choose any location to start as you wish, or roll 1d7 to decide.*

Zerus - The homeworld of the Zerg. The Swarm originated from here yet has left it far behind, never looking back. Currently it is filled with the Primal Zerg, those that managed to avoid coming under the hold of Amon. This is a brutal, cutthroat world where only the strong survive and the weak are mere prey. Various packs have formed, led by their pack leaders. These are strong zerg in their own right. But above even them are the Ancient ones, zerg as old as the Overmind and just as powerful. Thankfully they are few in number, possibly only a handful being in existence, and care little for the going-ons of primals. Notably, Zerus lies outside of the Koprulu Sector.

Char - The volcanic world of Char is the primary hive cluster of the Zerg in the Koprulu Sector. It is a world choked by thick toxic clouds above and fiery rivers of lava below. The Swarm settled there to help further their own evolution. This world is highly abundant in natural resources such as minerals and vespene gas. Being that it is the home of the Swarm, an uncountable legion of zerg resides upon, above, and underneath its surface.

Aiur - The homeworld of the Protoss, enemies of the Zerg. If there was a jewel of the cosmos, this world would certainly be a candidate for the position. With the great golden cities of the Protoss making up a thriving culture, and a moon unique in the galaxy for a perfect sphere, you would be hard pressed to find a system like this anywhere else. That said, as a zerg you will find your stay unfriendly at best. More than likely, the protoss will exterminate you as soon as they find you.

Mar Sara - This planet is one of the fringe worlds of the Terran Confederacy. It is also one of the first worlds infested by the Zerg when they appeared in the Koprulu Sector. It is a world with light Terran presence but is rich in resources and is home to more than a few artifacts of Xel'Naga design. Quite soon after you will arrive in this jump, the Protoss will be alerted to the presence of zerg on this world and will summarily incinerate it. Don't be here when that happens.

Leviathan - Other than the great wormholes created by the Overmind, the leviathans are the main means by which the Zerg transport large numbers of creatures to and thro. You will be entering this jump aboard one of the many leviathan used by the Swarm. If you have the appropriate options, this could even potentially be your own leviathan. You are adrift in space, going who-knows-where.

Research Facility - The Zerg's physiology and abilities are of great interest to the Terrans. As such, they will often capture and study specimens whenever possible. Somehow or another, you have found yourself in one of the many research facilities set up by the Confederacy or Dominion in order to find out what makes the Zerg tick. This doesn't necessarily mean you are in one of the containment cells though.

Unnamed Planet - There are many planets in the Koprulu sector. Hundreds of perfectly habitable worlds, for a zerg. Even the harsher ones are merely a way for the Zerg to test and strengthen themselves. You have found yourself on a random livable world within the sector.

Zerg Form Section: *Now is the time to design your starting Zerg form. It may change as you evolve, but this will be the form you start off with. Have 800 Evolutionary Points to spend in this section alone. CP can be changed to EP at a ratio of 1:1*

Base Form: *This section will determine the basic shape you will begin with. As a zerg, this may be less important than you might think. You can choose any of the three options for free.*

Humanoid
Like the Queen of Blades or Stukov, your form will be similar to that of a human. Your flesh could be similar in appearance to that of a Terran, or alternatively could have the distinctive Zerg palette of purples and brown armour. This form would make blending in among the Terrans easier, though not necessarily simple.

Swarm
Rather than a Terran, your form is based on one of the many classical zerg forms found among the Zerg Swarm. While it may currently lack some of the notable features that these forms have, your general shape will match that of them. In general this also means that your form will be much more sleek and streamlined, the careful touch of Abathur obvious.

Primal
The primals can come in all shapes and sizes, and so too could you. Your form is similar to that of a primal, and as such could take the form of anything really. From giant worms and bears to leviathan like monsters, just about anything is on the table. Though as a primal, your form will be somewhat rougher than that of the Swarm. It was not the careful curated body made by a master of genetics, but something that was forged through blood and conquest.

Stats: *This section details the capabilities of your zerg form. Choose one tier from each stat. Previous options do not have to be purchased to buy the higher tier.*

Size *- Choose the size of your form here. This naturally will have an effect on stats as well, so think carefully about what you wish to choose.*

Small [Free]
As far as zerg goes, you are pretty small. Only the size of a Terran dog, or that of a young zergling. People may underestimate you based on your size. If they do, it may be the last thing they do.

Moderate [100] *(Free for Infested)*
At this point you stand around 6 to 7 feet tall, matching that of the Terrans and Protoss. You would quite literally see eye to eye with them. A respectable size that allows for a good mix of strength and nimbleness. Many of the strains in the swarm are this size.

Large [200]
Your form has some real meat on its bones now. Standing at several meters tall or long, you would be an intimidating sight for any who came across you. The Queen strain of the Swarm would stand at a similar size to you.

Massive [400]
The bigger your form, the more strength you can bring to bear. It also means you will be able to absorb more force. There is a reason that the strongest Primals on Zerus are a size above that of their peers. Your form is truly giant, towering at least 20m high.

Speed *- Choose how fast your form is able to move. This isn't just movement speed but also how fast your reflexes are*

Slow [+100]
You aren't going to be racing anywhere. Your form is quite slow, meandering around at speeds more akin to a quick walk than a sprint. You also aren't the fastest when it comes to reacting to things. It may take a second or two for you to react to the sight of a predator. Hopefully you have other ways to survive in the wild.

Moderate [Free]
A slow zerg is often a dead zerg. You are anything but slow. While only average for a zerg, you would still be outpacing most other creatures on foot. Your normal running pace would match the loping gait of an adult terran sprinting flat out.

Fast [100] *(Free for Primal)*
You've started pushing the limits of land based speed now. While by no means equal to the speed that Terran or Protoss vehicles can reach, you are far and away faster than any normal creature. There are creatures who could reach up to 80mph on a flat run, and even they would be left behind by you in a race.

The Blur [200]
Where before you were starting to push the limits, now it could be said that you have reached them. On land you would be able to keep pace with the fastest of Terran vehicles no matter the terrain, and in the air chasing down Vikings or Warp Prisms would be the standard.

Strength *- This will be how strong your form is. Naturally this will be affected by how large your Zerg is. A massive zerg will obviously be stronger than a small zerg of the same strength tier.*

Basic [Free]
Your form, however big, is lacking when it comes to the muscles department. Perhaps during your evolution you decided that such muscle mass wasn't needed, a pointless waste of energy to maintain. This has the advantage of meaning you require less sustenance to remain in top form. That isn't to say you are actually weak, just that strength is definitely not one of your strengths.

Moderate [100] *(Free for Queen)*
Contained within those rigid muscles of yours is a power few could match. With your strength, you would be able to quite easily lift someone multiple times your own body weight. Crushing rocks that happen to get in your way would certainly be on the table now.

Sundering [200]
In a Sector filled with advanced and alien metal structures, a truly terrifying level of strength is required to tear through it like so much bark. Even without the wickedly razor sharp blades of an ultralisk, you would crunch metal between fang and claw as you break through encampments and fortifications.

Durability *- Finally, it is time to decide just how much damage you can tank. How strong is your skin or armour?*

Minimal [+100]
Defense is not something you worry about. You were never meant to tank hits. Rather, your focus has always been on not getting hit in the first place. Your body is barely more durable than that of a weak Terran. Even mundane knives have a chance to hurt you.

Average [Free]
The average Zerg is not so easily hurt as a Terran though. Your body is hardy enough that conventional blades or weak pistols would be all but worthless against you. You are no tank, but you aren't in need of special protection either.

Armoured [200]
If before you were a sturdy rock, now you are a wall of granite. Covered in a protective layer of armour, subdermal or otherwise, you have enough protection to start ignoring normal weaponry. Concentrated fire can still take you down, but you'll be able to charge down any single foe with minimal damage. Unless they bring out the big guns.

Impenetrable [400]
Ultralisks and, surprisingly, Larvae, boasted particularly strong armour. The latter of which could resist small arms fire despite its size while the former could weather the blows of siege tanks. Little in the way of Terran weaponry will leave more than a mark on you. The Protoss though? Well, there is a reason they use psi-blades.

Regeneration *- One trait that is shared between all the Zerg is their power of regeneration. Dead cells can quickly and easily be converted to new living ones, allowing them to heal from most any wounds. But even this varies between Zerg.*

Baseline [Free]
As mentioned, any normal Zerg has impressive regenerative ability. Most damage taken can be healed within days provided they have sufficient biomass at hand. Wounds will either kill you outright, or not at all. Things like lost limbs are unfortunately outside the limits of this level of healing though.

Rapid [100] *(Free for Feral)*
The survivability of a Roach is nothing to scoff at. They have a level of regeneration above most other strains of Zerg. By absorbing the nutrients in the soil around them, they can rapidly heal from any damage done to them. A normal zerg might take a few days to lick its wounds. A roach is liable to be back in the same battle that it was wounded.

Immortal [200]
This is a level of healing above even that of the Roach. The Queen of Blades herself is the likes of beings who have this level of regeneration. Entire limbs can be regrown in seconds, should you have the energy or biomass to spare. Battles of attrition against you could last entire days.

Lethality *- The Zerg have many forms and many forms of attack. This section focuses on just how sharp your fangs are.*

Blunt Force [Free]
You are one of the strains of zerg who don't rely on teeth and claws to kill you prey. Rather, you rely on feats of strength and other abilities in order to end their life. After all, the Zerg are by no means limited in what they use to fight. As such, any spikes you do have are more on the blunt side. In the grand scheme of things perhaps sharp, but not to the zerg.

Sharp [Free]
When the Zerg do go with blades, they don't half-ass it. These are the weapons you would expect from the Zerg, evolved for maximum lethality. Sharper than a razor, harder than bone, and way more numerous than you would think necessary, these biological weapons are more than capable of tearing through metal if put to task.

Monomolecular [200]
Similar to the kaiser blades of the ultralisk, it is quite literally impossible to get sharper than this. The blades you wield taper to a molecular sharp edge, letting you tear through even Protoss alloys like so much tissue paper. In fact, few materials in existence are capable of putting up more than a token resistance against these. Used by the unstoppable giant tanks of the Swarm, a single swipe of their large blades could take out entire squadrons.

Other:

Weapons *- The Zerg have more ways to kill than there are strains within the Swarm. If it could be conceivably used as a weapon, chances are some zerg somewhere has tried it. Now it's time for you to choose your own method of attack.*

Swarm Attack [Free]
Quite a simple choice, but with many potential options contained within. You have gained one of the many attacking methods used by the Zerg swarm. This could range anything from single claws and spines, to acidic bile or parasitic infections. Some zerg are even capable of spawning little creatures to attack for them. There are so many different types, which themselves evolve and change over time, that listing them all would be a fruitless endeavor. Pick one to make your own. Additional types can be bought for 100 EP each.

Extra Mutations - *Now it is time for you to choose some of the other useful mutations your form may have.*

Float Bladder [100]
Who needs legs or wings when you can simply float? This is a particularly strange organ that emits a low frequency energy field, creating a gravitation 'shell' that allows the organism in question to float. No psionics or wings necessary. The main advantage this has would be navigating particularly awkward terrain.

Burrowing Muscles [100]
One of the most common abilities found within the Zerg Swarm is the ability to burrow. Billions of tiny muscles all over their body vibrate at low frequency, breaking up rock and dirt. Using this, they are able to 'swim' through the ground almost as fast as they could move on land. This ability is a nightmare on the battlefield.

Detection [100]
The eyes are limited, and can be fooled. Through a myriad of organs both psionic and organic, you are able to detect cloaked, invisible, or otherwise illusionary objects. It would be an exaggeration to say nothing could escape you sight, but they would have to be trying damn hard if they wanted to even start to fool it.

Shapeshifting [100]
The Changelings, spawned by the Overseers, have little in the way of offensive options. But they have no need for it, for their role is simple: intelligence gathering. The changeling is able to quickly assume the guise of any living foe that it sees. It also emits a weak psionic aura that influences people to not question it. This transformation is merely a facsimile though, so any inherent traits are not transferred over.

Space Worthy [200]
The ability to fly is useful in the extreme, but by no means is it unique. Simple aerodynamics make it a rather simple task for those who seek it. But traveling through space? That is another ballpark altogether. You have the genetic sequences necessary to allow you to survive in space without any protective gear. And not just survive, but travel. Solar radiation, the coldness of space? No, the only real trouble for you would be navigation.

Perks: *100CP perks are free for their origin. Other perks are discounted to half price for their origin.*

Purity of Essence [Free]
The zerg. The race that the Xel'naga Amon designated as having purity of essence. Mutable, changeable. They are the very embodiment of evolutionary potential. What doesn't kill them makes them stronger, and what does kill them gets evolved beyond. Quite literally, the Zerg embody evolutionary potential, able to change and adapt faster and better than any other race by far. This comes not only in evolving their own body naturally but also stealing the desired traits of creatures they consume.

Queen

Creep Production [100]
A tell-tale sign of Zerg presence is that of creep. In some ways creep could be considered the largest of the Zerg strains, a super organism that spreads across entire planets, and connects and feeds the Zerg atop it. After the Great War, some Zerg evolved to produce creep themselves, and you can count yourself among those numbers. From various pores across your body, you are able to secrete large amounts of creep at any time. Through this creep you can absorb nutrients and water from the surrounding area and from deep underground. Creep is able to survive in both space and on the ocean, so can be used in just about any environment.

Amons Mark [100]
The Khala brought unity through understanding to the Protoss. The Swarm brought unity to the Zerg through subservience to a single great mind. Both were the work of Amon. Untouched by the Dark One, you have forged your own hive mind, a psionic network linking your creatures to you. Being a hivemind of your own creation, you have the potential to add other creatures to it should you choose. But while creations you have created inside the hivemind are naturally subservient to you, those you add may still have their own goals.

Heir To The Swarm [200]
The Swarm does not need many different leaders. Intelligence breeds disagreements, and disagreements breed betrayal. While the Queens serving under Kerrigan and the Cerebrates under the Overmind had intelligence, they lacked key aspects: Vision. Planning, calculation, cunning. Strategies. You have been put under the knife of Abathur, or just had to learn from experience on Zerus, but these are traits you have evolved. You could make a worthy leader to the Swarm, should you possess the power to back it up.

Maximum Micro [200]
The Zerg possess overwhelming numbers. For every one enemy they send ten. For every hundred they send a thousand. For a million they would blot out the skies with their bodies. Yet despite that they still can be moved with scalpel-like precision. As a commander of Zerg, your mind is especially suited to controlling tens of thousands of zergs at the same time as if they were mere extensions of your body. The Zerg have the numbers to spare, but sometimes a personal touch is needed.

Swarming Swarmling [400]
Simple is good. Simple is fast. Simple is efficient. That is why the Zerglings are able to be produced in such great numbers. Your creations are simple. Or at least, they are as simple as they can be, without losing anything in exchange. As such, they can be produced in greater numbers, at greater speeds, with the same original production base. A single egg would spawn two creatures, in half the amount of time it would take previously.

Evolution Mastery [600]
The Zerg are undisputed masters of biology. Any single zergling has better control over their biology than anything the Terrans or Protoss can offer. Yet despite this, there are levels of mastery even at this stage. Abathur is the evolution master within the Swarm, and no other Zerg can hope to match his skill at weaving biology to purpose. The Queen of Blades herself was a result of his careful tending. While you may not yet be his equal in experience, you are his equal in skill. There will be no shoddy workmanship for your creations, not like the Primals. Of course, as Abathur's equal, it should come as no surprise that you are well familiar with his designs; the various strains of the Zerg Swarm.

Primal

Born To Be Wild [100]
The Primal Zerg are in a perpetual state of fighting and evolution. They can't die of old age, so any death is from combat. From the moment of your birth, you have been fighting to survive in a planet-sized battle with every other living thing in the world. Every meal is a battle, every evolution is a fight to the death. You have learnt to survive, thrive even, in this environment. You can fight with the wild savagery yet cold calculation and cunning necessary to win battle after battle. Few other primal zerg would be a match for you in single combat, bar those significantly stronger or faster than you. But then, who fights fair on Zerus?

Cellular Growth [100]
Zerg cells are in a constant state of battle. Survival of the fittest on a cellular level. They have two types of cells. Randomly mutated cells, and hunter cells. The strong mutated cells survive while the weaker ones die. It is in this way that the zerg constantly grow stronger as they age, rather than weaker. It is in this way that zerg cells can evolve more in an hour than humans do in 100,000 years. Your body is rather good at synthesising useful mutations. Consequently your body will grow stronger much faster than most zerg.

Sense The Essence [200]
The primals are on a constant quest for new mutations, new essence. But not every creature will have useful essence, and as the individual grows stronger useful essence will only grow more scarce. The truly ancient primal zerg, the ancient ones, are liable to hibernate for untold years as they wait for new essence to appear. While you may not be able to do much about the creation of useful essence, you are more than capable of finding them when they appear. You appear to be capable of quite literally sniffing out essence that will further your own evolution.

Innovation [200]
Adapting to the situation is all well and good, but if all you do is respond to the situation, one day you will stagnate. That is why innovation is so important, even to the Zerg. Perfection is a pursuit that never ends. You are a thinker, coming up with new ideas, new strains of zerg, that haven't been broached before. You don't stick to the same worn paths, you build your own ones. This kind of ability could only be a benefit no matter what role you serve.

Psionic Biomass [400]
Matter is energy, and energy is matter. They are two sides of the same coin. By this same logic, biomass can be created from psionic energy. Zerg and other creatures can be made on the spot, by converting your own energy into biomass. Shaping the sequences as you do so. It will be exhausting to create, something as small as a zergling all but draining the more powerful of psionic users, but can be worth the effort in certain circumstances.

Alpha Being [600]
Somewhere on the surface of Zerus lies the First Spawning pool. The pool that gave rise to the very first Zerg. For uncountable years it has existed, since before names existed, the essence inside never ceasing their constant cycle of consuming each other to grow stronger. You have bathed in this pool, and were one of the few to survive the experience. You have made the primal power of Zerus yours. Any biological or genetic abilities you may have has been dialed up to eleven, as a million years of pure Primal Zerg evolutionary potential enhances everything it touches. Even your psionics will have undergone a quantitative evolution in strength.

Feral

All Terrain Combat [100]
The Zerg evolve, and evolve fast. Any single Zerg has the potential to take numerous forms over their life. Normally this might disorient a creature for a while but any sign of weakness is a fatal mistake for the Zerg, especially a Primal one. No matter what shape you might end up in, or how sudden the transition, you are able to easily translate your fighting skill and agility to that new form. It’s almost as if you had been fighting like that from the start.

My Mind Is My Own [100]
The zerg will encounter many attempts to control their actions. Their hivemind combined with the simple minds of the individual zerg within make such attempts rather attractive to any who want an army of viscous beasts. But the Zerg are those who evolve. After so many attempts, is it any wonder that you would, even if by fluke, develop a mutation that would let you retain control of yourself? Mind control attempts simply slide off of you like water. Even technology designed specifically to prey on psionic links has no effect on you.

Essence Storage [200]
You are a rather strange zerg. You have managed to retain, or perhaps attain, the singular ability of the worm larvae. You can easily mutate between several self-predetermined forms. The actual mutation can take anything from several minutes to many hours to complete, but you could shift from a small zergling like creature to a hulking ultralisk if you so wished, without any external stimuli. When turning into larger forms, you may require additional biomass.

Containment Breach [200]
If there is one lesson to be learned from studying captive Zerg, it is that they can not be contained. Not forever. Eventually they will find a way out. Find a way to get free. Whether this takes days, months, or even years. They, and you, always escape. If there isn't a natural escape path, they simply make one. If there is an escape path, you wouldn't know they had found it until it is far too late.

Xel'Naga's Gift [400]
Before leaving the swarm in the hands of Zagara, Kerrigan gave it some DNA from the Xel'Naga. Using this DNA, the zerg created a species that brought life wherever it was placed. You have also been infused with Xel'Naga DNA, and consequently life will flourish in a vast area around you. Even places that are considered inhospitable will grow into wonderful oases should you stay in them for very long.

Death In The Void [600]
Your mind persists, even if your body is destroyed. The body is merely a container, a mortal shell. Should it be destroyed, you can still be reincarnated via the cosmic energies used by the Zerg. It may not be instant and it may not be easy, but you will be back however many times they try to put you down. The only way to put you down permanently would seemingly be to use the powers of the Void, or other analogues in future settings capable of stopping such reincarnation.

Infested

Too Angry To Die [100]
You would be surprised at how much you could live through when fuelled by hate. In fact, even as your body is torn apart and remade time and again at a cellular level, in a process that would kill any of your peers, you alone would force yourself to stay alive, just so that you could unleash your wrath on the one whom you loath. This may not grant you extra regeneration or increased sturdiness, but your flesh will be tested to its very limits before it gives up.

Silent Flood [100]
The Zerg are so overwhelming, so ferocious and tough, that people will often forget that they are also entirely capable of more subtle action. Rather than sending waves of expendable fangs and claws, they can instead choose to poison strongholds from within; infect the population stealthily yet frighteningly quickly. Subterfuge might seem an odd skill for a zerg like you to have, but it is one just as dangerous as anything else you could wield. You are extremely good at making sure your actions attract as little attention as possible.

Hyperevolutionary Virus [200]
Your body is filled with a form of the hyperevolutionary virus. A bite or claw from you can easily infect others with your DNA, mutating them to your species. Your species is quite literally made into a disease that spreads from person to person. As its name implies, this virus is under a constant state of mutation, rendering most any attempt to stop or even stem the infection pointless. Not even the Protoss know of a way to stop it entirely, though this is in part because their physiology and psionics render them immune to normal Zerg infection.

Essence Of Life [200]
Biological form is not as important as terrans would believe. As long as the biomass is still there, infused with the essence of Zerg, even death can be cured, with a little outside help to start the process. Abathur, for instance, was able to revive a long dead ultralisk and restore it to full health remotely. While you may not be a master of biological manipulation on his level, something that simple isn't too hard to pull off once you know how. Any of your biological creations that you can reach with your power, should they still have sufficient biomass, can quickly be brought back even from death. Should they only be injured, well, that would be even simpler to heal.

Intelligent Design [400]
Biology is chaotic, despite its order. Any single creature is the result of millions of years of random mutations. In this respect, technology is far more simple. Every machine is specifically designed. Their structure is set and, with a bit of understanding, easily reproducible. So if you have sufficient control over biology, and an understanding of technology, it is little wonder you can replicate the latter with the former. As a Zerg, you wouldn't really make use of technology, but that doesn't mean you can't use the concepts within it. For any machine you know how to make, you would also have a fair shot at making an organic equivalent, even if only for something as simple as communicating with Terran comms.

Great Cosmic Power [600]
The most powerful creatures of the Zerg often boast impressive psionic might. The swarm has always been ruled by an extremely psionically powerful zerg. The Overmind was able to rip wormholes in space and send billions of zerg forth across the galaxy. The Queen of Blades tore through legions of terrans and was more than a match for even the strongest Protoss. The swarm is wary of messing with the DNA of psionic zerg, as it is extremely easy to remove the talent. Luckily this is not a problem for you. No matter how you mutate and change, the potential will remain there. As for your latent potential? It's high. Not the rival of the likes of the Primal Queen of Blades, not by itself, but still strong within its own right.

Items: *"I do not need a wall, I will evolve armor. I do not need a weapon, I will evolve claws". You will gain a single discount for each price tier. Discounting a 100CP item makes it free.*

Minerals [100]
Minerals form the basis for just about all armour in the Koprulu Sector, even that of the Zerg. Where the Protoss and Terrans melt it down to use into alloys, the Zerg instead incorporate it into their bodies. They use it to give their carapaces their sturdiness, and their teeth and claws their strength. As such, it is just as much a wanted commodity for the Zerg as it is for the other two races. You have received multiple mineral rich fields in a location of your choice. These fields will regenerate over time, drawing in materials from deep underground. This is enough to sustain several hives indefinitely, though in a prolonged war you will need to start being conservative with which strains you produce with them. Your first purchase of this is free.

Vespene Gas [100]
This is a wonderful mix of chemicals and hydrocarbons with a ton of different possible applications. The zerg use it to drive their greatly increased metabolism due to its high calorie content, increase the sturdiness of their armour, and aggressiveness of various strains. While not quite as essential as minerals, it is nonetheless an incredibly important resource for any brood. As such, you have received several vespene geysers that pump out a seemingly perpetual amount of vespene gas. Like with the minerals, this is enough to sustain the needs of several hives indefinitely. Your first purchase of this is free.

Biomass [100]
The Zerg need resources, and little is better to serve as fuel for their production than the biomass of other organisms. Rather than waste time faffing around with converting minerals and nutrients into usable components, it is much easier for them to simply eat other creatures. While you will still want other resources such as the minerals and vespene in order to exhibit the same level of durability and metabolism, this will certainly cut down on expenditure of the more valuable resources.

Birthing Pond [200]
The Birthing Pond is an interesting structure of the Zerg, one that isn't typically seen within hives. It is a massive pool filled with catalytic fluid which greatly hastens the speed of hatching for any eggs placed inside of it. Given that zerg larvae can mutate in a matter of hours, minutes even, anyway, there is little need to invest the resources in creating them, so they only appear on central Zerg worlds such as Char. You have received your own Birthing Pond to place where you wish. Any kind of egg or cocoon will find its incubation time massively reduced once placed inside.

Defensive Crawlers [200]
Any Hive needs its own defenses. Stationary structures grown specifically for the purposes of protecting the hive from invaders. The zerg have this in the form of the Spine and Spore Crawlers. The former takes the form of a grounded tentacle ending with a wicked tip. It can stretch out to strike ground targets with great speed and precision. Meanwhile, the Spore Crawler, true to its name, is a tube-like structure that shoots out explosive acid spores. Both of these defenses are able to 'uproot' and move around to different locations as needed. However, like most Zerg structures, they require creep to survive. You have received a group of spine and spore crawlers, to be places at locations of your choice.

Terrazine [200]
The Terrans call it Terrazine. The Tal'Darim call it the Breath of Creation. The Zerg call it useful. Terrazine is an interesting mix of chemicals that doesn't strictly originate from the material universe. It's most known effects, that of stimulating psionic potential, has been seen little within the swarm. However it has been known to enhance viruses and induce strange mutations, not to mention being deadly by itself, which naturally means it is of great interest to the Zerg. You have received a Terrazine geyser from which a slow but consistent amount of Terrazine will flow out.

Purest Primal Essence [400]
Contained within this small pool is the fluid from the first primal spawning pool of Zerus. Anything that bathes in this pool and survives will be remade at a cellular level into a primal zerg. Those without sufficiently strong will or body will be torn apart by the very power they seek to gain. Those that survive will be all the stronger for it and, importantly, they will be unchanged in mind or soul. There is no subtle touch of the Fallen Xel'naga here, nor the careful manipulations of the Zerg Swarm. All that lies within this pool is Purity of Essence in liquid form.

Hybrid Samples [400]
The Protoss physiology is incompatible with the Zerg at a very basic level. Despite the overwhelming desire to assimilate them, the zerg have never been able to collect their essence, nor infest their members. Not even the great Abathur was able to, despite countless attempts. So that should tell you how significant it was to find the Hybrids, creatures formed by the fusion of Zerg and Protoss. You have received the intact corpses of several Hybrids. Perhaps you can learn something from them, maybe even glean the secrets on how to achieve this merger.

Nydus Network [400]
The Nydus Network is one of the ways the Zerg are able to travel so fast below ground, in large numbers. Once a Nydus Network has been created, it can spawn innumerable massive Nydus Worms that swiftly tunnel through the ground to burst out on the surface somewhere else. Zerg are able to travel through the insides of these great worms, with the insides themselves acting to push them to the intended destination at great speed. Such is their size that even Ultralisks are capable of travelling through them. You have gained a nydus network that lies beneath the surface of the world that you start in, in both this jump and in future ones.

Essence Of The Ancients [600]
The Zerg do not die of old age, and only grow more powerful as they evolve, so the truly ancient of their kind possess incredibly potent and powerful essence. The Overmind was not without peer among its kind, but like any Zerg, they can still die. You have come into the possession of the corpse of a gargantuan ancient zerg, equal to the likes of the Overmind or Zurvan. With just potent DNA, any zerg that manages to feed upon it and assimilate even a small portion of its power will receive a notable upgrade in strength. Of course, this isn't simple even for the Zerg. Despite years of feeding on the corpse of the Overmind, the feral zerg of Aiur were barely stronger than they were before.

Mutation Missions [600]
There are many odd and varied creatures spread through the galaxy. With so many different planets filled with flourishing life, the Zerg are all but guaranteed to occasionally stumble upon a species they wish to assimilate. Every few months, an overlord will get in contact with you, to let you know of a planet with useful biomatter. One of the species on the planet will have some trait that could be useful to further the evolution of the brood, or even you. With the limited taskforce sent with that overlord, you will be able to attempt to harvest the essence that you require. If you have some way of reaching the planet, you could even potentially attempt establishing a hive on it.

Planet Of The Primal [600]
This is the world of the primal zerg. Not actually Zerus, but one that bears enough similarities that you could be forgiven for thinking it such. It is a lush world filled with wildlife and vegetation, and all of it is out to kill one another. Here the primal fight, and kill, and evolve. Constantly. How this world came to be is up in the air. Perhaps Amon transplanted them as a backup before he created the Overmind. Whatever the case, you have come into ownership of this planet which will follow you through your chain. Of course, owning the planet by itself means little to the primal on it. You will have to prove yourself a strong individual, with powerful essence, if you wish for them to follow you. Alternatively you could simply use this as a 'farm', occasionally coming in to take the essence of any primal pack leader that rises up. If you can, that is.

Zerg Brood [400]
The zerg are known for their broods. By taking this, you will gain access to your own brood. Using the Brood Creation section below, you may build up a brood to call your own.

The Brood

The name of Zerg has always been synonymous with unending, overwhelming numbers, and there is a reason for that. The Swarm lives up to their name of drowning their foes in a swarm of bodies. Even the Primal Zerg inevitably formed their own packs, cut throat though it may have been. But a Zerg brood does not just exist in numbers of warriors. If you see zerg forces, chances are there is a hive somewhere nearby. Now it is time for you to establish your own Brood. You have 1000 Brood Points to spend below. CP can be converted to BP at a ratio of 1:1.

Hatchery [Free]
You have a single hatchery. This singular large structure forms the basis for the entire rest of the zerg ecosystem that follows. The hatchery is the lifeblood of any colony. This structure will spontaneously birth larvae that can be mutated into Zerg lifeforms. It generates creep to feed the swarm and allow creation of other structures. Finally, the hatchery converts raw materials into nutrients for mutations. By purchasing this, you gain both the hatchery and a small brood size of a few hundred zerg. Currently the composition of the brood is basic zerglings. Along with the hatchery come a few dozen Drones, worker units who harvest resources and can mutate into the various zerg structures, or ‘organs’.

Lair [300]
The next step in the evolution of the Hatchery. Once a hatchery has become a lair, the swarm is able to evolve greater mutations. For the most part little is different from the Hatchery. However, by purchasing your brood increases in size, reaching the levels of a moderately sized brood. That means a few hundred thousand Zerg will make it up. At this point, your brood will also start to be populated with Queens, who will take a limited commanding position. They will be able to direct groups of zerg with far greater precision, allowing you to take a step back and gain a broader view of the situation. They also have the ability to boost larvae production, as well as place tumours that spread creep further. Given their primarily backseat role, you will only gain one Queen for every thousand zerglings in your swarm.

Hive [600]
The final stage of the Hatchery. This is a fully established Hive the likes of which you would see on Char or other Zerg occupied planets. At this point the genetic code within the Hive is so complex that it would be completely incomprehensible to Terran scientists. Interestingly the Hive is able to grow a layer of bony skin in reaction to attacks, mitigating the damage. By purchasing this your brood has upgraded to be one of the larger ones, equal to the likes of the main Cerebates under the Overmind. Nearly five million individuals make up your brood. Should you bring it all to bear, little could withstand your might. With the evolution to the Hive, your Brood will gain access to the genetic code for the Viper, a Zerg flyer who specialises in support. They spit a viscous mixture that renders ranged armaments useless, whether projectile or energy based. They also have a frog tongue-like organ that they can use to grab and pull targets to their location. You gain one Viper for every fifty zerglings that make up your base Brood.

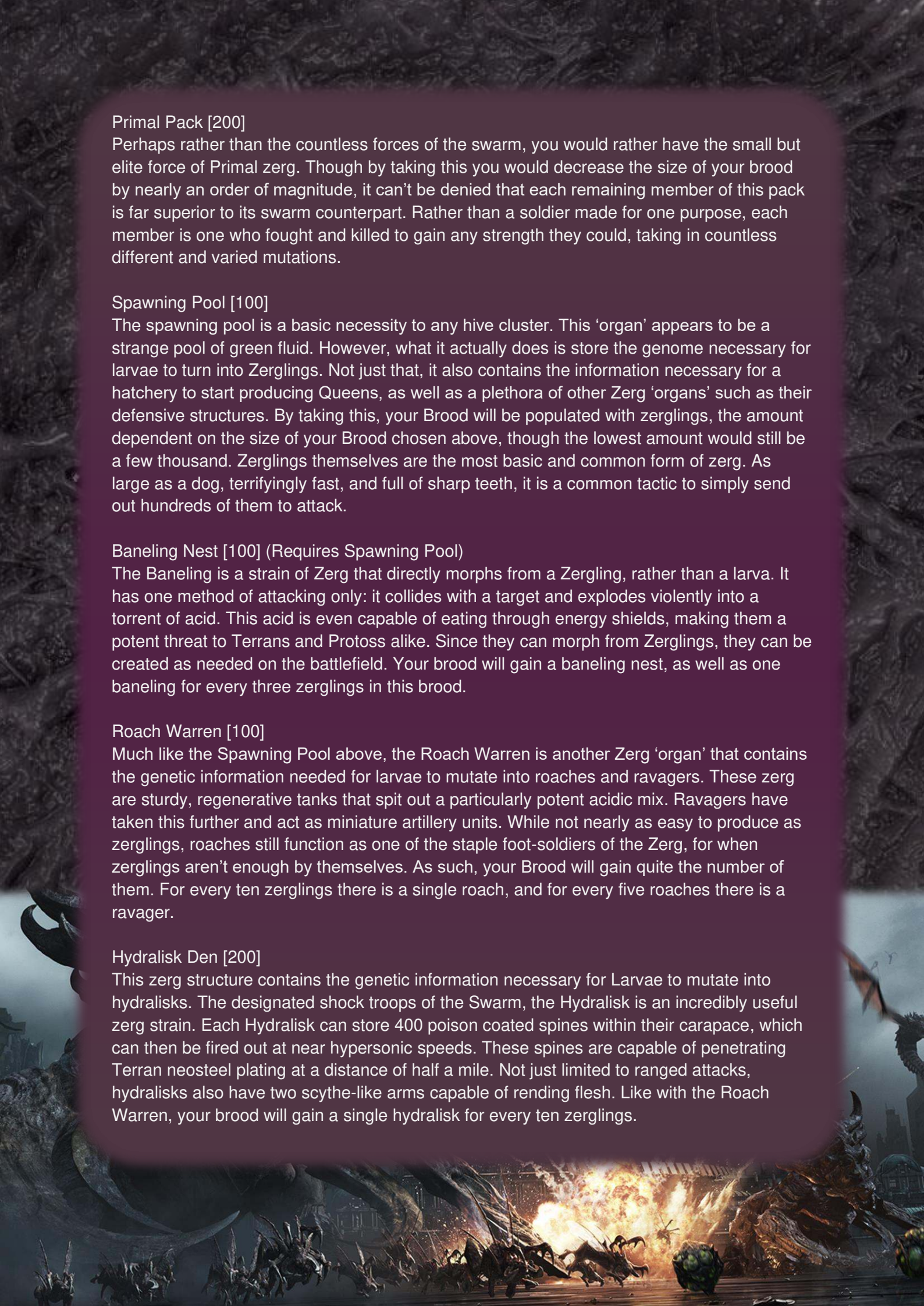
Primal Pack [200]
Perhaps rather than the countless forces of the swarm, you would rather have the small but elite force of Primal zerg. Though by taking this you would decrease the size of your brood by nearly an order of magnitude, it can't be denied that each remaining member of this pack is far superior to its swarm counterpart. Rather than a soldier made for one purpose, each member is one who fought and killed to gain any strength they could, taking in countless different and varied mutations.

Spawning Pool [100]
The spawning pool is a basic necessity to any hive cluster. This 'organ' appears to be a strange pool of green fluid. However, what it actually does is store the genome necessary for larvae to turn into Zerglings. Not just that, it also contains the information necessary for a hatchery to start producing Queens, as well as a plethora of other Zerg 'organs' such as their defensive structures. By taking this, your Brood will be populated with zerglings, the amount dependent on the size of your Brood chosen above, though the lowest amount would still be a few thousand. Zerglings themselves are the most basic and common form of zerg. As large as a dog, terrifyingly fast, and full of sharp teeth, it is a common tactic to simply send out hundreds of them to attack.

Baneling Nest [100] (Requires Spawning Pool)
The Baneling is a strain of Zerg that directly morphs from a Zergling, rather than a larva. It has one method of attacking only: it collides with a target and explodes violently into a torrent of acid. This acid is even capable of eating through energy shields, making them a potent threat to Terrans and Protoss alike. Since they can morph from Zerglings, they can be created as needed on the battlefield. Your brood will gain a baneling nest, as well as one baneling for every three zerglings in this brood.

Roach Warren [100]
Much like the Spawning Pool above, the Roach Warren is another Zerg 'organ' that contains the genetic information needed for larvae to mutate into roaches and ravagers. These zerg are sturdy, regenerative tanks that spit out a particularly potent acidic mix. Ravagers have taken this further and act as miniature artillery units. While not nearly as easy to produce as zerglings, roaches still function as one of the staple foot-soldiers of the Zerg, for when zerglings aren't enough by themselves. As such, your Brood will gain quite the number of them. For every ten zerglings there is a single roach, and for every five roaches there is a ravager.

Hydralisk Den [200]
This zerg structure contains the genetic information necessary for Larvae to mutate into hydralisks. The designated shock troops of the Swarm, the Hydralisk is an incredibly useful zerg strain. Each Hydralisk can store 400 poison coated spines within their carapace, which can then be fired out at near hypersonic speeds. These spines are capable of penetrating Terran neosteel plating at a distance of half a mile. Not just limited to ranged attacks, hydralisks also have two scythe-like arms capable of rending flesh. Like with the Roach Warren, your brood will gain a single hydralisk for every ten zerglings.

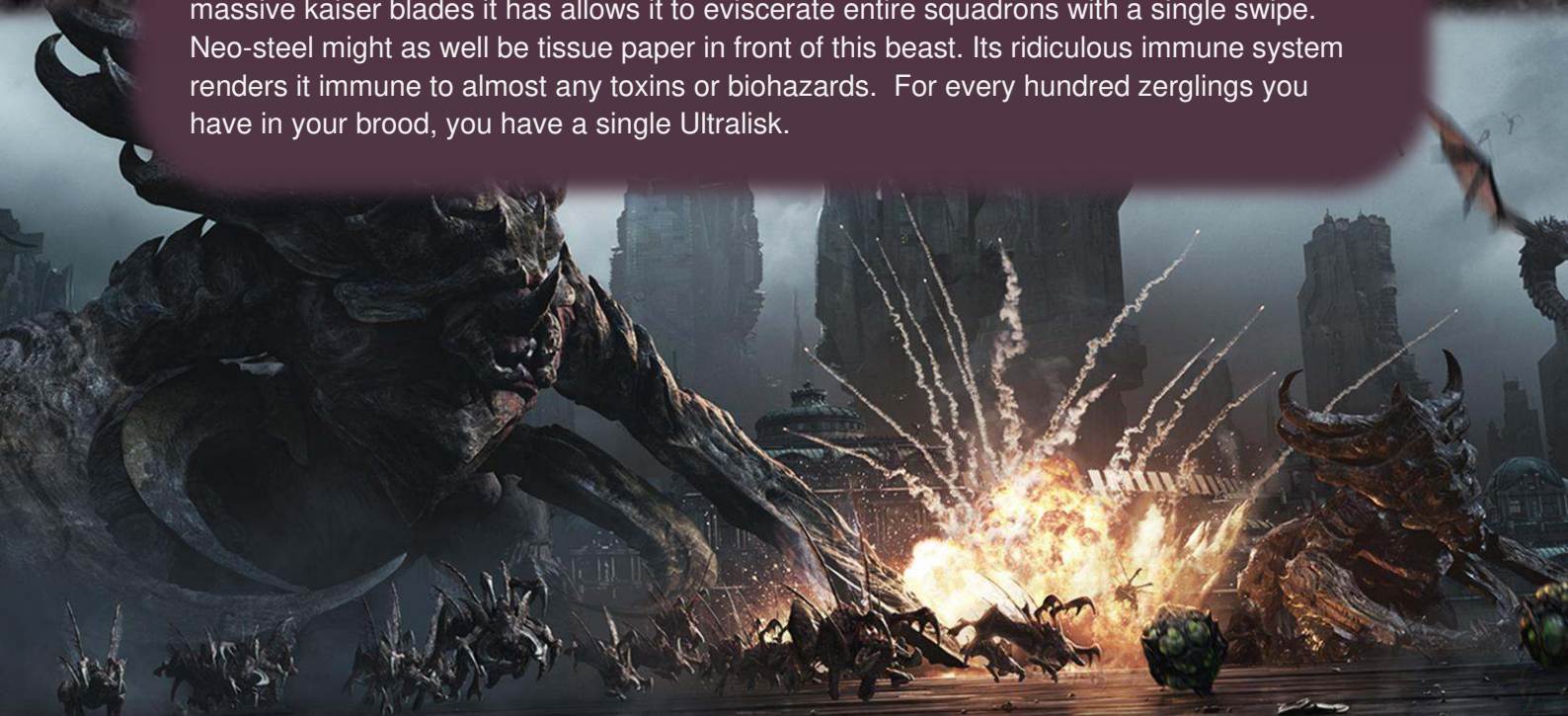


Lurker Den [100] (Requires Hydralisk Den)
Unlike the norm, the lurker is not mutated from a larvae but rather a hydralisk. Due to their limited use, they are a relatively rare strain to see, mainly acting as a defense. Above ground they are defenseless, however once burrowed they are able to use extendable bone spines to tear through anything that gets close. By purchasing this den, you will gain a lurker for every five hydralisks you have within the Brood

Virophage [100]
The Virophage is a structure created by the Zerg that spews out a toxic mix filled with various bio-chemicals, including the hyper evolutionary virus. They use this to quickly infest entire Terran settlements, making them their helpless slaves. While this may not appear too useful inside your hive on the face of it, you will find this particular virophage is surrounded by several infested terran structures which pump out shambling infested terrans at a decent pace, complete with the occasional infested Marine. To add to this, your Brood gains a good portion of infested terran fodder, one for every two zerglings.

Infestation Pit [200]
If there is one creature that exemplifies the viral and parasitic side of the Zerg, it is the Infestor. This monstrosity hides underground and releases infested terrans onto the surface, that it had stored in its body. It can spew out a fungal fluid which immobilises and harms those that it touches. Perhaps the most terrifying ability it possesses is an extremely long stinger topped with a multi-mouthed parasite that gets inserted into the target, taking control over the host's body. But the infestation pit does not just contain the genetic code for infestors. It also allows the creation of Swarm Hosts. As the name would suggest, this strain burrows into the ground and gives birth to a seemingly endless stream of short-lived locusts from micro-larva living in its bloodstream. These small but powerful creatures spit projectile acid at their foes to great effect. You will receive one of these infestors and one of the swarm hosts for every twenty zerglings you have in your brood.

Ultralisk Cavern [300]
By adding this organ to your hive, you will gain access to one of the strongest strains of Zerg the swarm possesses: The Ultralisk. These are the siege-breakers of the Zerg, standing at ten feet tall and absolutely covered in thick armour capable of resisting cannon fire. Yet despite its size and sheer bulk, it is by no means slow on its feet. The mono-molecular sharp massive kaiser blades it has allows it to eviscerate entire squadrons with a single swipe. Neo-steel might as well be tissue paper in front of this beast. Its ridiculous immune system renders it immune to almost any toxins or biohazards. For every hundred zerglings you have in your brood, you have a single Ultralisk.

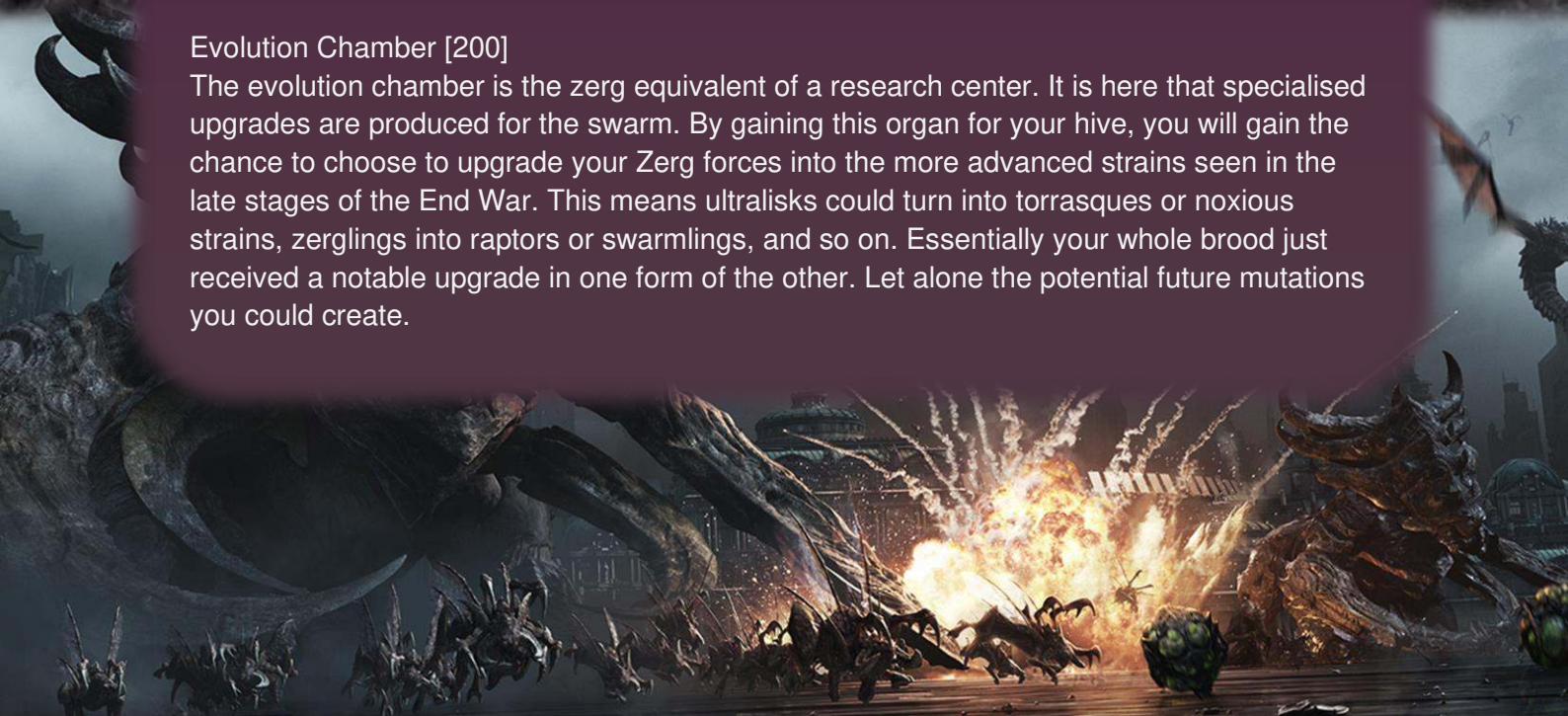


Scourge Nest [200]
The Scourge are the Zerg's aerial equivalent of the baneling. But where the baneling would detonate to splash powerful acid on their target, the scourge explodes into a massive ball of plasma. This blast is so powerful that only a handful of scourge would be required to take down an entire Gorgon class battlecruiser, yet the scourge is simple enough that like the Zergling, two can be spawned from a single larvae. The fact that they can travel in both air and space means that they are a true risk wherever the battle is taking place. You have received a scourge in your brood for every five zerglings you have, as well as various scourge nests to dot your hive and act as defenses.

Spire [200]
Upon completion of the Spire, the Zerg gain access to the genetic data necessary to spawn their flying strains. Both the Corruptor and the Mutalisk can be fielded once this 'organ' is grown. The Mutalisk is the Zergs main frontline flier, one so useful that it has seen very little change to its form over the years. With its agile flying ability, capacity to target both air and ground, fly into space, and powerful regenerative abilities, it is little wonder that they are the zerg favourite for aerial combat. They launch a creature called a glaive worm from their tail, which explodes into acid in segments upon impact. The corruptor, on the other hand, is the swarm's dedicated anti-air air unit. It sprays a slime that while dealing only moderate damage upon impact, swiftly acts to destabilise material on a molecular level, rendering even the strongest metals brittle and weak. You will receive one mutalisk and one corruptor for every twenty zerglings you have in your swarm.

Greater Spire [100] (Requires Spire)
The Greater Spire, as its name would suggest, is an upgrade to the regular spire. Once this has been mutated, the Swarm gains access to the genetic code necessary to create Broodlords and Guardians. The Broodlord is a manta shaped zerg that mutates from a corruptor, which has taken up the role of aerial siege unit. It launches broodlings stored within its body at its target from great distances. This broodling collides with the target at great force, and then immediately enters a frenzy of attacks until its short lifespan ends. The Guardian, on the other hand, mutates from a mutalisk. Like the Broodlord it functions as a long ranged siege unit, sending out explosive acid spores at a distance. This strain is seen little now, as it is considered an inferior version of the Broodlord. Your brood will receive one of each of these strains for every hundred zerglings that make up your brood.

Evolution Chamber [200]
The evolution chamber is the zerg equivalent of a research center. It is here that specialised upgrades are produced for the swarm. By gaining this organ for your hive, you will gain the chance to choose to upgrade your Zerg forces into the more advanced strains seen in the late stages of the End War. This means ultralisks could turn into torrasques or noxious strains, zerglings into raptors or swarmlings, and so on. Essentially your whole brood just received a notable upgrade in one form of the other. Let alone the potential future mutations you could create.



Leviathan [400]
If the Zerg had such a thing as a capital ship, this would be it. Measuring 7km in length, this behemoth is sometimes referred to as a Zerg Moon. The Zerg used these beasts to ferry tens of thousands of zerglings, roaches, hydralisks, and more, given the Leviathans ability to travel through deep space and open wormholes for FTL travel. Once at their intended destination, the Leviathan has thousands of sacs along its underside which it can jetisen out to deploy its troops. But the Leviathan is not without its own defenses either; it has multiple massive tentacles that bear large similarities with the spine crawlers, which it can use to spear right through other ships at a distance. These tentacles also happen to be hollow, allowing the insert of zerg forces onto any ship speared. If that weren't enough, it is able to spit out large bile swarms and bio-plasmid discharges that wreak havoc on whatever they hit. Stored within the bowls of the Leviathan is an evolution pit, from which more zerg can be spawned and new mutations researched. Your brood will gain some of these leviathan for itself. A small brood will gain a single leviathan, a medium brood five, and a large brood will have ten.

Companions:

Import [50]
While a Zerg rules alone, you may still wish to have some companions alongside you. True friendship is a rare thing indeed among such a species. You can choose to import companions into this jump for 50CP each. They will gain 600CP to spend on options on perks and items. They also may use the form creation section.

Canon Companion [100]
If you wish, you will be able to take someone from this universe with you as a companion when you finish with this jump. Perhaps you have solidified your friendship with a particular brood leader or cerebrate. Maybe you've somehow made friends with a Protoss or Terran. Whatever the case, as long as you can convince them to come, they will be able to join you on your future journeys.

Petling [50]
Not all creations of the Swarm are successful. But this one has gone wrong in a way that is rather unique. Maybe Abathur was trying to find a use for Terran canine DNA, because this particular specimen of a zerg acts more like a dog than it does a normal zerg. Panting when it's hot, playing with its pals, tearing into chew toys; it's like a large, rather dangerous, dog. Whether this is a tiny zergling or a giant ultralisk, it certainly makes a strange but also strangely endearing sight.

Drawbacks:

Silly Allergy [+100]
For all that the zerg are hyper efficient evolving machines of nature, they are still fallible to the most mundane of weaknesses: Allergies. Like the Zergling, which is allergic to lemon juice much to the annoyance of Abathur, you will find that during your stay you will be incredibly allergic to something similarly odd yet incredibly mundane. It's unlikely to kill you, but the sheer commonality of this item is sure to be inconvenient.

Feral Broods [+100]
The Hivemind, powerful that it may be, is not all powerful nor omnipresent. A tight leash must be kept at all times, with numerous queens and overlords overseeing the brood to ensure they all co-ordinate accordingly. Your own connection to your brood is rather more tenuous. Without constant supervision groups of them will go feral or be subsumed by a different faction.

Old Injury [+100]
At some point in the past you were hurt. Not simply wounded, in that brutal fight you lost an entire limb. Yet despite the years since and evolutions that you may have undergone, this wound has never healed, nor does it seem like it ever will. That stump will be a constant reminder, one that you will have to work around.

Scarcity [+200]
With such great reproductive ability, the Zerg also need to consume an equally large amount of resources. Whether it be biomass, minerals, vespene, or other resources, you will always seem to be running on fumes. If fighting a battle of attrition, the best you would seem to be able to muster is a constant trickle of zerglings. You may be able to save up an army over time, but you won't be able to replace the losses in a timely fashion should you lose it.

We Thirst [+200]
The Zerg only have one goal: evolve. To that end they will pursue all kinds of creatures that will further that goal. What better for this than another zerg? While your essence may not be particularly more potent than before, its attraction to the zerg has magnified a hundred fold. Feral and primal zerg will be driven into a frenzy to consume you just by your presence. The craftier ones may wait for an opportune time, but do not mistake that restraint for some kind of loyalty or friendship.

Prelate Predate [+200]
As has been covered already, it is no secret that the Protoss and Zerg have no love for each other. As such, it is no surprise that any interesting or powerful zerg is a prime target for the Protoss. And you are anything but boring. A sizable task force of Protoss, both Conclave and Dark Templar, have made it their mission to hunt you down for extermination. Their ability to detect zerg biosignatures means that hiding among civilisations will only stall them for however long it takes to deal with whoever is blocking them. Should they be destroyed, another task force will set out after a brief respite.

Dark Purpose [+300]
The Zerg Swarm has been under the control of the fallen Xel'naga Amon from the very beginning, from its very conception. A purpose was forced upon them, influencing them against their will. It was only later that the Overmind was able to devise a plan to allow the swarm to escape that control. Unfortunately you are not part of that plan and you feel that influence. You will be driven to seek conflict with the Terrans and Protoss. There will be a constant voice at the back of your subconscious calling for their blood. Any alliances will be short lived at best.

At Blade Point [+300]
Kerrigan’s path to leadership over the swarm was by no means peaceful. Anything that was a threat to her rule was crushed. And she sees you as one such threat. When the Queen of Blades appears, and she will appear in one form or the other, you will be high up on her targets to remove from the picture. Expect to have the bulk of the Swarm out for your blood. And as the Queen has proved, she is more than willing to work with the Protoss and Terrans in her quest against you.

Amon's Return [+300]
The Dark One is gone for now, but not for long. His plans are in motion, unfurling such that his resurrection and resurgence is all but inevitable. You will have little chance to stop him from rising Jumper, so you will have to stake your chance on killing his material form and wiping out his armies. For that, you'll need the full cooperation of both the Swarm and the Protoss, which is no mean feat.

Notes:

Brood Creation: When it mentions ‘you gain one of X for every zergling’, this is referring to the initial size of your brood bought in this document. Making further Zerglings will not magically create the other strains in jump. For instance if you buy the Roach Warren, spawning ten new zerglings will not also create a roach out of nowhere.

Essence Vs Biomass: For clarity's sake, biomass is literally the meat of a being. It is the biological mass. When talking about consuming essence on the other hand, that is referring to the DNA of the creature.

Jump by Lone Valkyrie, hope you enjoy.