

EVO: Search For Eden
By Worm_Annon

The spirit of the sun has gathered his celestial court and decreed that there shall be a trial. Life shall bloom upon Earth, and its many creatures shall be tested by nature's law of survival of the fittest. To succeed in this trial would enable the building of a new era, and earn a place in Eden by Gaia's side. Already fish fill the seas, three billion years of evolution having forged the beginning of this test. Entire species will rise only to be driven to extinction, and many creatures seek to prove their dominance and worthiness through the test of nature.

There are but three rules for this test. Fight for survival and food. Always go forward, never back. Evolve and become strong. Meanwhile strange crystals have been scattered across this planet, effecting evolution in strange ways, potentially causing an evolutionary disaster.

This is where you have found yourself Jumper. Are you ready to test your mettle in the oldest and truest conflict of the world?

Have 1000cp to see you through.

Era

Age is completely irrelevant, and you may choose your gender for free. You will be starting in the first era listed below. You'll be confronted with challenges and threats to nature and evolution that you will need to struggle against to prove yourself victorious, ranging from evolutionary abominations, to other creatures who seek to be the victor. Triumphant over these will require roaming a large portion of the world in its current state, and can easily lead to your death if not careful. Once successful, you'll be transported to the next Era to once again face the threats and challenges it poses. Failing in any of these will result in the end of your chain.

1. The World Before Land: Life hasn't yet moved onto land, with fish teeming in the seas. A king has arisen among the sharks, and his authority is currently preventing the production of the oxygen that would be the catalyst for the next stage of evolution. You'll start with the body of a healthy fish of average size.

2. The World of Amphibians: Amphibians and insects have emerged. Strangely, some of the insects seemed to have grown abnormally large and their hunger threatens to wipe out all plant life, even as the amphibians try to oppose them. You may choose to begin with the body of a basic amphibian or insect.

3. The Age of Dinosaurs: The world is claimed by the Dinosaurs, immense reptiles of incredible strength. The first birds have also arisen. Immense carnivores claim dominance over this era. However above the world the river of asteroids may one day break apart, putting an end to this world of reptiles. You may begin as either a reptile or a bird, of average if unimpressive capabilities.

4. The Ice Age: The great extinction that ended the Dinosaurs has left the world cold and frozen. Reptiles have barely survived, meanwhile mammals have become the dominant lifeforms on this planet. Strangely some of the birds have become oddly humanoid, and built the beginning of a civilization in the form of a flying castle. You begin as a small mammal.

5. Early Man: The creatures that would become humanity have arisen, and life continues on. Meanwhile several creatures struggle for a potential last chance to supplant mammals, turning to the power of the crystals to do so. Somewhere, an even more alien monster lies in wait to advance his own designs. You begin in the body of an average sized mammal.

Origin

There are several parties involved in the current trial. Choose below which of them you have the most in common with. These are affinities rather than normal origins, your starting conditions as a creature that needs to survive and evolve are unchanged by the choice you make here. Regardless of your origin you will be appearing in a safe place in the Era you'll be starting your Jump in.

The Benefactor: Seems you're most like the one who has enabled your journey thus far. You're a lot better at playing around with the rules of evolution, bending them in some cases, blatantly cheating in others.

Gaia: You seem closest to the natural order of things on this planet. Your abilities emphasize the nature of survival of the fittest. Namely in that you fit the definition of the fittest far better than anyone else. Nature itself seems to be on your side.

Bolbox: This horrid thing could warp evolution to its own selfish ends, and you've picked up the talent as well. You've gained the ability to mess with the natural order of things, twisting the processes of nature to your own goals.

The Aliens: These guys spread the crystals across the planet as part of an experiment, and you share their scientific bent towards nature. Hopefully you're a bit more sensible.

Perks

Discounts are half off, while free perks cost nothing but are not mandatory. Note that without several of the free perks below many of the perks you can buy here do not function, although you're free to choose what you will.

Evolutionary Potential (Free): You now have the ability to gather and store an energy that can only be properly described as evolutionary potential or EVO for short. This will slowly accumulate as you go about the natural process of survival. Impressive acts such as surviving a natural disaster or mortal combat will grant you larger amounts, and eating food will give you some based on the relative value of it. Namely, the higher up on the food chain (meaning it processes larger amounts of biological energy) it is, the more you'll gain per pound. You do technically have a cap on how much you can store relative to your form, but it's large enough that at full capacity you could go through a large number of relatively extreme changes before bottoming out. Actually reaching that maximum is another story.

Mysterious Time Stream Evolves You (Free): I shouldn't have to explain why the natural process of evolution isn't really going to work for you. Thankfully you get to cheat. By expending EVO you can evolve yourself, with the cost depending on the scale and complexity of the change, along with how much it diverges from the current state of

yourself and nature, as adaptation is specifically influenced by its environment. It's easier to become a large reptilian beast when the dinosaurs roam the earth for example. This only requires intent on your part, with nature handling the rest. Note that evolving leaves you with a new body in it's prime, meaning you should haven't to worry about old age. Evolving only requires several minutes to let the changes take place. Never more than five, and should you really push yourself you might be able to manage it in two, although it's advisable to take your time with the process as the end results will be much better if done with patience.

Record of Evolution (Free): You can effectively review your evolutionary time line, including all forms you've previously had, in a sort of mental catalog. It possesses all the information you have about the form, and you can sort through it effortlessly to find what you want. While it doesn't really have any use beyond this on it's own, further perks might just let you use these stored designs in interesting way.

Instinct (Free): For the duration of this jump odds are you're going to be changing forms on a regular basis, and you probably aren't to be exactly familiar with them. From now on regardless of the form you take you have a full and complete set of instincts that let you control and use your form with competency. This ranges all the way from basic body control to knowing that the thing you see right there is something your body would love to eat. At all times you have a complete awareness of your instincts, as clear as a voice in your head would be, instead of them just being subconscious impulses. You're also aware of why they are telling you what they do.

Personal Theme (100cp, Free Benefactor): Well you certainly aren't generic. Choose a particular theme as essentially a specialization for your evolutions. This can be anything suited to nature, such as being aquatic, an ambush predator, a particular environment or environmental condition, etc. If it isn't present seriously in any form on earth, you're out of luck. Evolving in ways that suit this theme is much cheaper and will end with better results. This can be bought multiple times.

Strongest of All (100cp, Free Gaia): You're not just any beast, you are the King! Your evolutions and physical form are essentially always at whatever is the peak of the species. Your claws are sharper, your body stronger, and your movement swifter. On equal footing, the odds would be automatically in your favor against any of the same species. Not enough that you can just roll over the more badass members of your species, but even then there'd be a notable gap between the two of you.

Exotic Materials (100cp, Free Bolbox): They crystals are certainly not something natural to this world, and yet they seem to agree with you, which is curious. Your biology typically reacts well to more exotic stimulus and conditions. The actually deadly are still a threat to you, but you're always be at least slightly better off then someone otherwise the same would be. Evolving to adapt to these things is much easier, even potentially integrating such influences over time.

Brain Booster (100cp, Free Aliens): The gift of intelligence is a precious thing, and a creature that receives it is capable of going much further than they otherwise could have. Your brain or similar systems are now much more efficient and capable than typical, able to work naturally in ways that would require a great deal of effort to develop for any others. This is a subtle if noticeable boost in your mental capabilities, and you'll find it easier to evolve in ways that augment your mental attributes.

Change of Circumstance (200cp, Discount Benefactor): Adapting to a new environment? Child's play. Whenever you would enter a new and/or potentially hostile environment, you may for free evolve in ways that allow at minimum your survival and locomotion in such a place. These changes are not permanent, reversing the moment you leave. This perk has no effect on environments and hazards that are completely out of your survival range. Unless you could reasonably survive for a length of time in molten lava anyway, you'd burn and die instead of adapting when you jumped in. Most useful for things like large bodies of water or whatever that aren't immediately harmful but simply present logistical issues.

Born to Adapt (200cp, Discount Gaia): To survive is to adapt, and you've internalized this truth. Whenever you'd gain EVO instead of the normal amount you gain around twice as much. This will mean that you'll almost always have a decent stock of EVO to evolve in response to new conditions, even if it still isn't enough to be frivolous. Change is inevitable, and you'll never need to worry about being left behind.

External Influence (200cp, Discount Bolbox): Creepy. You can now use your EVO and any relevant perks to evolve creatures and beings other than yourself. The cost to do so is less than it would take for you to make the same changes, letting you change small handfuls of individuals at a time for the same cost. This ability only works on willing or helpless targets.

Sensor Arrays (200cp, Discount Aliens): Is that what you call them? Your form's senses are always noticeably improved and superior to what they otherwise should be, able to pick up and interpret sensory information at ranges and in ways that half seem like it shouldn't be possible. You're easily able to pick up sensory input in the "fringe" ranges that others wouldn't be able to really notice, such as picking up high or low frequency sounds as a human. This includes things like an awareness of the earth's magnetic field, and other such tricks. Such things are always crystal clear and sharp for you, greatly expanding your ability to observe and interpret your surroundings.

Review of Evolution (400cp, Discount Benefactor): Once a month you may at no cost revert to an evolutionary form in your Record of Evolution, a change which may last up to one week. You will for all effective purposes have returned to that form, and will not retain any changes you've gone through since then. Alternatively you may permanently revert, restoring yourself to a prior form at no cost.

True Instincts (400cp, Discount Gaia): When it comes to survival, your instincts are all you need. This perk upgrades your Instincts, making them not only the equal, but in some ways the superior of your higher thought and reasoning when it comes to keeping you alive. It doesn't matter how impressive your mental capabilities are or will become, this will always be the case. This can be an incredible boon, as unlike examining and thinking things through, your instincts require no time at all to give you the same information. Remember that this doesn't mean they'll help with goals outside of staying alive, but they will help keep you alive while trying to accomplish those goals. In addition your instincts boost you from competent to expert when it comes to using new physical forms and abilities.

Shaper's Authority (400cp, Discount Bolbox): Your ability to retain control and influence over beings that you have created or shaped is greatly enhanced. The magnitude of this effect is dependent on the level of your influence. On an individual who you've modified and altered some they'll be more receptive to your influence, and loyalty will be easier to gain. If you're the creator of something, it would be trivial to retain its almost unquestioned loyalty. To a certain extent this extends to organizations and societies as well, making it easier for you to obtain and keep positions of power, influence, and authority in those you've shaped. This is on top of any other predispositions such beings would have due to your actions and relation.

Consumable Chaos (400cp, Discount Aliens): Evolution warping alien crystal? Pretty sure you should eat it. The beneficial effects of anything you consume are magnified, while negative effects are proportionally lessened. This could let you use various drugs and other stimulants to reap the rewards while barely even noticing any negative effects. Includes pretty much anything you purposefully ingest in some manner for a beneficial effect.

Evolutionary Divergence (600cp, Discount Benefactor): Natural life has diverged along many different evolutionary lines, and you've acquired the same trick, at least in your own way. Instead of having just one form, you technically have five that you can switch between at will. EVO is gained by these forms equally, meaning you get to evolve all five at an equal rate with no additional effort, although you cannot share their pools between them in anyway. At any point you may copy one of your forms over to fill any of the other slots, letting you start to diverge them from that point onwards normally.

Blessing of Gaia (600cp, Discount Gaia): Nature favors you, and this favor has had an incredible effect on your interactions with your environment. Regardless of where you find yourself, any natural environment or environmental conditions will act in ways that help you and/or hinder your enemies. Expect sand and grit to find its way into the eyes of opponents while leaving you untouched in a fight, winds and currents to move to aid you, and overall to be benefited in ways that seem like impossible fortune. If it seems that the natural world around you blatantly plays favorites where you are concerned,

that's because it does. This won't be anything physically impossible, and it won't prevent the natural world being manipulated by entities specifically to harm you, but you'll definitely have the upper hand most of the time.

Locale Evolution (600cp, Discount Bolbox): Instead of just directing EVO towards yourself, you can direct it towards your surroundings. The results are nowhere near as impressive, but this can allow you to slowly shift and guide the surrounding biosphere along your preferred lines. Do note that while potent over time, the cost and effort will grow exponentially as the size of the target area increases. Nevertheless, excellent for personalizing your surroundings for the home field advantage.

Personal Analysis (600cp, Discount Aliens): You possess an innate and intricate understanding of the natural processes of your form, whatever those might be, down to the sub-atomic level. This means you have an incredible understanding of things like your body chemistry, cellular activity, and much more. This extends to forms in your Record of Evolution, letting you examine and understand them in incredible detail as well. Also excellent in diagnosing any health issues or damage you've sustained, or guiding your evolution with a precision that would be impossible otherwise.

Invasive Species (800cp, Discount Benefactor): Invasive species are such a terrible ecological hazard. Foreign elements introduced by careless parties who have no concern for the delicate ecological balance, left to run amok unchecked due to a lack of natural counters among their new environment. Thank heavens you have nothing to do with that sort of thing, right Jumper? You no longer find it harder to evolve in ways that don't fit the current biosphere, and in addition you possess an odd mental library or sense for the traits of the lifeforms that you've encountered before. Evolving to emulate these encountered traits is incredibly easy, letting you evolve the traits and abilities of other creatures before continuing onward down your own evolutionary journey. While this can be used to gain the extraordinary abilities inherent to other species, note that it doesn't change the fact that the EVO cost still scales based on the effort and complexity, and as such god-like species will be far beyond you even with this perk. While there might not really ever be something that could be truly called the ultimate lifeform, I imagine you'll get pretty close given enough time.

Light of Eden (800cp, Discount Gaia): While you haven't been chosen as the victor of the trial, it still seems that some small part of Eden has brushed up against you. This has infused you with a bit of it's nature, granting you an absolute and immutable wellspring of inner peace and harmony. Insanity, despair, corruption, and similar things all find it almost impossible to get a hold on you, let alone retain it, and by letting this inner light shine outwards you may spread this effect to others and your surroundings. You've realized the truth that while nature may be red in tooth and claw, and calamitous in it's wrath, it is also forever green in heart and soul.

Progenitor Crystals (800cp, Discount Bolbox): It seems you have the ability to bud and

produce strange crystal like eggs, which have a curious effect when imbued with EVO. By investing EVO into them you may effectively design a creature, either a new design or an evolutionary form you've encountered in some manner before. With a sufficient expenditure the crystal will then at a time of your choosing break, releasing the creature within as a minion bound to your will. The cost of this varies with the strength and complexity of the creature, although you may choose to instead spawn infant examples of the species for a much smaller cost than a fully grown adult. Creatures you design will be added to your Record of Evolution.

The Science of Evolution (800cp, Discount Aliens): Theory? To you evolution is an entire scientific field in it's own right, one you have more than mastered. From the how, to the why, to mathematics to quantify and calculate it, to the crystals and other devices to manipulate and interact with it, to even the quantum physics that influence it at the smallest levels of reality. This knowledge is essentially the complete and collected data from all of the evolution that has taken place on Earth, up to the birth of civilization. The question is, what will you do with this knowledge? While the bulk of it relates to biological evolution, it'd only take a little effort on your part to apply this to the evolution of non-biological systems, such as computer viruses or society.

Symbiosis (50-300cp): Who wants to go it alone? For either 50cp per companion, or 300cp for a full set of eight you may import your companions to join you. They each get to pick an origin, and have 600cp to spend on perks and items. Companions do not get their origins Crystal purchase for free, although they may purchase them normally. They also cannot spend points on Symbiosis to import companions themselves.

Gear

Meat (50cp): A hunk of meat that seems to be glowing and flashing a bunch of varied colors. While normally it wouldn't be advisable to eat something that looks like a cross between flesh and a disco ball, you can devour this to receive a decently large chunk of EVO to start off with. Strangely, even if you're an herbivore you can still eat and digest this. Grants you enough EVO that you can make a couple of decent evolutions to get you started, or one really good one.

Crystals (200cp each, One free to appropriate origin): Well these little buggers are the cause of a lot of the trouble going down on Earth, but their ability to effect evolution is definitely beyond debate. There are several different types of Crystal, and each purchase of this let's you choose one type. You'll start this Jump with your purchased crystals floating a bit right next to you, and you'll get another once a year. In Jump this will mean finding them, while afterwards they'll be added to your warehouse. Note that you can still find these in jump normally, but this will ensure a regular supply.

Blue Crystal (Potential, Free Benefactor): About as simple as it gets, this little bugger acts

as a gatherer and battery for evolutionary potential. Eating it will result in gaining a very large chunk of EVO, enough to fuel a series of large changes for you.

Green Crystal (Reversion, Free Gaia): This crystal analyzes the path evolution has taken, and when ingested will allow you at a time of your choosing to change back to a form in your Record of Evolution, a transformation which may last for up to a month. This doesn't have to be used right away, you can eat it and bank the use until a time of your choosing, and at any one time you can store roughly three such uses.

Red Crystal (Ascension, Free Bolbox): Probably best described as evolutionary steroids, and the most blatant of the crystals, this one takes in evolutionary data and uses it to create a new and extremely potent evolutionary form. When ingested you can change into this form, a transformation that can last up to one month. While temporary, and despite having no control over what said form will be, this does mean that said form will be added to your Record of Evolution, which can prove very useful in conjunction with the Green Crystals or the Review of Evolution perk.

Yellow Crystal (Information, Free Aliens): This crystals gathers and analyzes evolutionary data. Eating it results in a sudden flood of information into your mind that will inform you of all the various useful evolutionary paths you could take, giving an awareness of options you otherwise would have been completely blind to. Alternatively you can let it rest in an environment for a few days and then devour it to gain a sudden influx of data on the local biosphere and living beings.

Icon of Civilization (400cp): This item grants you the ability to uplift creatures up to a human-like level of sentience, sapience, and intelligence. This transformation will result in them becoming humanoid over the course of several days, with features appropriate to the species. They'll be at roughly peak human physical capability except in areas where their animal nature would boost or modify this, including having such abilities as flight if they're birdmen for example. The item itself may take whatever form you wish, from a scepter, to a crown, to a stone slab with a mural depicting the beginning of a civilization. Reappears in the warehouse if lost or destroyed.

Hyperbolic Evolution Chamber (300cp, Discount Benefactor): No relation to a certain other extradimensional space. This warehouse attachment is effectively a space where you can simulate any type of natural environment and biosphere you wish, creatures included, and run around testing your your forms and abilities. Events here have no lasting consequences, up to and including immediately reversing your death should it occur here, and restoring any expenditure of perks and abilities once you leave or reset it. There isn't really a limit on how large of an environment you can simulate here, although you can't use this space for anything other than its intended purpose. A perfect place to test new evolutions or just dick around fighting bears or something.

Primordial Garden (300cp, Discount Gaia): A largish walled garden added onto your

warehouse, accessed through a door in the wall. Aside from a large clearing with a constant stream of crystal clear water and a small lake, there are also fruit bearing trees here that are always full. The conditions here are ideal for life, meaning that any animal or plant placed here will rapidly reach a peak state of health, and any growth they undergo will be optimized. Non-intelligent creatures here will not attack you unless attacked first, and will be much easier to tame. As a final benefit, getting a good night's rest here washes away any and all stress that someone is suffering from.

Crystal Womb (300cp, Discount Bolbox): A small chamber accessed through a door in your warehouse, made up of earth, crystal, and strange organic growths. These growths slowly spawn strange grub like creatures the size of the average dog. While non-intelligent and completely helpless if taken outside of the chamber, their biology is impossibly malleable. Whether it's using this Jump's perks to forcibly evolve them into minions, or some other method, they make perfect fodder for biological experiments and abilities. The strange stem cell like flesh of both the maggots and the growths will also attach itself to living creatures if they rest here, regenerating and replacing lost limbs or organs as long as the creature is still alive. The chamber holds a max of a dozen at a time, and will replace their numbers at about two or three a day.

Simulated Biome (300cp, Discount Aliens): Added onto your warehouse is a door, which will take you to a large dome chamber. Just be thinking about it you can make this chamber simulate any environment, biosphere, and/or life form beyond its indestructible glass walls and use the controls to tweak the conditions and examine what happens. The space beyond the walls is effectively impossible to interact with in anyway aside from the functions of this attachment. The options you have for this simulation will expand as your knowledge and technology does, letting you apply the best of both your mind and potential gear towards seeing just what happens when you mess with the natural order. You might occasionally think you hear a voice berating you for your folly in playing god, but I can assure you that it's all in your head.

Drawbacks

If you desire more choice points you may take drawbacks. Take as many as you wish, but you will only gain a maximum of 800cp total from them.

Bowing Out (+0cp): You're honestly not too interested in this little competition that's going on here. By taking this instead of being a competitor in this trial you'll be here for a ten year stretch as normal, and may choose which Era you'd like to spend it in. You are ineligible for the special rewards, but may otherwise take perks and drawbacks as normal.

Curse of the Platypus (+100cp): Well, the good news is your various evolutions will still be effective at what they do. The downside is that now you have a complete inability to control and mesh the various changes into a single well-defined whole, meaning that for

the rest of this jump will be spent looking like a miss-matched clown of the animal kingdom. No matter how deadly you are....it's gonna be pretty embarrassing.

No Control (+100cp): Whelp, looks like you don't have any control over your ability to evolve anymore. Nature has basically hijacked your control over your evolution, changing you when, where, and how it believes it's best to do so. Thankfully this means you'll still be pretty well off in adapting to your environment and surroundings, but your evolution isn't gonna be something you can guide for the duration of your stay here. This includes various perks and stuff that key off of Mysterious Time Stream Evolves You, so this might be even more chaotic than you'd think.

Where's the Manual (+100cp): Seems like your instincts don't really provide the innate control over your form anymore. Changes to new bodies and body types are going to be awkward as you have to get used to them the old fashioned way. And that's not including more complex abilities. Growing spinnerets are gonna come with a lot of "How do I shoot web?" issues.

Evolutionary Pariah (+200cp): Simply put, all the other critters hate you, which means you can expect most of them to attack you on sight. Yes, this extends to things like insects as well. In general if it's a creature you can expect it to be as annoying and/or hostile as physically possible. I'd try and stay out of sight.

Skin Condition (+200cp): Oh dear. Seems like upon arriving in this jump you wound up touching a defective crystal. It's latched onto you, and you'll find it not only leeching your EVO and any other energies you might have access to, but you are permanently saddled with extremely painful crystal growths all along your physical form. These won't get in the way of you evolving or basic survival, but it's going to hurt...a lot. Not to mention you'll need to eat a lot more in order to make up for what the crystals drain from you.

Bad Influence (+200cp): Well you are. It seems like life around you is rapidly evolving and taking on traits of life from various settings you've been to before. Expect to see electric rodents clashing with primal monsters, all the while wyverns rule the skies. Hope you can handle it. On the upside it'll be pretty cool while it lasts. This potentially includes traits you yourself have, where they would be appropriate.

Spiraling out of Control (+300cp): Evolution is going out of control, with all life changing at an incredible rate, and progressing far faster than they should. Already tons of creatures have become humanoid and are waging war against themselves and each other, and it seems like everybody's attitude has become hot blooded and only capable of giving up on their goals when killed. You'll find yourself subject to this if you don't practice extreme self control on your emotions and your own evolution, but even then the world has gotten much more dangerous. Hey, why the hell is that giant bee's stinger spinning...

The Dark Planet (+300cp): Seems like one of Gaia's siblings has been struck with jealousy, hate, or at least something that passes for them for planetary spirits. Some very alien and horrific lifeforms are now appearing on the planet, acting as sort of a living virus against Gaia's entire biosphere. All life on earth may be irrevocably warped if not extinguished in time. Expect your stay here to be complicated by problems of a very Lovecraftian nature.

I'll Show You All! (+300cp): Looks like you don't have any of your other fancy abilities anymore. All perks and powers from other jumps are gone, and your warehouse is unreachable. Somewhere in the world a formerly humble sea slug has begun to go mad with alien power. But I'm sure that's completely unrelated.

The End

It seems you've made it. Hopefully you enjoyed your stay here. You now have a choice to make on what comes next. Regardless you retain everything you've purchased. The special rewards are optional and you don't need to take them, although if you've put in all the effort to emerge victorious I don't know why you would refuse your rightful rewards. Completing the trial grants you BOTH of the special rewards below. You do not have to choose between them, only whether to accept or decline each of them individually.

Time to go back (Home): You return home to your world. Tomorrow you'll see a report on TV about the discovery of a strange new animal's remains somewhere in the world. One that looks an awful lot like your favorite form from this jump. Well at least it wasn't bigfoot...

Time to stop (Stay): You decide to remain here and make it your new home. It's a vast and incredibly fascinating world out there, and you'd rather stay here and see more of it. As a final bonus have an additional 1000cp to spend here.

Always Move Forward (Continue): A thousand more worlds are out there waiting for you, and you aren't about to start looking back. You continue on your journey. Only you will be able to find out just how much you'll evolve as time goes on. Time here is frozen until your chain is complete.

The Gates of Eden (Special Award): It seems you have proven yourself worthy Jumper, you are without a doubt the fittest of them all. You may pick any of the other three choices as normal, but with a special reward. The Gates of Eden are now forever open to you. Should you choose to go home or stay you may enter it at any time, and while we know nothing about it, the fact that beings on the level of planetary spirits consider it paradise should certainly hint at the value in that. Should you continue on, then this offer will remain, letting you at any point once your chain is over, even if that means

you've died, return to take the place reserved for you here. Eden is not a prison, and you will be free to exit and enter as you wish, similar to your warehouse.

A True Companion (Special Reward): Regardless of the nature of your bond, you've not only proven yourself worthy in this trial, but Gaia herself has come to understand you fully in ways you'll never completely comprehend. Regardless of the choices you make she'll be an ever loyal and true companion that will stand by you until the end of time. Until you complete your chain in some manner she will be limited from her full power, but even reduced she is a being of incredible ability. Physically she is an exceptionally and eternally healthy and youthful human being, and even if she has little reason to evolve, effectively possesses all the free perks from this jump, all perks that were free or discounted for the Gaia origin, in addition to External Influence and Locale Evolution. She may restore herself to her base human template at any time. As a planetary spirit (even if one in a reduced form) her potential for any spiritual or mystical arts is absolutely mind-boggling. Post-chain all of these limitations will be lifted, leaving her the cosmic planetary goddess that is her true form. No matter where your journeys will take you, you shall never be alone again.

Notes

Your Evo form is essentially an alternate form that will change as you use these perks to modify it. You can use these perks on your other forms, with the additional effect that you can completely dismiss all changes to return to that forms base "template" so to speak. Similarly, you may overwrite your Evo form with one of your alternate forms at any time, letting you use one as a base without modifying the original.

Mysterious Time Stream Evolves You gives you a new body in its prime. In addition to resetting aging this will repair any injuries you have, although depending on the severity you might need to spend some additional energy to make up for lost biomass. If you're missing your lower half then all that lost mass isn't just going to magic itself up from nowhere, although EVO is incredibly cost-effective at doing so.

You have a completely accurate awareness of your EVO stores at all times.

The relative nature of EVO storage means that the cap is dependent on your form. As an ant you could hold enough to go through a ton of complex and extreme changes from an insects perspective, which is drastically different than what would be considered the same for a large mammal such as a lion. This is decided basically the same way as the EVO gains from food. The more energy intensive your biology (or whatever passes for it) the more you can store. Either way, should you max out your storage capacity you'd have to actually put in effort to use it all up in a short time frame. Post-Spark you no longer have any maximum, and can store as much as you like.

As always, feel free to be creative and have fun with the possible uses of the perks, but be reasonable.

Trying to justify evolving into godlike entities and such is rarely reasonable. Especially with the constraints on resources and time. Seriously guys.

The complexity and scale of the change is based on the actual physics involved. Simplicity makes for more streamlined and easier mutations, while just trying to scale up to bigger and badder tends to suffer intensely from diminishing returns, just like in real life. This is before you factor in the needs of your new body when it's finished, and if you push it to change in a particularly reckless manner you may lack any way to actually fuel it with the energy and resources it needs.

Like a lot of old games there isn't any in depth discussion or exposition about the metaphysics of the Evo setting, so a lot of the perks view on the nature of EVO and how things are done are extrapolated from what is seen and what little can be inferred. I took some artistic license to give the abilities here enough depth to work for a jump, and to open up interesting possibilities for how you could use the tools here creatively, but aside from my own personal interpretation of how things work there's nothing that's just added in wholesale. I want to state that here just so everybody knows, and if you see anything that contradicts the game feel free to let me know so I can work on it.

I do wholly recommend firing up a ROM of the game if you'd like to kill some time. It's not a perfect game but it's certainly something worth playing through at least once. The actual cartridge is sadly almost impossible to find unless you're willing to drop a ton of money online, but getting a ROM is just a google search away.

While I'm always willing to answer questions when I'm available, fanwanking something is usually a safe bet.