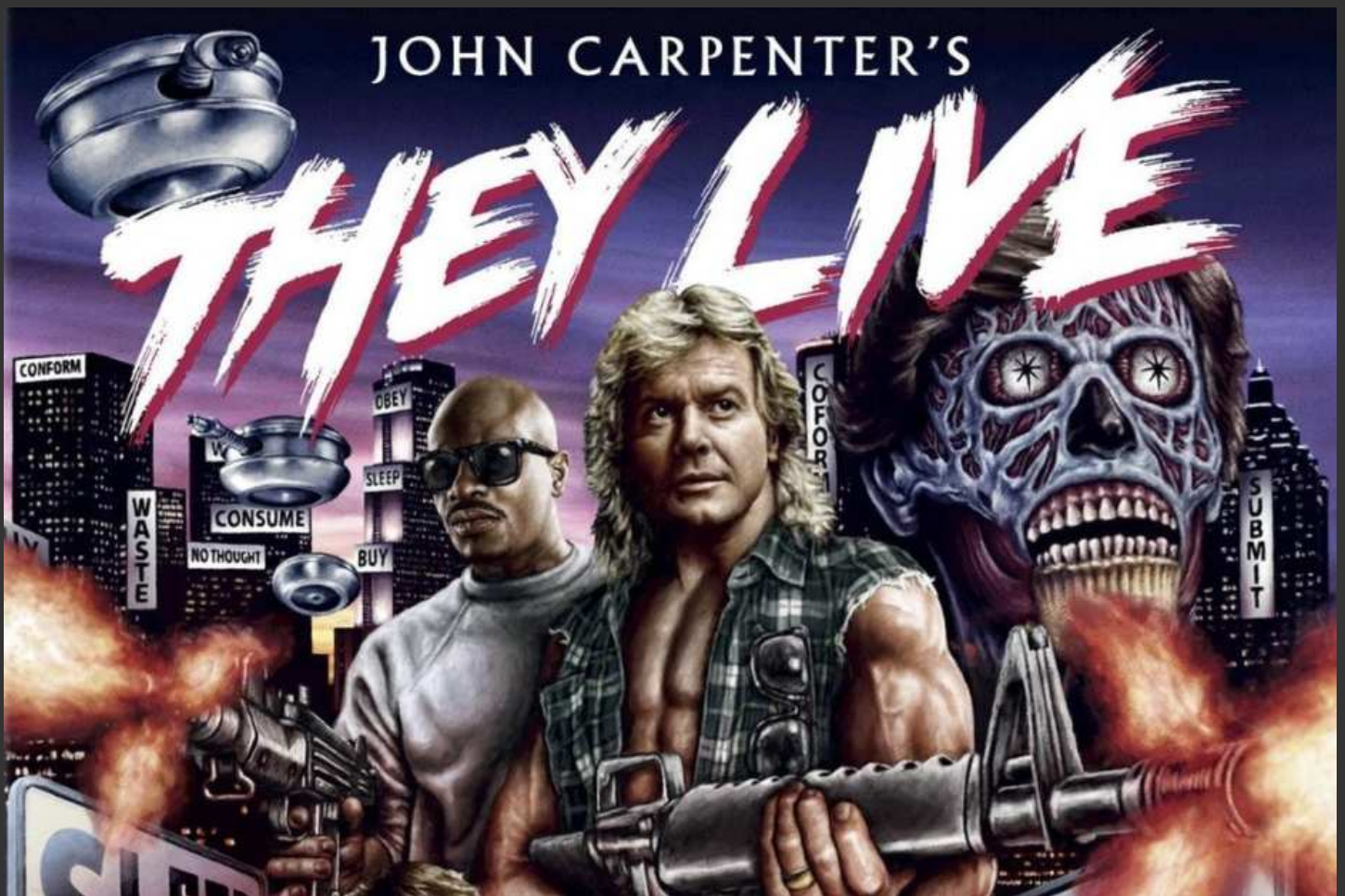




**Welcome to Los Angeles, Jumper.
It's the year 1988, and the world is the same as ever!**

Or that's what most people think, of course.

The world looks pretty much the same as usual. Happy people, billboards and advertisement everywhere and the money never stops flowing! But behind the scenes, it's a completely different story. A race of aliens whose details and origins are rather mysterious have come to invade earth, but instead of taking a violent approach they decided to take an intelligent one:

Infiltrate our lives and exploit our love for wealth and power by promising a bright future to whoever is willing to work for them and slowly rising on the human chain of command. They are politicians, doctors, police officers, professors, scientists and powerful businessmen.

They Live, We Sleep.

These blue bastards look nothing like the typical green alien you see in the movies. They actually look EXACTLY like normal humans on plain sight, and the only way to know who is one of them and who isn't is to use special sunglasses called "Hoffman Glasses" designed by a rebel group capable of interfering with the signals that keep the aliens disguised and making it possible for the wearer to see the true identities of the aliens and the subliminal messages hidden behind the billboards and ads.

Some Humans have willingly abandoned their friends and family in the name of money and power, these are known simply as "Human Elite", and simply don't care about humanity's future as long as they get money out of the present.

You get 1000 Choice Points to spend, use them wisely.

(Unfortunately, there is no choice for location. The movie is too linear to allow any other place aside from Los Angeles to be added into the Jump without taking away the Jumper's ability to follow the plot to some extent and stop the Alien conspiracy. Discounts are always of 50% of the cost. Also, not really needed, but it will make it way more enjoyable to play.)

Made by Drunkard

Backgrounds



Drop-In

Cost: Free

You woke up in inside a homeless shelter the middle of Los Angeles. You know no-one and no-one knows you, you are basically by yourself.



Drifter

Cost: 100 Choice Points

You lost your job and things don't really seem to be good for you. You left that place somewhere in California and went straight to Los Angeles to find a new life, but you found something else. A giant conspiracy by aliens to control the world and deplete it of all its resources while enslaving and exterminating humanity on the process. You are here to kick ass and chew bubblegum, and you are all outta gum.



Alien

Cost: 200 Choice Points

You are an alien from a faraway planet, and your objective is simple, dominate the local species and deplete the planet's resources. Your tactics to dominate other inferior races are simple. Exploit their love for material gains and brainwash them with hidden messages. You are completely hidden and have the Human Elite under your control. You are the ones controlling the media and the world politics. But if your disguise ever failed, god knows what would happen to you.



Human Elite

Cost: 150 Choice Points

You're part of the elite. Those who decided to abandon their fellow humans and work for your alien overlords in the name of money and power. It was the correct decision, of course. You never really had a chance against these aliens anyways.

Abilities

Situational Sharpness

Cost: 100 Cp (Free for Drifter)

You'll always come up with the perfect insult, joke or comment to the current situation. You will also never lose your cool and look like a badass in the process.

Master of Disguise

Cost: 100 Cp (Free for Alien)

You can easily disguise yourself as a normal human or any similar being as long as said being is a biological one, not paranormal and with an appearance easy to replicate. Your disguise can sometimes fail, though, but failures are unlikely unless someone is willingly trying to ruin your disguise. As long as you don't ruin your ruse, no-one should try to ruin your plan.

Incredible Wealth

Cost: 100 Cp (Free for Human Elite)

Thanks to your clever choices on the market you are currently gaining a fortune. You'll have a constant income of money directly deposited into your Warehouse each year you spend inside a Jump, this money can be taken from the warehouse with ease and is automatically converted to the local currency.

Urban Parkour Master

Cost: 100 Cp (Free for Drop-In)

Somehow, you are capable of doing complicated jumps and maneuvers that would require a large amount of agility. These maneuvers include: Jumping between rooftops, jumping over obstacles while keeping a constant speed and other actions that could be described as "Parkour" without much difficulty.

Manipulator

Cost: 200 Cp (Discount for Alien)

You can easily manipulate humans and other intelligent, sentient beings with promises of power and wealth. A few well placed words will easily make the weak-willed follow your every order. It can be difficult to convince someone with a higher willpower, though.

Damage Sponge

Cost: 200 Cp (Discount for Drifter)

You can take quite a beating and easily recover from it. Don't expect to easily recover from a bullet to the chest, though.

Businessman

Cost: 200 Cp (Discount for Human Elite)

Your emotions won't influence your choices as easily as long as there is anything to gain out of it. If there is money or power involved, you will not feel bad for choosing the option that will provide the best results for you personally and it will be harder for people to convince you not to do something if there is anything to get out of it, be it "Good" or "Evil".

Sudden Martial Artist

Cost: 200 Cp (Discount for Drop-In)

For some unknown reason you have suddenly become proficient at hand-to-hand combat, even when you never had any experience with it in the past. You can easily kick someone's ass without much help. It can become difficult to defeat too many enemies at the same time, though. We aren't in an 80s action movie after, all.

Brainwash-proof

Cost: 400 Cp (Discount for Drop-In)

You don't require the special sunglasses or contact lenses at all and you are always immune to the Alien propaganda even when not wearing them. Brainwashing you is impossible.

Bribing

Cost: 400 Cp (Discount for Human Elite)

You can easily "Convince" anyone of doing what you ask if you "Lose" a "few" pennies on their desk.
Wink wink *Nudge Nudge*

Hip Fire

Cost: 400 Cp (Discount for Drifter)

You can aim and shoot rifles and other similar weapons from your hip without losing any considerable amount of accuracy and without the need to use the sight.

Mastermind

Cost: 400 Cp (Discount for Alien)

You are intelligent. Maybe even more intelligent than your fellow aliens and obviously more intelligent than those human brutes. You are capable of easily analyzing the current situation and come up with the best solution for it.

Powerhouse

Cost: 600 Cp (Discount for Alien and Human Elite)

You have contacts on the current jump. Be it friends or people below you in the chain of command. There will always be a fellow Alien or a local willing to lend you a hand

Hero Sense

Cost: 600 Cp (Discount for Drifter)

You can feel when shit is about to hit the fan and react accordingly with ease, always turning around just in time to shoot that guard that came out by surprise.

Items

Companion Import

Cost: 600 Cp

Import a companion to help you out. Each Imported companion can use up to 600 Cp and will share the same background as yourself.

Bubblegum

Cost: 100 Cp (Free for Drifter and Drop-In)

Obligatory bubblegum item. Might run out. Refills after kicking ass or performing an act of badassery.

Special Sunglasses

Cost: 100 Cp (Free for Drifter Hero, Discount for Drop-In)

These sunglasses aren't normal ones, oh no. These babies let you see through any alien's disguise or imagery and information hidden in some way and might even help out with detecting when some other entity is using magic or high technology to disguise itself. It doesn't work with basic forms of disguise, such as dressing up and using a mask. Secondary effects include: Killing headaches, monochrome view when used and the fact anyone can easily see you are wearing them. Cannot be used as x-rays to view under people's clothing, you pervert.

Communications Watch

Cost: 100 Cp (Free for Aliens, discount for Human Elite)

Brought to the planet by the aliens, these watches allow you to access the communications channel of the alien forces and teleport to any location you specify as a "Home" inside the current Jump. They are disguised as normal watches and, to the human eye, will look exactly like them. They also work as a normal watch and with enough skills can be recalibrated to communicate through other radio channels. A secondary perk of these watches is the ability to teleport they include, but unless you are an Alien or where trained by Aliens on how to teleport, it'll be extremely hard to learn how to use the teleporting ability.

Hobo Companion

Cost: 100 Cp (Discount for Drop-In)

You don't know how this guy ended up becoming your friend, or why he always smells like weed when you never see him smoking, but he's more than willing to crack some skulls to help you out. Unfortunately, he's rather stupid, smells like shit and is not really good at handling any complicated equipment. Also, he might or might not be "Slightly" insane...

Melee Weapon

Cost: 200 Cp (Discount for Drop-In)

You get a melee weapon of your choice. A 2x4 piece of wood, a broken glass bottle, a knife, anything as long as you can kill something with it and it fits within the Jump's timeline.

Special Contact Lenses

Cost: 200 Cp (Discount for Drifter)

Similar to the sunglasses, except these ones are way less obvious and won't slowly fry your brains while used. You'll still see in monochrome, though. Warning: Wearing both the contact lenses and the sunglasses at the same time might cause some rather awful effects.

Communications Earpiece

Cost: 200 Cp (Discount for Aliens)

An upgrade on the Communications Watch, the main difference being you put this one on your ear and they are almost impossible for anyone to see them unless you specifically search for it thanks to their really small size. Has the same perks as the normal watch, and you can even get the current time said to you on your ear if you say the codeword!

Limousine

Cost: 300 Cp (Discount for Human Elite)

A rather large and luxurious limousine equipped with all the necessary equipment for the modern decadent lifestyle. Somehow turns into a Chariot pulled by horses if used in a non-modern Jump, still keeps all the necessary equipment for the old-school decadent lifestyle.

Locator

Cost: 400 Cp (Discount for Aliens, unavailable for Drifter and Drop-In)

Can be used to perfectly locate any specific living being in a radius of 400 meters. Trying to locate someone outside of the 400 meters radius can be possible but the results won't be accurate.

L.O.D.S.A.E.M.O.N.E

Cost: 400 Cp (Free for Human Elite)

As expected due to your experience in the market, you have amassed a small fortune of 100,000 US Dollars. This money is automatically converted to the local currency. Unfortunately, this money will eventually run out, but you can always make more!

Basic Weaponry

Cost: 400 Cp (Discount for Drifter, unavailable to Aliens and Human Elite)

Some basic weapons used by the equivalent of the police forces on the current jump. A small sidearm and bigger weapon (A revolver and a shotgun on modern times, a dagger and a sword on a medieval setting, etc). Might not be as good as a military-grade Assault Rifle, but can still kill stuff if necessary.

S.W.A.T trained mook

Cost: 300 Cp (Discount for Aliens, unavailable for Drifter and Drop-In)

Trained to fight against what it was told were "Commies", this member of a heavily trained entry-team will follow your every order thanks to the large amounts of brainwashing it has been receiving lately. Equipped with an assault rifle of your choice (As long as it's available for a S.W.A.T officer), a sidearm and body armor. If you are an alien, the brainwashing might fade out if it ever discovers the truth about your identity, but the chances of that happening are low.

Butler

Cost: 200 Cp (Discount for Human Elite)

You can have your very own butler. It'll do anything you ask him to do and be your personal assistant, but will probably end up dying if asked to fight anything.

Resistance Sidekick

Cost: 200 Cp (Discount for Drifter, unavailable for Aliens and Human Elite)

A member of the resistance will join you on your current mission. Armed to the teeth and willing to die for the cause. Might not be as well trained as a member of the S.W.A.T, but its willpower and knowledge of its surroundings like the palm of their hands gives it a really good upper hand. It come equipped with the "Basic Weaponry" of your choice and Special Sunglasses. Has a son or daughter and a wife or husband, but they're never introduced into the story.

Drawbacks

Bollywood Fighting

+100 Cp

Hand-to-hand combat will last hilariously long times, no matter how weak whoever you are fighting is. If your enemy is stronger than you, though, he'll beat your ass in a normal amount of time.

Sudden Realism

+200 Cp

Your gun may suddenly jam or you might run out of ammo in the worst time possible even if you already fired double the ammount of ammo your gun should have on its magazine. Almost like someone is trying to add drama to your life.

They know

+400 Cp

Depending on your background and your objective, your enemies will already know what your plans are. If you are an Alien, most people will either already know your true identity or suspect it in some way. If you are part of the Human Elite, people will know you pretty much gave them up in exchange of money and power. If you are a Drifter, the Aliens will be after you. If you are a Drop-In, some punks will mistake you for someone else and chase you down until you give them their money (Which you don't even know the amount of, by the way).

Permanent Realism

+1000 Cp

The tables are turned around. You no longer have infinite ammunition, can do parkour when carrying large weapons and equipment and can't even carry too much without being slowed down AT ALL. Access to the warehouse is impossible. Your enemies, you ask? They can do all the unrealistic things you could do before. Hard Mode.

