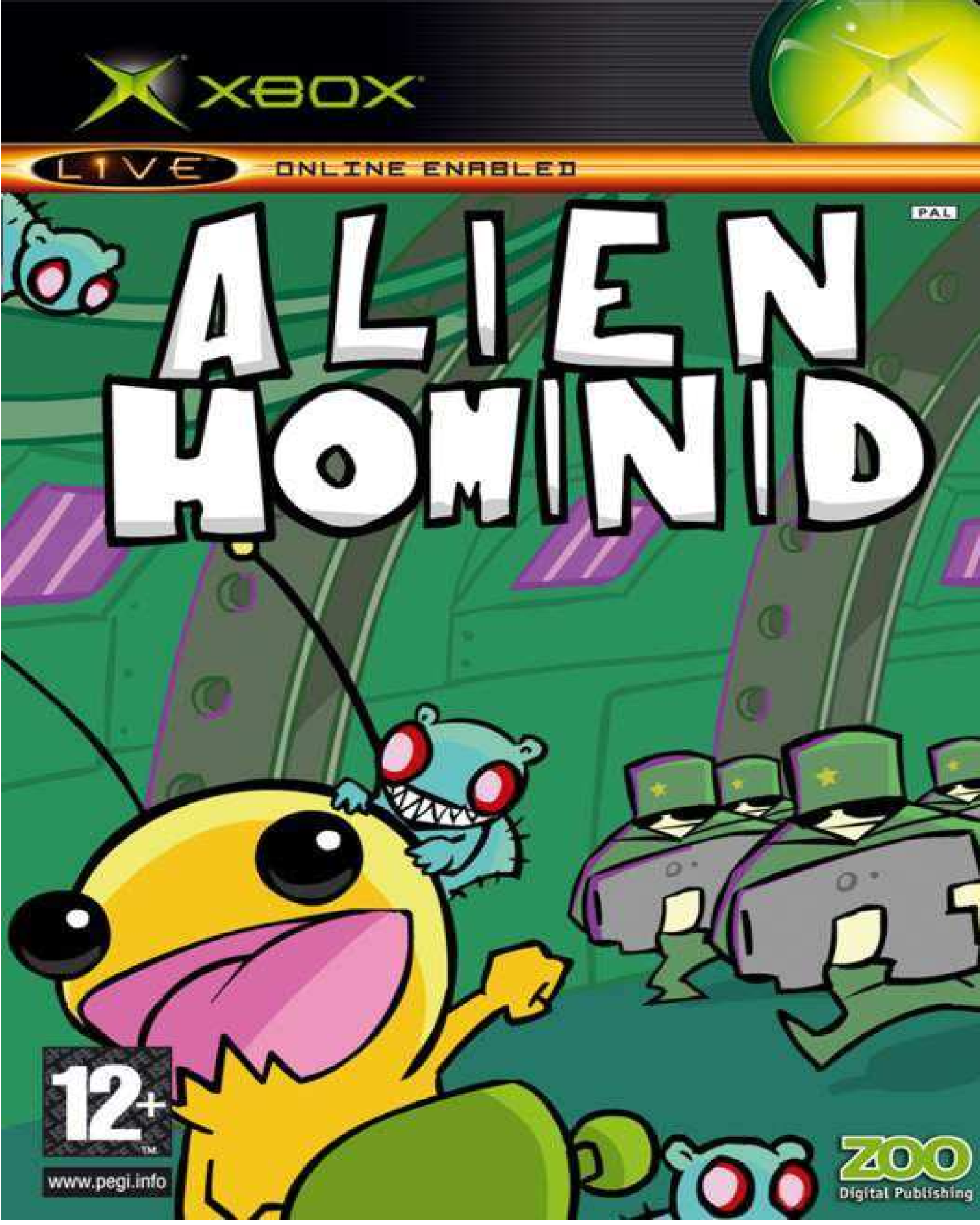


Alien Hominid Jump by Daoist Sunblade

Jumper, welcome to Earth. A version of Earth where FBI Agents can steal a kid's ice cream and get away with it. Where instead of trying to get along with aliens we try to hunt them down. Where the US military has enough budget to make giant robots, jetpacks for every other soldier in the military, and advanced weaponry based on extraterrestrial technology.

If you are an alien this place is like Hell. If you are a kid who likes to eat ice cream this is not Hell, but close. If you are a normal human being who is somehow supposed to capture an alien with inhuman capabilities this is just another day on the job. And you have to live here for 10 years. I can't give you ice cream, or a spacecraft to go home (for free at least.)

But I can give you **1000 EP (Extraterrestrial Points)**.

No you *really can't* buy ice cream with the points. Spend them to make your stay, or if you're an Alien, your escape, easier.

Backgrounds:

For this jump, you must meet or exceed the given age. You may freely choose your background, age, and gender unless specified.



Alien (100 EP)

A bright yellow extraterrestrial that has crash landed on Earth. With only a trusty blaster you must survive on Earth where everyone wants to dissect and/or kill you. Those who choose the Alien Background will start in the year 2012. Those who begin the Jump with the Alien Background are gender neutral. **Age:** Any



Agent (Free)

You have a job as an FBI Agent to "take care" of the alien that has just crash landed. You will have access to the latest tools and weaponry, you just have to get the job done. Agent's start in the year 2010, 2 years before the Alien arrives on Earth.

Age: 18+



Fat Kid (Free)

You were playing with friends when suddenly an alien appears. Then an FBI Agent takes your ice cream when you were about to eat it. That alien suddenly looks a lot nicer than the agent. It might be better to help them. Those who choose the Fat Kid Background will start in the year 2012.

Age: 12-17

Locations:

Roll a 1d4 to decide where you begin the jump. Pay 50 EP to select the location yourself.

1. Town:

The place where the alien spacecraft crash landed.



2. Area 51:
The location of the aliens and advanced tech.



3. Soviet Russia:
It's quite- no it is *very* cold. Hope you brought a coat.



4. Free Choice:
Pick the location you want to start in.

General Perks:

(Free) Physical Fitness
The greater your physical capabilities, the smoother the hunt. With your fit body you can hunt all day. Alien or not, having a healthy body is essential to living well.

(50 EP) Survivor Mindset
You mustn't think that being hunted by the world's top militaries is the end for you. No, it is the start of your life, you will get home. You will stay safe. You will endure. Shut up that inner pessimist in your head, you shall survive.

Alien Perks:

(Free Alien/50 EP) Alien Weapon Mastery
Human weaponry is child's play compared to Alien Weaponry. It's like comparing a bazooka to a nuke, and you know having the ability to use a stronger weapon will only help you survive longer. Or if you're a human, to more easily kill the Alien you've been hunting.

(Free Alien/50 EP) Head to Head
You have learned the odd ability to jump from one person's head to another person's head without fail. You could jump from a person's head to a higher point, but jumping on the head of the people hunting you is fun, and a good way to vent.

(Alien Exclusive/ 100 EP)Slashin' and Blastin'
There are moments in your life when you will need to shoot someone with a blaster and knife the guy behind you at the same time. Your ability to use your body to its fullest potential and react nearly instantaneously to multiple threats simultaneously is a valuable skill. It must be that alien blood you have.

(200 EP) Seeing In Patterns
The strong assume that the weak can't do anything. Well, they're not wrong in most instances, but in this instance you can see what type of actions your opponents will take and predict them. Where they tend to shoot, or when they might dodge.

(400 EP) Living Fast
A normal being lives life on slow, but you live life on fast. Threats that you should not be able to see, as they are too fast, you will be able to see and avoid. You will also be able to knife that soldier five times before his comrade even got a word in and plug the barrel of that gun with your spare one. Even for an alien, you're strange.

Life Me (600 EP)
Your hardest challenges ahead of you will not be ones that can kill you. They are the ones that can kill you many times over, and yet even given many chances you'll still fail initially. You should eventually succeed, therefore whenever you are in a position to contribute in a positive way towards stopping or delaying the end of a significant part of your species you will gain spare lives in proportion to the percentage of lives that will be saved by destroying the threat. I.e: If a meteor threatens to wipe out the planet you will gain a hundred extra lives. Or If half the planet is about to be destroyed you will gain 50 lives. If the threat does not concern the immediate end of a significant part of the species you belong to, this perk will not take effect. Spare lives after the threat is destroyed are not kept.

Agent Perks:

(100 EP) Almost Too Fast
Right when that yellow alien was about to finally die, you show up. You always appear first to critical-to-the-plot-locations in future jumps, and you always have a geographical advantage should a fight break out. Descending from your helicopter, or jumping out from the back of the van. You might only live a quarter of your expected life span, however humanity will remember you for being first on the scene.

(200 EP) Well Built
Not just any human is cut out for protecting the world. You have ungone an intense training regimen that has caused your muscles to be on display in any attire, raising your intimidation level by two notches.

(400 EP) Unreadable
There are no signs of emotion on your face ever. You could lie to someone's face without giving any signal to them, no matter their ability, that you have lied. You do not smile at a target's joke. You do not wince with a bullet is in your leg: you could claim that it is the greatest pleasure in the world

and it would not appear in the eyes of others to be a lie. You would pass a state-of-the-art lie detector test with flying colors.

(600 EP) I Will Do You One Better
To win a battle you must know your enemy. Increase your knowledge of your enemies to increase the chance that you shall come out on top. Research their skills, their technology, and beliefs, study them intensively. Insights on how to "take care" of them them shall come flock to you left and right, multiple times a day, do extensive research and countering the threat you set out to defeat shall soon be in your grasp in a week. It might take a while to accumulate the required amount of knowledge, only knowing how to get them to show weakness but that is not enough to win. Research the threats for a month, and you will learn of weak points that your enemies didn't know they even had. Eventually, after about 3 months, you will know every secret their body contains to exterminate them by creating an amalgamation of their and your own weaponry and applicable techniques - exploiting their own bodily processes, lifestyle habits, idiosyncrasies and innate weaknesses using everything at your disposal to guarantee they won't be coming back.

Fat Kid Perks:

(100 EP) I Don't Know Them
Your actions will never contribute towards your friends and allies getting in trouble with, or getting hurt by, their enemies or those who seek to harm them.

(200 EP) It's For My Friend
Any beneficial action that you make towards your allies, be it gifts, guidance etc, won't embroil you in conflict with their enemies. This allows you to support your allies in public.

(400 EP) Ally-Eye
You tend to help those who are, or will become, important figures that would assist you in the future. There is always that chance that you're helping a murderer, I guess as you are a kid you're just willing to take that chance.

(600 EP) Ice-Scream-Vengeance
Whenever you involve yourself, heart and soul, in an issue that is considered petty that has personally affected you, the strongest nearby unaffiliated faction will be found aiding you in getting your revenge. They took your ice cream, it's only fair.

Companions:

Each imported companion gets 600 EP to spend. You may not import more than eight companions.

(50 EP) Import Companion
Import a single companion into this jump.

(200 EP) Full Roster Import
Import all of your 8 active companions.

(100 EP) Alien Clone
A more bulkier version of the yellow alien, with some weird tendencies. Likely made by the US Government, in their secret base. One of many.

Followers:

(100 EP) Fat Kid Collective

A group of around thirty fat kids who like to invent things, who you helped during your stay, that has decided to follow you to the next and all future jumps.

(200 EP) Agent Squadron
You get two hundred and fifty trained Agents at your command with high tech guns and other munitions, they are all muscular, and intimidating - they don't speak much. They will follow you to all future jumps.

Items:

Ice Cream (Free for Fat Kid/50 EP)
A few scoops of delicious vanilla and chocolate ice cream on a waffle cone.

Glider (Free for Fat Kid/50 EP)
You can take to the skies for a moment, the sun smiles upon you - for a second life seems ok - before remembering the agent who stole your ice cream.

(Free Alien/100 EP) Alien Blaster
This blaster will incinerate a normal human with one beam. Enough energy for 50 shots. Recharges quickly. Free for those who have the Alien background.

(Free Agent/100 EP) High-Tech Jetpack
Runs on solar energy meaning that you can fly in the sky all day. Keep use to a minimum at night. Does not go fast.

(100 EP) Military Grade Wood Chipper
Anything thrown inside will be broken up into many pieces. I won't ask what you're going to use it for.

(150 EP) Military Grade Helicopter
Bullet proof, spacious, and with that new car smell. I know it's not a car but it's nice.

(Complete Jump) Alien Spacecraft
Better than any old human-made spaceship, with this you can get to Mars, Jupiter, and to the far off planets in the solar system quickly. Or to go home. Going home is an option. This spacecraft also has a tractor beam, be sure to take some cows. This ship can only hold one person and a small amount of cargo, say a few cows.

Drawbacks:

(+100 EP) Tough Luck
You never seem to get a chance to breathe. As long as you remain in this jump you will be hunted down by the FBI.

(+100 EP) Out of Ammo!
Your bullet use doubles, making you run out twice as fast leaving with you twice as many threats. If you don't use bullets, then you will tire twice as fast.

(+100 EP) In Russia...
The US is not the only interested party in aliens, the Soviets are. And they have guns... and snow.

(+200 EP) Bad Robot

High tech machines will hunt you down, and they only become more advanced as the jump progresses.

(+200 EP) It's *That* Cold?
Yetis will stop by to say hi to you during the Jump and they hit just as hard as the robots.

(+200 EP) You Better Dodge
Your sense of pain will be amplified, and all physical damage done to you will be quadrupled. If someone shoots you during this jump, you won't be able to take it. A single bullet and your death will be certain. Ouch!

(+300 EP) On The Run
You may not use vehicles to escape from any threats found during the jump.

(+300 EP) Lifeless
Your 1-up perks do not work during this jump. If you die your corpse will be buried and it will all be over**.**

(+300 EP) No Help
The Fat Kids have been detained by the FBI for interfering with the capture of the alien. You wont get any help from them during this jump.

What Is Next?

You have endured ten years of this. You deserve a break and a reward. For clearing this jump you have earned a spacecraft. It is already yours? You don't say… Well, enjoy the spacecraft. Your spacecraft… uh… have fun with it or something.

End Chain
Are you sure you are done with this chain? You better not regret it jumper.

Go Home
You had enough, fine. You can go home if you must.

Next Jump
You have reclaimed your spacecraft, onwards Jumper, see what lurks beyond this universe.

Notes:

1. Images were gathered from the **Alien Hominid Longplay** by the **LongplayArchive on Youtube**