

By PsychoAnon

It is coming…

Welcome to a boring small town in America. It's a quiet little place, so tiny the police department consists of just the Sheriff, his deputy and a few volunteers. Young men and women are almost ready to graduate high school and engage in romance. All seems well, but an unimaginable terror will soon descend on this idyllic town. A monster created by the US government, a bacteria mutated by space which has returned to Earth to consume. It has only one will - to eat, to grow. It is an abomination beyond description. It can only be described as… the Blob. A high school delinquent in this town named Brian Flagg and a cheerleader named Meg Penny will team up to investigate this monster and find a way to defeat it.

As always, you've ended up in this place of interest - arriving on the very day the Blob will fall from the sky on a meteoroid. Will you survive or be consumed?

+1000 Points

Origins

All origins can be taken as “Drop-In”. Perks are 50% off for matching origins, except 100 point perks which are instead free. You can freely select your age in the range of 17 all the way to 70 years old.

Bad Boy

You've always been an outcast, a loner who keeps to yourself and supports yourself since your parents never bothered. Your life of isolation has toughened you up but it definitely hasn't made making friends any easier. Seems like you just naturally drive people off. Sure hope that changes because soon you're gonna need all the help you can get.

Townsfolk

Life's simple for you. You're a regular resident of this small town with your own happy little small town family and small town friends. You could be a professional running a local business or maybe just a kid in high school looking for romance. All that's gonna seem pretty insignificant soon enough.

Spook

You're no ordinary person. You're working for a secret government organization specifically dedicated to biological warfare. Whether you're a foot soldier of this organization or a scientist, you're likely well paid to ensure secrecy and will be sent to the town to investigate the government meteoroid and the monster your crew created.

600 - Blob

You came from Earth's orbit. You are an experiment gone awry - a bacteria of this Earth exposed to space radiation and mutated into something else entirely. You are effectively one giant cell with no organs to speak of, but despite this you can control all of your body, able to lash out and launch tentacles of your goo. You can also see, hear and feel. Your body is all but immune to physical force and even very high heat - your only weakness is cold, as even just the cold of a freezer is enough to rapidly turn you into a popsicle. Despite having no parts, any “part” of you that separates from your main mass has its own consciousness and will act on its own. You're an acidic protoplasm that can cling onto and digest living tissue. You can melt and absorb an animal until not even its bones remain and as you consume flesh you grow. As you grow you'll be able to consume more quickly and easily, your growth potentially exponential until you've devoured an entire nation, if not the whole world! For the moment you're only the size of a human hand, but with your ability to cling onto walls and slide through pipes it shouldn't be too hard to find victims to devour.

Perks

Bad Boy

100 - Heart of Gold
It's not easy to open yourself up. Why would you when everyone you've trusted ended up stabbing you in the back? But that doesn't mean you can't show some compassion and when you do, people will notice. Others can see through your tough exterior to the good person underneath and learn to like you in spite of your rude behavior and snarky comments. People especially like you more when you do good things for them personally.

200 - Biker
What's a bad boy who doesn't know how to ride? Pretty damn lame. You've gotten really good at driving bikes and motorcycles, though you'd be pretty good behind the wheel of a car too. You can pull off death defying stunts like jumping a broken bridge or driving nearly upside-down in a tubular tunnel. You can get pretty damn far with a good bike.

400 - Problem with Authority
You haven't exactly been an angel for most of your life. You're no stranger to criminal activity in all the forms a young punk could be expected to know. Breaking and entering, picking locks, street fighting (including wrapping someone's head in with a ratchet) and getting out before the cops show up. You're good at sneaking around too.

600 - The Way Out
When you're surviving on your own you gotta know how to make it out when things get hairy, and things are about to get REAL hairy. When you're in a rough, seemingly unwinnable position you can always find the one way out. You can escape the military group chasing you by jumping the bridge and hide from the horrific goo monster in the freezer. This knowledge comes to you instinctively and it at least gives you a chance to get out of even the most hopeless situations.

Townsfolk

100 - Mr. Smooth
Picking up chicks can be pretty fun. Not like there's much else to do in a small town like this. As it turns out you're pretty good at it. You're not only talented at talking the talk, but also at subtly pushing them into going further and getting them to do what you want. Sure that's really slimy and messed up, but so what? It's not like you're gonna get punished for it.

200 - Professional
Believe it or not, people need to work to eat. You're no exception, which is why you've gotten an education and are now some form of professional. You could be an engineer, mechanic, pharmacist, doctor or pretty much any occupation you would expect to find in a small town in the US of A. You're probably not gonna be rich in this town but you'll get by.

400 - Everyday Hero
Here's the sad truth - in a crisis, nobody's coming to save you. You'll have to yourself and that's what you're prepared for. If some monster wants to eat you you're not gonna make it easy. Where others would panic and freeze up you take decisive action, fear having very little grip on your decision making ability. This fearlessness and decisiveness increases further when you have to protect someone else. You'll scrag that son of a bitch if it's the last thing you do.

600 - Final Girl
You must be going to church every Sunday and leaving extra in the donation plate cuz It looks like someone up there's watching out for ya. You tend to get bailed out of even the most hopeless situations. You could pass out right in front of the Blob and it'd get scared off, leaving you very confused when you woke up. This is mainly in effect when pursued by monsters like the Blob, psycho serial killers and all the rest of the freaks and creeps of the night.

Spook

100 - Nothing to See Here
Secrecy is the utmost priority in your Industry. You can't have any secrets leak out to the media or, God forbid an enemy country. That's why you've been trained in the art of manipulating the public. You can put on a friendly face and come up with all sorts of clever lies to convince them that there's nothing odd going on whatsoever, except maybe a viral outbreak. Once you've got them believing your lies it's not hard to sweep the whole thing under the rug.

200 - Hoo-ra!
You're not just some random schmuck - you're a well trained operative of the United States military and you have the skills to back it up. You're in prime physical strength with years of training, conditioning and infield experience. You can operate just about any form of military equipment, vehicles or weaponry competently and you're mentally prepared for just about anything. “Just about” maybe doesn't cover giant bacteria but we'll see how you hold up.

400 - Chain of Command
When all else fails, people always fall back to following orders. It's just human nature. This goes double when you're in charge because people REALLY hate to disobey you. Otherwise good and morally conscious men under your command would gladly leave innocent teens and even their own men to die if that's what your orders are. You'll get this town locked down soon enough.

600 - Mad Experiments
Nobody could've predicted that exposing bacteria to the conditions of space would mutate them into the Blob, but it worked out quite well from a weapons development perspective, didn't it? In the same vein, you can come up with all sorts of wacky experiments that produce results far beyond the norm. What would happen if you made a special serum out of long lived animals to extend human life, or made a human live in the pressures of the deep ocean for years? These experiments not only work, but tend to create abominable results greater than could've ever been expected. Your mad science could put America decades ahead of the Russians.

Blob

100 - Horrifying
Fear is the greatest weapon of any predator. Fear can make the strongest man freeze in place and leave him helpless as you envelop him. The more terrifying you are, the more it seems people will lock up upon first seeing you. A large, acidic mass of goo moving towards you rapidly would cause nearly anyone to panic and hesitate. That hesitation may only last a second or two, but that's all it takes for you to latch on - and by then it's already too late.

200 - Creeping
You are more than a brute mass blindly following desire. You are an intelligent hunter and you employ the most important tactic of all hunters - stealth. Sneaking around is as natural to you as consuming. You can move with a quietness that's almost uncanny for your size and nature and your instincts guide you to the best places to hide or lay traps for your prey. Why chase a man through the forest when you could hide inside his girlfriend and wait for him to get close?

400 - Brain Drain
Maybe it's not that you're such a good hunter, maybe everyone you're pursuing is just stupid. People seem to lose IQ points when you start attacking them. “Why not mess with the weird moving mass of space goo? What's the worst that can happen?” “I better run into the phone booth only 30 feet away from where I just saw the Blob and call for help, I'm sure it won't come after me!” Some are definitely smarter than others, but people in general can mess up very easily when you're coming for them.

600 - Morpholize
As your trip into space has proven, you are highly susceptible to mutating factors. Not only that, but they seem to be very good for you. If you were exposed to anything that could cause a mutation then not only is it likely that it will happen, but it will give you new powers no one would've anticipated. If exposed to nuclear radiation you may end up super quick or able to command radiation itself as a weapon, though even that's a bit too straightforward and logical for your mutation process. This also means the mutating factors have a significantly harder time killing you or afflicting you with negative side effects, though it's not impossible.

Items

One item of each price tier can be discounted. Your 100 point discounted item is free.

Free - Ribbed
Have some free “preventative measures”. Wouldn’t want to catch something or, even worse, create something, would you? Before you ask, yes, they are.

100 - Lockpicks
Now what could you be planning with these? You've got Lockpicks which let you pick locks. Who would've guessed? I don't know if you have a criminal background or what, but hopefully you're not planning anything too sinister.

100 - Hazmat Suit
This white medical suit was specifically designed to deal with potentially deadly chemicals and diseases? Does it help with the Blob? Well, the helmet isn't sealed and just kinda comes off so I'm gonna say no, not really.

100 - Extinguisher
An extinguisher not just of fire, but evil as well. The cold produced by this fire extinguisher is one of the only weapons that can stop the Blob by freezing it. The smaller it is the more effective this will be. It doesn't run out of “ammo”, but it needs about 30 seconds to recharge if everything in the tank is used up.

200 - Wheels
You've got your own ride now, no borrowing daddy's car anymore! It could be a classic Chevy, a dirt bike, an ATV or any vehicle a regular person in small town America could be expected to own. Be careful when you're driving, you wouldn't wanna hit anyone.

200 - Rings of Love
Your class ring. Dozens of ‘em! If you give one of these to somebody it'll create an undue sense of closeness and romantic interest, gaslighting them into thinking they wanna be with you. You need dozens, because obviously you aren't just gonna trick one floozy with this. You really are a sick piece of work.

200 - Firepower
Military hardware. This includes a fully automatic rifle, a flamethrower and even time detonated explosives. These won't really do much good against the Blob, but who's to say that's the only threat you'll end up facing? This is America, dammit, these are your God given rights!

400 - Snow Truck
Ready for an early winter? This is a snowmaker truck, used to artificially coat areas in snow for ski resorts and the like. Incidentally, it's the best weapon available to defeat the Blob. Even a Blob damn near the size of a building could be completely frozen solid by this since it's packing enough snow to turn the entire town square into a winter wonderland. If anything does happen to the truck you'll get a new one the next day.

400 - Local Store
Your very own business right in town. It could be whatever you like as long as it's not too crazy, but whatever the case it generates enough money for you to do very well for yourself. Comes with some underpaid employees.

400 - Rocket Launcher
Yep. It's a motherfucking rocket launcher. Not only is it a motherfucking rocket launcher, it's a rocket launcher with “infinite ammo” so you can keep blowing shit up all day. Still not very useful against the Blob, but who cares? It's a fucking rocket launcher!

600 - Biological Weapons Lab
This is your lab, used for developing biological weapons. It has been given perpetual funding and permission to operate by the United States government, as such it's fully staffed with many scientists and trained soldier field operatives. There's multiple contained bacteria and viruses in your lab to use for potential development. It will continue to be funded by the US even in future worlds, though how is a mystery.

600 - Apocalypse
This was all foretold. You have a glass jar containing humanity's reckoning - a small piece of the Blob. It's well sealed and sturdy so there's almost no chance of it getting out accidentally. Although small, if unleashed on an unsuspecting population it can quickly grow. The Blob is the greatest advancement in weapons since man split the atom. Its rate of growth is so massive that it could consume an entire nation in a matter of months. While it is weak to the cold, how long will it take the victims to figure that out? By then, it may be too late to stop it. Who will be left when all is said and done? Only the chosen.

Companions

100 - New and Old Pals
You can create/import up to 2 companions for every 100 points used on this option. They each get their own origin and 600 points to spend on perks and items. Alternatively, you can import/create just 1 companion per 100 points, who gains the same benefits but 1000 points instead of 600.

Free - Bring Her Along
You can bring anyone you like from this world into new worlds as a companion if you can get them to agree to it. …The Blob? Really? Good luck getting consent out of that thing.

100 - Cute Nerd
“Hello, Jumper. I would like to be friends. Are these conditions acceptable?” This young woman of 18 is quite something. She has short black hair and wears glasses. She's really cute. In terms of her interests and hobbies she's very into numbers, video games, mechanical devices - all sorts of things that are objective and can be numerically quantified. She doesn't understand social interaction all that well and so she comes across as extremely direct and weird to just about everyone. The interesting thing is that the members of her family and her old friends say she didn't used to be like this. She went out for a walk one day and when she came back she was changed somehow. Probably nothing to worry about. She can be very open about her interests, including her political belief that everyone should be integrated into a hive mind that deletes free will to make society run “optimally”. Again, that seems harmless. She's now taken an interest in you, particularly in measuring and calculating your body's proportions. She's a weirdo, just go with it. She may ask to have sex with you if you're a man as she needs your seed for a “project”. Highly trustworthy, this girl.

Drawbacks

Mandatory for non-Blob/+200 - Quarantine
You think you're slick, don't you? “I'll just leave town! I don't have to deal with the Blob if I'm a state over!” Nice try, pal. Unfortunately, it's mandatory for you to stay here until the Blob has been defeated, either by being completely frozen or some other method. You can't just hide in your warehouse or some pocket dimension either, you're really stuck IN the town. If you wanna get +200 points while you're at it, the Blob is already loose and big enough to completely envelop a person relatively easily. Lord only knows where it is…

+100 - Troublemaker
You’ve got a bad reputation. Wherever you go, lawmen assume you're a criminal whether you actually are or not. If there's anything suspicious going on you can bet you're the first place they'll start looking.

+100 - Naive
Life must've been easy for you, huh? You've got a really innocent and naive worldview which makes you far too trusting of others, especially those in authority. I'm sure the government agents that immediately arrived to town right after the meteor hit were entirely coincidental and they're just here to help us. Totally.

+100 - Hanky Panky
Sex is fun and all, but did you forget that this is a horror story? Whenever you start to “get it on”, it draws a bizarre amount of danger your way. Maybe the Blob will pay you a visit while you're locking lips or a very obviously insane man with a hedge trimmer will come at you. When it comes to times you wouldn't wanna be attacked “in the throes of sexual intercourse” is definitely up there.

+100 - AHHHHHH!!!
You're a little, let's say “jumpy.” You get startled by anything scary and can't help but to stand still screaming for a couple seconds when you spot it. Those vital few seconds you spent screaming could've been used to run away or do literally anything else in the face of lethal danger. Hopefully you just won't run into anything dangerous.

+200 - Poor Decisions
I'm gonna be real with you - check out the “brain drain” perk. That debuff applies to you now. Just absolutely dogshit choices at the most critical moments whenever you're in danger. This really does not bode well for your safety.

+200 - Karmic Retribution
Bad things happen to bad people. Maybe that isn't always the case, but it certainly is for you. Wanna get a girl drunk and date rape her? The only thing you're gonna be fondling is the Blob. Think some innocent people at your mercy are “expendable”? Prepare to get expended. This applies to a lesser extent with lesser crimes, like getting robbed and beaten up in an alleyway after stealing someone's wallet.

+300 - National Security
Either you have some info the government doesn't want anyone to know or you're an experiment they think has gone too far. Either way, a military task force has been sent out specifically to find you and take you down. You can expect them to bring lots of equipment and some heavy firepower, plus if they learn about any of your weaknesses they'll do their best to find them and use those against you too. Should you get rid of the task force they'll just send more, so it's probably better to run.

+300 (not available to Blobs) - Blobocalypse Now
The end is nigh. Not one Blob, but tens of thousands have rained down from the sky all across the world. Blobs in Mexico, Argentina, France, Zimbabwe, Russia, China, Japan - there's not one nation on this planet safe from the Blob menace and they've already begun to take over. They're overwhelming militaries and governments all across the globe and worst of all, they're slowly becoming resistant to the cold. Mankind will have to find a new weapon to defeat this insurmountable threat or face extinction. As for you? You'll have to survive by any means necessary. Good luck.

The End…?

It seems you survived the terrors of THE BLOB! Now the question is, where will you go next?

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Notes

- **Blob abilities: can melt flesh and many other substances like wood, is resistant to heat and near immune to blunt force, can climb walls and ceilings, is surprisingly intelligent enough to lay traps and even taunt people, can squeeze through practically any gap, can extend parts of their body as tentacles to grab things and any separate pieces gain their own volition and can act independently**

- **Cute Nerd is based on Body Snatchers from IoTBS, though more like if one hit its head and forgot it was a body snatcher so their true autistic communist behavior is on full display.**

- **Thanks for using my Jump! God bless you!**