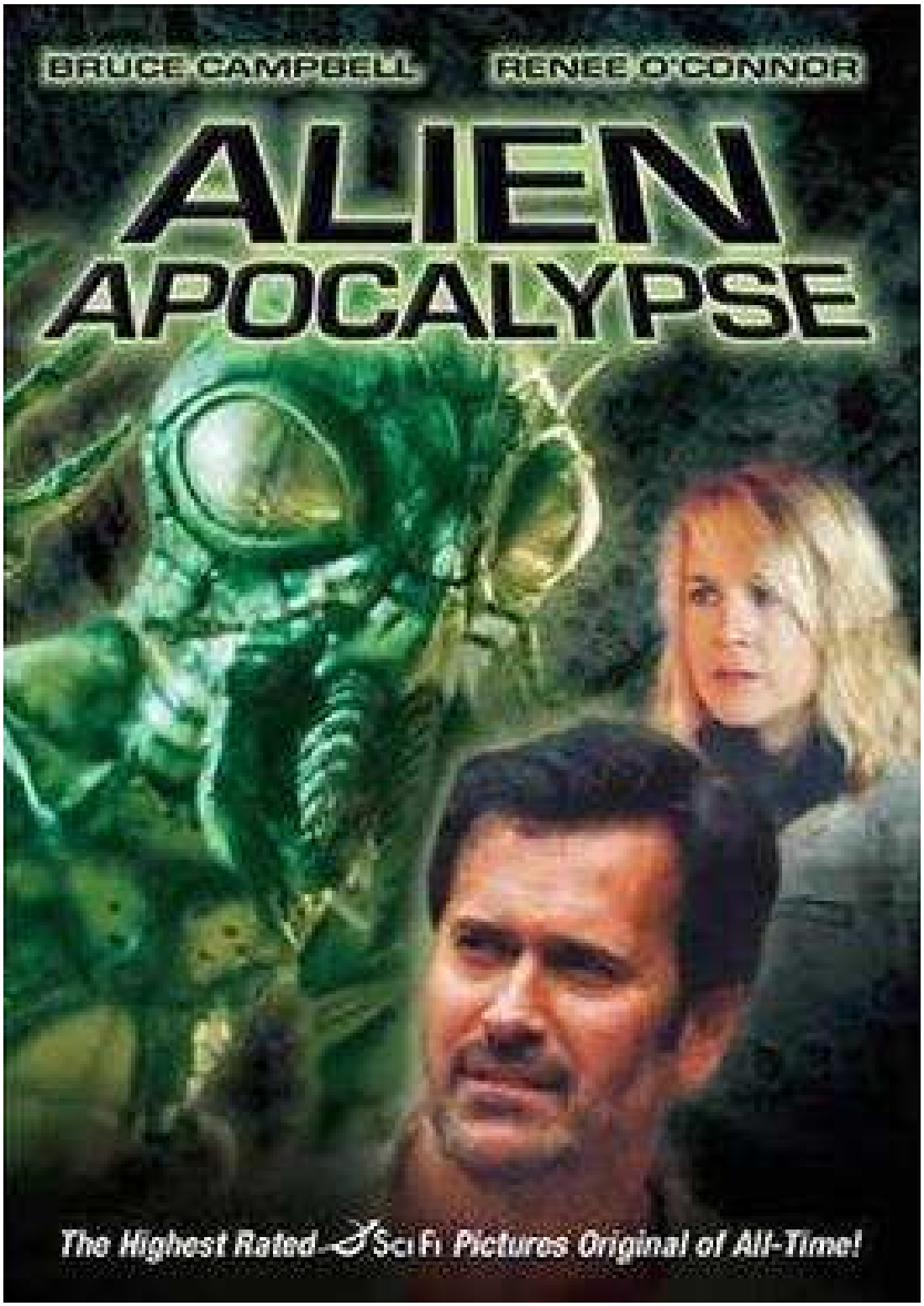
Alien Apocalypse Jump

Version 1.0.1



"In the beginning, there was the heavens, and the earth, and it was green. And the land was fertile and abundant with vast forests and millions of trees, and it was good. Trees of every sort and variety: Enormous Douglas Firs, mighty Oaks, Giant Redwoods and fragrant Pines. One could walk for miles under the canopy of the great woods, not knowing if it was daylight or twilight. But that was long ago. Before the invasion and the infestation and the mites. A plague of misery had befallen us. We, the chosen people of Earth, humans were shackled in bondage."

20 years ago the mites came. They dropped bombs on Earth from space. These bombs wiped out humanity in its great cities, and left the plants untouched. The US government went into hiding, and no great leader arose. The humans who survived were rounded up by the mites and forced to work for them, laboring to fuel their lumber yards and harvest the great, wooden wealth of the Earth for their new, alien masters.

And for 20 years no one has risen up to oppose them. Even as humanity is worked to death and extinction, there has been no armed resistance or rebellion. Human bounty hunters work under their alien masters to kill or capture those who would try and hide or flee, and to ensure that the slaves stay in line. And humanity toils towards extinction as slaves to insects.

A crashing space pod might change this. It's a returning group of astronauts who have spent the last 40 years on a manned mission, 20 years each way of cryogenic hibernation. They did not see the initial invasion, and their spirits are not broken. They remember how to be humans. Among their number is one Doctor Ivan Hood, a man who dreams of being the Great Healer and who, if you do not change events to come, will become known as the Great Exterminator.

But you're here now. And to make your story in this world, take these:

+1000 Choice Points

Good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Astronaut: You're an astronaut, returning from a cryogenic space mission, having left the Earth before the alien invasion 20 years ago and returning only now. Maybe you're part of the probe mission, or maybe it was another mission. Or maybe, just maybe, you're from a lot further away than the half-forgotten past, and you have absolutely no history or connections to this world as a true Drop-In.

Mite: You're one of the alien invaders. You're a green exoskeletoned, bipedal insect-like creature. Your race invaded the Earth 20 years ago for its rarest and most valuable natural resource: wood. You now rule humanity as your delicious, edible slaves, as they have not put up armed resistance since the initial bombing of their cities.

Survivor: You're one of the humans who have survived the last 20 years under the aliens. Whether you were born after the invasion, a child when it happened, and whether you're a slave working for the aliens, someone living in a village of free humans, someone supporting yourself in the mountains, or a bounty hunter working for the aliens, you're part of the slave race and it's all you've known since the aliens arrived.

Location:

The film takes place in the area around Portland. You can, however, arrive at a different location. After all, the aliens are implied to rule the entire planet.

Age and Gender:

If you dropped-in your age and gender remain unchanged. Otherwise you may choose any appropriate to your origin/background in this jump. If you're a survivor you're probably younger than 35, it's the oldest seen outside of the secret presidential shelter, an astronaut is probably the right age to be an active duty astronaut, and we don't know what the age range of mites are.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Carpenter (50 CP): Stuff around here seems to be mainly made from wood. And you know how to make things from wood. You're a skilled and experienced carpenter and even something of an artisan when it comes to woodwork.

Fisherman (50 CP): You are an almost magically skilled fisherman. You can easily catch fish with whatever tools you have available, including just your bare hands, at least as long as there are fish in the area to be caught.

Look Good in a Flight Suit (50 CP): You're pretty good looking. You've got the looks to be a B-movie icon, or maybe a lesbian one. At the very least you'd look pretty good in a primitive bikini, and even better in something that hugs your body closely.

Osteopath (150 CP): You are a fully trained osteopath. This includes a general basis of medical and surgical skills – you might not pull off brain surgery or an open heart bypass but you could remove a bullet – which seem to be at their best with crude tools and instruments or at least not as badly affected by having to do surgery with a large knife instead of a proper scalpel as they should be. But your specialty is bones and chiropractic work. You can work miracles in the field of setting bones, or fixing back problems, straightening out a hunchback with no tools whatsoever and a single session.

Respect for Superiors (150 CP): Under the yoke of the mites humanity has learned to scrape, bow, and respect their 'superiors.' They've swallowed their pride completely and accept great humiliation. And you can too. You are able to swallow your pride completely when the need comes for it, and able to bear humility and shame with ease even as it is unfairly heaped upon you.

Supply and Demand (150 CP): You are an expert at qualifying how much your abilities and skills are worth. Whether that's knowing how much the market will bear as a price of your services and abilities. This helps you bargain and haggle and get the best price for your services. This is not conceptually perfect, and the more you know about the situation and events the better it is. But you are very good at figuring out how much you can safely charge for your services. Though sometimes your abilities might be simply priceless.

Near Miss is Close Enough (500 CP): Your bullet visibly made the ground erupt near your target who was laying on the ground, and yet he jerks, and cries out, and begins to die. So you missed a little. But it was near to a hit. And that's enough. You'll find that your attacks will still 'hit' even if you missed by a little bit. In fact your attacks just seem to cause damage as if they had hit somewhere nearby that was more vulnerable and critical than where they actually did. Miss by a small amount and it might be like you winged them. Hit the stomach and they might act like you hit their lung or heart in their chest.

Astronaut Perks

NASA Trained (100 CP): You are a fully trained astronaut. You could even take the role of pilot. It's not like any human space program is still functioning, so your return landing is probably the last time this will be relevant here, but there are skills that probably translate to other parts of life.

Fighter (200 CP): You seem to be a natural fighter. You're not skilled, elegant, or graceful. You're just a brawler. And yet you can easily take down men twice your size, with an advantage in reach, and mass. It's almost as if your enemies are less skilled and capable in a fight when they're against you, if at least by a little bit. And given how easily you seem to knock 'em out, maybe they're a bit easier to knock out as well.

We Befriend Them (400 CP): You have a magnetic personality which is naturally able to attract people towards you as friends. It's easy for you to make friends wherever you go, and to quickly get on people's good side.

The Great Healer (800 CP): You are a great healer of mankind. Not because you can heal the wounds to their body, but the wounds to the soul. You are able to stir the desire for freedom and liberty in the hearts of men (and women), and inspire them to rise up and fight for a better tomorrow. You are a font of hope, and courage, and you will find it strangely easy to lead people to stand against tyranny. And when you do so, you seem to become a natural leader and rallying point, pulling people in towards you, even as the fires of freedom you light spread and grow, people being taught courage, hope, and to stand for their freedom by your example.

Mite Perks

Bug Face (100 CP): You are a mite. You are an alien bug-creature somewhat taller than a man. You're able to eat wood and to open your face up so that you can wrap your mouth around a human's head and bite it off in a single chomp. And you have green-yellow blood. Really we don't know much about these aliens, other than they can die just like people, and have 3 fingered hands.

Immune to Recoil (200 CP): You are seemingly immune to recoil from ranged weapons you fire. Even something that hits like a cannon and can launch two grown men flying backwards wouldn't budge you an inch. You can toggle this on/off.

You Can't Kill Them (400 CP): It's common knowledge. You can't kill the mites. They're no tougher or harder to kill than humans, but despite 20 years of being an occupation force they're still considered unkillable. How? Well apparently you can just give an air of invulnerability to yourself. People will assume that you can't be hurt until they see it happen. This is weakest if you seem otherwise ordinary, but the more inhuman, or overtly unnaturally powerful you are, the more people will just assume you're more resilient and invulnerable than you've actually shown.

Subjugators (800 CP): You could be forgiven for believing that humans are naturally a timid breed best suited to servitude. Though you could be forgiven for that with most species you encounter. After all, when you defeat an enemy you seem to shatter their hope and ideas of resistance. With each victory you seize it ripples out harder and heavier, making the idea of opposing you seem so impossible that people would rather fight each other for scraps as they live and die under brutal slave labor for your pleasure than even consider rising up against you. If you were to destroy the major cities of humanity and its armies, you wouldn't have to deal with guerilla fighting for the world, but you'd find even its surviving political leaders would become shattered husks simply hiding in the mountains. Oh those who have never seen your victories might be able to stir forth hope once more, but it'd take an incredible individual to do that.

Survivor Perks

Forest Living (100 CP): You're adept at living in the wilderness. You can hunt, gather food, and live out on your own in mountain forests for years. This gives you basic skills in making your own supplies and skills to play hunter gatherer in more remote parts of the US mountains, or more places if humanity was decimated for decades and reduced to a small fraction of what they once were allowing animals to retake the woods.

Hand Language (200 CP): The mites' slaves aren't allowed to speak to each other while working, forced to wear uncomfortable muzzling masks. But they've developed hand signs and a language of them. The details or expanse of this language is unclear, but you'll find yourself skilled at communicating with your hands. Whether it's doing charades, or creating a new sign language for you and your companions, you find it easy to make your gestures understood by your allies to the extent of language, and without making it particularly easy for enemies who don't know you as intimately.

Hardship Survivor (400 CP): Long days of physical labor, on nothing but gruel, without beds, day in and day out. It's not surprising that 35 is considered old. It's somewhat surprising that people have made it 20 years in these conditions though. But you could manage it. This goes beyond mere stamina and endurance to work endless days of manual labor without getting tired. You can go on less sleep, less food, less water, and generally less everything than you should be able to. Your body doesn't wear down as easily either; you can go further and longer without injuring yourself from the activity. This also gives you an excellent immune system, and resistance to poison. In general you're just more hardy and able to survive hardship than a person should be.

They Won't Bite Our Heads Off (800 CP): That's because they like you. Invaders and conquerors tend to. Somehow those who would rule over others through means of tyranny, oppression, and especially slavery seem to find you a naturally appealing minion and servant. As long as you're willing to do their work and general bidding, tyrants, overlords, and villains are willing to give you preferential treatment and benefits, allowing you to live a relatively easy life as long as you are willing to act as a traitor to those beneath their heel, or at least a middle-man for their goals.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Gloves (50 CP): This is a good, sturdy pair of work gloves. They'll never wear out no matter how many hours a day you spend moving wood, and they'll always fit you perfectly.

Horse (50 CP): This is a horse. It's a rather ordinary horse. Fine, it doesn't need care beyond being allowed to rest an appropriate amount of time. It doesn't even need food.

Wooden Spoon (50 CP): This is a wooden spoon one might use for gruel. It is a surprisingly effective digging tool as well, able to clear through even hard packed dirt and clay with ease. It'll make metal trowels look bad. It's also surprisingly sturdy, at least enough to use for digging a tunnel.

Alien Bazooka (200 CP): This is one of the alien weapons. A large cylinder worn on a strap over a shoulder, it projects a blast of force which creates visible shockwaves in the air and hits with a force capable of blowing away piles of 2 by 4s stacked tall as an adult human, and with enough together to be wider than one's shoulders, creating eruptions of dirt, or generally acting like a cannon. It's got a kick to it, though, with recoil to match a cannon's too.

Slave Workforce (200 CP): This is perhaps 100 slaves, and a dozen armed overseers. They're cowed, broken, and without the will to try and actually revolt against you on their own, and the overseers can find runaways fairly well. The overseers are loyal and will obey your will, relaying it to the slave labor force. Slaves and overseers will both be replaced overtime if they die or successfully get liberated. Gruel to feed the slaves, and whatever higher quality food the overseers eat is provided, along with a house for the overseers and underground pens for the slaves. The slaves are capable of working very long hours of physical labor with very poor living conditions. The entire group counts as followers.

Presidential Hideaway (300 CP): This is a shelter designed as a retreat for important government figures to retreat to. Surprisingly non-fortified, non-burried, and small for that purpose, it's still got enough room to apparently let a few dozen politicians live in for 20 years. What's more important is that it seems to be oddly hard to find. Allies and those you'd want to have find this place can, but your enemies and those who wish you harm have surprising difficulty in finding it, or even becoming aware it exists.

Astronaut Items

Flight Suit (100 CP): This is a flight suit that might be worn by an astronaut, not prepared for extravehicular activity. It seems to help protect you from the effects of high acceleration, as well as be oddly comfortable everyday wear. Other than that it is self-repairing and self-cleaning, except for the blood of your enemies. It seems to display the blood of your enemies as if it was a victorious decoration.

Cavalry Saber (200 CP): This is a cavalry saber. It's a good one and since you're paying CP for it, you'll find that it retains its edge exceptionally well and will always be strong and sturdy enough to allow you to meaningfully wield it as a weapon no matter how powerful you become.

It also seems to mark you out as a leader in battle, making you more visible and noticeable to your own side when you wield it and making your orders, commands, and words seem to be louder and more easily heard by those around you over the den of battle.

Potato Liquor (400 CP): This is a flask of potato liquor. It's smooth and pretty high in alcohol content, and seems to work as an exceptional disinfectant working far better than even more pure alcohol should, and working to clean wounds and deal with microbial threats, viruses, and bacteria without fail. This flask will refill over time, taking 24 hours to go from bone dry to full.

Deep Space Probe (600 CP): This is a space probe put some 15 or so lighthours from Earth. It's not going out further, but instead orbiting the Sun at a distance of about 15 lighthours, and sending off a message of your choice. It can detect spacecraft entering or leaving the perimeter of its orbit and relay a message back to your warehouse, or a console at another site of your choice. This message will tell you roughly the size, direction, and speed of the ship passing through the perimeter, and relay the message instantaneously so you'll always have a warning before they arrive even if they're traveling faster than light.

In future jumps it will have an orbit around some star of your choice of roughly 15 lighthours. But it will still function in the same way.

Mite Items

Alien Delicacies (100 CP): This is a replenishing stockpile of the mites' favorite delicacies. That is a mix of wood, human fingers, and human heads all nice and prepared to eat. And it will resupply as it is consumed, though it's not enough to be a full food supply.

Post-jump you can change this to a different type of delicacy at the start of each jump. Perhaps one more suitable to a human palette. It still won't be enough to get your full daily calories from it alone, but it'll resupply as that delicacy instead of human flesh (and wood).

Alien Headquarters (200 CP): This is a large wooden building. It's designed somewhat reminiscent of a bug hive, and includes what passes for acceptable quality of life for the mites living inside, being constructed with their technology, including such things as seemingly fully wooden automatic doors, and who knows what else. It seems to be self-sufficient as far as power goes, and to have its own water supply. It will insert into future jumps at an appropriate location.

Alien APC (400 CP): This is an armored alien vehicle capable of carrying at least 8 soldiers. It's built like a tank, though with a higher roof, being taller than a tall mite or a human could reach, and no turret. Instead of having a main cannon it holds a large supply of missiles which can be fired out of 6 holes in its sides. These holes seal themselves when not opening to release missiles, though present a weakness in that if something explosive or fiery – like a molotov cocktail – could make its way in to set off these missiles. This vehicle is sturdy and powerful enough to simply drive into walls and crush them, at least wooden ones, and has treads. It will refuel, maintain, and repair itself over time when not in use, including re-supplying its missiles.

Alien Bomb (600 CP): This is one of the bombs that the alien ships dropped in their initial invasion. It's a powerful bomb similar to a neutron bomb, designed to kill people – and animal life – while leaving plants alive and untouched so that valuable wood is not lost in the process of getting rid of the infestation. This is a bomb powerful enough to wipe out all animal life in a major city, all while leaving structures and plants unaffected, and having a large enough area of effect to go beyond the city limits though less reliably. You get a single bomb, and it will be replaced at the start of each jump.

Survivors Items

Gruel (100 CP): This is a bucket of gruel. It doesn't taste particularly great, but it's food, and it is a surprisingly balanced meal providing all essential nutrition. The bucket serves enough to keep about a dozen people alive off of the gruel.

Longbow (200 CP): This is a longbow. Its draw weight doesn't seem to be that high as even inexperienced bowmen can use it, but it hits surprisingly hard. Not only is it still powerful enough to penetrate, it just seems more lethal than it should be doing more damage than would be expected from its depth and location of penetration unless you're intentionally aiming to wound non-lethally. Can be a crossbow instead if you prefer, in which case it packs a truly surprising amount of power for one which can be easily reloaded by hand.

This does come with a supply of arrows which restocks over time.

Lumber Yard (400 CP): This is a large lumber yard, similar to those run by the mites all across the Pacific Northwest. Yours seems to run itself, the human workers here being more human shaped constructs than actual people. They don't seem to eat, or really have personalities or thoughts, and just work to cut down trees, cut them to shape, and prepare the wood for transport. Still it will import, alongside a stretch of forest to occupy them for at least several years, into a new jump providing you with a steady supply of lumber and wood for your purposes.

Freedom Valley (600 CP): This is a village, or perhaps small town, of people surviving outside of the mites' control. They are a peaceful, if primitive, village. They see you as their leader and will follow your lead, even if that means going to war or fighting against a seemingly overwhelming and superior foe. These inhabitants are followers. This village seems to attract individuals fleeing from oppression, slavery, and tyranny.

It will insert into new jumps, retaining changes, good and bad, including to its population. If you wish you can keep it out of a jump leaving it in temporal stasis and non-existence, and at the start of a jump you can choose to reset it to its original state like when you first got it.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 300 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 300 CP. For 200 CP you can import or create up to 8 companions with 300 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 300 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may pay to the price to import a companion a second time (using the same price for importing groups) to grant them 600 CP instead of 300 CP. If you still want more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Awkward Dubbing (+100 CP): Everyone's voice seems to be, rather awkwardly, dubbed. It's a bit disconcerting, and a lot of people seem to have been dubbed by the same individual in the same voice meaning it can become impossible to tell who is talking just by their voice.

Illiterate (+100 CP): You do not know how to read. At all. You're completely illiterate. You will not learn how to read during your time here.

Missing Fingers (+100 CP): You are missing 30% of your fingers/manipulator digits.

No Budget for Extras (+100 CP): It's unclear how many people are really supposed to be involved in the various groups and forces here. There really didn't seem to be a budget for extras. And you don't have one either now, as your followers and pets will not join you in your time here, and neither will your companions though they can be imported to gain CP and purchases. You'll also find that groups tend to be smaller than they really are, almost as if only so many people can be in the area at once.

Pessimist (+100 CP): You are a pessimist, always inclined to see the worst possibility in everything, and to accentuate the negative.

Some Food Would be Nice (+100 CP): You need to eat. Unfortunately you never seem to quite get enough food to fully satiate yourself. Even if you should have infinite food, it won't be quite enough to fill you up completely and you'll never really get to eat your full fill.

Awkward Hit Boxes (+200 CP): Ok, with the alien guns a close miss might as well be a miss, and it's only one time that a bullet throws up dirt where someone was obviously missed and they scream, flop and die, but arrows to the stomach kill people instantly, and the hit choreography wasn't the best. And now you'll find that your enemies seem to hit you even if they miss by a small margin, and if they miss somewhere important by a small margin again it will seem to act as if they had hit that important spot.

Lack of Curiosity (+200 CP): You lack curiosity. An alien space probe sending out a message? Doesn't matter. Astronauts from before you conquered humanity returned from space? You won't be curious how they differ from the slave-stock you've been dealing

with that have had 20 years to acclimate to slavery. You just have no intellectual curiosity, which can mean you miss out on thinking about consequences.

The President Lives (+200 CP): You're not very proactive. You can do minimal stuff to protect yourself, and you might try and run away and hide, but you're not going to do any large, sweeping change, or much of anything important on your own. It's easier to wait for someone else to save you.

Competent Foes (+300 CP): The conflict in this film is… silly. The mites are completely incompetent, and the humans aren't much better. Now whichever side you'd not be working with (or both sides if you make them both your enemy) is almost excessively competent. The mites will use their superior technology and resources to maintain a powerful stranglehold on humanity, and keep in contact with their home world. The humans will be master guerilla warriors, capable of subverting the bounty hunters to their cause, and terrifyingly skilled at sneaking up and killing their mite masters with no sense that the aliens are invincible. Whoever dislikes you has gone from Z-movie competence to some serious author favoritism.

Your Stupidity is Terminal (+300 CP): You are dumb. You make bad decisions. You make bad choices. You are stupid. And you don't learn from them. You're dumb enough to tell someone, who was armed and had shot you before, that you were going to betray them and bring aliens down to kill, enslave, or worse them and everyone they care about while they're pointing a weapon that could kill you at you. You just do things that aren't wise.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Someone suggested a good change to Delicacies and now you can pick up non-human flesh based ones post jump. Also added a clarification that the bow comes with restocking arrows. Added a toggle to Recoil Immunity.