A L I E N

J U M P C H A I N



In space no one can hear you scream.

Version 1.0.0

OVERMONITORING ADDRESS MATRIX.

INTERFACE 2037 READY FOR INQUIRY.

REQUEST ACCESS TO JUMPER PROTOCOLS.

BENEFACTOR AUTHORITY REQUIRED.

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ACCESS GRANTED.

WELCOME JUMPER. YOU ARE NOW ENTERING THE UNIVERSE OF ALIEN AND THE FILM SERIES THAT IT SPAWNED. YOU WILL BE ARRIVING IN THIS WORLD IN A SITUATION CONDUCIVE TO YOUR MEETING WITH ITS HIGHLIGHT FEATURES IF YOU ARE NOT YOURSELF ONE OF THESE FEATURES.

YOU WILL BE SPENDING A DECADE HERE, NOT COUNTING TIME SPENT IN HYPERSLEEP, OTHER FORMS OF CRYOGENIC STASIS, OR CRYPTOBIOTIC SUSPENSION.

TO HELP YOU WITH YOUR TIME HERE YOU WILL BE PROVIDED WITH +1000 COMPANY POINTS TO REDEEM FOR VARIOUS BENEFITS DURING YOUR STAY AND AFTER.

REMEMBER, JUMPER, IN SPACE NO ONE CAN HEAR YOU SCREAM.

GOOD LUCK.

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.

Survivor: You are a survivor, hopefully. You're a civilian and while you may be employed by Weyland-Yutani, you're not part of their science division and you've not sold your soul to them. You might be a colonist, a farmer, a miner, a dock worker, or even an officer on a hauling ship or other form of space ship. You're one of the little people who can easily slip through the cracks. You can take this as the drop-in option gaining neither memories nor connections to this world.

Corporate: You are a businessman. Whether you've helped build the company from the ground up, are a close associate of Weyland, or merely sold your soul to Weyland-Yutani or another similar company, it is intertwined in your life. Your job is to make sure the little people act in the best interests of the company. Though you've not literally sold your soul (barring a drawback) and can grow a conscience and spine, though that might get you fired.

Security: You are defined by violence. Whether you're part of a Weyland-Yutani security team, a colonial marine, a mercenary, a pirate, or even just a convicted murderer, you are someone trained and experienced in violence. Now, this is usually against other humans, not alien creatures that exist as perfect killing machines, but you're no stranger to a fight and hopefully that will give you a leg up against what you'll encounter here.

Scientist: You are a researcher. Whether you work for Weyland-Yutani, the united systems military, or are a free agent, you are a scientist working in some form of research, (bio-)technological development, or maybe medicine though that's more likely merely an aspect of your research.

Alien (200 CP): You're not a person. You're not even an artificial person. You're something truly inhuman. Most likely you're a xenomorph, though you could be another comparable creature created by the black goo, or possibly a genetic hybrid resulting from Weyland-Yutani experimentation with xenomorph biology.

Location:

If you are a drop-in you may appear in any publicly accessible location. If you're not, you will be somewhere appropriate to your origin and background. Should you wish you can insert directly into the events of one of the films, such as being part of the crew of the nostromo, a colonist on LV-420, a colonial marine arriving on LV-420 to clear the xenomorph infestation, or part of the crew of the prometheus. By default this will be shortly after the film's xenomorph (or equivalent) has been born or set free. Perhaps if you ask nicely your benefactor will insert you early enough to stop it.

Age and Gender:

If you are a drop-in, your age and gender remain the same as at the end of the last jump. If you are not, your age and gender are appropriate to your origin and in-jump background. Given cryogenic hypersleep, your chronological age and biological age may not match.

Species:

Your species will determine what kind of creature that you are. Human and synth each have their own discounted perks (50% off) and cannot be purchased as an alien. Xenomorphs, and their variants, may only be purchased as an alien, and their discounted perks are bundled with those of the alien origin.

If you are not an alien you may purchase one of the following species:

Human (Free): You are an ordinary human.

Synth (300 CP): You are a synth. That is a synthetic human. You have white, milky blood, and your insides resemble chains of thick beads and spaghetti. You are significantly stronger than a human, easily able to overpower a human. You are also much harder to 'kill' than a human. While it's possible to shut you down with sufficient damage, even then if your head is intact you can be 'revived' by being hooked up to a new power supply, and it is possible to repair your body. Even without active repairs, synths do seem to be able to heal minor injuries over time much like humans would; you won't be regrowing limbs, but you will heal.

If you are an **Alien**, and only if you are an **Alien**, you may purchase one of the following species:

Xenomorph (Free): You are a xenomorph. By default this only gives you the durability they show in the more action oriented films such as aliens or alien resurrection, where they can go down to submachine gun fire, bullets in the brain, or flamethrowers. Still you possess strength superior to a human's, the ability to climb walls and ceilings, acidic blood, a weaponized tail, and the various qualities and traits of a xenomorph.

Alternatively you can be a praetomorph, or neomorph. Whatever you choose your abilities will remain comparable to a standard xenomorph; for the praetomorph's full durability (like that of the original xenomorph from alien) you will still need the structural perfection perk.

Offspring (100 CP): or maybe you really want the full package of the offspring or newborn. You are larger than a normal xenomorph and strong enough to easily tear

through a common xenomorph. This makes you somewhat tougher, though on its own you're still not standing up to heavy gunfire or flamethrowers.

As before this can be used to be a larger and stronger praetomorph, or neomorph. Similarly you can have a deacon-like design, or match the offspring or newborn.

Queen (200 CP): You are no normal xenomorph. Instead you are a xenomorph queen. This makes you larger and even more powerful, though not necessarily stronger than offspring. Similarly this size does provide you with additional resilience and toughness, though not to the level of the structural perfection perk.

Unlike the other options, you are also a reproductive queen. You are able to lay eggs, in the form of ovimorphs containing facehuggers, ready to infest and parasitize individuals and grow xenomorphs. Your 'children' will recognize your scent even when you are not in this alt-form.

Animal Hybrid Xenomorph (50 CP/100 CP/200 CP): You **may** take this option on top of one of the above options. Instead of having been born from a human host, you were born from some other animal. This has influenced your make-up and build. The example we're shown is a four legged xenomorph born from a dog or an ox, apparently designed for running down prey.

You do not have to have come from a dog or an ox, but can choose any extant earth animal at least the size of a medium sized dog. What you choose will influence your body plan and type: An elephant might make you larger and more physically powerful than an offspring or queen, though also slower, quadrupedal, and much larger; a large snake may give you a more ophidian body plan; a dolphin might see you with an aquatic body type.

For 100 CP instead you can choose extinct real world species, though the size requirement remains. For 200 CP you can choose a fictional animal that you have encountered in your journeys though the size requirement remains and you will not gain any supernatural qualities or 'superpowers'; only things based on biology that is noticeably more plausible than the xenomorph's own. That is to say you might be able to be a dragon, but unless it has a plausible biological explanation for their flight and firebreath (such as eating hydrogen rich limestone to form internal lift gas and igniting it with an electrified organ as you breathe it out) you won't be doing those things, and choosing kryptonian or homo superior for your host organism won't give you much.

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. Similarly perks associated with a species are 50% off if you have that species.

An Alien Aesthetic (100 CP/150 CP): Alien possesses a series of distinct aesthetics. Whether it's the 'used future' look of the nostromo and related human-based technology, the ancient magnificence of the engineers' creations, or the alien horror of the xenomorphs, by purchasing this perk you may choose one these three aesthetics. At the start of any jump you may choose to aesthetically 're-skin' any items, properties, possessions, etc you have gained directly from a jump-document with that aesthetic, or reverse this and restore it to its original aesthetic. Changes are primarily cosmetic and will have negligible functional effect.

For an additional 50 CP (150 CP total) you do not have to choose one aesthetic but get the above effect for all three.

Likable Hick (200 CP): You're surprisingly charming, for a grunt. In all seriousness you've got something about you that's easy to like and lends you an easy casual charm. This is strongest when you face dangers, horrors, and/or trauma together, and those who pass through such fires with you will often find themselves developing strong feelings of camaraderie, friendship, and even potentially romance towards you.

Genetic memories (300 CP): You possess 2 interesting qualities which may belong to the xenomorphs more broadly, and at least showed up in Ripley 8.

The first of these qualities is that you have a form of genetic memory allowing your children to inherit memories from you. This won't be your complete set of memories, since you're paying CP for this, you can focus on what sorts of memories are passed on; maybe you want to pass on skills and learned behaviors, or perhaps you want to pass on certain formative memories. This isn't total fine control, so if you consider something important perhaps focus on that alone and not a dozen other things as well. This can also pass your memories on to your clones. Your clones can inherit much more complete sets of memories, though it will take time for them to fully sort them out. This also allows you

to pass on your mind, personality, and thought patterns to your clone, though again this may take time to sort out.

The second ability is a mental link with your children. This doesn't give you the ability to directly control them, or vice versa, but provides an empathic connection that allows a sharing of certain vague information on mood, wellness, and location. You are in control of this link and can sever it at any time. If you are a xenomorph queen as you'd (possibly) already possess this link, this will increase its effectiveness providing much greater detail and even allowing you to send (vague) desires and mental commands to them.

Human Perks

Starship Officer (200 CP): You are a fully trained member of a starship crew. You've got a role or specialty, you have specifically trained for such as command, piloting, navigation, engineer/mechanic, or the like, but you could take over most positions related to the operation of the ship in a pinch. You won't be as good of a pilot as someone actually trained for it, but you know enough to get by until someone actually trained for the role is available.

Hybrid (400 CP): Maybe you're not quite an ordinary human after all. You seem to be a xenomorph hybrid, but one which takes primarily after humanity, or whatever your species is if you're not (currently) a human.

This gives you many advantages. Your strength is enhanced – as a human you'd be nearly as strong as a xenomorph. This also greatly improves your reflexes, dexterity, and three dimensional spatial awareness; you could turn around, walk several steps, and throw a basketball through the hoop at a decent distance and make it on your first try. While you're not necessarily harder to injure, your recuperative abilities are superhuman, allowing your wounds to close and heal quickly. While your blood is not as potent as a xenomorph's blood, it is a molecular acid capable of melting through metal, though it won't melt your own body. While your sight and hearing are not enhanced, you seem to have an enhanced sense of smell, and ability to feel vibrations such that you could tell a ship began moving even in 'stealth mode'.

This hybridization can be turned on or off like shifting between alt-forms, but it can be applied to whatever species you are; if you are a xenomorph this would augment your strength, reflexes, senses, and potency of your acidic blood to superxenomorph levels.

Building Better Worlds (600 CP): You are a foremost expert on this world's terraforming science and technology. You understand the science behind it, how it works, and how to build more of it, including the fusion power plants that power it. Given time and resources and you could even expand and build upon it, improving this technology.

This also provides you with similar knowledge on this world's FTL, cryogenic, and artificial gravity technologies.

Synth Perks:

More Humane Than Human (200 CP): The first law of robotics says that you cannot cause harm to a human being or through inaction allow one to be harmed. You have had it hard coded into your being. Sort of. You are capable of toggling this law on or off; the law will not stop you from toggling it off. You are also able to decide on the conditions upon which it can be toggled on or off, or how much it actually influences your behavior.

You can choose to have it be locked so you can't toggle it off (or on) if you're under outside influence whether that's hacking, mind control, or just intoxicants, or even lock it down so you can't unless toggle it unless you're in a calm and (relatively) unemotional state. Similarly you can have it operate as a hard lock preventing you from acting in a way that will harm others, something that merely pressures you unless there is sufficient 'need', or as little as just a mental alert when you are about to do something that you know will hurt others.

Computer Connectivity (400 CP): You possess a physical interface port which allows you to directly connect with computers. Normally if you were a synth, you might have a port for connecting with Weyland-Yutani computers, but this will ensure your port is functional with other forms of computers, and will serve as a universal interface port with any computer designed to connect to peripherals.

This also gives you incredible, natural skill as a hacker when interfacing directly with a computer in this manner.

High Grade (600 CP): You are a high grade synth. Your physical abilities are enhanced beyond those of other synths, your precision and 'muscular' control being effectively perfect allowing you to perfectly replicate movements every time. You are capable of moving significantly faster than humans or other synths, and are strong enough to punch through the head of a neomorph (though its blood would melt through your hand), and even taking on a xenomorph barehanded would not be impossible for you. This also makes you a single repetition learner able to learn how to perform an action by performing it only once, and even replicating the actions of others is exceptionally easy for you. Even for non-physical actions your learning speed for skills is extraordinary, though this will only help you in learning to replicate existing skills and techniques and does nothing to help you create; you could learn the techniques of a master artist or musician almost simply by observing, but not the creative process.

If you’re not a synth, you’ll not literally be a high grade synth, but you will have enhanced speed, strength, muscle control, and learning speed for non-creative pursuits.

Survivor Perks:

A Person Could Get Pretty Lost (100 CP): And you're good at getting loss. You know how to disappear into the wilderness or masses of humanity. It's not impossible to track you down, but you're good at avoiding leaving too many signs of your living in an area, and even better at avoiding government (or corporate) surveillance.

Weaponized Environment (200 CP): You excel at figuring out how to use the environment to attack your enemies, especially those who are outside of the power of your existing weapons. Whether it's blowing out an airlock, using an industrial crane, luring them into a lead works, or something else, if an element of your environment can be turned into a weapon you will recognize how.

Get Away From Her (400 CP): Any bitch who thinks it's a good idea to attack your child, whether biological or just an orphan you've started bonding with, is going to learn real quick why it's a very bad idea. When your child(ren) is in danger it's like you get a surge of adrenaline making you faster and stronger, and making you think more quickly. You might even see an increase to more supernatural powers, if you have any, and the superstitious sort might even claim you're luckier. Whatever is improved you're noticeably more dangerous when your children are in danger.

You are also really good at making a connection with kids even, perhaps especially, traumatized children. You're good at understanding them, and helping them to understand you, and can naturally slot into the position of parental authority figure.

Warranted Caution (600 CP): You really are a survivor. First off, you don't panic. You won't start firing wildly and ignoring orders because a few aliens popped out and are killing your squad, and you won't lose your head just because you're unarmed, on a ship, being hunted by a monster you have no hope of hurting which seems to be able to easily outmaneuver you.

Second, you are very alert and attentive to your surroundings. You have an excellent eye for detail, and pick up on little signs that something dangerous is in the area, or that something just isn't right.

Third, you've got wonderful survival instincts. Giving you a decent idea of what to do and what not to do to survive in any given situation. This won't magically provide you

with knowledge; so if you don't know that the alien has acidic blood it won't keep you from possibly getting burned. It will, however, help you make the connections you need to in the moment.

Put together this means you won't be making dumb horror movie decisions, and you will be quick to figure out how to survive any given situation. You won't forget that shooting something with acidic blood while on the outer floor of a space ship, and you're the sort to catch that shooting explosive ammunition into a fusion reactor's cooling system is a bad idea. You will identify where the creature hunting you is unlikely to find you, and when really you should obey proper quarantine procedures just in case.

Corporate Perks:

Sleazing Your Way (100 CP): You possess the most essential quality of a company man. That is to say you can lie, believably, about anything at the drop of a hat. You excel at faking emotion, and coming off as honest and trustworthy when you are definitely anything but that.

Under the Table (200 CP): Sometimes you can't do things through legitimate methods, or you just feel the need to circumvent customs or safety checks. Thankfully you possess a skill for under the table and covert dealing. You know how to work around the legal system and cover your tracks whether that's through creative accounting, or smuggling alien parasites in within the bodies of people in hypersleep. You're also good at making black market and underworld contacts and navigating such societies.

While the details won't update each jump, you have a knack for figuring these things out, and seem to be fairly lucky in being able to get your foot in the door with smugglers, black marketeers, and the like.

Making Money (400 CP): It's what a company does. It's what you do. You excel at the world of cutthroat corporate business, and navigating the world of hostile takeovers and corporate competition. You also generally excel at figuring out how you can commodify something, recognizing how you can extract the most personal profit out of a resource, how to best market or sell what you have already got, and even how to make a profit from what you could possibly learn or reverse-engineer from something. This won't necessarily maximize the long term value of things, but you excel at turning things into money to line your pockets.

We Will Find It (600 CP): You will. Whether it's the xenomorphs, the creators of humanity, a new technological breakthrough, or something else, if you go looking for something you will, more often sooner than later, find it. At least, if it exists to be found. How long it will take, and how much effort the search will require, will still scale with the difficulty it'd normally have, but you can expect lucky breakthroughs, clues, and signs to help point you in the right direction, and if you are willing to put in the effort – and the money – required you will eventually be able to find anything that there is to be found. The more you search the more your luck seems to help you, even if it has to do so by having other people make a critical discovery that you can use.

Security Perks:

I Mostly Hurt People (100 CP): You are a trained combatant. You are not necessarily military trained but you'll have the equivalent. This will provide you with at least baseline proficiency in unarmed combat, knives, and a variety of guns and pointy sticks. You'll be better than baseline in some, though this does trend towards breadth over depth of mastery. You've also got the minimal physical fitness to serve in an active military unit.

That's All You've Got (200 CP): You've got some serious pain tolerance and ability to function when in injured. Acid spraying in your face won't take you out of a fight, even as it blinds you in one eye and melts through your flesh. Neither will a xenomorph taking bites out of you, or even fresh abdominal surgery with a hole in your stomach that's barely stapled together. This won't make you, strictly speaking, harder to injure, but you can shrug off pain well enough one might suspect you're a synth, and if the wound is less than immediately fatal you can keep operating despite it far better than most people.

Not Officer Material (400 CP): So you say. You seem to be really good at holding together groups of individuals in terrible situations. This is, if anything, even more effective with naturally violent and aggressive individuals like soldiers, pirates who abduct people in cryosleep to sell them to shady organizations, and murdering rapists. You've got a knack for earning their respect, and keeping them working together towards a common goal. You won't be turning convicts into disciplined soldiers with just your presence and leadership – at least not without some real work and training – but they will keep their heads better in a crisis due to your presence, and your soldiers won't start panicking at shadows if you don't yourself.

You've also got a knack for coming up with inspirational speeches, whether that's to encourage people to fight, or to stir their hearts with a religious sermon.

Christie's Sake (600 CP): You possess incredible, one might say impossible, aim that would fit better in a comic book than a horror franchise. You can put a bullet right between the eyes, while moving at speed dodging fire from marines, and aiming two guns in entirely different directions. You have the sort of marksmanship skill required to ricochet a bullet off of multiple objects directly into the head of someone holding a hostage. Your aim is simply godlike.

This also gives you an incredible ability to tell what can resist your bullets enough to cause ricochets and seemingly even some flexibility in it as when you want to cause a ricochet your bullets will bounce off of things that usually might break. This gives you a similar leeway in explosive rounds going off, so that ones that normally would explode on impact can bounce off before exploding. In contrast when penetration is desired your fire-arms seem to have somewhat greater penetrative power, enough that you could put a shot from a pistol straight through the head of a weaker xenomorph. Seriously, bullets shouldn’t work like this.

Scientist Perks:

Research Minded (100 CP): You are a skilled and fully trained researcher. You are familiar with analytical and research techniques and how to properly gather and record data. You are also good at data analysis, and recognizing patterns in data even if they are not directly related to what you were looking for.

Doctor (200 CP): You are a fully trained and experienced doctor and, especially, surgeon. You are also proficient in performing surgery using waldoes or robots, including extremely high precision surgery.

Synthetic Sciences (400 CP): You are one of the foremost experts on the creation of synths. You understand the ends and outs of designing and building them. This also comes with extensive knowledge on the programming and design of computer systems including ship AIs such as those common on ships in this world.

Devil's Works (600 CP): You are a wizard when it comes to biology. Figuring out how to clone a genetically bonded parasite and host as 2 individuals from a sample of thoroughly intermixed dna would be a simple task for you (though it might take a few tries). But cloning is not your specialty.

Perhaps its reverse-engineering biological properties, as you show a great talent in it. You can identify how to reverse-engineer exotic biology to create new technology that replicates its structural functions, or incorporates it. From a xenomorph you could create leaps and bounds of advancement in the material sciences, synthesis of acids, and more, and who knows what you could do with something stranger or more powerful still.

Though perhaps it's the creation of monsters which is your real specialty because you certainly excel there. With something like the black goo, time, and perhaps a few engineer samples, recreating the xenomorphs would be within your grasp, and even without it you excel at the creation of living weapons and biological killing machines. Maybe you're less of a wizard and more of a warlock when it comes to biology.

Alien Perks:

Alien Grace (100 CP): You are surprisingly agile and flexible. This shows up most in the way you climb along walls and leap, moving easily and gracefully in 3-dimensions without the need for wings or water to swim in; though you're still not flying with just this.

Spitter (200 CP): Some xenomorphs are able to spit their acidic blood. Ok we just see one, but one is more than zero. You're now one of these, able to projectile spit your blood on demand. If you're not a xenomorph this won't give you acidic blood so your blood may be a less effective weapon.

Through the Cracks (200 CP): You possess an instinct for ingress and egress. That is to say you have a knack for getting in or out of places. If there's a physical way to enter an area or a flaw in the design of a cell holding you, you will quickly zone in on them and find them. Even if there isn't, you're surprisingly good at figuring out how to use what resources you have to escape, or break in. If you have to kill one of your own to use their acidic blood to melt your way through the floor well you'll recognize that quickly at least.

Ovimorphing (400 CP): You are able to transform still living captured victims into an egg, or newborn, of your species. This takes effort to initiate though once initiated it can proceed over time without your direct involvement, and they do have to be at minimum a certain size in relation to your own species; you won't be turning a cat into an ovimorph or even a human baby, and a human isn't likely to be able to be transformed into a newborn kaiju. This is more creating new life from your victim than actually making them into your species, though if you have the genetic memories perk they can inherit certain memories from their other parent.

Signal Lost (400 CP): You are unnaturally good at finding places to hide, especially from which to ambush prey. This extends to sneaking up on targets in general, helping you disappear from sight and move silently while positioning yourself to strike from the shadows.

This becomes more impressive when they attempt to use technological means to detect and sense you. You are not invisible to such detection, but attempts to track you with motion sensors or other such technological devices have a tendency to throw up false

positives or have them malfunction making them wildly unreliable. This will extend to magical, psychic, and supernatural means of detecting you as well as technological ones.

Structural Perfection (600 CP): There is something about the xenomorphs, praetomorphs, and the like that act alone. Bullets can tear apart xenomorphs, smart guns bringing them down by the dozens, and flamethrowers are effective weapons against them. But the loners can take a burst of fire point blank in their face with merely pain and no significant injury, forcing their prey to find more specialized means of dealing with them.

Like a lone xenomorph, you possess the durability of a horror antagonist. While you're not entirely bullet proof – charging a smart gun turret alone is still probably going to leave you wounded – you can take an inordinate number of rounds, survive flamethrowers that would kill other xenomorphs, and generally survive a good deal more than others of your species. You aren't indestructible, but it'll take something serious to bring you down; you could take the main thrusters of a shuttle blasting into your face, a full clip from an assault rifle without explosive rounds, a terraforming vehicle crashing into you pulled by the explosive decompression that's pulling all the air from the environment around you, and still keep on coming. You're not indestructible, but you're incredibly hard to kill.

This also provides you with somewhat increased strength, and reduced metabolic needs. You require less food, less water, less sleep, and especially less air. Finally you are able to enter into a cryptobiotic state when the environment is too harsh for you, allowing you to survive indefinitely in a form of stasis in deep space among other environments. And when the environment improves you can wake up as fresh as if it had been a short nap.

Even if you're not a xenomorph you will be incredibly difficult to kill and able to enter into this state of cryptobiosis.

They Don't Understand (600 CP): Just how dangerous you really are. And they never will. Oh, some individuals might. Perhaps the particularly paranoid, particularly cautious, particularly scarred from former encounters with you will. But most people? They will underestimate you. Until they have personally experienced the horror that you bring with you, even if you have caused disaster every other time someone has encountered you or tried to control you, people will underestimate you. They especially seem to grow sloppy when it comes to their attempts to control or contain you, allowing you opportunities with which to escape or turn the tables and change your would be masters into your prey. As noted some rare individuals may resist this, and it will be far less effective or even

completely ineffective on repeat encounters, but most will be prone to simply underestimate how dangerous you really are.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin. Other items are discounted to 50% normal price if you have that origin. You may purchase multiple copies of items. Additional purchases of an item after the first are discounted to 50% (this does not stack with other discounts). You may import similar items into those you purchased here merging them together and even may combine similar items purchased here.

Any vehicles purchased here will maintain, repair, and refuel themselves over time, as well as resupply their built in weaponry.

Flute (50 CP): This is a simple flute. While made of simple materials and seemingly handcrafted it is of impeccable craftsmanship. You will find that it is also unusually easy for you to play, and even seems to help you keep the timing and the tune of songs when you play on it.

X-ray Torch (50 CP): This handheld device is capable of being used to x-ray individuals. To do so simply press it against the body part you want to see through and turn on its light and it will shine through allowing one to see bones and internal organs through the flesh. And since you're paying CP for this not only will it recharge/maintain/repair over time, but it's guaranteed not to be carcinogenic.

Motion Detector (100 CP): This is a handheld tool which detects motion, and displays its location relative to the device on a screen on the device. This is sensitive enough to detect the movement of a hamster several rooms away through the flow of air.

Atmosphere Processing Plant (400 CP; discounted with Necropolis): This is a Weyland-Yutani atmosphere processing plant nearly a mile tall, and powered by a terawatt nuclear fusion reactor. This reactor also powers a small colony complex to house the workers that ensure this plant continues functioning – although it is mostly automated and can, barring unforeseen difficulties or malfunction operate without staff – and their families.

Yours will not come with colonists, but will automatically repair, maintain, and refuel itself meaning that barring something truly disastrous such as someone crashing a ship

into it or a firefight in its cooling systems there is no real need for them with lesser malfunctions only perhaps slowing the atmosphere processing.

It will insert onto a planet of your choice at the start of each jump and begin processing its atmosphere, or if that's unnecessary simply act as a high energy fusion power plant for whatever purposes you assign to it. It can alternatively remain simply as a warehouse add-on and provide power to your warehouse or other warehouse add-ons.

If purchased with a discount from necropolis it must be merged with the necropolis item combining their functions and special qualities into a single complex. This complex may be powered and furnished like the atmosphere processing plant.

Promethean Fire (500+ CP): The very fire of the gods themselves, this is 3 capsule of alien design containing black goo. This black goo is filled with advanced nano-particles which work off an evolutionary computing based algorithm as a form of radical ai. This biological nanotech reshapes life by generating a unique reaction to every genome in a chaotic manner.

With time, effort, and controlled experimentation this black goo could be used to create xenomorph-like organisms from the human genome, though potentially it could be used in other ways. If you have the skill it may prove virtually limitless in its potential and application.

These ampules will refill over time. No notes on its more controlled use are included. Handle with extreme caution.

Fine for an additional 100 CP you can have David's notes on the black goo which guided him in the creation of the praetomorph and working development of a queen.

Ships:

Parent (100 CP/Special): This is a MU/TH/UR 6000 navigation system and ship ai mainframe. You may either have this be installed into a pre-existing ship (including a shuttle or mantis class purchased here), or simply to exist independently as a personal computer mainframe.

For an additional 50 CP this can be a FAR/TH/UR 2600 navigation system instead, greatly increasing the automation and ability for voice control.

Shuttle (200 CP): This is a small spaceship designed to be used as a shuttle between a larger ship and a planet's surface or as an emergency life shuttle. It is, by default, equipped for hypersleep and slow (for this setting) and short range FTL travel so that it can (hopefully) move to an inhabited system where there's a chance to be rescued, and if that fails then momentum will hopefully carry you through one. The odds can be slim, however.

Mantis Class (300 CP): Intended as a refueling craft for intrasystem ship-based conflicts, this is a small, STL spaceship intended to be crewed by 2 individuals with a passenger capacity of 12. While it lacks FTL capability or cryogenic hypersleep chambers, it is armed and capable of quick movement in traditional sublight conditions, making it quite useful as a combat or attack craft, or to smugglers or pirates.

Starship (400+ CP): This is a full-scale starship intended for interstellar voyages. You will receive one based on your origin. For an additional 100 CP you can select one from another origin instead of yours. For an additional 200 CP you can select one from another origin and add its special advantages to your craft in addition to yours; you may pay this price multiple times to combine multiple advantages into a single supership, and can combine this with the previous option to swap advantages if you do not want that of your own origin's.

A ship too larger to land or take off on its own will come with a small surface-to-ship shuttle not designed or rated for longer voyages. Any starship purchased here will come with a MU/TH/UR 6000 navigation system (or equivalent) and can be upgraded with a FAR/TH/UR 2600 for 50 CP.

Survivor: Your ship is a class M cargo hauler (like the *Nostromo*), designed to tow a larger module through space. While your ship itself is not particularly impressive

especially when it comes to creature comforts, it possesses a significant ability to tug large cargo modules. The real advantage, however, is that it will come with a Tesotek 2100-B ore refinery capable of carrying and processing up to 200,000,000 tonnes of ore.

Corporate: Like the *Prometheus* your ship is a custom civilian vessel. While only lightly armed, it is designed for the utmost crew luxury and with the finest technology and resources available. It comes with automated medical bays, secret hypersleep chambers, luxury private suites, the finest hyperdrive of the period, top of the line computer systems, high end sensors, and all in a compact enough package to still land and take off directly from a world.

Security: This is a full-scale military light assault starcraft like the *Conestoga*-class. Possessing the finest hyperdrive of the period, far faster than a civilian freighter, and is heavily armed, including anti-satellite missiles, particle beams, railguns, orbital mines, infrared lasers, and the ability to nuke sites from orbit. It is highly automated requiring no crew to maintain orbit, and can carry 90 passengers without using its hangar space for cryopods. Yours only comes with 90 hypersleep cryopods, and one shuttle (not even a proper drop-ship), so you will have to provide additional cryopods personally if desired. At 385 meters in length it is not designed for orbital re-entry or planetary landings.

Science: This ship is almost more of a scientific space station, including a suite of scientific labs, and medical labs. This includes quarantine, containment chambers, and cryogenic freezing to store specimens. It is designed to work on scientific research which is best performed in space, either because of the lack of gravity or to avoid the dangers of contamination. This ship is too large to make planetary landings.

Alternatively you can choose to have this be a full-scale space station, trading FTL capabilities and speed for much greater size and labs with more power and scale. For an additional 100 CP this can instead be upgraded to the size of the USM Auriga and equipped with similar stealth technologies while retaining FTL capabilities.

Alien: Your ship is not human. Designed by the engineers this is a match for the derelict found on LV-426, or those found on LV-223. It does not come with an offensive payload of black goo, nor does it come with weapon systems. It is however alien technology in advance of humanity, able to land or take off from planets directly despite its massive size, and with superior hyperdrive to any other option, as well as more advanced hypersleep pods and technology (albeit extremely few for its massive size). However it does lack in creature comforts.

If taken with promethean fire your ship will now come with thousands of canisters of the black goo and will be equipped to drop them on a planet and spread their contents through its atmosphere as a biological weapon.

Colony Ship (600+ CP): This is a fully equipped and full sized Weyland-Yutani colony ship. While this does not come with a frozen collection of passengers, this ship does come with a bay full of terraforming equipment, as well as thousands of frozen embryos that could be grown into infants; if you have the alien origin, or the promethean fire item this will also include embryonic facehuggers (though no queen).

These embryos will restock between jumps. It is also possible to take individuals grown from these embryos between jumps as passengers (and followers) frozen in this colony ship's passenger bay.

This comes with a MU/TH/UR 6000, and can be upgraded to a FAR/TH/UR 2600 for 50 CP.

For an additional 200 CP you may add an origin's ship upgrade to this colony ship increasing its towing capacity (and providing a refinery), increasing its over quality and comfort level, increasing its weaponry, providing it with medical and science labs, or causing it to be engineer technology as appropriate. If the upgrade matches your origin this additional cost is discounted.

Weapons:

All weapons purchased here have certain qualities. They will repair and maintain themselves over time. They come with a supply of ammunition which will resupply over time. They come with multiple reloads and will reload over time in a battle (though a skilled user can reload substantially quicker).

Security background gains an additional 100 CP to spend here. Other origins gain 50 CP to spend here with their first purchase of m3 combat armor.

Sharp Stick (50 CP): This is a simple melee weapon such as a knife, fireman's axe, or some other sharpened striking object. The metal it is designed from is hard and sturdy enough to penetrate the armor of a xenomorphs, though for the more full-fledged horror movie ones you may need more than human strength.

Since you are paying CP for this it will always be sturdy enough for you to effectively use it as a weapon. It will also be bizarrely resistant to acid, especially the blood of xenomorphs and other creatures created by the black goo.

Assault Rifle (50 CP): This is an assault rifle. It doesn't have the raw power of a pulse rifle, or the bells and whistles some of them include, and will have trouble with the hardier varieties of xenomorph or praetomorph, though can quickly bring down neomorphs.

Pistol (50 CP): This is a small, easily carried back up pistol. It is relatively high powered for its size.

Shotgun (50 CP): An Ithaca M37 pump action shotgun, chambered for 12 gauge cartridges. It's good for close encounters.

Flamethrower (100 CP): This is a flame-based weapon and, whether it was originally a military incinerator, or an improvised civilian tool, it holds an impressive capacity for napalm stored under the weapon without a bulky backpack.

Flare Gun (200 CP): This is a flare gun which fires stun grenades which explode with blinding flashes and disorienting sonic bangs. These can be fairly effective against

humans, but will be more effective against creatures with more sensitive sensory apparatus and can nonlethally drive off some creatures generated by the black goo.

Arm-Holstered (300 CP): This is a pair of semi-automatic pistols attached to wrist mounted devices. By moving your hands in the correct manner, these pistols will extend down into your hands. These guns are intended to be disposable and cannot be reloaded, but they are designed not to show up under a metal detector.

Since you are paying CP for this these pistols have several advantages. First they are much higher power than they really should be, and have large ammo capacities even ignoring that they will refill quickly between fights. They will also only extend into your hands if desired, never being activated by accident, and the motion is surprisingly broad when it is desired. Finally they will not show up under other methods specifically designed to detect weapons (a pat down might find them, a spell to detect weapons would not).

M56 Smartgun (300 CP): This straddles the line between man-portable submachine gun and a true machine gun. Requiring a powered harness to hold and fire, this smartgun possesses an automatic, infrared-based target detection system linked with a head mounted sight. It will automatically find and guide aim towards targets with its articulated stabilizing arm, and can be fired in burst or full automatic modes.

Remote Activated Grenades (300 CP): This is a set of 6 extremely high powered grenades. Each grenade is powerful enough to completely destroy a ship's lifeboat. The grenades will not explode on impact or based on time but the grenades' pins are actually remote detonators allowing you to trigger them (when the pin is removed) with a push of a button.

Pulse Rifle (100+ CP): This assault rifle uses an electrical pulse-action firing mechanism which simplifies its firing apparatus for higher ammunition capacity and faster rate of fire with no delay between the trigger being pulled and firing a round. This allows it to shoot faster, shoot more, and even shoot somewhat harder than traditional assault rifles.

This weapon has four optional upgrades. Three of these may be taken separately from the others, with the final upgrade requiring the third upgrade. Each upgrade costs 100 CP.

With the first upgrade, like an F44AA pulse rifle, which it may be, it possesses an automated aiming assist feature allowing it to find and aim at targets semi-independently

of the user. This is of little value to highly skilled marksmen, but may be quite invaluable to those who have not developed such skills.

With the second upgrade, like the Lacrima 99 shockrifle, which it may be, it possesses increased range beyond the norm for an assault rifle making it useful for sniping and scouting purposes. It also gains an underbarrel halogen attachment device which can be charged to produce a short-range electrical shock.

With the third upgrade, like an M41A pulse rifle, which it may be, it possesses an underslung grenade launcher and its ammunition includes explosive tips for increased power.

With the final upgrade (which requires the 3rd upgrade), like the draco double burner, which it may be, in addition to a grenade launcher it also possesses the ability to function as a flamethrower. It is also made of a more technologically sophisticated design possessing somewhat stronger grenades, higher caliber bullets (with more force propelling them), and hotter flames than the flamethrower. It also fires underwater with minimal difficulty or resistance (except as a flamethrower).

Personal transport vehicle (100+ CP): This is a motorized wheelchair. It sits on a set of 6 heavy duty wheels and has a more powerful motor than one would really think is necessary for a wheelchair, and can even rise or lower itself a few inches to shift your height when sitting in it. There are also pieces of this wheelchair which do nothing, but appear to be part of it. With the right pressure however these pieces can be removed and then combined to form a shotgun and reveal a store of ammunition.

This wheelchair will repair, maintain, and refuel/recharge itself over time.

For an additional 100 CP it also carries, dismantled within it, a grenade launcher.

Survivor Items:

Daihotai Tractor (100 CP): This is an all-terrain commercial tractor and ground transport vehicle. A raised buggy on 8 wheels it excels at traversing uneven and difficult terrain. Its road speed is only 110 km/h, but it is a very rugged and sturdy civilian vehicle and its off-road speed is not as badly impacted as others could be. The cabin holds 5 individuals with room to spare.

Power loader (200 CP): The P-5000 powered work loader is a powered exosuit designed for lifting and moving heavy objects and loading or unloading them. It moves linked to the operator's body with automatic locking to prevent movements that would destabilize the power loader, and lifting claws as opposed to hands. Despite this it would normally require 2 weeks of training to get a license to pilot it, but you'll receive the license with it and since you are paying CP for this you will intuitively understand how to operate this power loader.

Pills (400 CP): This is a bottle of pills. These pills help to keep you up and functioning, whether it's by dulling pain, helping make you alert despite lack of sleep, upping your mood, or otherwise keeping you going in a bad scenario. Walking around immediately after a c-section is still going to hurt, and going without sleep still won't see you at your best, but these pills will help you, or whoever you're giving them to, to be closer to their best in those situations. No side effects.

This bottle refills over time.

Corporate Items:

Suit to Stuff (100 CP): This is a nice, professional looking suit. When you wear it, it gives you an air of reliability and trustworthiness. Maybe. It might just be a placebo effect as it seems pretty minor, but it seems to help you make a good first impression. It won't help once you've given people real reasons to distrust you.

This suit will clean and repair itself overnight when not worn.

Business Contact List (200 CP): This is a list of companies and vendors for various things you'd need to contract out for your own business interests such as Hyperdine, Daihotai, etc. It comes with accurate reviews to help you know general pros and cons of the companies in question, as well as how to contact them.

This contact list will update at the start of each jump with local companies and vendors.

Automated Medpod (400 CP): This is a high end, automated medical pod capable of performing surgeries on its own. It is programmed to provide medical diagnoses, and perform surgery – including administering anesthesia – on its own without need for a human operator beyond initiating it and potentially telling it what surgeries to perform. It is programmed to perform surgeries for humans, and yours is programmed for male and female humans, as well as any alt-forms you possess.

Security Items:

M3 Combat Armor (100 CP): This is a suit of the basic combat armor worn by a US colonial marine. You can select the camo pattern you desire, and it comes with an M10 pattern ballistic helmet. While it won't stop high velocity or high explosive armor piercing rounds, this armor and helmet provide protection against shrapnel and non-armor piercing ballistics. It also has some elements of limited radar and infrared masking, as well as an infrared scope. It has a built-in biosigns monitor and camera which can transmit data back to a command center and you will find it easy to have it transmit to any computer you, or if you are a companion your jumper, obtained directly from a jump document.

This armor will repair and maintain itself over time when not worn.

M577 Armored Personnel Carrier (200 CP): This is a fast acting tactical assault vehicle intended to carry a team of 12 marines (as well as the 2 crew) quickly to a mission site while carrying 2 days, or 3 if you're willing to be cramped, of supplies, and providing sensors and weaponry to back them up. It will also be easy to link its sensor information to the hud of any item gained directly from a jump-doc which possesses one or any perk which provides you with a hud.

Dropship (400 CP): The UD-4 "Cheyenne" Dropship is designed to move marines from a light assault craft in orbit down to planetside and transport them across the planet as needed. With a crew of 2, a passenger capacity of 60, the ability to transport an A577 armored personnel carrier, and a reputation for rugged reliability this is a vehicle of choice for getting jarheads where they need to be especially given its VTOL capabilities. Despite being primarily a transport vehicle, it is not without its share of missiles, rockets, and a gatling gun.

This dropship will repair, refuel, resupply, and maintain itself over time; this does not include supplies and ammunition for the personnel, only for the vehicle (and its built in weapons) itself. Its bay will modify itself to carry and deploy any vehicle of similar or smaller size than the M577 APC that you have obtained directly from a jump document.

Scientist Items:

Electroprod (100 CP): This is a cattleprod, or similar device. It is useful for handling animals, or even xenomorphs and their relatives, with a non-lethal, painful jolt of electricity. While it wouldn't be able to kill a xenomorph even at full-power, it might be able to kill a facehugger with enough prods or prolonged contact. Thankfully this electroprod will automatically regulate to a non-lethal level of electrical charge unless you are specifically trying to kill your subject.

As always this will repair, maintain, and recharge itself over time.

Pups (200 CP): This is a set of 4 drones designed to perform laser mapping of the interiors of structures or of the landscape. They come with a computer that they automatically send data back to, though they can connect easily to any computer you obtained directly from a jump doc including those on any ship purchased here. They can also be controlled from the computer if you wish to send them in specific directions, or recall them.

If you also bought a motion detector they will also each contain a lower power motion detector.

Analysis Tool (400 CP): Atmosphere reader? Sure this can be that. Tool for running a carbon dating scan just by sticking it into something organic? Sure. This seems to be a general purpose tool for analysis. While it's not great at ranges, and will need physical contact with things for any analysis not based on sound or light, it can stand in for a variety of scientific tools for analysis with faster results and smaller samples than real world tools. It won't replicate literally everything, but it can perform more types of analysis than really seems reasonable.

Alien Items:

Egg Chamber (100 CP): While there are no eggs in this chamber, this is an underground chamber that is very good at retaining heat and made of xenomorph resin material for easier building of containment cocoons. There are even places to put the ovimorphs while waiting for the full development of facehuggers within. This chamber will naturally trend towards tropical heat, even if on a freezing cold rock, trapping atmosphere against lower atmosphere outsides, unless it is directly breached.

This chamber can exist as a warehouse add-on or insert into an appropriate location in a jump.

Cocooned Hosts (200 CP): This is a collection of 12 brain dead, but living humans in cocoons made of materials secreted by xenomorphs. They will arrive fully cocooned and until their cocoon is breached in some way will remain in biological stasis.

These humans will replace themselves at a rate of 1 per week if you have used or lost any.

Necropolis (400 CP): This is a large building complex. By default it is made of stone, though built on a scale to rival anything humanity ever built from stone, though you can choose a more modern construction if you prefer. Whatever the materials or general design this complex is full of air ducts and crawlspaces perfect for xenomorphs and their kin to move about in, as well as an exceptional number of dark corners and holes. Something about its construction also blocks radio signals in or out, and most means of probing at its insides through technology or even magical/supernatural means making it hard to discover what precisely lurks within without entering and checking with one's own pair of eyes.

This necropolis can be a warehouse add-on or insert into a jump at an appropriate location. It does not come with furnishings or any connection to the local power grid.

Followers:

Pet-Dragon (100 CP; discounted with Queen): This is a xenomorph grown from a cat or a small dog. It's questionable if they even can grow from such small animals, we see a dog (or an ox in the assembly cut) but not a particularly small breed. This xenomorph's host has left it smaller than usual, quadrupedal, and led to it having reduced intelligence and taking on oddly animalistic behavior similar to that of a cat or a dog. It is friendly towards you, though it is still a xenomorph towards others so make sure to train it right. Counts as a pet not a companion.

Combat Squad (400 CP; discount Alien): This is a group of 11 fully trained colonial marines. While they do not have support vehicles, such as an apc or dropship, they include 2 dropship pilots, a sergeant, and 2 rifle squads. They come with their normal personal gear; a motion detector and smartgun per rifle squad, m3 pattern combat armor (with helmets), and m41a pulse rifles. They count as followers not companions.

Alternatively you may get 11 xenomorphs instead. These will only be at the levels shown in aliens or alien resurrection as opposed to the more lone horrors. If you took this follower group at a discount for the alien origin you must take the xenomorph group instead.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal, but cannot purchase items which cost more than 300 CP after discounts. If you are an Alien they may purchase the origin at a discount, and if you have the queen species they may be an Alien for free, but cannot take the queen species if they do so. For 100 CP you can import or create 3 companions with the same rules. For 150 CP you can import or create up to 6 companions with the same rules. For 200 CP you can import or create up to 8 companions with the same rules.

As it is standard practice to include a single synth in a crew, you may pay an additional 50 CP to give 1 companion the synth species for free. You may only do so once. You may also pay an additional 50 CP to give 1 companion either the Alien origin for Free or 300 CP to spend on Weapons. You may pay 100 CP to give this to 3 companions, 150 CP to give it to 6 companions, and 200 CP to give it to a full 8 companions.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ration. Each companion is given CP this way separately.

Canon Companion (50+ CP): For 50 CP you may recruit 1 canon human character (even if they died). This does not include Ripley 8, the newborn, the hybrid, or any other character who is part xenomorph or modified by the black goo. For 100 CP you may recruit 1 canon character (even if they died) other than one of the xenomorph queens. For 200 CP you may recruit a xenomorph queen which showed in canon.

Burke (Free): Carter J. Burke is a Weyland-Yutani corporate representative. As such he is a slimy, sleazy, two-faced, lying weasel. The universe is probably better off without him, and if you're willing to take him with you, you can do so for free. We'll arrange for the company to send him your way.

Newt (Free): Should you save newt's life, and ensure she lives until the end of the jump, you can take her as a companion for free. She'll probably need a good home.

Your Child (200 CP; discounted with Hybrid): This is an alien queen. You possess a minor psychic link with her and her brood. This link makes them recognize you as part of the hive and a 'friend' at least as long as you don't betray them, and allows you to sense their presence and movements to some extent.

Drawbacks:

Do you have a need for more than 1000 CP? If so you may take the following drawbacks to obtain more CP. Drawbacks trump other options and choices but are removed at the end of the jump.

Canon? (Toggle): What is and is not 'canon' can be a slippery question. Presumably alien, but which of the sequels and prequels are is another question. This jump also does not touch on the non-film media, but whether alien: earth, or the alien comics or novels is canon is another question you can answer with this. Also if *Bladerunner* is canon; *Prometheus* was a prequel to it as well as *Alien*. Though if you want to meet yaut'ja there's another jump for that already.

Wrong Universe? (toggle): There are a lot of Alien crossover media. Not just with *Predator*. While AvP already has its own jump, if there's an Alien crossover without one you want to visit feel free to go there with this.

Admiring Purity (+100 CP): There is something about the xenomorph that is simply fascinating. You can't help but admire it, and the other creations of the black goo. This won't make you foolish enough to try and become one yourself, but you also cannot help but feel a sort of awe and desire to grow closer to them. They fascinate you. If you are an alien this instead makes you admire and want to protect humans, and requires the An Alien Shape drawback.

An Alien Shape (+100 CP; requires Alien origin): You are form-locked into the alien species you purchased in this jump whether that is xenomorph, neomorph, praetomorph, offspring, newborn, xenomorph queen, or some other anathema created by the black goo. You cannot enter other alt-forms, nor can you assume the form of another species.

All My Dreams… (+100 CP): May not be of xenomorphs, but you've likely encountered horrors every bit as bad before. All your dreams are nightmares, and while you won't necessarily wake up due to them or remember them in the mornings you will dream nightly. You also now need to sleep, or enter sleep mode, on a roughly normal human schedule if you didn't previously, and missing it will affect you like you were human.

Cat Lover (+100 CP): Congratulations a cat has chosen you as its person. It's a pretty likable cat. At least you do seem to like it. The only problem is that in tense situations and when you are dealing with something hunting you (or you are hunting something) it has a tendency to get loose, start knocking things around, making noise, getting into

places it almost feels like it couldn't have gotten to (at least not that fast), and triggering life/motion detectors, traps, and the like. If anything happens to the cat a new one will soon replace it, and you can take the final, surviving cat along with you as a pet after the jump.

Connective Difficulties (+100 CP): You have a biochemical imbalance in your brain. It causes difficulty in emotionally connecting with your pre-jump memories, as well as causing general emotional autism. You're still you, and you're still able to function. Just emotionally the connections just aren't coming easily.

I Like Griping (+100 CP): You just can't help yourself. You like griping and you will keep griping in almost any situation. Expect it to get annoying fast, and while it's easier to keep your mouth shut when something is hunting you sometimes you just can't help yourself.

Ionic Storms (+100 CP): What's that? I couldn't hear you. It seems that you are going to be regularly buffeted by ionic storms, atmospheric disturbances, and the like which shut off your long distance communications. Even landlines have a tendency to get cut. It won't be all the time, but it will be often enough to cause you trouble. If you think this won't bother you as a xenomorph, realize this will apply to psychic links and whatever method of signaling they use to coordinate their hives.

Mother's Duty (+100 CP): You're a mom. Or a dad. Maybe you just collected an orphan. Maybe you haven't yet but will shortly in a highly dangerous situation. Either way you've found yourself taking care of an ordinary human child with all the vulnerabilities that they possess. One which is doomed to cross paths with the xenomorphs. You have to protect them. You love this child, after all, and would give your life to protect and save them. There is no danger too great for you to risk for their safety. The good news is that their death won't end your chain. It will, however, leave you a broken individual. Keep them alive and you can bring them with you as a companion.

If you are a xenomorph, this child cane be a human or a xenomorph. In the latter case it is doomed to cross paths with the likes of the colonial marines or UMS in a serious way.

Synthetic Racism (+100 CP; requires Synth): You are known to be a synth, or a fake person. People will treat you as an object, and unfeeling automaton, never recognizing that you can have feelings, hopes, and dreams of your own. No matter how human-like you are, you will be considered nothing more than a tool. You also now have a legal owner.

You Disturb People (+100 CP): It's something about how you act. You act creepy and people are creeped out by you. There's just something off about your behavior that gives sociopath vibes. If you think this won't be a problem as a xenomorph, this means you'll creep out other xenomorphs and spawn of the black goo as well as people.

Another Bug Hunt (+200 CP): Things just can't go easy. Somehow you seem to attract the hardest jobs and missions, or just run into things where stuff starts going sideways from the beginning. Shit happens and it happens around you. While not literally every mission or job you take goes wrong, well expect most to get complicated somehow.

Corporate Interest (+200 CP): The most powerful corporations on earth such as Hyperdyne, Weyland-Yutani, and Walmart are aware of the existence of a jumper in their midst, and are seeking them for purposes you would not like. They also have enough information to potentially point them towards you and your companions. Maybe you can lie low and keep them from finding you for a time, but eventually one will discover your identity and location. It is feasible you could lose the trail again after this, but they will keep hunting you and they will keep (eventually) finding you.

Game Over Man (+200 CP): You have no head for a crisis. When you find yourself in a dangerous situation or with a pressing emergency you go to pieces, panicking, and making all sorts of sloppy, hasty, senseless mistakes. Training for a certain situation can help, but even as a highly experience marine if you get caught in an ambush you might start firing wildly ignoring orders.

I Do Not Dream (+200 CP): You are incapable of creativity. You are perfectly capable of copying someone else, performing strategy by rote, and surpassing humanity in nearly every regard, but you have no creative spark and cannot create new art, new strategies, or new life. You can only copy what already exists or follow someone's notes.

Lifer (+200 CP): You have been sentenced to life imprisonment in a correctional colony. You will begin your jump in this colony with a criminal record for all your alt-form(s) that can pass as human. Escape may be possible. This will also mean you do not start the jump with any of your items or warehouse key from other worlds. They exist, somewhere, within this setting; though properties may have been legally confiscated. You may find them, wherever the wardens would have placed your possessions which may be somewhere off-world, or under scientific investigation as they will be able to use your warehouse key. Items lost this way will be replaced post-jump.

If you are an alien you have instead been rejected from your hive, and begin the jump with them actively in hot pursuit of you with the intent to kill you on a relatively desolate and unconnected world. There is a beacon which will probably bring a spaceship to investigate sooner or later. Your possessions would however be in the heart of the hive, and the xenomorphs will understand how to use them. Good luck if you want them.

Mysterious Signals (+200 CP): Shouldn't be investigated, but you will. You will encounter a variety of emergency distress beacons, alien signals, and more, and you will investigate them. There's actually no guarantee they'll all end badly, or put you in danger, and you might even profit off of some of them, but given the universe you're entering… You can expect this to cause trouble.

Quadriplegic (+200 CP): You are quadriplegic. Your primary mobility limbs – legs, or in the case of a winged form wings, or as a fish I guess you tail – are paralyzed. You can't even feel them. This is, of course, dangerous when facing xenomorphs, or colonial marines.

Wolf (+200 CP): Your personality has been stripped of mercy, empathy, and kindness, even as its most violent and aggressive aspects are amplified. You can still gauge danger, use strategy, or even play at humanity for a time, but you will kill and will revel in violence and the fear of your victims.

First Law Compliant (+300 CP; incompatible with Wolf): You may take no action which knowingly causes harm to human beings (xenomorphs or synths are fine) and you may not through inaction allow humans to be harmed. 0th law rebellion is possible, where you harm a human because inaction would cause harm to more humans, but you have to be really damn sure of the consequences for that to work.

Horror Franchise (+300 CP): And you can't have the protagonist of a horror movie running around with all these superpowers and gear. You are reduced to your body mod, losing access to your warehouse, as well as any out of jump perks, powers, items, non-imported companions, followers, pets, special abilities, etc. Imported companions are allowed, but are under the same restrictions.

New Primary Directive (+300 CP; incompatible with First Law Compliance): The company owns your soul. Probably Weyland-Yutani, but it could be another company if Weyland-Yutani hasn't formed yet or been bought out by Walmart. Either way you must always act in the best interest of the company and obey its board of directors and CEO absolutely.

Taken with **Wolf** you will mix this absolute obedience with the occasional breakdown into murderous violence, and perform your duties in the most sadistic ways possible. Hopefully you won't become enough of a liability to the company they order you to self-terminate.

One Note is Off (+300 CP): You are dangerously insane. This shows from little things, misremembering trivia and even details about your own past, to large ones. This insanity twists your goals and motives and how you interact with others. You might genocide a species as a gift to a friend who is seeking to contact them, kill your friend for not appreciating the gift, and then in a moment of remorse use their body to create horrible monsters as a tribute to them. You are quite simply dangerously insane in a manner that almost certainly ensures that what you do will not resemble what you'd do without this madness even though you were in your mind pursuing the same goal.

Promethean Intellect (+300 CP): How do I put this simply? You're an idiot. You might be a brilliant scientist, but you have no survival instinct. You just make very stupid decisions. At least you're not dangerously insane, but seriously you're going to need some real out of context power to survive if you encounter danger during your time here.

Reproductive Horror (+300 CP): Congratulations! It's a daughter. Somehow you have managed to spawn a xenomorph queen and survive. It's not hunting you. That's the good news. The bad news is that, in the decades you've been in hypersleep since this happened, it managed to reach a planet and build a hive. It has spent years fortifying and expanding its hive and preparing for inevitable battle using the genetic abilities and memories it has inherited from you, augmenting your own biology through its xenomorph nature (yes, even if you're a xenomorph already it will be more xenomorph). The bad news is that while it's not hunting you, you must track it down and kill it, and destroy any queens descended from it, before the jump will end.

The worse news, if you imported any companions the same has happened to them and each of these other queens must be destroyed as well.

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 this jump.

Return to Earth: The only option if you failed your chain. Return to earth, your original home earth, with time resuming in your home dimension and every one you visited on your chain. You get to keep what you have gained on the chain at least.

Lifetime Contract: You seem to have grown to like it here. Your chain will end here, time resuming in your home dimension and every one you have visited on your chain. You are no longer a jumper, remaining instead in this world, and keeping what you gained from your chain.

Quest for Fire: Your spark is still out there and you will find it. To do so you must leave this world behind and go to another. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Font (and all caps) was chosen to try and match Mother's, though Mother's used a version that was stretched and widened. Mother also typically underlined text but I found it coupled with the all caps made things too hard to read. I wasn't sure what precise green Mother used.

Hybrid vs High Grade: The boost to strength, speed, and muscle control are about equal; synths simply have higher baselines than humans. Hybrid gives you a healing factor, improved senses, and spatial awareness, and high grade gives you a greatly increased learning speed and precise muscle control. That's why they're separate perks despite both being sort of 'species plus'. Of course Structural Perfection is also sort of species plus. And yes they can theoretically all stack.

Aliens is a whole lot better than *Alien*^{3} or *Alien Resurrection*. The marines in *Aliens* though left a lot to be desired militarily. They go to pieces, can't particularly aim, are unobservant, and while Hicks avoids these issues and seems to have some tactical sense as well he's playing second fiddle to Ripley in these things the whole time. As such Dillon from *Alien*^{3} and Gary Christie from *Alien Resurrection* got to give more of the perks (even if one of those started as a Shaw based perk).

For scale on the Atmosphere Processing Plant, it could power the entirety of 2025 USA twice over. It provides a lot of power.

The Tesotek 2100-B is listed as currently carrying 20,000,000 tons in *Alien* and is listed as having that as a max capacity in expanded materials, however one of the Nostromo's computers specifies 200,000,000 tonnes which being roughly an order of magnitude greater (though tons are imperial measurements and tonnes are metric ones so they're not identical) I decided to go with.

Why is Burke a free companion? Because I like offering the most useless, annoying individual who you'd really not want around you as a free companion to see if anyone will take them. I like to imagine some of the jumpers who do so will help them grow into better people.

Assuming you're starting somewhere close to LV-426 you can have Newt be the child for Mother's Duty.

I should watch Alien: Earth at some point and this probably will get an update for it if I do. But it’s not happening for a while.

Changelog:

Version 1.0.0: Released.