JUMPCHAIN COMPLIANT

BY STUPID_DOG

INVADER ZIM

The Irken Empire is an expansionist militant force controlled by the war-like Irken race. They are bent on galactic conquest and, with the aid of their massive armada, are likely to achieve this goal as part of the upcoming Operation Impending Doom 2. The co-ruling emperors, Almighty Tallest Red and Almighty Tallest Purple will soon be hosting a ceremony where they reveal the invaders chosen to analyze specific planet weaknesses and pave the way for the invasion. Once a world is sufficiently handicapped by an invader, the armanda arrives to begin the Organic Sweep. Through pure chance, one of these targets is Earth. Thankfully, the 'invader' assigned to conquer the human world is relatively inept compared to his peers.

Budget

These points can be used to customize yourself, purchase abilities, buy equipment, or even gain new companions.

1000cp

(Choice Points)

Origins

Choosing an origin will define the history you have in this world. This choice can grant you basic knowledge of the world, and additional experiences too. These new memories can effect your personality and reactions to events, but you ultimately still retain control of all your decisions.

Each of the five origin options offers discounts on abilities and equipment that pertain to it. It may be beneficial to plan ahead and see which origin best suits the gear you want.

Irken Elite

Loyal to the Almighty Tallest and a valuable member of the empire. Other species in the galaxy may consider you bloodthirsty and oppressive, but you're on the fast-track to playing a major role in Operation Impending Doom 2. **200cp**

Extradimensional Invader

You are not part of this universe. You retain your personality and memory, but gain no new knowledge of this world. Until you are of age, you will be cared for as though you were an orphan. **0cp**

Swollen Eyeballs Operative

Though young, you've been inducted into a secret order dedicated to the study of supernatural phenomenon. Hopefully this is just a temporary phase you will grow out of, and will someday return the path of real science. **50cp**

Junior Scientist

The pursuit of science has become more illustrious over the past decades as humans continue to grow stupider each year. Without logical, sensible people like you the entire world would surely fall into chaos. **50cp**

Irken Defective

You retain your own mind due to faulty programming in your PAK. Irken like you are typically forced into menial labour, but some are so defective that the Control Brains can't process them properly and may deem them exceptional. **200cp**

Race

Your species is determined by origin choice. Extradimensional Invaders are human by default, but may 'upgrade' to an Irken body for 150 choice points.

Human

Swollen Eyeballs & Junior Scientist

A bipedal species from the planet Earth. Earth is home to a variety of cultures, all vastly inferior to the Irken Empire, as well as various environments that have made humans very adaptable.

Irken

Irken Elite & Irken Defective

Short, green-skinned humanoids from the planet Irk. Their skin cannot tolerate contact with earth meat or pollutants. They have a set of sensitive antenna useful for picking up vibrations.

Gender

Gender roles are irrelevant in both the human and irken societies in this universe. You retain your current gender, but may choose to switch for 50 choice points.

PAK

(Free: Irken)

The PAK is an integral part of an Irken's life. Attached to your spinal column at birth it functions as a auxiliary brain and is semi-sentient on its own. It can sprout four mechanical spider-like legs for quick transportation. It also contains a laser-cutter, shield generator, communicator, and portable containers. It allows the wearer to breathe in any atmosphere (but not in a vacuum).

Age

Age is determined by origin. You may spend 50cp begin at any age within the rollable range. Extradimensional Invaders may choose to retain their current age.

Human

Roll 1d8 + 10 to determine starting age.

Irken

Roll 2d8 x 10 to determine starting age.

Starting Location

Roll 1d8

This roll will determine which planet you begin on in the universe, but you are free to travel elsewhere so long as you have the means to do so.



Meekrob

This rocky world is home to the Meekrob, beings of pure energy. They are the sworn enemies of the Irken Empire and will undoubtedly work against Irken interests.



Earth

A very polluted planted populated by humans, a tall yet stupid race that is nonetheless quite technologically advanced considering the lack of intelligence.



Mars

A red planet near Earth that has been converted into a massive interstellar ship by an ancient alien race. They died out after the construction, but left a manual.



Vort

Home of the universe's most comfortable couch. Tensions are mounting between the Vortians and the Irkens after a disaster caused by a rogue Irken. To be invaded.

Conventia

The Irken's "Convention Hall Planet". There is a giant teleportation ring around the planet for quick travel to the world's surface. Very easy to get lost here.





Irk

Homeworld of the Irken race. Smeets are grown here deep underground until they are old enough to come to the surface. Non-Irken are not permitted on the world.

Free Choice!

Lucky roll! You may begin on any planet at a location of your choice! You can look forward to visiting Dirt, Foodcourtia, Hobo-13, or even the Conveyor Belt Planet!





Blorch

Home of the Slaughtering Rat People and generally a very unpleasant place to visit. The primitive world is scheduled to be invaded and cleansed in the near future.

In lieu of rolling 1d8 to determine your starting planet, you can spend 100 choice points to begin at any place in the known universe you would like.

Humans recieve a 50% discount from the 100cp price if they choose to begin on Earth.

Irkens beginning on Conventia may attend the Great Assinging and recieve enough complimentary snacks to last a single Irken an enitre month.

Special Abilities

In this chaotic world, it is unwise to go unprepared. You never know what abilities you may need to rely on to survive. Discounts reduce cost by 50%.

Agility
Free: Irken

You are quicker on your feet and noticeably better at acrobatics.

100cp

Parasite Immunity
Discount: Irken

You body natural destroys any pests or parasites that dare invade you.

200cp

Regeneration
Discount: Irken

You heal at incredible rates. Lost organs and shattered bones will repair themselves within minutes. You also take ten times longer to age.

300cp

Hobo-13 Training
Discount: Irken

The greatest combat and teamwork training that the Irken military have to offer. You function significantly better as part of a team, as both a team member and leader.

300cp

Invader Training
Discount: Extradimensional

You receive the best training the Irken have to offer. You become an expert on disguises, infiltration and espionage. Useful for conquering planets singlehandedly.

300cp

Superior Irken Organs
Discount: Irken

You no longer require sleep, but still have the option to enjoy the activity if you wish to.

600cp

Puppet Master
Discount: Elite

You have a knack for putting together lovable puppet characters and for using them to put on entertaining puppet shows.

100cp

That Was Perfectly Normal

Whenever an unusual event occurs that draws a lot of attention to you, you can pass off the situation as being nothing of note. Keen observers may see through this ruse.

200cp

Sizzle Lord
Discount: Defective

Training in the fast-food industry had granted you the power to create perfect quality deep fried foods.

100cp

Tall
Discount: Elite

You become noticeably taller (giving you more status in Irken society). As an Irken, taking this perk three times will place you at the same height as the current Almighty Tallest.

200cp

Duct-Tape Fusion

Through the use of advanced alien technology, you can combine two things into a more powerful thing. If either specimen separates or breaks free before the fusion is complete the effect will be undone.

250cp

Artificial Friend Friend
Discount: Defective

Artificial intelligence units always seem to take a liking to you, never wanting to mock you or cause you harm. This does not apply to non-sentient machines or robots made solely for killing.

200cp

Abduct
Discount: Elite

You can transport a single target to a safe place of your choosing. This ability requires some way to keep a target in a beam of light for a few seconds.

600cp

Aggressive Genetic Fusion

You can inject a person with genetic material from anything organic and it will invasively re-write their genetic code, over time turning them into whatever DNA they were injected with.

500cp

Room With A Moose
Discount: Defective

You may banish foes to an alternate dimension that consists of a featureless white room and an ornery moose. Only one person can be contained at a time.

600cp

INVADER ZIM JUMP

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Sane
Free: Scientist
You are a clearly perfectly normal, well-adjusted person with no underlying issues. No one will notice anything unusual about you.

100cp

Bestest Friends
Discount: Human
You can provide a single companion on your journey with a life and history in this universe similar to your own. They gain the freebie associated with your origin.

100cp

Investigative
Free: Swollen Eyeballs
You can see through mundane disguises easily and are better able to piece together information.

100cp

Trust Me, I'm A Doctor
Discount: Scientist
You appear to be experienced in the fields of science and medicine. You can easily convince others to assist you with medical research or experiments.

200cp

Human Pig Beast
Requires: Human
Overexposure to Earth's pollution allows you to eat the most vile food without suffering any ill effects. You never get food poisoning. This will not protect you from intentionally poisoned food.

200cp

Why Is His Head So Big?
Discount: Swollen Eyeballs
At your discretion, you can cause others to obsess over an aspect of your appearance. This renders them unable to focus on what you're saying or doing as long as they can see you.

200cp

Emotional Distance
Discount: Scientist
You can shut out weaknesses like affection on a moment's notice, letting you function more efficiently.

200cp

Overreaction Catalyst
Discount: Human
You are likely to be the cause of dramatic events wherever you go. Your lies create catastrophe and hilarity when strangers overhear them, as they will react in the most dramatic way possible.

300cp

Determination
Discount: Swollen Eyeballs
Even if the whole world was against you, you would be able to stand your ground and continue towards your goals. It is almost impossible to make you give up.

200cp

I'm Floating!
Discount: Scientist
You may hover a few inches above whatever surface is beneath you.

300cp

Inferior Human Organs
Discount: Human
Where most creatures would die after losing something vital like a heart or lungs, losing your low quality human organs only causes you crippling pain until you can be restored.

400cp

Curse of the Shadowhog
Discount: Swollen Eyeballs
You can modify a person's sense of taste so that everything they eat has the flavour of pork.

300cp

Nightmare Visions
Discount: Scientist
You can create link between a person and a parallel nightmare world. This world is a manifestation of their fears, and they will be forced to visit it occasionally.

600cp

Family Dinner
Discount: Human
Once per year, you may attend a dinner with two of your immediate relatives.

400cp

Raise the Dead
Discount: Swollen Eyeballs
Your knowledge of dark magic allows you to reanimate corpses into shambling minions. This is looked down upon sternly by most societies.

600cp

Boundless Enthusiasm
Discount: Extradimensional Invader
You can find entertainment in doing even the most dull of activities. It is very difficult for you to get bored.

200cp

I Was The Turkey All Along!
Discount: Extradimensional Invader
The more preposterous your disguises, the more likely they are to pass unnoticed.

300cp

I Was the Chubby Lady
(Hiding In the Bushes)
Discount: Extradimensional Invader
The more absurd you stories, alibis, or witness testimony may seem, the more likely you will be able to fool people into believing them..

300cp

Equipment

Travelling the far reaches of the universe can be a hassle, especially without the proper gear. Get what you need here.

Humans, though advanced, do not have access to the full variety of Irken technology. Equipment marked with this symbol is only purchaseable by Irkens.

Voot Cruiser
Discount: Defective

An out-of-date Irken vehicle. Can exit the solar system within a few minutes using it's thrusters. Space for cargo, two functional headlights, and a radio included. Vulnerable to bees. **400cp**

Spittle Runner
Discount: Elite

Small in size, this Irken craft is highly maneuverable and useful for combat purposes. It is an improvement on the Voot Cruiser and has largely replaced them in the Armada. **400cp**

SIR Unit
Discount: Irken

You get a Standard-Issue Information Retrieval Unit as a companion. The cost is only 300CP for flawed (GIR) units. Obedience not guaranteed for flawed units. **400cp**

Variable Time-Stasis Field
Discount: Defective

Within this device you can alter the flow of time, causing things to move ultra-slowly or exceptionally fast. A bypassable safety feature stops things from retaining this effect outside the machine. **400cp**

Megadoomer X-3 Mech
Discount: Elite

A prototype assault mech designed for combat and stealth. It is heavily armed with numerous weapons including a Doom Cannon. Semi-functional invisibility. **400cp**

Irken Spacesuit

This 'suit' integrates you're your PAK. It consists of a jetpack and a bubble-like air helmet that can turn invisible. It offers slight protection against impact. **150cp**

Germ-Spying Microgoggles

These advanced goggles highlight any surfaces that have germs on them, allowing you to purge your home of all filth. **50cp**

Endless Waffles

A fresh stack of deelishus waffles will appear for your enjoyment every morning. Enough to easily feed 6 hungry people. **100cp**

Minimoose
Discount: Extradimensional

With the appearance of a floating stuffed animal, it is actually a powerful weapon created by the Vort. It's weapon functions are locked, but it can function as binoculars or a cute pack animal. **300cp**

Crazy Card
Discount: Swollen Eyeballs

Activating this one time use item allows you to summon a group of white-coated men to kidnap a person of your choice and drag them off to the Crazy House. **100cp**

Game Slave 2
Discount: Swollen Eyeballs

A handheld gaming console that comes with copies of the games 'Vampire Piggy Hunter' and 'Super Kicky Fighters'. **100cp**

Rubber Piggy

A cute rubber pig toy. One of few objects that can safely travel back in time through use of a Space-Time-Object-Replacement-Machine. **50cp**

Uranium-238
Discount: Scientist

You will be provided with two cases of the radioactive isotope to use in whatever manner you see fit. **100cp**

Super Toast
Discount: Scientist

Though it looks like ordinary toast, eating eat produces an instant effect that increases the muscles of the consumer greatly. **100cp**

Perpetual Energy Generator
Discount: Scientist

You gain the blueprints to a massive structure that can provide limitless energy. Once constructed it produces enough power to run a large city indefinitely. **600cp**

Complications

Maximum 600cp

Taking any of the complication below can give you extra points, but you will have to deal with the consequences of the choice for your 10 years here.

You Need Tacos

You must consume at least one taco every 24 hours or you run the risk of exploding. Okay, not exploding, but you are so emotionally devastated that you may well have exploded.

50cp

Clearly Insane

No matter how clearly and sensibly you try and explain things to others, they will always look upon you as crazy, except perhaps for the few who've taken the time to get to know you.

100cp

Conspiracy Theorist

Someone here knows EXACTLY what you are and will go to any length to expose your true nature to the world. As they gather solid evidence, expect them to gain allies.

100cp

Sole Defender of Earth

Regardless of what happens, not a single living person sees any need to assist you in important goals. They either don't believe you, really hate you, or simply can't be bothered.

100cp

Return of Chickenfoot

For the entirety of your stay in this universe, you will be cursed with a grotesque half-man half-chicken form and live on the outskirts of society. Actually, you'll just be stuck inside a Mr. Chicky Licky costume.

200cp

With Great Power

You no longer have any form of restraint. You have no problem busting out your giant robot or giant dragon form to get your chips out of a vending machine. Bystanders and witnesses don't matter to you.

200cp

Morbidly Obese

For your whole stay in this world, you will be quite overweight. Your physical abilities will be hampered and any activity more strenuous than slowly walking will cause shortness of breath and sweating.

200cp

Keef

You will have to deal with an obsessive best friend for your stay. His fixation on you knows no bounds and pays no mind to privacy. He can be killed, but will immediately manifest healthy nearby.

Endless Waffles, 200cp

Freak Piggy Accidents

Your life is haunted by the sudden appearance of rubber pigs that replace objects when you are most vulnerable. They don't replace purchases, but will often make everyday life a struggle against the dark piggy forces.

300cp

Once your ten years here have ended, all complications are cancelled and you can just enjoy the perks you've gained here. You have one last choice however, what's next for you? Regardless of your choice, you get to keep everything you've gained through your journeys.

Go Home

Returning home, it is as though no time has passed since you left. Of course, you can put what you've gained on your adventures to good use here.

Stay

You can remain in this reality indefinitely. Back home, it will just seem like you had gone missing.

Invade!

There are plenty more worlds waiting out there for you to ~~infiltrate~~ visit. You can continue on to another reality.