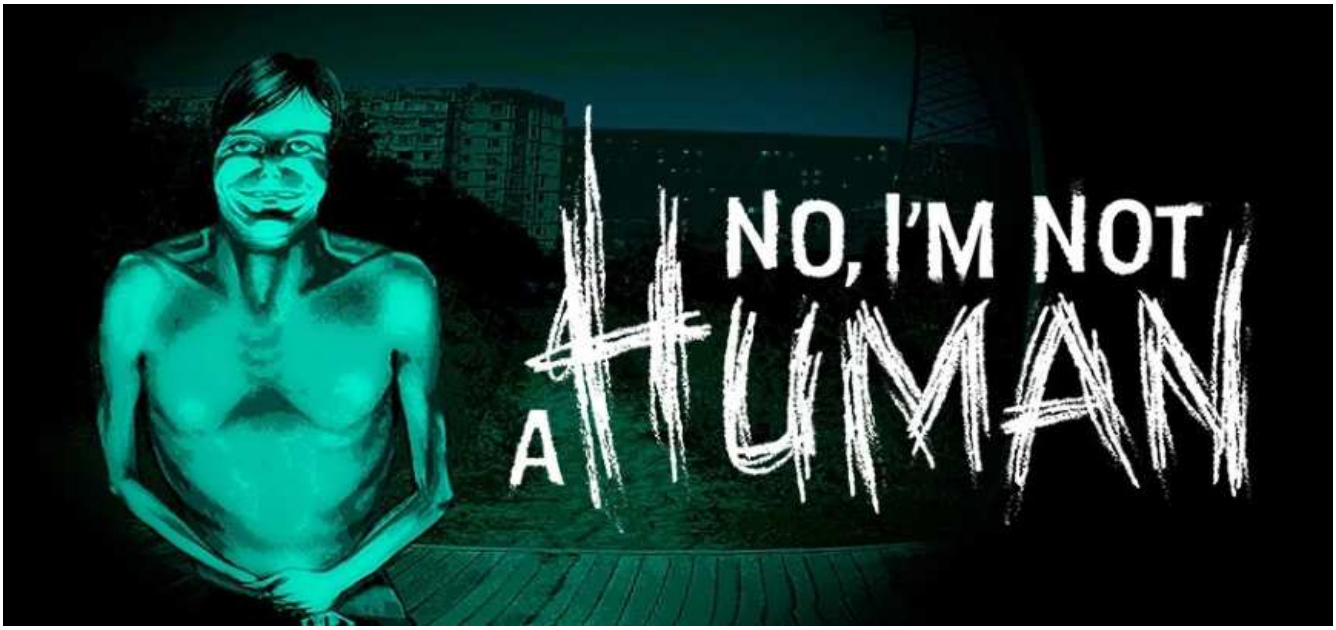


It's the last days. Didn't they tell you?

No, I'm Not a Human Jumpchain

The sun is searing the earth beneath it, making it impossible to go outside during the day without being burned alive.

Monsters wearing human skin are clawing their way up from underground, infiltrating the scattered humans. At night, they form packs and tear their human prey apart, the stench of blood filling the air.

But you can't stay alone. Bad things happen to people by themselves.
Who do you let in your house? Can you tell the difference between a human in need and one of those cruel Visitors?

You have **1000 CP** to spend.

ORIGINS

Choose one of the following origins to determine your background.
You can choose to enter with memories appropriate to your origin, or take any background as a **Drop-In** with no existing memories or history.
You may choose your age and sex for free.

Guest (Free)

You're one of the many displaced humans seeking shelter from the burning sun. You've traveled far, lost much, and now must convince others you're human while harboring your own doubts about everyone else.

Homeowner (Free)

You've inherited or claimed a house on the outskirts of a dying town. While others wander the dangerous nights, you have walls, a door, and the terrible responsibility of choosing who to let inside. Your home is a sanctuary that can become a trap as you balance survival against compassion.

FEMA (Free)

You're part of the Federal Emergency Management Agency's response team. Officially, you're managing the solar crisis and protecting civilians. Unofficially, you're conducting systematic collection of citizens for "solar radiation testing" and studying the Visitor phenomenon. You have authority and know more than most about what's really happening.

Visitor (100 CP)

You feeeeeel that?
Change is haunting you.

You seem to have previously been human, and may not be aware that you are a Visitor. You can perfectly mimic human appearance and behavior, though certain tells might give you away. Whether you embrace or reject your nature is up to you.

PERKS

Guest Perks

Community Bonds (100 CP)
You excel at forming quick, meaningful connections with your peers. Within days of meeting someone you can establish trust and mutual aid, relationships that would normally take months to develop. These bonds are durable, surviving stress that would break normal friendships.

Survivor's Intuition (200 CP)
You've developed a sense for danger. You instinctively know when someone in the room means you harm, though not necessarily who or why, and when a situation is about to turn deadly. This includes recognizing when someone is about to turn violent or when a building is no longer safe. You can sense killing intent and react fast enough to escape most ambush situations.

Believable Story (400 CP)
You always have a plausible explanation for your circumstances. Whether it's why you're outside at night, why you exhibit certain suspicious traits, or why you need shelter, your stories sound genuine and heartfelt. Even when exhibiting suspicious traits or behaviors, people's first instinct is to find innocent explanations. If you're caught in compromising situations, people will listen if you tell them it's just a misunderstanding.

Last Man Standing (600 CP)
You possess an unnatural ability to survive when everyone else dies. When a location is compromised or attacked, you'll always be the last one affected by it. This won't save you from someone with a shotgun aimed at you specifically, but it could save you from a serial killer, or from Visitors in a house with any other potential victims inside of it.

Homeowner Perks

Energy Management (100 CP)

While not a direct boost to your stamina, you know exactly how to ration your daily energy for maximum efficiency. You know how to pace yourself through any task without wasting effort on unnecessary actions. You also know the best ways to recover your energy during periods of rest, and even how to burn off any excess reserves if you find yourself with too much. What exhausts others in hours takes days for you to feel.

Checking for Signs (200 CP)

Through careful observation, you've developed an eye for inhuman tells, so long as you know what to look for. You notice when someone's teeth are too perfect, when dirt under fingernails seems unnatural, when bloodshot eyes don't match someone's story. This extends beyond Visitors, and you can identify when anyone is pretending to be something they're not. You can see through liars and pick up on the clues in their appearance or behavior.

Expect the Knock (400 CP)

Your intuition about people at your threshold is accurate. While you still need evidence to be certain, your gut feelings about whether someone is trustworthy are right more often than not. This works in person or through barriers, whether viewing someone through the peephole of a door or watching them through a video screen, you can get a general feeling for what kind of person someone is.

Master of the House (600 CP)

Your home (or any space you claim as yours for more than a day) always manages to remain secure and comfortable. Locks are harder to break, walls are sturdier, and the interior maintains livable conditions regardless of outside circumstances. Additionally, you can enforce "house rules" that guests will be inclined to follow, so long as it doesn't go against their nature.

FEMA Perks

FEMA Trained (100 CP)

You've learned from FEMA's protocols for disaster management and emergency response. You carry an air of governmental authority that makes people comply with your instructions. Your ID and credentials are always accepted as legitimate, and civilians naturally defer to your judgment. Even those who distrust the government find it hard to directly oppose you. Your briefings and announcements make even obvious lies sound reasonable.

Classification Protocols (200 CP)

You can quickly develop systematic methods for categorizing and identifying anomalies. Given time to study any supernatural or unusual phenomenon, you can create reliable tests and indicators for detection. These protocols can be taught to others and remain effective even as the phenomenon evolves. Beyond just detection, this applies to most knowledge you could acquire from studying a specimen, like its abilities or weaknesses.

Martial Law (400 CP)

You can convince others to let you conduct research on dangerous subjects without ethical concerns or emotional interference. You can make other people understand that progress sometimes requires sacrifice, and you make those calculations coldly and efficiently. When keeping the greater good in perspective, you can convince people to look the other way or even willingly offer things they would normally have moral qualms parting with.

From the Ashes (600 CP)

When society collapses, you help it rise again. You have the understanding of how to rebuild civilization from scratch, and the physical ability to do so. Establishing trust networks, creating sustainable communities, and transitioning from survival to prosperity. What you can't do yourself, you can delegate to those you've supported with your efforts. Communities you help found are resilient against future disasters.

Visitor Perks

Dogs rule the world. And only dogs will be here.

Flawless Mimicry (100 CP)

You can perfectly copy human mannerisms and appearance, with only the smallest details potentially giving you away. Your acting is so natural that even you might not realize you're only pretending. Your acting is indistinguishable from genuine emotion. Only specific physical tells or specialized detection methods can reveal your true nature. You can copy the nature and behavior of any species, culture, or individual you observe.

Buried Memories (200 CP)

Your mind has false human memories that might not be entirely your own, different from the memories you have of your origin. It's true experience, a collective memory that grants you unexpected knowledge and skills when adopting a role or performing a task. You can believe your own memories so completely that even supernatural detection cannot reveal your deception.

From the Soil (400 CP)

You remember being underground, the pain and effort of spreading yourself through the dirt and up to the surface. Your strength allows you to dig through solid earth or raw flesh with your bare hands as if swimming through water. You can also sense vibrations through the earth, detecting movement and activity on the surface or cave systems, tunnels, and shelters.

Pale Visitor (600 CP)

You can sense when others are alone or lying about being alone. And when they are, your true nature can manifest. You can slaughter trained military experts, shrug off firearms, and project an aura of unstoppable menace. The fear of death paralyzes them. Terror blinds them. Escape doesn't even cross their mind. Essentially, when face to face with someone isolated and alone, there's nothing that can be done to stop you.

ITEMS

You receive a **200cp** stipend to use in this section only.

For Rest Prime (100 CP, free for Guest)

A lifetime subscription to the For Rest delivery service. Once every three days, you can call to place an order that will be delivered the same night. EnerJeka energy drinks, Margoro cigarettes, canned coffee, kombucha, Bober Černý liquid courage, cat food, and even groceries or ammunition. Personally delivered or left at your door by an amicable courier for no fee.

Firearm (100 CP, free for Homeowner)

You can choose any firearm a civilian could reasonably own. What you have is the tool of choice for desperate homeowners or emboldened Visitor hunters. It's simple, effective, and sends a clear message when you point it at someone. Comes with a box of ammunition that slowly replenishes itself when you aren't looking. While relatively mundane, it has enough stopping power to put down all but the strongest Visitors. And humans, of course.

FEMA Notice (100 CP, free for FEMA)

An official FEMA document that marks someone for quarantine extraction. Once you've given this item to someone, they are unable to dispose of it, and will be taken away by FEMA agents within one week. In other jumps, this marks someone for government attention, which can be helpful or harmful depending on your intentions. You receive a new notice one week after handing out the one you own.

Housewarming Gift (100 CP, free for Visitor)

Upon introducing yourself to a new person, you'll find an item in your pocket that they really want. An energy drink for a tired man, a bottle of alcohol for someone who needs a drink. An easy way to ingratiate yourself to a new host if you need a place to stay, or a way to gather information on someone if you can read into what the item you've received for them means. You can also choose to keep these items for yourself, should you prefer.

Television (200 CP)

A sturdy TV that somehow maintains perfect reception regardless of infrastructure. It always displays relevant emergency broadcasts, government announcements, and most importantly, information about identifying current threats. In other jumps, it provides intelligence about whatever hidden dangers exist in your current location.

Radio (200 CP)

A radio that, much like the television, receives broadcasts relevant to your current situation. However, unlike the television, it picks up signals that are more obscure. The information over the radio won't be immediately useful or obvious in its applications. Divinations, interesting phone numbers, reports on events that might be useful to keep in mind for the future.

Phone (200 CP)

An unremarkable household phone. The true value is the phonebook that comes bundled with it. Inside, you'll find the phone numbers for various individuals and organizations that provide certain services. Psychics and spiritual experts, FEMA, even phone roulette if you just need someone to talk to. Somehow, whoever you call is always available to answer. Once per jump, it can even connect to numbers from other worlds for a few minutes.



Temperature-Controlled Suit (400 CP)

Protective equipment that allows you to survive extreme temperatures and hazardous environments, including the killing heat of the exploding sun. The suit is lightweight, doesn't restrict movement, and includes a respirator helmet with night vision and thermal imaging. Self-repairing, never needs recharging, and its filtration cartridges never need to be replaced.

Aura-Sensitive Photographic Film (400 CP)

A camera and special film that expose the soul's energy, supposedly. Taking a photo of a Visitor will show dark patches around the subject's silhouette. These can appear as small dots, long fluid lines, or even additional silhouettes within the photo. This particular camera has the ability to reveal anything that is hiding its true nature, living or otherwise, aware of the truth or not. You receive one roll of film worth 36 photos each month.

Full Credentials (600 CP)

Official documentation marking you as a FEMA special operative with broad emergency powers. Includes unlimited travel passes, requisition authority, and immunity from civilian law enforcement. In future jumps, these become equivalent emergency management credentials that grant you authority during any crisis. People won't question your right to make emergency decisions, requisition supplies, or evacuate civilians.

Research Files (600 CP)

Classified documents detailing the true nature of Visitors, the [redacted], and the government's secret experiments on captured Visitors. These files contain knowledge like potential treatments, [redacted], and the disturbing possibility that [redacted]. In other worlds, this item updates to provide insider information about how authorities are really handling supernatural crises. Studying it reveals the truth about any invasive species: Origins, weaknesses, and detection methods. Create vaccines against infection, develop detection devices, or even [redacted].

Companions

You receive a **200 CP** stipend to use in this section only.

No, I'm Not Alone (Free)

Import or create up to 8 companions. Companions may take any origin and receive their associated freebies and discounts, but cannot take drawbacks. Additionally, for each **100 CP** you donate, each of your companions imported or created this way gains an extra **200 CP** to spend.
All companions imported or created this way have a chance of being Visitors regardless of their origin.

Vigilante (100 CP)

Human, with all perks from the **Guest** origin and 400 CP to spend.
A madman, paranoid and hostile towards anyone he thinks might be a Visitor. Despite his lunacy, he's extremely efficient at sussing out signs of any potential Visitors, and merciless without hesitation when he discovers one.
You may import a companion into this role.

Neighbor (100 CP)

Human, with all perks from the **Homeowner** origin and 400 CP to spend.
You can see his house from whichever location you arrive in. Listen to his advice, he knows what he's talking about. If you ever find yourself alone, he'll keep you company overnight to make sure you're safe.
You may import a companion into this role.

Reporter (100 CP)

Human, with all perks from the **FEMA** origin and 400 CP to spend.
He works, or worked, as a reporter for the CR Channel, and the information for his reports comes directly from FEMA. He has the knowledge and credibility of a field agent without being intimidating. His sources are direct and active, and he receives updates before they become publicly available.
You may import a companion into this role.

Ballerina (200 CP)

Visitor, with all perks from the **Visitor** origin and 800 CP to spend.

Openly admits that she's a Visitor, but doesn't try to kill you. Something or someone sent her to you, and she has connections to strange people on the outside who may or may not be Visitors themselves.

She comes with her own follower, a grumpy but affectionate cat that has an ability of its own. Feed it a can of pet food and it will somehow protect you and any genuine allies you have nearby while you sleep.

You may import a companion into this role,
or just take the cat itself as your own follower.



DRAWBACKS

You can gain a maximum of **+1000 CP** from drawbacks.

Gormless (+100 CP)

It's easy for people to take offense to you. Maybe you're ugly or have an abrasive personality, or you just smell bad. People won't kill you just for being annoying, but it certainly won't be a point in your favor when they need to make a difficult decision. On the other hand, maybe your flaws are the things that prove you're human. No one's perfect, after all.

Lethargy (+100 CP)

The lack of healthy sunlight has taken a toll on your stamina. You can only perform a limited number of significant actions each day before you feel compelled to sleep. Examining people, having stressful conversations, and making critical decisions all drain your energy. You can drink caffeine or indulge in other substances to give yourself a boost, but you can't push through exhaustion on energy drinks and nicotine forever.

Priority Target (+100 CP)

FEMA has designated you as a priority target for their tests. Agents in hazmat suits will show up periodically demanding to take you from your home for solar radiation exposure screening, which you know is just a cover for Visitor experimentation. You'll need to hide, run, or fight to avoid being captured. Fighting them off isn't impossible, but being wanted for murder of FEMA officials might make it difficult to find shelter willing to take you in.

Bloodshot Eyes (+200 CP)

You permanently exhibit one of the signs used to identify Visitors. Bloodshot eyes, perfectly white teeth, dirt under your nails, or some other innocuous thing you might not even realize is a sign. If you're found out, you'll need to think fast and talk faster to avoid being shot by paranoid homeowners or self-appointed Visitor hunters.

Unreliable Signs (+200 CP)

The signs used to identify Visitors are inconsistent and often misleading. Humans might match signs simply from stress or grief. Visitors might appear completely normal without a deep inspection. If you're testing for signs, you'll need to be thorough and check multiple places to be certain. Pay attention to the details of their stories when you choose to hear them out.

May Death Cleanse Us of Our Sins (+400 CP)

A death cult has identified you as a potential ally and saddled you with three cultists. These people believe in dying on their own terms rather than falling to Visitors, the burning sun, or madness. Should any of them be killed or taken by FEMA, the rest of their cult will decide to enact your salvation through forced participation in their sacrificial rituals.

The Body-Eater (+400 CP)

A creature far larger and stronger than any Visitor. It eats human remains, but once its main source of nutrition was eliminated by the body disposal protocol, it set its sights on turning you into a corpse for it to consume. It becomes stronger with every glance that is directed at it, and photos greatly enhance its power. Your eyes are drawn to it. You cannot look away.

No, I'm Not a Human (+600 CP)

Regardless of your chosen origin, you have a chance of being a Visitor.

You wake up in this world with a terrible uncertainty: you genuinely do not know whether you are human or Visitor. Your memories feel real, but so do the memories of Visitors. You exhibit no obvious signs when you check yourself in the mirror. You cannot tell if you're seeing a human face or a perfect mimicry. If you are actually a Visitor and fail to find a cure for yourself before your ten years conclude, your chain ends in failure.



Yes, I'm Alone (+600 CP)

Why sooo... tense? Clinging to life like that.
What's left that matters? You're all alone now.

The nightmare scenario. All of your companions are Visitors. Anyone who stays with you for more than a few days either dies mysteriously, gets taken by FEMA, or is a Visitor themself. The Pale Man has taken special interest in you. He'll visit your house more frequently than he should, speaking to you through the door with his unnerving eloquence. He's always watching, always waiting, and if you ever admit to being alone, or lie about having guests when you don't, or if your only guests are Visitors, he'll know. He'll break down your door and drag you away to the end of your chain.



Soooooo...
You alone?

ENDING

Stay Here:

One heavy step across the line, and everything you feared loses its weight. Time has vanished, leaving only a coldness that feels like comfort.

Though the immediate crisis may ebb and flow, you've found purpose here among the survivors. You will guard your sanctuary until the very end, however many years that takes.

Go Home:

Mushrooms rose from the soil, building foreign cities anew. You hurried, but the doors to their world were already closed.

After ten years of paranoid nights and impossible decisions, you return to your original world with a profound sense of gratitude. The simple pleasure of opening your door without fear, of trusting your neighbors, of walking under a sun that won't burn you. These everyday miracles fill you with joy.

Continue Your Chain:

One trial ended, only for another to begin. Now, in the eyes of the crowd, you are the one to be feared.

The paranoia, the heat, the vigilance. It all becomes part of your skillset as you continue your chain. The art of reading people under pressure, making life-or-death decisions with incomplete information, and surviving in hostile environments. The psychological resilience you've developed will serve you in whatever world comes next. You understand that monsters can wear human faces, and humans can become monsters when afraid enough.



NOTES

No, I'm Not a Human (the game) takes place over about two weeks. Since your jump is still a full ten years, you can choose to extend the duration of events so that you have something to do during your time here if you wish. There's also no guarantee that the Visitor threat is permanently solved after the solar activity ends and daylight becomes bearable again.

Bunkering down with your companions is probably an easy route to victory.

This jump assumes that the “good ending” happens by default. Without your direct intervention, the other endings will not happen on their own.

Some perks and other options are written with the assumption that you have some kind of shelter. If that doesn't apply to you or your origin, just roll with it and assume it fits whatever your situation is.