

Aliens: Dark Descent Jump

v. 1.0

By: Bucky314

Welcome to Lethe, a human colony world within the United Americas Frontier. Lethe is a large, remote mining moon settled by idealistic colonists and adventurous scientists who sought to create their own paradise beyond the reach of corporate intervention. Unfortunately the discovery of trimonite brought with it annexation by Weyland-Yutani, who jointly administrate the planet with the United Americas.

While performing a routine supply run, a Biohazard Containment Unit has been offloaded from the *Bentonville*, a supply shuttle that quickly departs from Pioneer Station's cargo hold, where a fanatical saboteur gains remote access to the containment unit and unleashes a Xenomorph infestation within. In an effort to prevent the infestation from spreading, Deputy Administrator Maeko Hayes initiates Cerberus Protocol, a containment procedure executed by a matrix of orbital missile platforms designed to keep anything from entering or exiting Lethe, and in effect destroys three ships in its path: the *Bentonville*, the *Baldrin*, and a nearby Colonial Marine frigate, the *USS Otago*.

The Cerberus Protocol satellites mean no one is going to be leaving the planet's surface, which is unfortunate for you. You appear on Lethe at the same moment Deputy Administrator Maeko Hayes initiates the Cerberus Protocol. In recognition of the difficulty you will be facing, take these **1000 CP**.

Origin/Alignment:

While any of the origins can be treated as a Drop-In option, you will still have to align with one of the groups already on-world to deal with the coming days.

Colonial Marine

Step to, Marine! One minute you're enjoying the shakedown flights for the *USS Otago*, and the next you find yourself crashing to the surface of Lethe after the defense satellites around the planet start lighting you up. And there's talk of some kind of outbreak? Well, nothing can be too bad so long as you have your pulse-rifle on hand.

Administrator

Welcome, Deputy Administrator Jumper. Congratulations on your promotion within Weyland-Yutani Corporation.

Cultist

In the name of Marlow! Xenomorph cults aren't a new phenomenon, but the New Darwinists on Lethe have certainly made the most of their time since the outbreak began.

Location:

Roll 1d8 or Pay 50CP to choose.

1 - Dead Hills A small shake-and-bake colony town located not far from the crash site of the *Otago*.

2 - *USS Otago*/Crash Site A USCM frigate and troop transport currently undergoing repairs after being grounded by the Cerberus Protocol satellites. Colonial Marines can choose to begin here for free.

3 - Berkley Docks A dockyard under New Darwinist control. Also the location for the *Montero*, a Lockmart CM-88B Bison. Cultists can choose to begin here for free.

4 - Olduvai A trimonite mine under New Darwinist control. Cultists can choose to begin here for free.

5 - Atmospheric Processor 27 A terraforming processor currently offline.

6 - Pharos Spire The primary population center of Lethe, and home to the local Weyland-Yutani Company Headquarters. Administrators can begin here for free.

7 - Pioneer Station A Weyland-Yutani space station in orbit of Lethe. Administrators and Colonial Marines can begin here for free.

8 - Free choice

Perks:

General Perks

(200) Torn Loyalties

Like a certain Deputy Administrator, you feel torn between two alignments. While this might make decisions a bit tougher, it also conveys a benefit: you can select two origins and receive discounts from both. You can decide how this affects your background in-world.

Colonial Marine

(100) Basic USCM Training

You receive the standard training and equivalent experience of a USCM bootcamp, including marksmanship, squad tactics, basic computer skills, and field medicine.

(200) Specialization

Select one of the below classes and gain their requisite skillsets. This can be purchased multiple times to get other specializations.

Sergeant: You receive a near-instinctive intuition in regards to military matters, an inflappable attitude, and the leadership skills necessary to lead a squad of raw recruits through Hell and back again.

Medic: You receive training in emergency medicine and field surgery. You're no doctor, but you'll get a marine ambulatory enough to reach the real Docs back at base.

Tekker: You receive skills in hacking and repairs. Your training is focussed on breaking into systems, or routing back to your ship so the onboard AI can break in for you. You're also the best suited for field repairs and conversions, and the one best able to make use of complex field equipment like drones.

Recon: You receive training in stealth and reconnaissance that rivals even that other alien species out there with the ugly faces. If anyone in the squad could get in and out of an Alien Hive unseen, it's you. Furthermore, your marksmanship is upgraded to the level of the best snipers.

Gunner: You are a savant with a Smart Gun. You've mastered heavy weapons to an astounding degree, and are fully trained to use your equipment to the best of your ability.

(400) Macho Bullshit

If there's one thing that's true of the USCM, it's the prevalence of a certain culture. Socially this might be a problem, but in the case of an alien infestation on a God-forsaken backwater its actually quite useful. And you're certainly a product of it: you can match your fellow marines in bravado and can mask every ounce of fear behind your macho facade. What's more, this bottling and hiding of your emotions won't lead to psychological trauma so long as you put in an ounce of effort into your mental health. A trip to the Psych Unit and you're good to face the horrors of Lethe once again.

(600) Pilot

You're no grunt or desk jockey. No, you're someone far more vital: a USCM pilot. You're certified to pilot every USCM spacecraft from the UD-4 dropship right on up to the venerable *Conestoga*-Class and beyond. What's more, you'll find that you can get away with quite a bit in the way of insubordination so long as you remain as vital as you are now.

Administrator

(100) Corporate Language

Weyland-Yutani is, above all else, a company, and companies have a way of using words not intuitive to the standard person. Fortunately you're fluent in corporate-speak, legalese, and all other manners of obfuscation meant to invoke labyrinthine complexity. This perk also makes you fluent in English, Japanese, and any of the dozens of other languages spoken in the Three World Empire.

(200) By the Book

A company as old as Weyland-Yutani is bound to have experienced or thought up nearly any contingency at one point or another. You've got an encyclopedic knowledge of Weyland-Yutani's manuals and protocols, and you have a near-preternatural instinct for when and which to apply under given circumstances. You also know which rules are meant to prioritize company assets rather than human lives, and how to work around those.

(400) Know when to Quit

Unlike many inside Weyland-Yutani, you know when it's time to stop with the corporate double-speak and the profit-driven projects that put everything at risk. How many times has Weyland-Yutani had a way out that they refused to take, and therefore lost everything? You won't be one of those lost causes.

(600) Weyland-Yutani Takes Care of Its Own

Weyland-Yutani takes care of its own. This is something often said but rarely seen to be acted upon, but for you Weyland-Yutani really will take care of its own. Given the choice between your life and the company's assets, should you choose the assets Weyland-Yutani will be obliged to rescue you in one manner or another. For example, were you to need to choose between getting an executive or yourself out on the last ship from a doomed world, so long as you send the executive a Weyland-Yutani shuttle would arrive just in the nick of time to rescue you instead. In a firefight, Weyland-Yutani mercs could suddenly arrive to rescue you. Should you give your life for the Weyland-Yutani mission, you will awaken in a synthetic or cloned body made by a Weyland-Yutani scientist. Serves as a 1-Up post-jump.

Cultist

(100) Infectious Fanaticism

There's something about you that draws in followers. If you believe in something, you can convey it such that the dispossessed would eventually share your beliefs and be willing to die for those beliefs. In essence, you're the best cult recruiter to ever live, able to convince people that the absolutely terrifying monsters that kill on sight and reproduce through violence are in fact reincarnations of those they kill.

(200) Cultist's Luck

Despite their success planet-wide, being a surviving member of the New Darwinists is in part reliant upon luck. Luck to avoid being taken by the xenomorphs. Luck to jump hyper-vigilant Colonial Marines with not much more than mining tools without being shot. Luck to find the one telepath on the planet so you can exert some kind of control over the xenomorphs. You now have that same luck. It's not much, but you will be the last one to be taken by the xenomorphs (or the first, if that's what you'd prefer), you'll just happen to have been missed by the pulse-rifle fire, and you'll have a greater chance of finding necessary resources to achieve your goals.



(400) Guardian Conversion

The marriage of cybernetics, cryogenics, and xenomorph research is this: you become a cybernetic vessel containing a chestburster. This means that you can move within the Xenomorph hive as much as you want without hindrance, as well as giving you authority over other members of the Darwin Era. If you'd like, your 'passenger' can be stunted such that it never actually reaches the point of bursting. But why would you possibly wish for that?

(600) Ascension

Maybe the cult is right, if only in your case. In the event that you become the 'vessel' for a Chestburster, at time of 'birth' your essence is transferred to the Chestburster. That's right, you become a Xenomorph. You will then be able to grow over time until you eventually reach the Praetorian phase of development.

Items:

Colonial Marine

(100) Base Kit

The M3 Pattern Personal Armor, fatigues, dog-tags, M10 Pattern Ballistic Helmet, ME3 Hand Welder, M314 Motion Tracker, a Combat Knife, M4 Pistol, M41A Pulse Rifle, and the M37A2 Pump Shotgun: all of these are standard issue for USCM marines, and you've got one of all. You've also got an implanted PDT for tracking and monitoring.

(+100) Upgraded Gear

If the above weapons don't meet your standards, you can instead purchase upgraded gear to match your standards. This purchase unlocks the full range of weapons constructable aboard the *Otago*, from revolvers to RPGs to plasma rifles.

(200) Specialist Gear

One purchase free for purchase of the matching Specialization.

The above is standard, but you hardly are. For that reason you can purchase access to the good stuff here: any specialist gear. It is more useful if you already have access to the requisite skill set, but even without this is useful equipment. See the Notes section for further details.

(400) M540 Armored Recon Carrier

The M540 Armored Recon Carrier, also known as the M540 Armored Reconnaissance Carrier or ARC, is a light personnel carrier and reconnaissance vehicle employed by the United States Colonial Marine Corps. Often deployed into action using a UD-4 "Cheyenne" Dropship or similar, the ARC can hold up to four passengers in addition to its crew of commander/gunner and driver. It can also carry at least three additional occupants in an emergency, though this takes up much excess space inside the vehicle. It also has twin synchronized Republic Electric RE700 20mm rotary cannons able to fire automatically, or be manually controlled from within.

(+100) M577 Armored Personnel Carrier

The bigger brother to the M540, the M577 is able to carry a larger complement. It can potentially carry as many as 12 passengers, five more than the M540, but the one you receive also has increased supplies limiting that passenger size to eight. Still, this is an impressive complement, and one well worth the added cost.

(600) UD-4 "Cheyenne" Dropship

For quick insertion and extraction, few craft can beat the Cheyenne. Able to pick up and deliver an entire APC in seconds and then offer air support with both a rotary cannon and missile support, the UD-4 has proven itself time and time again with the USCM. The craft is capable of transport to practically any location on-world, as well as limited in-system space transport. Be warned, though, that this is neither a strike craft nor a tank able to survive any punishment.

Optionally you can alternatively take the UD-4SR Dropship.

Administrator

(100) Corporate Suit

Half of the authority any administrator has is the authority others give them, and that authority is often contingent on how you look. It's a good thing you have the very best in corporate tailoring. Not only does this suit make you look good, it is also extremely

comfortable not only for long working hours, but for moderate exercise… say running for your life. It's also surprisingly resilient. While it would never survive claws slashing it and you to ribbons, it won't get accidentally torn or burnt in an emergency situation, and does not seem to stain.

(200) Android Assistant

Sometimes you require a little help, but humans have pesky things like 'morals' and 'physical needs' that could get in the way. Fortunately you've been granted a single synthetic in order to ease your burdens. This synthetic can be of either the Working Joe variety or indistinguishable from human, and answers only to you.

(400) Xenotech Collection

With this purchase you receive all of the Xenotech researched by the *Otago* over the course of the Lethe incident. There are ten such techs, the details of which can be found in the Notes section.

(600) Corporate Ladder

Not literally, though you may need a ladder for this. What you have is a massive local corporate headquarters taking the form of a massive skyscraper that easily dwarfs most other structures. Within this building you will have everything a megacorporation needs on a frontier world: offices, barracks, armories, landing pads, storage warehouses, labs, dining halls, server rooms… even during a massive xenomorph infestation, this building and its occupants could survive for months. It also has anti-air defenses, sentry gun security, and a truly massive executive office from which you can look down upon the little people below.

Cultist

(100) Lacrima A20 Carbine

The Lacrima A20 is a semiautomatic carbine that is fairly popular in frontier worlds. Combining a pulse action with standard case ammunition, the A20 takes the best of both worlds. Among the weapons scrounged up by the Darwin Era, this is certainly the best. You get one, along with a maintenance jack for melee encounters.

(200) Xenomorph Genetic Samples

What you have here are biological samples gathered from the xenomorph in various stages, enough for talented scientists to do some truly astounding research. Given proper materials, you have enough here to successfully clone a specimen as well as recreate all of the Xenotech built by the *Otago* crew.

(400) Android Legacy

Who better to carry your legacy than you? To that end, you have created a dozen android replicas of yourself which possess all of your memories and skills, though they lack any out-of-world powers you may possess. Even should you 'ascend' they will continue your work, whatever that may be. All are utterly loyal to you.

(600) Marlow's Research

You have here the sum total of Dr. Marlow's work into the xenomorph specimen. This includes such research as the process to create Guardians, methods to exploit telepathic individuals to influence the Xenomorph hive, and detailed explanations of various xenomorphic stages. On its own this research could lead to great breakthroughs in various fields of biology, but outside of that this research has a high monetary value to the Weyland-Yutani company and their rivals. 'Buy whole star systems' kinds of value.

Companions:

Cat (Free) Someone needs to keep you company, so take a free tabby cat. You'll find the phrase 'nine-lives' appropriate for this animal, since it almost seems immortal given that no matter the danger, it will somehow find a way out as long as you do. It also keeps any ship or station you're on free of rodents and the like.

Import (50) For 50 CP you can import any one companion into this world with any origin and 400 CP to outfit them.

Canon Companion (100) Have you gotten along particularly well with any of the locals? For 100 CP you can take them with you.

OC Companions (100) If you would instead prefer to create Companions, you can do so. A created companion receives a **600 CP** stipend and can choose an origin.

Group Purchases: The initial purchase is for **100 CP**, while the upgrade costs a further **100 CP**.

Marine Fireteam You get a four man Colonial Marine Fireteam equipped with their Base Kit and ready to follow your orders.

+Reinforcements Your upgraded squad is now five men strong, are upgraded to Specializations of your choice, and are supported by a Commander.

Mercenary Squad Made up of Weyland-Yutani Corporate Security, these guys are trained to the level of the average Colonial Marine and equipped to match. You get a four man team.

Mercenary Elites While the above mercenaries are the equivalent to a Colonial Marine, these soldiers are the special forces. They outclass Colonial Marines in both training and equipment, often using next-generation weapons unavailable to grunts. Your four man squad is upgraded to this level.

Cultist Squad With this purchase, you get ten cultists. These are your standard colonists who have armed themselves with whatever they could find, which means they are not equals to Marines or Corporate Security. What they are is fantical, willing to charge down those they are outgunned by with little more than a miner's pick.

Playing with Fire This might be pushing the bounds of sanity. In addition to your initial crew of Darwin Era cultists, you also have a single Guardian to lead them. A Guardian whose 'guest' will eventually be ready to hatch. When that happens, your small group of cultists become the incubators for a small hive of xenomorphs… one that will follow your commands.

Drawbacks:

(Free) Continuity If this isn't your first excursion to this universe, you can have your previous exploits carry over.

(100) Facehugger Swarm The facehugger usually does not last that long once removed from the egg, and has to seek out a host. Unfortunately for whatever reason the Lethe variant seems entirely fine away from the egg even after an extended period. What does this mean for you? Simple: just as there are roving drones patrolling each location on Lethe, so too is there always at least one massive swarm of facehuggers in search of suitable hosts.

(100) Stress Induced Phobia Perhaps you'd like to talk it over with a therapist? You have a particular phobia of your choice, one that is manageable, but the more stress you place yourself under, the less manageable it becomes. Stress can be induced in a number of ways, such as seeing multiple tracking signals coming towards you or being under attack from waves of xenomorphs. Keep that stress under control, or you will find yourself being rendered catatonic even and especially in hazardous situations.

(100) Medium Hive Aggression The Xenomorphs will be ready for you. Whenever you or your squad deploys to a location where xenomorphs are present, the xenomorphs will already be moderately active. This means more roaming drones, a greater number of xenomorphs responding should they become aware of you, and always at least one patrolling Crusher-type.

> **(+100) Heavy Hive Aggression** This takes it one step further. When you or your squad deploy, the xenomorphs will be extremely active. There are far more roaming drones, hordes of responding xenomorphs including warriors and crushers, and at least one Praetorian.

(200) Stalker You appear to have gotten at least one Xenomorph's attention. No matter where you go, where you hide, where you hole up there always seems to be one xenomorph that will follow you and attempt to ambush you. It begins as a simple drone, but the more times you encounter it the more it will advance, eventually becoming a Queen. Should you kill it, it respawns at the nearest Xenomorph hive after a single day. Once you leave Lethe, it will not be encountered again until you next encounter the xenomorphs.
If you are a cultist, your stalker is instead a USCM recon specialist who has a kill order on you, and seemingly limitless resources including explosives, sentry weapons, and a sniper rifle.

(400) Ticking Clock Normally you would have a month before the Cerberus Protocol began purging Lethe's surface. No longer. The Protocol has been tampered with, and the deadline moved forward considerably. Now you will have a single week to complete whatever tasks you need to on Lethe before it is cleansed.

(400) Telepath Congratulations, for the extent of the Jump you are a telepath. Wait, this isn't a perk description? Oh dear. Unfortunately, you're now much more vulnerable to the xenomorph's psionic effect. This can present itself early on as a boon: you will have forewarning for when the xenomorphs are moving to ambush you, and will get an idea of the hive's overall emotions. This comes at a cost, however. Over time you will begin to develop headaches. The longer you remain around the hive, and the larger the hive becomes, the worse those headaches become. Eventually you will be rendered entirely bedridden due to the pain. Should you try to exert your influence over the Hive, you will have an immediate stroke.

(600) Failure to Deploy (Cannot be taken as a Cultist) Good news: the Cerberus Protocol was not activated. Bad news: the infection is spread. Hayes died before she could activate the Cerberus Protocol, so the *Bentonville* managed to leave Lethe and travel on a circuit of the major human worlds, including Earth, and deliver Xenomorphs to each one. These quickly spread, and the result is the near-total collapse of the human nations. What few colonies remain uninfected will soon be found by the New Darwinists, who have expanded their operations beyond Lethe to every corner of the known universe.

Scenarios Note: Scenarios cannot be taken with **Failure to Deploy**.

Cerberus Protocol

When you first arrived, you were on the surface of Lethe. Unfortunately the Cerberus Protocol put in place by the Weyland-Yutani Corporation means that nothing short of a heavily shielded warship will breach planetary containment before the surface is sterilized through nuclear fire. You have one month to figure out your escape, or else you will be joining the rest of Lethe.

Colonial Marine: If you are USCM-aligned, you will need to repair the *Otago*, boost her power output, and secure components for long-term cryogenics.

Weyland-Yutani: If Weyland-Yutani-aligned, you will need to secure the *Otago* from the USCM. You must either wait until the USCM has done the above steps, or do them yourself after securing the ship.

Cultist: Your plan is a little different. Instead of the *Otago*, your goal is the Lockmart CM-88B Bison known as the *USCSS Montero*, which is currently located at Jackson's Landing. You must prepare it for launch and acquire similar shielding to the upgraded *Otago* to bypass the defense satellites, but you do not need to acquire cryogenic components. Instead, you need to make sure a Hive is formed inside of the ship to be transported offworld to continue the infestation free of interference. Your survival is incidental compared to the continued evolution of the human race.

> Reward: Your escape vehicle, either the ***Otago*** or the ***Montero***. Despite bumps and scratches, the *Otago* is still an impressive military transport, and given the upgrades made it is also impressively defended. The *Montero*, meanwhile, is one of the best long-haulers constructed by the Weyland-Yutani Corporation.

Fireteam Elite

It's been four years since Lethe, and you receive a distress call from the far-off LV-895. You naturally respond, and discover yet another Xenomorph infestation is taking over a planet, and this time there is no Cerberus Protocol to quarantine the whole thing. On arrival in system, you will find that the UAS Endeavor is already on-site.

Colonial Marine: You will have to rendezvous with the *UAS Endeavor* and take part in their operations around LV-895. You will have to extract the survivor from the Katanga Orbital Refinery, investigate the Weyland-Yutani operations on the surface, and prevent any infestation from leaving LV-895's surface.

> Reward: The ***UAS Endeavor***, a Tientsin-Class Assault Ship nearly three times the length of a *Conestoga-Class*.

Administrator: You will have to remove the *Endeavor* and her crew through whatever means necessary before securing the research sites on the planet's surface and returning them to working order.

> Reward: The **Juggernaut**. An Engineer ship with a cargo bay of Ampules full of the 'Pathogen.'

Cultist: Your goal here is to prevent the *UAS Endeavor* from containing the the outbreak of xenomorphs by infecting the ship itself with xenomorphs by any means you can think of.

> Reward: The **Katinga Orbital Refinery** is a mobile ore refinery meant to be transported via towing by another ship. Within is a massive xenomorph hive capable of unleashing waves of xenomorphs upon your enemies. You gain control of the entire hive via the xenomorph hivemind. This is not control over every individual xenomorph so much as it is a collective control over the horde: you can direct the hive to attack specific targets, or to perform strategic tasks.

Notes:

Guardian concept image is from Raymond Sebastien on Artstation.

Xenotech:

Pheromones:	Reduce Alien Detection Time by 10%
Soothing Serum:	Increases Naproleve effectiveness 150%
Chitin Kevlar Plates:	+1 Armor
Xeno-Zip:	+1 HP
Pheromone Mine:	Draws Xenos to mines
Hive Tranquilizer:	Delays the Aggressiveness of Xenomorphs by 15%
Hive Jammer:	Shortens the duration of a Hunt by 15%
Extraction Device:	Allows for the safe removal of facehuggers
Anti-Acid Gel:	Immunizes Marine Armor from acid damage
Aerial Xenotoxin Application:	Decreases global xenomorph infestation

Specialization Equipment:

Sergeant	Radio Backpack, Honor Ribbons
Medic	Reanimator Kit, Morphine, Combat Drugs
Tekker	Valravn 450 Recon Drone, Battle Drone, Drone Welder
Recon	M42A3 Sniper Rifle, Silencer, M11 Battle Scanner, Infrared Goggles
Gunner	M56 Smart Gun, High Impact Rounds, M56 Act Tripod

Properties: Physical locations bought in this document will be located on Lethe's surface. Unless you somehow prevent it, they will be destroyed along with everything else on the planet surface during the Cerberus Protocol. An equivalent will be made available to you soon afterwards on a separate world similar in nature to Lethe, only lacking the Xenomorphs and buried Necropolis. In future jumps you can import your property, which retains upgrades and personnel.