

Signs - [Movie] - [2002] - A Jumpchain CYOA Document

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Disclaimer :

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This jump doc contains major spoilers for the 2002 movie ‘signs’ , please keep that in mind before continuing. The movie terrified me as a kid, it’s a lot less scary as an adult though haha.

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Difficult = Low
The aliens in this can be easily beaten by water, are afraid of going near lakes and oceans and have no weapons , armour or even clothing to speak of.

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Intro :

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Welcome to the early 2000's.

Life in this little corner of the world seems peaceful enough at first glance. Families eat dinner together, children play in quiet streets and old radios chatter softly late into the night. Yet beneath that calm surface something is wrong. Strange lights have begun appearing in the night sky, dogs bark at empty fields and people across the world are starting to notice things they cannot explain.

Whatever is coming, it has been watching humanity for a very long time.

Roughly two weeks after your arrival the world will change forever as mysterious invaders begin a global assault upon mankind. Thousands will die in the panic and violence that follows, while countless others simply vanish without explanation.

Fortunately for you, this invasion may not last very long.

Take these ***1,000 points*** to help you survive the coming month. You will arrive two weeks before the invasion begins, remain throughout the night of the attack itself and stay for two weeks following the collapse of the invasion.

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Arrival Type :

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- ***Drop In*** - [Gain 300]
You arrive as you are, with nothing but the things you've brought with you and have bought here. You have no connections or history in this world.

- ***Insert*** - [Free]
You arrive in a body of your design that is of an age of your liking; it has a history and connections in this world that make sense for it. This makes sliding into the world easier.

- ***Long Haul*** - [Gain 600]
You arrive in this world as a baby and have to live out your life until your 18th birthday, at which point you will reach your desired starting location. The family you have will depend on your background and what makes sense for your other choices. This is essentially Insert, but the long way. Enemies and drawbacks won't take effect until your 18th birthday.

- ***Native*** - [Gain 1,000]
This is your home universe; you are from here. Can only be taken as a First Jump or if you're literally from the Signs setting.

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Arrival Location :

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Please pick one of the below options

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- ***Hess Farm*** -
A modestly sized family farm located in Rural USA, it is about to become ground zero for an alien invasion with the invaders placing crop circles right behind the farmhouse.

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- ***A Lake*** -
A peaceful lake located far away from any potential landing sight, this is the same lake that Ray will head to for safety following his capture of an alien in his pantry.

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- ***Free Choice*** -
You may choose anywhere on, or around, the planet Earth as your starting location.

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Species :

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The species you choose will determine the discounts you gain, discounted Perks and Items are 50% off their stated price, with 50 and 100 point perks being free while 50 and 100 point items allow you to gain 1 free copy of said items with additional purchases being half price.

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- ***Human*** -
The dominant species of the Earth and for some reason a target of interest for the invading aliens.

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- ***Alien*** -
We know basically nothing about the aliens' society or culture, except for the fact they have spacecraft of some kind and malicious intentions for the human race. You should keep in mind, these aliens have a horrific weakness to water and literally melt when exposed to it.

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Perks :

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Gain a small 300 point stipend to spend in this section only.

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- Human -

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- ***Profession*** - [50, Discounted for Humans]
You have around a decade's worth of experience in a profession of your choice, for example you might be a farmer or a sheriff or a professional athlete or something else. This may be purchased multiple times.

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- ***Father*** - [100, Discounted for Humans]
It takes a lot to take care of anyone, much less a pair of children. This perk grants you the capability to be the best parent possible, be you a mother, father or something else. Do keep in mind, while this will allow you to be the best parent you possibly can be, it’s not likely to make parenting easy, i suppose nothing ever could do that.

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- ***See The Signs*** - [200, Discounted for Humans]
Some people are capable of noticing patterns others dismiss, connecting together small details that individually seem meaningless. Strange sounds, figures moving in the dark, odd behaviour, missing animals, unusual radio interference and more. You have an uncanny ability to notice when something is wrong long before others do, giving you a better chance at connecting the dots before it’s too late.

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- ***Faith*** - [400, Discounted for Humans]
Maybe you’ve lost that faith for understandable reasons, but that doesn’t mean that fate has abandoned you. This perk acts as a sort of ‘probability manipulation’ which will subtly act to make things align in such a way as to increase your chances survival, such as Morgan

having an asthma attack just before the alien attacked him with its gas attack, or bo placing water around the house before the invasion allowing them to be used against the invaders.

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- ***Swing away*** - [400, Discounted for Humans]
You know when to act in a critical moment and know just what to say to someone else in order to get them to act as well, even in a situation that might otherwise have them hesitating and unsure on what to do. This essentially allows you to instinctively capitalize on critical moments during chaotic situations, small opportunities become decisive advantages.

As a plus side you have a powerful swing, allowing you to hit much further with just about any melee weapon you might have. This should be useful for both sports and for fighting back against alien invaders.

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- Alien -

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- ***Super Jump*** - [50, Discounted for Aliens]
The average alien is capable of jumping much higher than most humans, being able to go from a standing start on the ground to the roof of a two story farm house in a single bound. Now you'll be able to do the same, this might make it easier to get around but it likely won't be too useful in most human settlements.

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- ***Toxin*** - [100, Discounted for Aliens]
The aliens possess a biological weapon built into their body, if this is natural or a result of bio engineering we don't know, but whatever the case it is capable of killing humans with very little exposure. You now possess an attack such as this of your own and can spray it from any part of your body of your choice.

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- ***Camouflage*** - [200, Discounted for Aliens]
The aliens may well be reptilian in nature, or at least related to them in some way as they are capable of changing the colour and texture of their skin to match the environment, allowing them to effectively camouflage even when in plain sight. Now you can do the same.

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- ***Telepathy*** - [400, Discounted for Aliens]
The aliens are capable of communicating with each other over long distances using thoughts alone, they can also read minds allowing them to quickly learn things they didn't know before, like how to open a door. This seems fairly limited however, as the telepathy can be picked up by baby monitors and the mind reading seems to only work on surface level thoughts, though perhaps it's possible to intensify this.

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Items :

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Gain a small 300 point stipend to spend in this section only.

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- Human -

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- ***Baseball Bat*** - [50, Discounted for Humans]
A prized bat handcrafted using beautiful high quality wood, perfect for hitting home runs or smashing aliens faces in. Better yet, hits you make with this bat seem to be more 'meaningful' than they otherwise would, as if faith is twisting in such a way as to give you the advantage.

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- ***Baby Monitor*** - [50, Discounted for Humans]
This isn't any ordinary off the shelf baby monitor, it will in other worlds allow you to pick up and listen in on otherwise uninterceptable communications such as telepathic messaging between two psychics. It doesn't matter if this communications is biological, technological or magical it can be intercepted by the baby monitor.

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- ***Handgun*** - [100, Discounted for Humans]
A police issue revolver, nothing fancy but those aliens are hardly bulletproof, though then humans aren't either. Gain a full reload for this gun each day.

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- ***Car*** - [100, Discounted for Humans]
Your own car, it can be of any make or model of your choice from the year 2002 or earlier. The only exception is that it cannot be a military vehicle, unless it has specifically been demiliterised, aka a humvee with no gun. Given you're likely to spend much of your time here in a small countryside town, perhaps you'll prefer a truck or another offroader? Or maybe you'll want to get as far away from the crop circles as possible, in which case why not take a campervan or an RV? Ultimately the choice is yours.

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- ***Expositionary Book*** - [200, Discounted for Humans]
The book Morgan bought at the store had a wealth of information on the aliens, now you'll gain your own equivalent to that book. In each jump you'll gain a book that contains info on the main 'foes' of the jump, which will have illustrations and writings on them.

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- ***Farm*** - [400, Discounted for Humans]
A large fully functional farm that comes with its own workers who have willingly chosen to come along with you, they act as followers and will work the farm for you, tending to the crops and animals.

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- ***Sheriffs Office*** - [400, Discounted for Humans]
A small town sheriff's office that is run by only a handful of officers, each with their own patrol car and revolver. They're calm and efficient at their job, but that job doesn't include fighting off an alien invasion and they may well be overwhelmed by large numbers of attackers.

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- ***Town*** - [1,000, Discounted for Humans]
Your own small town, with a population of around 10,000 people. It comes with a few small schools, a fair amount of shops and restaurants, a small hospital and both a sherrifs office and firehouse as well as a number of farms in the surrounding area that provides enough food to feed everyone inside.

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- Alien -

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- ***Rations*** - [50, Discounted for Aliens]
The aliens may well be vegetarians, if the book picked up by Morgan at his local bookstore is anything to go by, though their diet is completely speculatory what we do know is that they don't drink water. What you get with each purchase of this Ration item is a weekly supply of food and drink essential to your survival, with you being able to choose the type of ration based on your species, or even choose for other species if you'd wish.

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- ***Recon Team*** - Recruits 4 per purchase - [200, Discounted for Aliens]
A squad of four aliens, each trained in infiltration and sabotage. Groups like this are often sent ahead of the main invasion force to find suitable landing locations and targets for attack. They have all of the perks of the 'Alien' species.

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- ***UFO*** - [400, Discounted for Aliens]
An FTL spacecraft capable of carrying dozens of aliens, its internal atmosphere is breathable to humans however it has zero percent humidity and doesn't hold foods or water edible for humans by default. This ship is capable of cloaking, though doing so while hovering over a city may not be the best choice as it'll allow birds and potentially aircraft to just fly right into the ship.

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- ***Invasion Force*** - [1,000, Discounted for Aliens]
This is a full scale planetary invasion force, at least by the standards of the waterphobic aliens. You gain an entire armada of FTL capable spaceships, each holding around one to two dozen aliens, not counting the ship's crew.

[200 to 400 Invaded Cities] - [As described in the news report]
[Roughly 30 to 40 ships per city] - [As seen in Mexico City]
[200x30 = 6,000 ships minimum] // [400x40 = 16,000 ships maximum]
[6,000x12 = 72,000 aliens minimum] // [16,000x24 = 384,000 aliens maximum]
[I might have done the math wrong but that seems tiny for a global invasion force haha]

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Companions :

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Gain a small 300 point stipend to spend in this section only.

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- General -

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Import: - [Free]
You can, for free, import any number of Friends, Family, Companions or Followers into this universe. Pay 50 points each or 200 points for a group of 8 to give them 1,000 points to spend on themselves.

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Create - [50]
You can create new companions to meet for 50 points each, these will come with you and each have 1,000 points to spend on themselves.

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Canon Companions - [Free or 50]
You can recruit a canon companion for free, however if you pay 50 points you can give them 1,000 points to spend on themselves.You can recruit / bring along any normal person you meet too with this option! Did you make a friend or fall in love? Then you can bring them along for free or even empower them with points!

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- Non Canon -

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These companions will not exist unless you choose for them too.

If you purchase multiple non canon companions, there are chances they may well know each other.

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“***The Drifter***” - [50]

An old gulf war veteran who is passing through town around the time of the invasion, she's passed from place to place never really finding a home or a place to belong. Now she finds herself near you, early on she will see signs of the invaders and notice their obvious probing and recon tactics and will try her best to stop them… which is likely to lead in her death if nothing is done to change that.

[Kind of based on Rambo]

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"***The Doc***" - [50]
A small town doctor who recently received the body of a victim with symptoms he couldn't explain, they seem to have choked to death but upon further examination the toxins in their lungs could not be identified. Now, the doctor will venture out into motorways near where the body was found and if nothing is done he's likely to meet the same fate as the person whos fate he was seeking to unravel.

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"***The Trucker***" - [50]
A big rig trucker moving from town to town, one night on his way into town he hit someone, or something, flattening them with his truck. Before he could even get out to investigate he found more of these things coming out from the nearby cornfields , he didn't stop to investigate and drove off down the road. If nothing is done, it's possible that the 'friends' of the thing he killed will seek revenge.

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"***The Diner***" - [50]
A bit of a two for one purchase here, you'll be recruiting both owners of a small town diner located near the edges of town that is a popular stop both for families and for truckers and other people moving through onto other places. The 'face' of the diner is a middle aged woman who has spent most of her life in the town, serving up pies and coffee with a genuine smile. Her husband stays more behind the scenes, he is a genuinely fantastic cook. At the night of the invasion, the diner is going to be half filled and it will be a big, obvious target for the invaders.

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"***The Radio Host*** " - [50]
The host of an independently run radio station, located a few kilometers out from town. sHe runs a late night show and is a popular 'companion' for those working late nights, in recent nights She has been receiving calls of strange sightings from listeners as well as unusual interference on her antenna that She can't explain.

[Kind of based on the killer frequency game]

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“***The Babysitter*** ” - [50]
A recent graduate of the local high school, two time lacrosse champion and former prom queen, she has spent the last half a decade as the go-to babysitter for half of the town and continues on with this side job while she waits for the summer to end and her opportunity to head off to university to begin. Unfortunately however, if nothing changes she’s likely to end up babysitting on the night of the invasion, needing to protect not just her own life but that of the three children under her care…

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“***The Astronomer*** ” - [50]
An amateur astronomer who around the time of the invasion is camping out near a cornfield in order to get a good look at the night sky, what he sees is more than he bargained for however as he notices strange distortions in the sky, ones he cannot explain. He’ll seek to investigate these, which is likely to lead him to the mutilated fields of corn nearby at the time the crop circles are being made, which is likely to see him kidnapped or murdered by the invaders if nothing is done…

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“***The Prepper*** ” - [50]
A bit of a conspiracy nut, he’s spent the vast majority of his adult life building up a ‘doomsday shelter’ and stocking it with literal tons of food, water and other supplies. When he notices some strangers trespassing into his property he doesn’t ask questions and blows them away, but what he thought were government agents were infact an invader recon team. Now he’s high on the invader ‘hitlist’ and they are likely to send multiple waves of attacks against his compound even before their invasion begins, though perhaps you can help him?

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“***The Deputy***” - [50]
A small town deputy who’s about half way through their first week on the job when you arrive in this world, he’s not experienced, he’s not hardened, but he’s a good kid with a big heart… which is liable to get him hurt or worse given he is more than willing to sacrifice his own life in order to protect others.

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“***The Teacher***” - [50]
A beloved highschool teacher from the town's small highschool, she’s honestly far too smart to be working at a place like that but loves the atmosphere of the town compared to the hustle and bustle of the city she grew up in. She manages to make learning fun and is incredibly skilled at getting students to actually care about their education and their future, she puts some much of herself into her work that she believes she’s started seeing things, weird figures moving through the night as she walks home from the school after finishing her paperwork…

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“***The Businessman"*** - [50]
A big city businessman who has been sent into town to buy land from several of the locals and is having a hell of a time with it, he’s hated ever minute he’s spent in town and when it comes time of the invasion he’s likely to beg and plead with the very same people he’s tried to swindle to protect him… and they just well might, which may change his perspective forever.

[Based on the stereotypical big city businessmen you often see in hallmark movies.]

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Drawbacks :

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Drawbacks are an optional way to gain additional points. These Drawbacks fade once you decide to either leave this world or to stay permanently.

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- General -

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- ***Extended Stay*** - Months - [Gain 100 Per]
You may extend your stay here as long as you like, for each month, up to a maximum of 10 months. You may gain 100 Points per month. After which, you can choose to stay longer, but you won’t gain additional points for doing so.

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- ***Extended Stay*** - Years - [Gain 100 Per]
You may extend your stay here as long as you like, for each year, up to a maximum of 10 years, you may gain 100 Points per year. After which, you can choose to stay longer, but you won’t gain additional points for doing so.

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- ***Extended Stay*** - Decades - [Gain 100 Per]

If the above option isn't good enough for you, you can further choose to extend your stay and gain points in doing so. However, you will only gain 100 Points per decade you extend your stay, up to a maximum of 1,000 points or 100 years. You can still extend your stay further, but do try not to die of old age, will you?

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- ***Extended Stay*** - Centuries - [Gain 100 Per]
If the above option isn't good enough for you, you can further choose to extend your stay and gain points in doing so. However, you will only gain 100 Points per century you extend your stay, up to a maximum of 1,000 points or 1,000 years. You can still extend your stay further, but do try not to die of old age, will you?

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- ***Lockout*** - [Gain 300 Per]
With this drawback, you can choose to lock out any combination of the following, gaining 300 points per category picked. General Perks, Skills, Powers, Magic, General Items, Weapons, Armour, Vehicles, Properties, Warehouse, Followers, Companions. Each can be picked twice, once for versions gained from previous Jumps and once for those gained in this jump. If taken in Gauntlet Mode, the first purchase instead removes all but the most absolutely-necessary-to-function aspects of your Body Mod, reducing your base form to no better than an average civilian from this world.

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- Personal -

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- ***Dependants*** - [Gain 100]
You have someone who depends on you, someone you have to take care of. They might be your child, or perhaps even your adult 'boyfailure' brother. Whatever is the case, these people rely on you and they cannot survive without your help. Gain an additional 100 points per person for each dependent who survives till the end of your jump. They may join you on your chain as followers or companions if you wish, otherwise they will be guaranteed to find a safe and happy family a day before you leave.

May be taken a maximum of 3 times.

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- ***Nightmares*** - [Gain 300]
Every night you have horrific dreams of a person you love dying, these may just be dreams or they may well be memories resurfacing but whatever is the case you will not have a good

nights sleep at all for your time in this world, well unless you heavily medicate yourself but that comes with its own host of problems especially in the midst of an alien invasion.

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- ***Rumours*** - [Gain 300]
Word travels quickly in a small town and for whatever reason people have begun talking about you. Perhaps they think you're unstable, suspicious or somehow connected to the strange events occurring nearby. Whatever is the case, people will talk about you and it's likely to get on your nerves. This seems to be pretty common around here and unfortunately word spreads fast, you'll find it difficult to escape these rumours.

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- ***It tastes funny*** - [Gain 300]
Like bo you find yourself being quite picky when it comes to drinking, if a drinks just a little too hot or a bit too cold or has been out a few minutes 'too long' you'll decide you need another.

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- ***Guilt*** - [Gain 300]
Like Ray, you are consumed with guilt. While you might not have accidentally killed an innocent woman, the weight on your soul will be as heavy as if you had.

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- ***Faithless*** - [Gain 300]
You've lost faith, in yourself and in god. This leaves you in a deep state of depression and has you feeling horrible essentially all of the time, making your time in this world much more difficult.

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- Enemies -

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- ***Numbers*** - [Gain 600]

[- - ***As a Human*** -
The alien ships now contain ten times as many invaders as they otherwise would, increasing both the ships size and the amount of devastation they can cause when deploying hundreds of the monsters instead of just dozens.

[- - ***As a Alien*** -
The human nations have prepared well for the alien arrival, dispatching groups of military forces to the sight of every crop circle. The aliens will be fighting an organised response right from the start.

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- ***Firepower*** - [Gain 600]

[- - ***As a Human*** -
The aliens will all now possess special toxin-thrower weapons which act as an extension of their own biological attack, increasing both the range and potency of said attack making them much more dangerous.

[- - ***As a Alien*** -
The humans will now all have been given firearms in advance of the invasion, handed out by local military forces. These will vary, but expect a lot of shotguns and rifles.

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- Crossover -

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These drawbacks will add the alien invasions from the settings mentioned, these invasions will happen simultaneously alongside the waterphobic aliens invasions.

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- ***The Covenant Empire*** - [Halo] - Gain 1,000 Points
- ***The Forerunner Ecumen*** - [Halo] - Gain 1,000 Points
- ***Ethereal Empire*** - [XCOM Original Series] - Gain 1,000 Points
- ***Advent*** - [XCOM Reboot Series] - Gain 1,000 Points
- ***Espheni*** - [Falling Skies] - Gain 1,000 Points
- ***Decepticons*** - [Transformers] - Gain 1,000 Points
- ***Mimics*** - [All you need is kill] - Gain 1,000 Points
- ***Mimics*** - [Edge of Tomorrow] - Gain 1,000 Points
- ***The Regents*** - [Battleship] - Gain 1,000 Points
- ***The Chigs*** - [Battle: Los Angeles] - Gain 1,000 Points
- ***Colonists*** - [X-Files] - Gain 1,000 Points
- ***Martians*** - [War of the Worlds: Book] - Gain 1,000 Points
- ***Martians*** - [War of the Worlds: Musical] - Gain 1,000 Points
- ***Martians*** - [War of the Worlds: 1950's Adaptation] - Gain 1,000 Points
- ***Aliens*** - [War of the Worlds: 2000's Adaptation] - Gain 1,000 Points
- ***Martians*** - [War of the Worlds: Goliath] - Gain 1,000 Points
- ***Martians*** - [Mars Attacks] - Gain 1,000 Points

- ***Harvesters*** - [Independence Day] - Gain 1,000 Points
- ***Harvesters*** - [Skyline] - Gain 1,000 Points
- ***Energy Beings*** - [Darkest Hour] - Gain 1,000 Points
- ***Phantoms*** - [Final Fantasy] - Gain 1,000 Points
- ***Death Angels*** - [A Quiet Place] - Gain 1,000 Points
- ***Parasitic Worms*** - [Slither] - Gain 1,000 Points
- ***Parasitic Mimic*** - [The Thing] - Gain 1,000 Points
- ***Black Dogs*** - [Attack the Block] - Gain 1,000 Points
- ***Reptilians*** - [Altered] - Gain 1,000 Points
- ***Greys*** - [Kids vs Aliens] - Gain 1,000 Points
- ***Greys*** - [Extraterrestrial] - Gain 1,000 Points
- ***Greys*** - [Dark Skies] - Gain 1,000 Points
- ***Greys*** - [Fourth Kind] - Gain 1,000 Points

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Scenarios :

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- In the thick of it -

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With this scenario you're going to find yourself at ground zero of the invasion, right where one of the alien fleets has positioned themselves. Your goal is simple enough, don't get killed or abducted. If you can manage that, then ***Gain 300 points***. However, if you can drive the invaders out from your location, forcing them to retreat then ***Gain an additional 600 points***.

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- Origins -

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What are the invaders? Are they aliens? Demons? Or something else. We honestly don't know, not for certain. If you're like me, then perhaps you're not a fan of mysteries that go unanswered? If so then this Scenario might be for you.

The invaders may well be aliens, however even if they are their motivations might not be so straightforward. Have the ones seen during the invasion simply been dumped on the Earth as some sort of biological weapon? Or perhaps as some part of sick ‘survival’ game or even prisoners sent to die? Or maybe they are refugees who have no better option than the choose earth, leading to their sheer desperation and lack of technology and resources.

If they are supernatural instead of living, then what might they be? Demons is an obvious answer, but then why invade now, in the early 2000’s? Could they be something else entirely?

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Rewards:
[- - If you can discover the invaders true motivations, Gain 300 Points. Also gain the special perk “The Truth is out there: You now have a knack for discovering the truth behind things, no matter how well shrouded or secretive it might be.”

[- - If you can dissect or vivisect the invaders in order to learn about their biology and how aspects of their body work, gain 300 points. Also gain the special perk “Autopsy: You gain an instinctive understanding of unfamiliar lifeforms, allowing you to quickly identify weaknesses, organs, toxins and chemicals, and biological vulnerabilities.”

[- - If you can discover the invaders origins, Gain 300 Points

[- - If you can capture a live Invader, Gain 100 Points. If you would like and if they’re willing you may choose to bring the invader with you as a follower or companions, it beats slowly melting away on a hostile planet i suppose. Also gain the special perk “Interregator: You become exceptionally skilled at communicating with frightened, hostile, or utterly alien beings.”

[- - If you can capture an invaders ship, Gain 300 Points. Ofcourse, you can also keep the ship as a ‘fiat backed’ item.

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The End :

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- ***Go home*** - [Gain 2,000]
Return to your world of origin.

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- ***Stay here*** - [Gain 1,000]
Stay in this world.

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- ***Move on*** - [Alien Invasion] - [Gain 600]
Move on to another world that is or will soon face an alien invasion.

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- ***Move on*** - [Any Jump] - [Free]
Move on to any other jump of your choice.

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Notes :

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- Text -

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The nature of the aliens is pretty ambiguous in the film, with very few confirmed ‘facts’ but even then there is some discussion among viewers if they are actual aliens or if they are demons or something else entirely.

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- Videos -

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The Signs Aliens Invasion Explained | Why would they choose Earth considering water melts them
https://www.youtube.com/watch?v=LfL1Ck311U8

Signs — Here's When You Had to Leave
https://youtu.be/aZ-K9rN8vck

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My Build :

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Arrival Type =
- ***Drop In*** - [Gain 300]

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Species =
Human

- - - - -

Items =
- X 1 - ***Baseball Bat*** - [50, Discounted for Humans]
- X 1 - ***Baby Monitor*** - [50, Discounted for Humans]
- X 1 - ***Handgun*** - [100, Discounted for Humans]
- X 1 - ***Car*** - [100, Discounted for Humans]
- X 12 - ***Towns*** - [1,000, Discounted for Humans]

- - - - -

Companions =
- X 8 - Import - [200]
[Each has same build as jumper, minus the companions]

"***The Drifter***" - [50]
"***The Doc***" - [50]
"***The Trucker***" - [50]
"***The Diner***" - [50]
"***The Radio Host*** " - [50]
"***The Astronomer*** " - [50]
"***The Deputy***" - [50]
"***The Teacher***" - [50]

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Drawbacks =
- X 10 - ***Extended Stay*** - Months - [Gain 100 Per]
- X 10 - ***Extended Stay*** - Years - [Gain 100 Per]
- X 3 - ***Dependants*** - [Gain 100]
- ***Nightmares*** - [Gain 300]
- ***Rumours*** - [Gain 300]
- ***It tastes funny*** - [Gain 300]
- ***Guilt*** - [Gain 300]
- ***Numbers*** - [Gain 600]
- ***Firepower*** - [Gain 600]

- - - - -

Points to Spend =
1,000 + 300 + 300 + 300 + 10x100 + 10x100 + 100x3 + 300 + 300 + 300 + 300 + 600 + 600 = 6,600

300 for perks only
300 for items only
300 for companions only

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Points Spent =
5,000 + 600 = 5,600

On Items =
500x12 = 6,000

On Companions =
200x1 + 50x8 = 600

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Plan :

[12 Small towns per] // [12x9 = 108 Small Towns total]
[10,000 people per town] // [108x10,000 = 1,080,000 people total]

The goal would be to try and fight off the invaders, i think there's enough people from all of the 'town' item purchases to fight them off from the Hess farm and local town but there'd be so few with actual combat capability that it might be more efficient to purchase the sheriff's office and hope that a few thousand cops could do the job, though in future jumps having farms, schools and so on would be more useful, so it's kind of a toss up between which is more useful now and which would be more useful down the road.

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Bottom :

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