

No Space Pirates
No Magical Beings
No Giant Robots
Just Ants

For the next 10 years, prepare to ruin picnics and fight seemingly giant insects.
You are stuck the size of an Ant and all your powers are reduced to fit your scale.

Welcome to Sim Ant
+1000 CP

LOCATIONS

Roll a 1d8 to determine starting Location or pay 100 CP to choose

1. **Suburban House** – An idyllic house with a white picket fence. A family with three children and a dog live here. You should be fairly safe in the backyard where you start but we all know the real prize lies inside that lovely little kitchen.

2. **City Apartment** –You start below the floor-boards of one of the bottom most apartments where a delightful slob of a man lives alone. Plenty of food around but it will be a chore to find water or dig through old building materials. Be wary of the spiders, rats and most of all your biggest rivals here – Roaches.

3. **City Park** – A HUGE park to spread through with plenty of trees and trashcans! Lucky you. On nice days, a hundred or more people will flock here to picnic and relax. You have little in the way of predators here aside from the grounds keepers. Try not to attract their attention.

4. **Class Room** – Seems someone knocked over your ant farm and decided to sweep you up an toss you out back. If you wanted a challenge then this is it. No starting colony, low starting population, injured comrades, and you are in an area saturated with hundreds of children with access to a lot of stuff to bring you pain.

5. **Playground** – A well used play ground in the city. Its going to be rough here with little water and having to survive off of the trash left here by kids. Doesn't help that the ground is rubber and there is concrete beneath it. Find a crack quick and maybe a trashcan!

6. **Farm House** – A busy farm house in the country side. Don't expect a lot of food to be dropped here but at least you have plenty of other options. This place has fruit orchards, animal pens, and acres of various crops along side a decent green-house.

7. **Log Cabin** – A cozy little cabin in the woods out in the middle of no where. You only get people out here in the Summer and Winters are particularly brutal. There is little to no food dropped here except when the cabin is in use so you will have to forage like crazy here. A lot of competition out here in the form of dozens of other insects and animals.

8. **Free Choice** – Lucky you! Maybe? You get to start anywhere on Earth as your starting location. Want to start on a deserted island? Maybe a Hollywood Mansion? Go for it! Have fun.

ORIGINS

Drop In

No pesky memories or attachments. You start as part of a newly started Ant Nest but don't have a specific job. You are an Ant.

Worker Caste

Still no memories. You're an Ant. What did you expect? You start as part of a newly started Ant Nest and its your job to dig tunnels and forage for food.

Warrior Caste

Also don't have memories. Again, you are an ant. You start as part of a newly started Ant Nest and its your job to protect the nest, make sure the Queen doesn't die and to kill ALL your foes. For the QUEEN!

Royalty Caste

Distinct lack of memories going on here. Still an ant but at least you're an important one! You start as an important ant in a new Ant Nest! You are not the Queen and...well you are Royalty. Did I mention you are important—kind of?

PERKS

Each Origin gets their 100CP Perk free and the rest Discounted for ½ Price.

Ant Telepathy 0CP

You can communicate with Ants! Even better, its for free!

Drop In

100 CP: **Antenna**

You gain a pair of antenna about ¼ your body length that are highly sensitive and tuned to mimic your other base senses. You can Smell, Taste, Feel, and Hear with the Antenna along with being able to See by sensing temperatures and the absence or presence of light.

200 CP: **Trail Blazing**

You gain the ability to lay down an invisible trail of markers appearing as glowing foot-prints that only other beings you designate can see. You can also drop specific signs to designate the presence of Food, Safety and Danger.

400 CP: **Anti-Surveillance Counter Measures**

Your body temp changes to be similar to the ambient temperature, your steps barely leave tracks, you produce almost no noise and your smell is greatly muted.

If you spend a couple hours trying to blend into your surroundings then you start to change color and texture.

600 CP: **Savvy Scavenger**

Good to the last drop! When you discover a resource, you become aware of exactly how much is available and how much is left to collect. Never leave a single grain, a single drop or a single coin behind ever again.

1000 CP: **CHEAT MODE – Ant Man**

Like the hero himself, size no longer matters to you. Your limiter has been removed for the duration of the Jump and you have access your full power even when at Ant Size.

After this Jump, you can freely alter your size between normal and Ant sized while retaining full strength of your abilities regardless of size.

Worker Caste

100 CP: **Tunneling**

You gain an amazing natural talent for digging through the ground barring solid rock and concrete. More over, you can choose to build a usable tunnel for others are you dig.

200 CP: **Foraging**

Anyone can just stumble across good but you go above and beyond. You have a unnatural sense for knowing where to find food and how to get to it the easiest way possible.

400 CP: **Labyrinthine Layout**

You gain an almost supernatural ability to plan and design structures in your head and then transmit these ideas to others. Even better, this ability to extends to mapping and you can keep a detailed mental map of anywhere you have traveled in your head and share it with others.

600 CP: **Carpenter Ant**

A lack of hands or other manipulators is little more then a playful challenge for you now when it comes to crafting. This won't help you build computers out of stone but it will assist in shaping and sculpting simple structures and tools from the materials available to you.

Materials seem to just crack, chip, splinter and mold into whatever simple shape you want as long as you apply the effort and intent.

1000 CP: **CHEAT MODE – School for Ants**

Miniature schools, tiny dojos and nano computers oh my! If you have the materials then it becomes childs-play for you to build ant sized mechanical equipment as long as you have the materials available to you. Who knows what you can accomplish if you are already decently capable with minimization techniques.

Warrior Caste

100 CP: **Biggest Jaws of All**

You gain a natural weapon for your form. Once selected it can't change but if its found in nature then its found here. Powerful leaps, massive mandibles, venomous stingers, poisonous sprays, rending claws, and more.

This Perk can be taken multiple times. Warrior Caste get a 2nd free copy of this perk. Outside the SimAnt Jump, you can retract these changes at-will.

200 CP: **Tooth 'n Nail**

Your natural weapons gain a significant power boost. Jaws and mandibles are larger, more powerful. Claws and talons are sharper, longer. Spines and spikes are tougher and more numerous.

This also includes the ability to produce poisons.

400 CP: **Bring 'Em Down**

When working with a skilled group, everything becomes much simpler for you. Now you can go a step further and even use unskilled labor to achieve similar results. While a skilled group will always do better, you can organize and lead a others through complex actions with just a few thoughts and a couple words.

The better you can communicate, the faster the results. Results still limited by the group though. While you could lead a small army of slugs to bring down a bird, beings better equipped for it are a better idea.

600 CP: **Army Ant**

A single ant will do diddly-squat against an intruder. Several thousand ants though? That is a whole lot of diddly!

You gain great degree of skill in mass warfare tactics and the ability to coordinate and control an army with thought alone. This only allows simple commands such as advance, attack now, go there, hold position. You can also freely designate targets as enemies, friendlies and areas of safety or danger that your forces will instantly recognize on sight as long as you have seen said targets yourself.

1000 CP: **CHEAT MODE – Fire Ant!**

You chose an element to become immune to, can consume your element to survive an power your elemental abilities, and can increase your range, damage, control and movement speed with time an practice.

Water – You gain aquatic attributes. You can freely breath under water, shoot jets and bullets of water as long as you have some stored up, and swim through water at your normal pace. With enough practice you can even extend this property to Ice and skate along it, burrow through it and coat yourself in it.

In time, you can learn to store other liquids in your body to use, mix, separate or secrete as needed. You are not inherently immune to what you consume. Over time you gain a fluid like flexibility letting you contort, twist and enlarge or shrink your body like a balloon based on stored fluids.

Fire – You gain fiery attributes. You can survive extreme temperatures, breath plumes of fire, add tremendous heat to your natural weapons and leave burning foot steps behind. With practice you can eventually coat yourself in flames and learn to consume heat straight from your environment to power yourself.

In time, you can learn to consume raw materials to fuel your flames. Your stomach becomes a furnace capable of storing fuel materials for later use. As long as you are still alive, the furnace inside will never stop burning, allowing you to consume any burnable material for power and sustenance.

Earth – You gain stone-like attributes. You can now burrow through stone like its dirt, gain incredible stamina and durability, and can spit sand and stone as long as you have some stored up. As an added benefit you can regurgitate any consumed stone as a concrete-like substance made of the various stone you have eaten to build with or coat your enemies in.

With practice you will gain the ability to apply the various properties of stone to yourself. You can gain incredibly sharp jaws and claws by consuming Obsidian for example. You also increase your natural life span.

Wood – You gain plant-like qualities. You can now burrow through wood and plant materials like sand, can spit splinters an poison as long as you have a reserve, gain incredible durability and can now use photosynthesis!

With time and practice you can incorporate the various plants you consume to power your ability into yourself. Consuming Poison Ivy for example would give you its poison. If you try hard enough, this even will extend to the Fungi kingdom with time. You gain increased longevity.

Royalty Caste:

100 CP: **Wings**

You gain a pair of fancy insect wings. Well not too fancy. You won't be getting butterfly wings with this perk but the wings you do get separate you from the rest as being fairly majestic. They are strong enough to lift twice your weight with effort.

After the SimAnt Jump, you can freely retract and conceal your wings.

200 CP: **For Queen and Colony**

You gain an amazing talent for multitasking and relaying your orders. Once an order is given, it will quickly spread through any various methods of communication possible. These orders can't be misinterpreted or misunderstood as long as you have a specific goal in mind. Ordering a new chamber to be built to the left of the nest will be built to YOUR left as intended and not confused along the way for example.

As an added benefit, you are always aware of any orders you have given at all times and if an order would conflict with another previously stated order.

400 CP: **Right as Reign**

Some were born to rule and others know it. You can exert your will upon your lessors and command them as you see fit. The weak willed and stupid jump to and try to do whatever you want as quickly as possible even if it would put them in mortal danger while those capable of interdependent thought or of particularly stronger will may require a bit of incentive – maybe a good display of power such as a powerful roar or killing one of their superiors?

600 CP: **Royal Duties**

Seems that maybe you had it in you to be Queen after all? Well sort of. You can now produce eggs of the various Origins with Free Perk after consuming equal mass. You don't have to be Female to produce eggs. Its up to you to decide how you want to bring them into existence be it spitting them up or maybe just conjuring them with a hand wave. You can vary the size of the ants produced based on how much mass you want to expend. Skimp a bit to produce ants ¼ of the size for ¼ of the mass or save up and produce an ant twice as large for twice the mass. They are completely loyal to you above all else and are willing to die for you.

In addition you gain a free size boost! You are now easily up to five times larger then the other ants if you want to be.

After the SimAnt Jump, you instead can gain up to 5ft in base height and the eggs you produce scale up in size to that of a large dog. The ants are capable of surviving at that size despite the fact they should suffocate or have gravity turn their insides into pudding or something.

1000 CP: **CHEAT MODE – Killer Queen**

Yesterdays foes are tomorrows loyal drones. A scary ability that lets you consume fallen foes and produce loyal clones. As long as at least 90% of a body is consumed, you can create an egg that contains a duplicate of the eaten being. This functions the same way as Royal Duties when producing eggs except at a 1:1 ratio. You may only produce one clone of something.

If the brain is also consumed then the clone will also contain most of the originals memories, enough to pass itself off as the original and still retain most of its mundane skills.

Eating someone who has passed away will produce a healthy body that appears to be whatever age the deceased was. Perfect for keeping useful minions around a little longer in a round about way.

This doesn't copy equipment.

Items:

A Wardrobe for Ants 50CP

A strange thing in deed, when purchased then you and all your ants gain tiny hats, helmets and other clothing to help distinguish them. Workers get hard hats, Warriors get helmets, Royalty get Crowns and so on. Even if it should defy all logic, no one ever seems to notice anything strange about this fact.

After the Jump, a storage room as added to your Warehouse that is filled with a seemingly endless supply of oddly generic and specific hats for any occupation or situation. They are all non-magical and have no powers.

Pupa Pup 100CP (Free Royalty)

A strange little Ant Larva that never seems to want to grow up. Loves sweets and to snuggle. Purrs when happy.

Ant Food Stockpile 200 CP (Free Drop In)

A large starting stockpile of nutrient pellets that are mostly sugar. Kind of bland but in a sweet way. Everything an Ant needs to develop and survive for a couple days per pellet.

After the Jump, a pair of tunnels opens in your Warehouse and giant, man-sized ants come in every day and deliver enough of these pellets to feed a dozen people for a day. Trying to enter a tunnel just leads to you coming out the 2nd one and attacking the ants makes them leave for a week.

Nectar Pets 200CP (Free Worker)

Your nest starts with several dozen Honey Pot Ants. These ants cling to the tops of special chambers and are content to gorge themselves on water and food to produce a sweet, honey-like nectar they can secrete for other ants.

After the Jump, a large dirt chamber opens up in your Warehouse where you find a dozen of these ants hanging around. They can consume any biological matter plus water and turn it into ant nectar. If killed then the ants will respawn in a week.

Guard Dogs 200CP (Free Warrior)

Your nest starts with several dozen Bulldog ants that sport extremely large mandibles that latch on and don't let go even after death unless they want to.

After the Jump, a dirt chamber opens in your Warehouse where several dozen Bulldog sized Bulldog Ants rest and wrestle. They have canine intelligence and will guard whatever you designate to the death. If killed then they will respawn in a week.

Royal Chambers 200CP (Free Royalty)

You nest starts with an extremely large egg chamber that is heavily fortified and easily defensible. It starts filled with several dozen Worker and Warrior eggs and several Royalty eggs.

After the Jump, an extremely large dirt chamber opens in your Warehouse. Inside is a bus sized Queen Ant that lays eggs that produce dog sized ants if she's fed properly. The Queen is attended to by a dozen nurse ants that take care of her needs and any eggs in the chamber. There are another dozen smaller side chambers where resources, eggs and larva are stored.

The chamber promotes growth in juveniles where if properly fed will grow healthier and stronger then normal. This extends to other species which the nurse ants will take care of to the best of their abilities.

Companions:

Family Gathering 100-400CP (Discount Drop In)
No reason to go about this alone. For 100CP you can import one Companion to be your Aunt...I mean an Ant. Each Companion after that is also 100CP until you reach 400CP in which you can import all your Companions.

Companions gain an Origin, the free Origin Perk and 300 CP to spend on Perks.

Worker Union 100CP (Discount Worker)
You gain ten Worker Ant Companions. They gain their first two perks for free and are extremely skilled at their jobs in foraging, digging and building. They count as a single companion slot and any future Perks applied to them are divided by their number.

War Party 100CP (Discount Warrior)
You gain six Warrior Ant Companions. They gain their first two perks for free and are extremely skilled at their jobs guarding, hunting and killing together. They count as a single companion slot and any future Perks applied to them are divided by their number.

Royal Family 100CP (Discount Royalty)
You gain three Royal Ant Companions. They gain their first two perks for free and are extremely skilled at their jobs organizing, coordinating and relaying commands. They count as a single companion slot and any future Perks applied to them are divided by their number,

Drawbacks: You can take up to 600 CP worth of Drawbacks.

Red vs Black +100CP*

Seems you have competition. Another nest starts nearby and is actively trying to stamp you out. They will start frequent raids on your nest and strip your area of resources. You can take this up to 4 times.

Birds! + 200CP

Didn't Hitchcock to a movie like this? There is an unusually large population of birds in the area. When not directly trying to eat you, they will be stripping the area of other sources of food. As soon as food hits the ground or plants drop their seeds then you can expect the birds to be there.

Bugs! +200CP

On one hand its getting crazy competitive out there now and other the other? At least you can replace your dead with the consumed bodies of your fallen foes, right?

Expect an unusually high number of other insects and arachnids to show up. Trees will be filled with the likes of Hornets, houses filled with Roaches and all the dark places are hiding Centipedes and Spiders. They are all three times are dangerous and far more active now.

Do You Believe In Dog? + 200CP

A nosy dog is making a nuisance of himself. At least once a week, a stray canine or family dog will nose its way into your life and wreck havoc. It will dig up your nest, eat your saved up food and stomp, lick and scratch at your ants.

You can't kill the pooch either. Just when you think you might be winning, he will always shake you off and plod off somewhere else for awhile before coming back later entirely free of any and all wounds.

After Man +200CP

Well this is a dour one. Seems you are starting this Jump and inheriting the Earth to some degree. Everywhere you will find buildings and vehicles but no people. Seems all the humans up and disappeared or up and all died and quite some times ago too.

You don't have to worry about pest control any more but there isn't any easy and tasty food left behind as all the non-canned food has been busted into already or has rotted away.

Roaches seem to be the rulers of the world now and are everywhere in the hundreds of thousands if not millions. There is also a massive population of mice and rats now too to deal with and they aren't above burrowing into your nest to eat your eggs and food.

Long Live the Queen! +400

Well you know how I said that the Queen dying just means the colony dies with her? Well now so will you. Your life is now connected to the Queens and should she die then so will you. Anything that happens to her also happens to you but not the other way around. If you put her in stasis or such then you are also stuck. If you stick her in a dimensional hole then you get stuck in one too.

If she is not around to give orders to the colony then the colony will self destruct quickly. This IS a drawback you know.

Bonus Drawback/Scenario
– Cannot be taken with other Drawbacks –

Ants in Space! +200CP

This drawback overwrites your starting location and you now start in an Ant farm on the international space station. They will be monitoring you 24-7 to see if space has any strange effects on Ants so be careful if you want to start using any powers here or display abnormal behavior.

--Houston, We Have a Problem +200CP

Seems you got put on a satellite instead. Its fitted with a complex ecosystem, limited resources and rival competition. Seems testing is going a bit further here and you are being monitored to see how you will fair in space under pressure.

Not only do you have to deal with other insects but now if things get too weird, NASA may just decide to leave you up there or set you up for re-entry into Earth orbit and let you burn up if it looks really bad.

Expect to face Spiders, Roaches, several varieties of Ants, Scorpions, Worms, Centipedes and Antlions in here. And that's just in your quarter of the ecosystem. There are also Mantis, Hornets, Wasps, Bees, Moths and more in the other sections.

--Terra Formars + 200CP

Okay so maybe you thought being stuck in space with limited resources, rival competition and people monitoring you was bad? Now it seems NASA lost control of your satellite.

You end up crash landing on Mars of all places upon starting and you aren't the only ones to survive. All the other insects are loose on Mars now and the ecosystem set up has scattered across the surface. Moss and other plants are popping up everywhere, roaches are building pyramids and the spiders have started a cult. Wait...what? All your foes gain human level sentience over time.

Your rivals are getting freaky strong here way to quickly and you aren't getting any of the benefits it seems. At least you don't have to worry about anyone monitoring you now...right?

Notes:

This is a Jump I made for a laugh and it should be made known that I have taken some great leaps in author creativity here to make it fun and exciting.

The original game doesn't include Cheat Modes or Ants in Space. Those are just an addition on my part to add a bit more difficulty and fun to the limited setting which is you, as an ant, collecting resources and little else.

I hope you as a Jumper can take this Jump with a grain of salt, have a good laugh and keep on Jumping.

-=-=-=-=-=-=-=-=-

CHEAT MODE Perks are expensive perks that give you a distinctly unfair advantage during your stay here. They are silly an OP for the setting for a reason.

-=-=-=-=-=-=-=-=-

You are stuck in Ant Form for the duration of the Jump and can't change out of it though you can alter it though the use of Perks and Powers...still stuck at insect size no matter what though. This means you can be a particularly large specimen of Ant but no more then an inch long or high. Sorry, no four foot tall ants.

For 10 years you just have to survive. If your Queen dies then your colony dies and you are alone. This isn't a lose condition but it does make things harder for a lone ant to survive as the rest of the colony will die shortly after she does.

If you can alter genetics and the like then feel free but for the duration of this Jump, all the ants are stuck at ant size.

If an option in the Items section mentions a Warehouse and you do not have one then said chambers will open soon after you designate a suitable spot in each new Jump you take, carrying over any resources you piled up.

So as to not disturb your Warehouse too much, any purchased chambers will all be in close proximity to one another and connected through short tunnels. Unless instructed otherwise, the Ants will wander about but otherwise stay to themselves. Ants can and will leave the Warehouse if provoked or instructed to. Enjoy your ant army.
Long live the Queen.

Warehouse is reduced to ant size for the duration. Non-Imported Companions are also turned into Ants for the duration but receive no Perks or Items. Even if not Imported, you have reduced Companions. It breaks the Jump if they were normal.

Ant eggs take several days to mature. Killer Queen eggs also take several days.