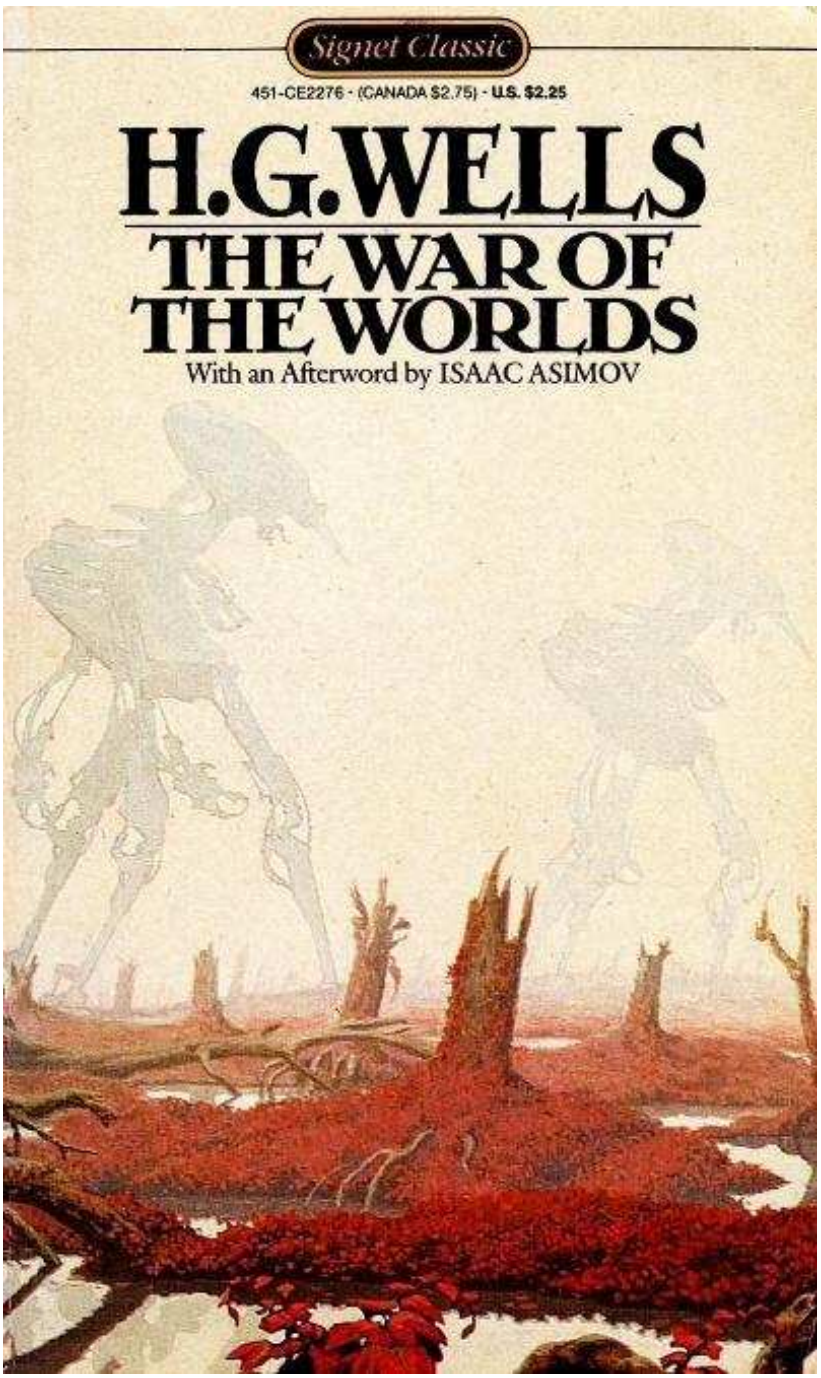
The War of the Worlds Jump

By FancyFireDrake



No one would have believed in the last years of the nineteenth century that this world was being watched keenly and closely by intelligences greater than man's and yet as mortal as his own; that as men busied themselves about their various concerns they were scrutinised and studied, perhaps almost as narrowly as a man with a microscope might scrutinise the transient creatures that swarm and multiply in a drop of water.

War is coming. The likes the world has never before seen. One that will forever scar humanity itself and all its survivors, reminding them that there may be too much evidence to disprove the theory that men are the kings of all there is. Martians, fleeing their own dying world and landing on Earth to colonize, have arrived. They will build machines of destructive power unmatched by any gun or device. They will march through the countryside, bringing with them the environment of their home to taint the flush green fields. They will bring earth's dominant species to its knees, without ever so much as registering a shared personhood, at best seeing them as a source of food.

And they will perish, brought low by a simple bacterium they did not think could threaten them, not even aware of its existence.

All these battles and loss of life have not yet transpired, however. It is the day before the arrival of the first canister and you are still living your life in England. Perhaps Surrey or Leatherhead or London or one of the many other cities about to be raised by intelligences beyond your own. It is the calm before the storm and hopefully, you'll live to tell your story in the aftermath.

Welcome to the World of The War of the Worlds. For one year this world shall be your home. Take these 1000 CP and prepare for what's to come.

Origin

Who are you during the war of the worlds? Someone who tries to survive or someone who is the reason all of this is even happening? You may select a single origin below, freely able to pick your age and gender.

Human (Free): You are a human, a lifeform who thought it was the master of earth and alone in the universe. Illusions that are about to be shattered brutally. Humans have beyond their main Origin the choice of one of three sub-origins. Whichever sub-origin they pick will have its perks discounted as well.

-Narrator (Free): You write. Like the Narrator of the book, you are the type of person who communicates and documents, trying to make sense of the tragedies as you attempt to survive. Try to endure and pray your experiences can be preserved for whatever comes after the nightmares.

-Astronomer (Free): You discover. You've always looked upon the stars and wondered what mysteries they may hold. As such you may have been the one who rushed to the scene first and were excited about the prospects of meeting aliens. Hopefully you don't pay the price for your curiosity like Ogilvy.

-Artilleryman (Free): You fight. When it all started you may have thought the Martians needed protection from superstitious mobs, only to realize the greatest battle over the future of humanity was happening in your lifetime. Can you truly make them bleed?

Martian (Free): You are a Martian, an alien invader who has come to earth seeking a new home with Mars on the edge of destruction. Your container just landed and is in the process of opening, insects huddled around in curiosity. Make sure to get rid of them, or use them for your own purposes, to properly colonize this planet.

Perks

Human

Human Biology (Free and Exclusive to Humans): You are a human, for better or worse. Bipedal primates that evolved to be the Kings of Earth and commonly for these times believe themselves to be the most important part of the universe. A lie that will very brutally be shattered for them soon enough.

You should be familiar enough with human biology but it helps that you are a particularly healthy example of humanity. Your immune system is top notch and you are blessed with good endurance and a healthy body.

Taught Trade (100): You have a good amount of experience, skill and education in one profession of your choice. This could be journalism, astrology, soldier work or even something completely unrelated. This also guarantees you employment in your chosen trade.

Courageous and Secure (200): Very traumatising times are on the horizon, the like that could drive any man mad. You are a bit more prepared than most, having a higher tolerance to PTSD and trauma than even the most strong-willed soldiers, at the very least able to quickly compartmentalize your own fears to comfort someone else in the same situation. Even when that isn't enough, you can recover from traumatic incidences faster after they are over, and even help others overcome them just as quickly.

Human Livestock (400): Something the artilleryman proposed after he had gone mad was that Martians would eventually treat humans as pets, perhaps even crying when it is time to put their favourite human down. This kind of connection might be the only possible outcome given they otherwise see humans as about as far removed from peers as ants are to humans. You might actually be able to employ this strategy. If you do not antagonize someone first, even if they are of an alien mindset and nature to you, they are less inclined to harm you intentionally. Emphasis on intentionally, you may still be accidentally squished or the like. Still if you can get them to notice you under the right circumstances, you could endear yourself to them potentially. If you act properly submissive and obedient, you may even end up as their lavished and pampered pet even, though never as a proper peer. You still have to hope that anyone but your owner doesn't harm you.

Instant Flight (600): You are no warrior and even if you were the finest of mankind's champions would be insufficient to save you. But there is one thing you can do: run. You're in possession of excellent survival instincts. You always know a little bit ahead of everyone else when something catastrophic is about to happen, able to secure passage out of a city or onto a boat before the masses. In the rampaging piles of humanity, turning on each other like animals to secure some resource or safety, you can slip through unseen and uninjured. To a lesser degree this even extends to your

immediate traveling companions, as long as they are by your side, having just a little more luck escaping. Finding food, shelter and staying outside of the tripods sight is likewise something you are good at, just a bit more lucky with opportunities as well. Finally, some basic humanity can reward your efforts to survive, your acts of kindness towards another in turn being rewarded. Help a group of women from a group trying to steal their carriage and they will give you a ride, brief moments forming bonds of comradery.

After All Man's devices had failed (1000): Men never defeated the invaders in some big battle. They survived them, but is that not a victory all on its own? To still be living and breathing when all is said and done? This Perk takes the form of one such miracle. When truly everything seems lost and you are out of options, once per Jump you will be saved. Whoever nearly caused your demise will be struck down, killed, debilitated or otherwise made powerless, whatever it is you prefer. The form of this Deux ex Machina is very malleable. In the original story it was microscopic bacteria but in future worlds you might be saved from a death sentence by machine lifeforms by a strange computer virus. In the aftermath you will discover that your saviour was always there in some shape or form and what remains of it will still persist for you to study. As if God in all his wisdom has put it upon this earth for you.

As powerful as this perk is, this salvation does require you to truly be at your wits end. It is not something you can trigger personally but something that is triggered for you. Not a weapon, but a miracle.

Narrator

Investigative Work (200): Knowledge is power, something the invaders are all too happy to showcase with their machines. Meanwhile most of humanity has no idea what in the world is going on. You might be a bit ahead of everyone else at piecing everything together. You run into opportunities to learn more about whatever event is currently going on, be it through finding survivors and hearing of their experiences or finding more material clues. If you make it through all of this, your writings may be exceptionally valuable for anyone wanting to know what really happened.

Cosmic Communication (400): You might not be able to save the day, but there are others who might be able too. It's just a matter of reaching out to them. Granted nothing is ever this simple, but this perk may give you a good foundation to work with. You excel at communicating with others, speaking in such a way as to get your point properly across. More than that, you are quickly able to figure out means of communication alien and strange to you, as well as how to alter them to send the kind of messages to the type of beings you want to reach.

To hold my wife's hand again (600): When everything was over, the Narrator against all odds was still reunited with his beloved wife. Even after everything, all the death and destruction, as good a happy end as he could have gotten waited for him. You find that as long as you hold on and manage to survive, you will also be able to get a happy end. Friends and family you were separated from and thought dead will have miraculously survived the chaos. Aid that lets you rebuild your life is around the corner, your invaded country receiving the support of its neighbours. For you, there is in fact an 'after' the invasion. You simply must survive to see it.

Astronomer

A Million to One (200): What is the actual chance for life on other planets, let alone Mars? It seems incredibly small and yet here we are. You may be the last person to be surprised however as you have a sense for when something incredibly unlikely is going to happen. When new discoveries are made or new things found out, you are always one of the first to be there or to hear about it. This allows you a certain sense of foresight... and perhaps time to prepare.

First Contact (400): It was an historic event when humanity first encountered a living being from another planet. It did end up being an awful omen of things to come but an attempt was made to show them humans were intelligent and meant no harm. You would have been able to warn Ogilvy and the others perhaps, as you have a sixth sense for what another beings intentions are, if they are friendly or hostile and if they can be reasoned with. If that is a possibility you do know how to make yourself unthreatening and make sense of how to talk with them at least and what signs to avoid.

Alien Knowledge (600): One species trash is another species treasure. In the years after the invasion, who knows what advances could be made using the remains of the dead attackers. Beyond just being someone who studies the stars, you have a knack for understanding what comes from beyond the stars. Tools, machines and the products of alien intelligences are discerned by your mind with the same ease as an academic would a school book. Maybe there is something good to be gained from all this… or you are simply more prepared if they come back.

Artilleryman

Able Bodied (200): For a man to serve in the army they must be capable of enduring great things. That the Martians are so far beyond human capabilities is not your fault and by human standards you're still exceptional. You are operating at a peak level of physical fitness, needing nothing to sustain this physique. With this also comes considerable skill as a soldier, being a good shot with any weapon.

Domination of the Mind (400): It is surprising how far lies, grandstanding, boldness and the painting of some great vision can bring you. After reuniting, the artilleryman managed to find an ally for his vision of an underground rebellion in the Narrator. That lasted only about as long as it took the Narrator to realize the soldier was all talk and no action. Still you are just as good at making the talk, having the kind of brutish charisma of someone who can make others work for their benefit. This does nothing to make you actually do anything beyond sounding convincing, just being a consummate dreamer. But who knows you might talk your way into becoming a collaborator.

Under Their Feet (600): When the Narrator met the Artilleryman again, the soldier had grand ambitions and plans of an underground resistance that would survive the invasion and eventually rise up against the Martians again. These were but the delusional words of a broken man more concerned with dreaming big than actually acting. From you? They may hold some merit as you possess all the qualities a leader of such a guerilla group would need. You are a great planner and a strategic genius, knowing how best to hide, develop and prepare under your enemies noses. You have a knack for figuring out things like logistics and resources and how to go about building underground infrastructure to support small groups. Maybe you actually could live out the dream of a guerilla fighter reclaiming the earth if it ever comes to that point.

Martian

Martian Biology (Free and Exclusive to Martians): It would be an unfounded assumption to believe life on another planet would develop like it did on Earth. Your new physical body is proof of that. You are one of the Martians, a squidlike round being with tentacles, two eyes, a beaklike mouth and an ear on the back of your head. Your interior biology is much different, only consisting of one large brain, heart, lungs and veins. You do not need to excrete waste and don't even have a stomach or digestive system. Instead you sustain yourself by drinking blood. You need no sleep and can reproduce asexually by slowly forming buds that eventually grow into Martians.

Your new body does come with some downsides. The gravity of earth is too great for your body to move comfortably and much more severely, you have no immune system against earth's pathogens. Normally. To prevent this option from being a complete trap you retain an immune system, though much weaker than that of the average human. Enough to only be severely debilitated by what would kill your fellow Martians.

After this Jump, your Martian physiology becomes an altform.

Ruthless and Utter Destruction (100): Can all this really be called a war? The battle between the Martians and mankind was more akin to a battle between man and insects. And what need do you have for thinking of it as anything else? You have a mental toggle of sorts that allows you to not feel even an ounce of pity, sympathy, empathy or feeling of equality towards anything that seems in some way inferior to you. You can incinerate and eviscerate and feast upon humanity as much as you like without ever thinking of yourself as cruel. And before someone judges you too harshly, hasn't humanity itself done this aplenty in the past?

Sense of Dethronement (200): There is nothing scarier than knowing of your own inferiority. The sheer panic terror humanity suffers during the invasion is evidence enough. Something you are very good at drilling into those you wish to inflict it on as you are terrifying when you want to be and even without actively trying. Your successes and victories will make any sense of fear grow in your opponents. At some point, they may consider it a mercy to go mad.

Desperate Exploration (200): For all the death the Martians wreck on earth, it is more done out of desperation than cruelty. Their home world is dying and they need a new place to live. It is even implied they launched an expedition towards Venus after the end of the story, perhaps able to live there. All that to say is that you have the kind of blessings any explorer would kill for. You are a good navigator on land and in space and if you need to find some new areas, fortune will see to it that you get a chance. This only works for something as broad as 'a new place to live with resources to use'. Still you will discover it and will find a way to get there. Now it's just a matter of what to do if you find someone else already living there. For that, this

Perk offers no solution but surely you can figure out a way to deal with these ‘inferiors’?

Areoforming (400): The Martians brought more than just war. In their wake, earth itself became transformed bit by bit to resemble their old home world. You can enable a similar thing. When you own or conquer a territory, the environment will slowly shift into something suited for your preferences and lifestyle. Natural ecosystems will be choked and replaced by what you consider home and make anyone who previously owned it feel much less welcome, let alone how it impacts their survival chances in your newly conquered area. This Areoforming does not affect microbiology however.

Intellects vast and cool and unsympathetic (400): The aliens intelligence is their greatest weapon, making them nigh unbeatable opponents. Even among them you manage to stand out however, having a truly brilliant mind. You are among the upper echelons of intellects that can call themselves Martian, receiving a raw boost to your overall intelligence.

Benefits of Colonization (600): 14 years down the line, the Martians would come back, prepared against all eventualities. And yet they could not conquer earth properly, forced into coexistence due to galactic politics when the Jovians of Jupiter were contacted and put their sight on the Martians. They were forced to retreat, though not completely as a small colony of Martians still existed on earth that humanity had to learn to coexist with, as well as the other beings of the universe. This may seem rather unfair, the Martians still benefitting after everything and stopped because of politics and not humanity. It’s a benefit you as well can enjoy as even in the face of a complete loss or a political situation throwing your plans and schemes awry, you can still retain a small part of what you gained or sought to gain.

Gun and Microscope (600): It would have been a mercy if the Martians just blindly relied on their existing technology to dominate the sons of man, ignoring or perhaps cowed by momentary victories. Alas, they are not as kind, studying them with clinical cruelty and adapting to any victories, not allowing humanity to properly capitalize on small triumphs. You share this trait, being exceptional at developing countermeasures upon suffering or witnessing the defeat of an ally or yourself. You will instantly come up with ideas on how to counter such things, equally as skilled in developing technologies or strategies that make sure it can’t so easily happen again. This even applies to other factors that impede you, like increased gravity making it harder for you to move, allowing you to come up with better ways of transportation. Let them have their small victories, the war is yours.

Like infants in their presence (1000): The true terror of the Martians isn’t just their unconquerable power, but the fact they are better than humanity. If humanity had more time, they may have become like Martians and could have called themselves their peers but as it stood the Martians are simply better, a core theme of the story no matter how it is retold. This Perk allows you to retain that quality. Once per Jump, you

may assign a single race or species to this Perk. You then are guaranteed to scale above them, in some way undeniably superior in one aspect which you may pick. To use the Martians as example they are undeniably superior in intellect to humanity. In future worlds you may choose to be superior in magic, raw power or some other criteria compared to one species. The difference will be notable, though this by itself does not make you completely untouchable. You may still suffer setbacks or singular individuals of the ‘lesser’ species may still prove to be formidable in combating you.

The effects of this Perk also do not just apply to you. You can make them apply to everyone who shares your own ‘race’. If you happen to combine multiple races within you such as through altforms, you can freely pick which one is affected. Effectively, this makes the average competence of the species member guaranteed to be above and beyond the average member of the targeted species.

There is however one downside to this Perk. This kind of benefit comes with an additional vulnerability to something related to the species you use this perk on. It’s not inherent to this species but undeniably related and potentially very unassuming. There is nothing stopping you from discovering what it is and making countermeasures ahead of time but be careful not to discard any possibility of defeat that isn’t the enemy species meeting you in battle. The weakness you gained will only apply to you for the duration of the Jump and be lifted afterwards, the benefits you gained will still be retained however.

Items

Items associated with an Origin are Discounted for those of that Origin by half, becoming free in the case of 100 CP Items.

Human

Base Necessities (100): There was a time before the invasion, where the question on how to gain and keep these things seemed like the most important part of everyday life. You have a roof over your head as well as a steady, small but sufficient paycheck to take care of your needs.

Documentation (100): A reliable way to keep notes of your experiences, this book will automatically update itself with your travels, writing down any information you gain in an enjoyable style. When published, it might make for a very successful book.

Hiding Place (200): The Tripods are intimidating, but they can't be everywhere. This one spot may just be your salvation. It is less an item you own and more a location you will automatically find if you need it, a small shelter able to comfortably support you and one other person. It is high enough to avoid any gas based attacks, has a well-stocked pantry and unless you draw any attention to yourself, or a guest does, it will be relatively unnoticed by hostiles. This protection only lasts for about 15 days however, after which it is recommended you leave. You are ensured clear passage but any day after these 15 is not guaranteed to keep you safe. You get one hiding place every two months, the timer starting only after you leave the original hiding place.

Institution of Man (400): You are the owner and boss of some sort of institution or business. What business it is in particular is freely chosen by you, options being a news outlet, a small army division, an observatory or something completely different. This institution operates at the peak of competence capable in these times, will fetch you a decent profit and answer to you alone.

HMS Thunder Child (600): A Royal Navy Torpedo war ramship, the finest your eyes will ever lay upon. It is huge, ironclad with several guns and twin funnels. The most destruction it can cause comes from driving headfirst into an enemy, even able to tear apart entire Tripods. It enabled one of the most decisive victories for humanity, allowing refugees to escape thanks to its efforts and you may emulate such a feat. When used in the protection of someone else, the ship will be sturdier and more powerful, sacrificing it in a blaze of glory giving a full on guarantee that whoever was shielded using it gets to escape and live. You get a new ramship one year after the previous one is destroyed.

Underground Resistance (800): You were much more productive than the Artilleryman it seems! You own an underground tunnel network the size of London. It uses sewers and subway systems and can support hundreds of people comfortably. While it has no innate protection against being discovered, it enables a rebellion in

other ways. Fellow rebels will know in their heart to get here, traitors to the cause not finding it and as long as your conviction is honest and not mindless grandstanding, you find yourself and any allies to become more and more competent at battle, intellect and other fields related to resistance work. This becomes more pronounced the longer the rebellion goes but requires active effort on your and your fellow rebel's part.

Microscopic Miracle (1000): In the end it was never humanity's victory, but the victory of the world itself that saved the people living on it. Microscopic lifeforms overwhelmed the Martians much in the same way they overwhelmed mankind. Any location you own or even life in now has similar defenders, unique bacteria that act hostile to anyone not of your race. They will kill the colonizers without fail, though need around two weeks to do so. You can also opt to keep the bacteria from invading someone's system, or letting them invade but remain inactive until you choose to make them so. This is not an insurmountable obstacle and indeed vaccines and cures can be made but doing so would be a challenge even for a truly genius lifeform.

Martian

Blood Bags (100): The perfect lunch for a Martian on a long journey. You have a supply of a couple dozen dead and humanoid creatures whose blood is incredibly nutritious for any lifeform relying on it. It's enough to last a small group of Martians about a week and the bodies will get replenished weekly.

Slice of Mars (100): A little piece of home to take with you to your new home. You own a few distinct plants from mars, that are able to flourish in earth's climate and environment.

Tripod (200): The main war machine that would come to terrorize mankind, you are the proud owner of your own tripod. It allows you to freely move along the heavier gravity of earth, is easy to operate and a nightmare to face in battle. Its hull is very durable to most of what humanity could offer, requiring lucky shots with heavy artillery to destroy it. Something much harder to accomplish when you attack them in return with your heat rays and metallic tentacle appendages. If destroyed you get a new Tripod in one year.

Black Smoke (400): When the Martians realized the weaponry of earth proved some minor danger to them, they didn't permit humanity any opportunity to capitalize and immediately went to work on a countermeasure. The result is this Black Smoke, a potent toxic gas that causes instant suffocation. It is heavier than air and harmless when coming in contact with water and can be dispersed by means of spraying a hot steam. You get both a launcher for physical cylinders holding the gas, refilling instantly upon being shot, and a device to disperse the smoke when the work is done. Both devices can be wielded by any machines you operate or yourself regardless of size.

Canister (600): A bullet like cylinder, this is what the Martians used to travel to earth. Not a conventional spaceship as later years might know them as, it is instead akin to a bullet, fired from Mars and aimed towards Earth. It is loaded with a variety of material resources from Mars, like the tools to construct the various machines of the Martians. You gain one Canister and a starting platform to make your own one way trips to other planets.

Martian Encyclopedia (800): You have a collection of blueprints, writings and overall knowledge possessed by the Martian race. This includes all the devices they would develop during their invasion of earth, even the mysterious flying machines they were working towards.

Vaccine (1000): It is theorized that the reason the Martians were so blindsided by bacteria is because they never had them on Mars or already had eradicated them long ago. This left them helpless once and their deaths just a matter of time as soon as they came into contact with earth's biosphere. That being said, you are in possession of a Holy Grail for any Martian. This one Vial can be assigned to one

planet's bacteria, allowing complete immunity to whoever takes the Vial. The Vial must be fully injected by the one using it down to the last drop for it to work and can not be replicated normally. But who knows maybe you could find a way to make good use of it for more than just yourself. You get a new Vial in the next Jump.

Companions

Import (Free/50): Perhaps your chances of survival increase with someone else. You may import one companion for Free into this Jump, any additional companion costing 50 CP per individual. They get the same Origin you picked, though able to pick their own Sub-Origin for Human Jumpers. They also receive 600 CP to spend on Perks and Items.

Export (Free/50): Made a friend or fellow survivor you want to take away from this world? If they agree, they may follow you as a companion. Alternatively you can pay 50 CP per individual to guarantee they will want to come with you.

Drawbacks

There is no limit on how many drawbacks you can take. Take as many as you think you can handle.

A different Age (+0): War of the Worlds is a story that has been adapted and reimagined in a vast variety of ways. At its core it is the same every time, an alien invasion where all of man's devices fail and salvation comes from an unexpected third party. If you like you can start your Jump in one of the many adaptations instead of the original book, as well as include any 'sequels' like The Massacre of Mankind. Any purchases and items will be scaled accordingly to the new setting and time period.

Supplement Mode (+0): Stories about invasions, war and colonization are as commonplace as bacteria itself are. If you like, you may supplement this Jump to any other Jump covering these themes. CP stipends will remain divided between the Jump documents but other than that you are free to unleash the devastation of the Martians to another world.

Time Extender (+0/+100/+200/+300/+500): Originally the War would only last about three weeks and your time in this Jump only one year. Both are no longer the case. Every time you take this drawback will both extend your Jumptime and the time it takes for the Martians to die off bacteria. If you are a Martian yourself this does not affect your own immune system or resistance.

Take it once and you will stay for two years, the invasion lasting six weeks. Take it twice and you will stay for five years, the invasion lasting three months. Take it thrice and you will stay for a proper 10 years, the Invasion lasting one year.

If you are willing to forfeit the additional CP this option offers, you may instead extend your time in this Jump by however many years you like, without the invasion lasting longer.

Finally for **+500 CP** you may stay here for two decades, but also be forced to experience the official sequel 'The Massacre of Mankind', featuring a second invasion 14 years after the first one, this time with the Martians having prepared against the microscopic danger of earth.

The Curate (+200): It's understandable to be panicked but the clergyman you are stuck with is doing something else entirely. For the duration of the invasion you are accompanied by an absolute mess of a human being, constantly despairing to the point of insanity at the hopelessness of everything. You can't bring yourself to abandon or just kill him either… at least until he goes completely mad and actively blackmails you to bring the 'angels' down on both of you. If you are a Martian instead you will be stuck with your own equivalent, who will NEVER stop talking about having to show empathy to humans, how killing them is murder too and what not.

Age of Invasions (+300): Before War of the Worlds was published, invasion stories were a popular genre in the late 19th century. Essentially a dick measuring contest of how well the military could analyse and counter foreign powers if they ever decided to attack them. Wells would permanently transform the invasion literature genre, putting the military up against a fundamentally superior opponent and criticizing the military's own actions (like in Tasmania) by forcing them to suffer what they inflicted, a complete domination by higher technologically equipped forces. Indeed, after the invasions other countries that may have been enemies in invasion literature arrive to give humanitarian aid.

That kind of cooperation on a global scale is not something you can look forward to. If anything it is like this world has been changed into a setting fitting for more old fashioned invasion literature. The desire for war is commonplace, people will attack smelling weakness and even the aftermath of the Martians attack won't change a thing. Don't expect to have a peaceful moment during your time here.

Powerlessness (+300/+600): You will experience the true helplessness of humanity first hand, though not quite because all your devices fail. Because you have none of them. Your Perks or Items will be taken from you for the duration of the Jump, reducing you to your purchases from this Jump. If you take this drawback twice for **+600 CP** you will lose both Perks and Items.

Human Exclusive Drawbacks

The following Drawbacks can only be taken by those with the Human Origin.

Ground Zero (+100): You are now guaranteed to be there when one of the canisters opens and the Martians first step out. You can not leave until they started attacking people with their Heat ray either.

Woe! Woe! Woe! Woe! Woe! (+200): Religion can be a great source of strength in hard times. Not as much when aliens are invading it seems. Like the Clergyman the Narrator encountered, your mind is fracturing under all the horror you bear witness too. If you can't get a hold of yourself you may end up seeing the Martians themselves as divine instead. Something that will not end well for you and likely anyone you are with.

Weak Constitution (+400): Your body is not made for survival in a war-torn England. You are weaker than the average man, need more food and can't run as long or as fast as most others. You shouldn't need an explanation as to why this may affect your survival chances.

Extraterrestrial Immunity (+600): What foolishness something from another planet could at all be impacted by something as small as an earthly bacteria. There will be no microscopic saviours this time for the Martians are immune to most bacteria and even the small amount they may not be resistant to they will quickly make vaccines for.

The War of the Jumper (+1000): The Martians know what you are. They know that they can access even more promising worlds if they kill you and will stop at nothing to do so. Already they have gained an insight into all your technology, able to replicate them and develop counters and if given enough time and opportunity they will find ways to make any other technique and ressource you show useless against them.

Martian Exclusive Drawbacks

The following Drawbacks can only be taken by those with the Martian Origin.

Jetlag (+100): You have a much harder time adapting to your new home than even your fellow Martians. The gravity alone will make you more sluggish than most and take harder to get used to. It will take a week at least before your body can somewhat acclimate.

Thirsty (+200): You require a lot more blood than the average Martian to sustain yourself, roughly three times as much. Just any blood won't do either, it must be human blood. Better get to rounding up some cattle.

Dull Mind (+400): For a being whose brain takes up so much of your body your rather… slow. Your intellect is pathetic by Martian standards and even among humans you would barely be considered average.

Frail (+600): You no longer have the small immune system guaranteed to you in Martian Biology. Worse than that, even by Martian standards your resistance to earth's bacteria is non-existent. Contact with even the slightest of pathogens is all but a death sentence to you.

The Massacre of Mars (+1000): This is shaping up to be a very different story. The Martians will turn out to have vastly underestimated humanity. The initial contact may go in their favour… for about a day. Humanity will quickly grow to overwhelm the Martians, adapting in record time as if the race as a whole was benefiting from Like infants in their presence and all the Perks from the Human Sub-Origins. The Martians are guaranteed to decisively lose this war and that is without taking the biological killers into account. They will show all things Martian and especially you no mercy.

Scenarios

Peace Between Worlds (+500/Incompatible with War to End all Wars):

For all the atrocities the Martians cause, humans aren't in the best position to pass judgement on them. Not only because they can't be seen as a peer by the Martians, but because they have done to others of their own species the same. That is the first message one can find when reading this story. But perhaps there is a way to try and be better than that? After all, the story of humanity when not about dehumanizing all that stands in our way is also full of examples of great cooperation. And the Martians for how alien they are may have similar sentiments among their own kind. So why not try to bring a peaceful resolution to this conflict?

Your task sounds simple but is anything but: stop the War of the Worlds through peaceful means. Keep in mind, the Martians are both driven by desperation of their dying homeworld and can't even recognize humanity as anything but an inferior lifeform. Early attempts to show them humans are indeed intelligent went catastrophically. Still for this Scenario to succeed the Martians must not wage war of extermination on mankind. If they do cause damage they must be made to make amends. More than that, they shouldn't simply stay in their own colony. You must see to it that both of these species can genuinely coexist with one another, lift each other up and life in harmony on Earth.

The reward you gain for this will be this new version of **Earth**, humanity and Martians alike becoming followers on your journey. You can even take **Mars** itself with you, in case you maybe want to try to restore its beauty down the line. You also get the Perk **Cosmic Ambassador**. You can foster and cause peace and coexistence between all sorts of lifeforms, no matter their differences. It would take a being of true evil or nihilism to be resistant to your words and actions.

War to End all Wars (Requires the +1000 CP Drawback of your Origin/Incompatible with Peace Between Worlds):

It would have been nice to imagine a world where war was not needed, but you do not think there is a possibility for it. And indeed, the people of this world seem to agree. For this Scenario you must ensure that, despite how much more the conflict has escalated, your side is victorious. For humans that means ensuring the Martians will never harm Earth again and for Martians it means complete conquest of humanity.

If you are successful, you can likewise take the conquered/unified **Earth** with you, even **Mars** as well if you are so inclined. You also gain the Perk **Cosmic Colonizer**, making any and all techniques or means of working against a being that doesn't share the same race as you more effective.

Final Choice

You survived. Wounded, scarred and perhaps more uncomfortable with your place in the universe but you survived. Now what will you do?

Go Home: Back to a world with no contact with extraterrestrial life… for now. You return home with all you gained.

Stay: You really want to stay in this world? Well, if it's your decision. You stay here with all you gained, your affairs back home being put in order.

Move On: Time to be the alien arriving in another world again. Move on to the next Jump.

Notes

-This Jump is brought to you both by Reddit's Monthly Jump Challenge: Eleventh Hour and Overly Sarcastic Productions Halloween Special on War of the Worlds. It brought this codifier of science fiction back on my radar, got me to read the book and eventually make the Jump.

-This Jump is most directly based on the original Novel The War of the Worlds, with some nods to adaptations and ‘The Massacre of Mankind’ in particular (specifically Cosmic Communication, Alien Knowledge and Benefits of Colonization). If you didn’t know that story existed, I don’t blame you. I didn't either until I did research. It’s about as official a sequel as it can get though and authorized by the H. G. Wells estate.

-The Sub-Origins for Humans are given the names of professions but really more reflect the kind of archetypes presented by humans throughout the book. The Narrator is for the survivors, the Astronomer for those who study the alien and space related and the Artilleryman for those who attempt to fight it. I sorted them into these categories because it felt the most fitting. There are other characters like the Narrator's brother who is a medicine student and a Curator but I felt they were either too similar to other archetypes or didn’t offer enough to be different and merit inclusion.

-The 400 CP Perks for Human Sub-origins are in some way based on communication. Cosmic Communication on operating systems of communication across planets, First Contact at communicating with non-humans and Domination of the Mind as a charisma perk. If you want to try and reach a peaceful resolution, I recommend having all three of these Perks.

-I had a REALLY hard time trying to figure out whether or not to keep both Human and Martian Free, have Human Origins gain CP or have being a Martian cost CP. On one hand humans are pretty much signing up to suffer, but on the other hand the Martians are guaranteed to lose, any drawbacks notwithstanding. In the end I decided to keep them both Free. The story is ultimately about both races losing their own war HARD so I am going to make the Origins reflect that.

-You know I like ‘Humanity Fuck Yeah’ as much as the next guy, but any adaptation that has humanity actually defeat the aliens of their own merit is doing War of the Worlds a disservice and frankly spitting on its themes (looking at you League of Extraordinary Gentleman and 2025 movie). H.G. Wells wrote this story as a critique of colonialism, showing just how horrific it actually would be to be attacked by a technologically superior opponent who sees you as ‘nonmartian‘/’nonhuman’. It practically screams into your face to not be too proud of military power because not only can you find yourself outclassed, something that seems small and insignificant can make your entire arsenal of weaponry be pointless. Humanity is in fact NOT the most special snowflake in reality and can be just as vulnerable as anyone and anything else. At the same time, I also see it as a story of endurance, that you should

persevere even if a situation seems hopeless because you never know what might safe you or what may happen after the bad times (case in point earths microbiology saving the day and the Journalist being reunited with his wife).

It's a timeless showing of human vulnerability, but also feels to me like an appeal to be more humble, empathic and hopeful. And for all humanities losses and being overwhelmed they still manage to get some cool moments, like the HMS Thunder Child being peak Humanity Fuck Yeah.

Regardless of my rantings, I approached the Jump with this mindset when working on the various Origins. Martian options about offense and colonization and human options about how to deal with the horror of being on the receiving end of such things.

-Like infants in their presence is meant to emulate the role and narrative power of the Martians. As such it is seriously powerful when used correctly. To give an example, lets say your in Warhammer 40K and apply it to Eldars as a species and Psyker Powers as an aspect, you and your fellow 'Martians' could easily defeat them in just about any psychic encounter and have that kind of power fiat backed for the rest of your chain. As a downside you might be more vulnerable to chaos corruption, especially the Slaanesh kind. Alternatively if used on the Timelords of Doctor Who you could be either more vulnerable to temporal paradoxes or regeneration energy could be a deadly poison for you. I'd ask you to fanwank responsibly and remain in the spirit of The War of the Worlds Martians demise by bacteria.

For the record, yes you absolutely can take that Perk as a Human and make yourself and the human race smarter than the Martians and avoid the whole premise of the story, but think carefully before doing so. The Martians are VERY good at coming up with countermeasures and the result would be a fatal weakness that all of humanity shares to something inherent to the Martians. My personal guess would be that Mars wildlife would be more lethal than any toxin now, which already is growing on its own wherever the Martians landed. You and your species still have to earn the power granted by that Perk by not falling to whatever becomes your weakness.