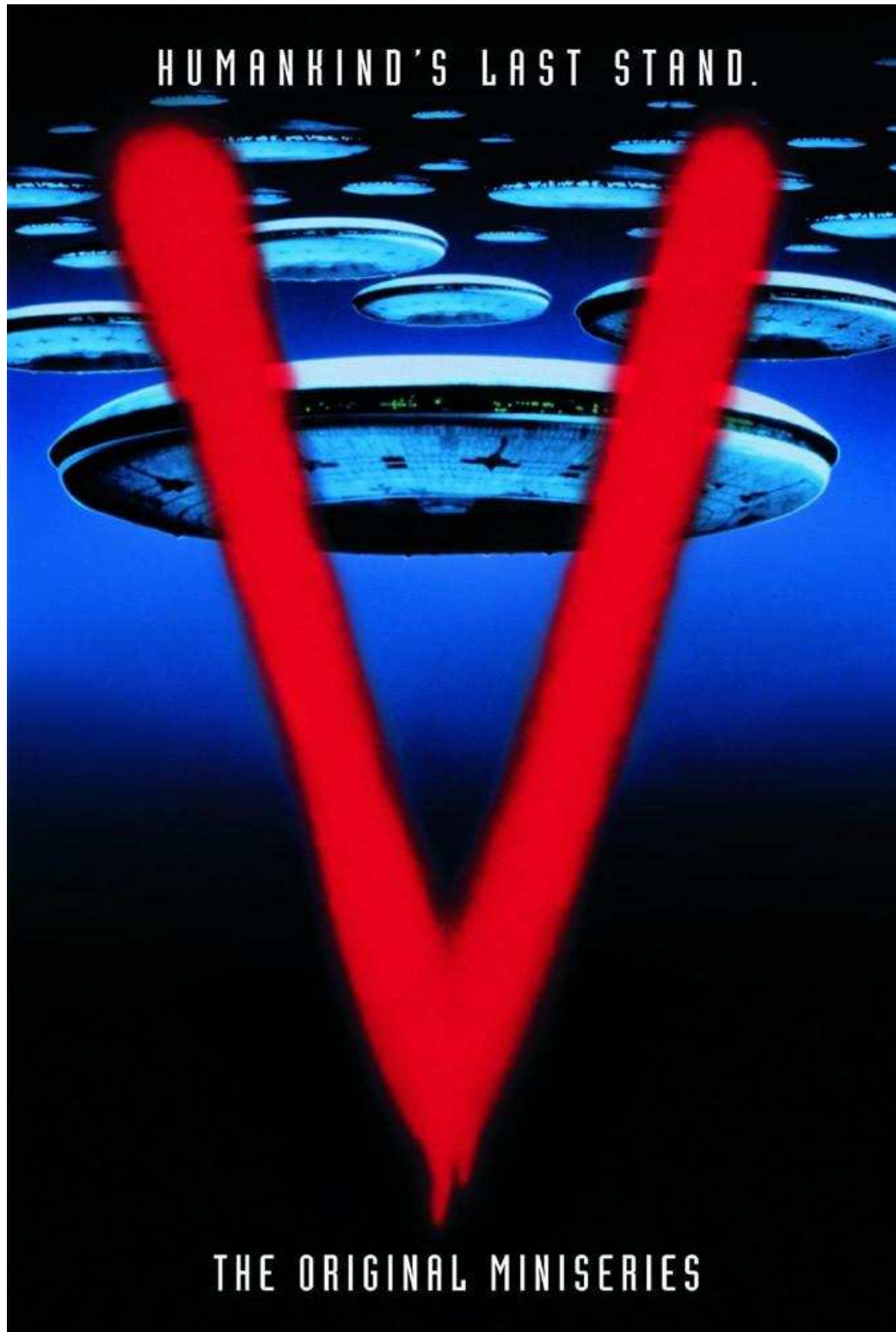


V Jumpchain

Version 1.0.0



They arrived in 50 motherships offering their friendship and advanced technology to Earth. They were visitors from the stars hailing from a world near Sirius, and they claimed to have the answers to curing cancer and all of mankind's diseases. They needed help as well - they had in the youthful foolishness of their race poisoned their world with industry and damaged its ecosystem and now they needed help from a clean world to kickstart their repairs. And they would give humanity the technology needed to avoid the same fate.

What they brought was something else entirely. They turned mankind against the greatest threats among their numbers - their scientists. Through the use of brainwashing, known as conversion, and coercion of the highest echelons of the world they managed to turn scientists into hated pariahs rounded up to be delivered to the visitors for their own purposes. Their propaganda spread quickly through humanity, and turned children against their parents, and brought back memories of Germany in the late 1930s.

But humanity resisted. Taking up the symbol of a V for the victory good had over evil in the 40s and would have again now, they resisted. Eventually through serendipity they found a biological agent which could spread through the biosphere and kill the visitors. Unfortunately excessive exposure caused loss of fertility and worse, and the agent could only survive with a winter hibernation. The visitors would return and only those places which froze for a significant portion of the year would be safe. But humanity would continue to resist.

The visitor's great leader would eventually declare a truce... though whether they had some scheme in mind to use it to destroy humanity or would be killed and replaced is unknown.

Or that's how things would unfold. You will be arriving here the same day that the visitors do. Perhaps you will change things. Or maybe you will just survive. Whatever you intend to do, you will need these to help you out:

+1000 CP

Good luck and good jumping.

Location:

You will arrive in one of the 50 cities which the visitor motherships have arrived over, or if you are one of the visitors in one of these motherships. We don't know where all the motherships arrived, though Los Angeles, Paris, Rome, Geneva, Buenos Aires,

Tokyo, San Francisco, St. Louis, Washington D.C., Houston, New York City, New Orleans, Chicago, Cairo, London, Moscow, and Athens are confirmed to have had motherships as well as somewhere in El Salvador.

Age and Gender:

If you are a drop-in you are the same gender as you were at the end of the last jump, and the same age as you were at the end of the last jump. If you are not a drop-in you may choose an age and gender appropriate to the jump.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Drop-In: You're a starchild, a successful hybrid of human and visitor... Actually wait that doesn't quite make sense with starting times does it? And you don't necessarily have the visitors' genetics in you. No, you're a drop in, someone without a history or memories in this world, but simply having appeared from nowhere. Still you might possess some very special powers.

Journalist: You are an experienced journalist, possibly with a history of reporting on wars in third world countries. You've been around a fair bit, and probably have had some experiences which will help you in adapting to life opposing the visitors.

Scientist: You are a scientist, or at least in training to be one. Given what is to come this is a rather dangerous position, but you might find yourself becoming a natural leader if you're not careful. Or maybe you're just a doctor in the making.

Revolutionary: You have a past as a professional revolutionary; a mercenary in guerilla wars potentially all across the southern hemisphere. And you're alive so you were a pretty good one. Or maybe you're just someone who when push comes to shove is ready to take up a gun to fight against alien invaders despite their overwhelming advantages.

Conspirator: You are... potentially just an ordinary individual. You could even be a journalist or a scientist. But whatever you are you're not someone ready to fight the visitors. No, even if they are man-eating lizard creatures it's just so much easier to work with them. After all what does it concern you if the earth is reduced to an inhospitable desert after you leave?

Visitor: You are one of the visitors. You come from a planet around the star Sirius and you have arrived on Earth with a message of peace sent by the benevolent Great Leader to save both of your worlds. Or at least that's your story. In truth the Great Leader wants to rob Earth of its water, and harvest its population as soldiers in his wars and food for his people.

Fifth Columnist: You are one of the visitors. And you have recognized the wrongness of the Great Leader and his ways. You have come with the fleet to undermine their purposes

and work to the overthrow of the Great Leader. Perhaps in humanity you can find useful allies.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Special Genetics (100 CP): How do a lizardperson and a human have a viable offspring? They're not even from the same trees of life. And most can't. Apparently there was something special about Robin's genetics which allowed her - and only her - to be the mother to a functional hybrid. Which makes it a rather big coincidence she was the one who slept with a visitor. But now she's not the only one, or maybe it wasn't that uncommon before and Diana just didn't do a large enough sweep of the population. Either way you'll find that you're not limited to having children with the visitors from Sirius, but that you are able to produce viable offspring with any sapient species. These hybrids aren't guaranteed to have the fabulous powers of the starchild, but who knows what happens when you start hybridizing species.

Important Target (200 CP): Which is why so many people just seem to be incapable of hitting you. At least that seems to be how it works in this world. Minor characters can be shot with ease, going down from a single shot that hits just where it needs to, but the important characters just seem to have a field that stops them from getting hit. And now you carry this with you, at least in regards to yourself. You'll find that people are less accurate when shooting at you. Trained soldiers will miss repeatedly with normally accurate weapons, snipers take the shot on a miss, and even the preternaturally skilled might not hit you. And that's without factoring in your own evasiveness or things like cover. And this applies to non-firearm based projectiles as well. They just have difficulty hitting you.

Master of Discipline (200 CP): You are a master of some martial art. Maybe it's revoc, the visitors' martial art, maybe it's some form of kung fu or karate used by humans, or even just something like the hand to hand combat still taught to soldiers, or the visitors' swordsmanship. Whatever it is, this mastery has made you a very deadly combatant in hand to hand combat, including not only unarmed combat techniques but also weapons used by the style. You are particularly good at single, knockout blows when you catch an opponent with their defenses down.

Drop-In Perks

Age is Just a Number (100 CP): You know it's odd how easily people accepted Elizabeth as an adult, or at least teenager given these same people knew her when she was born less than 2 years ago. And yet they did. Now you experience a similar benefit. People accept you as an adult regardless of if you're physically a child, or they know you're a child, so long as you act like an adult. It might take a little bit of effort to get people to serve you alcohol or let you vote, but even that should be doable if you have established a presence in your community.

Empath (200 CP): You might not be the starchild, but you definitely show some of Elizabeth's empathic abilities. You can sometimes get a feeling for the emotional state of those you are close to physically or even over significant distances with those you are emotionally close to. You can even show examples of clairvoyance when others are in danger, though this requires an empathic connection; you won't be seeing total strangers in danger but someone you care about or a total stranger that someone who is physically close to cares about. This empathy also allows you to influence the minds of animals, going beyond sensing their emotional state to actively being able to influence or control them; things like making dogs attack people to protect you, or gathering snakes to guard your cocoon while you metamorphose. It might be harder to get a dog to attack their owner than strangers, especially a well-trained dog, but you have the power to influence and to some extent control animals' behavior.

Hybrid Vigor (400 CP): Elizabeth had a twin sibling. They, however, took after their father. One could be forgiven for thinking that Elizabeth took after her mother. She looks human after all. But she also had the toxic spit of a visitor. We don't ever see her show physical abilities like a visitor beyond that, but we also have no reason to think she lacks them. What we see in Elizabeth seems to be a situation of the best of two worlds. She's immune to the red dust bacteria which developed inside of her twin, and which proved exceedingly deadly to the visitors, is not an obligate carnivore as the visitors are implied to be, and still has their neurotoxic spit and potentially other benefits.

And now you will find that you can possess a similar hybridization. You are able to blend your alt-forms together. Outwardly you will only resemble one of them, but you may incorporate internal elements of the others. These may be somewhat reduced, you might lose out somewhat on strength from your inhuman form when you look human for example, and if the scale of the two forms is significantly different you can expect them to be scaled based on the outward form so your kaiju radioactive breath will be significantly weaker at human size. However you will find that it's surprisingly good at

removing weaknesses that only one of your forms would possess. For example as a human-visitor hybrid you're unaffected by cold like a visitor and unaffected by the red dust like a human. As a human-vampire hybrid you could walk in the sunlight, though a stake through the heart would still kill you since it'd kill a human. As a human-kryptonian hybrid you're immune to kryptonite poisoning, though it'd do nothing to help you avoid being depowered by red sunlight or even golden kryptonite.

Starchild (600 CP): You could challenge Elizabeth for the title. While this won't give you all of her psychic powers on its own - her more empathic and telepathic ones require **Empath** - it will grant you telekinesis, technokinesis, and energy manipulation like she possessed. Telekinetically she was able to throw people across a room, or even push a fully loaded news helicopter away in the sky. Technokinetically she was able to shut down an alien mothership set to self-destruct in a nuclear conflagration which would destroy the Earth, and on another occasion shut down a different overload. As far as energy manipulation she was able to provide power to a computer lab with nothing more than her psychic energies, and may have shut down the alien mothership in the first occasion by stopping the nuclear chain reaction as opposed to causing the ship to shut it down. You will be capable of similar feats and these are likely not the full limits of her abilities if properly trained and utilized. These powers are, however, reliant on your mental state and emotions; without the right emotional force she was unable to use her telekinesis, and when psychically in contact with the Leader she had difficulty using any of her powers.

If taken with **Empath** you will also unlock her most impressive power. She was able, through intense emotional effort and one of the few uses which was shown to be actively draining, to revive an individual who had recently died due to blood loss from an energy blast which was left untreated for too long but had been surgically treated at the end. You will possess similar capabilities of psychic healing.

Journalist Perks

Coded Conversations (100 CP): Sometimes you just can't keep enemies - or the police state - from listening in on you. Sometimes you've got to pass on information in a way that obscures its meaning from anyone listening in. And you, you're good at it. You can come up with codes that your friends can understand, but someone else isn't likely to catch on to, on the fly. Without some real time to put this together, it will be a little limited, but it's enough to pass simple messages - like we're being listened in on so speak accordingly. You're likewise good at understanding when friends and allies try and send you similar messages without eavesdroppers understanding.

I've Ridden In Enough of These Things to Try (200 CP): You're a trained pilot. Whether it's fixed wing aircraft or rotary wing aircraft, you know how to fly them, and you probably can do a pretty good job of flying military examples. More importantly you can figure out how to pilot spacecraft and new flying vehicles in a single try. Even alien technology with controls labeled in a language you don't understand will come to you fairly quickly. You won't be a master on your first try, but you can still figure out how not to crash. You'll continue to improve with practice at an increased rate too, soon being better than what would be considered a master pilot.

Properly Paranoid (400 CP): Many are taken in by the visitors and their charms. But you're unlikely to be one of them. You seem to have a resistance to the charisma and charm of others, not being easily swayed by tricks of rhetoric, sophistry, and propaganda. You can still be convinced of things - good solid evidence helps there - but it takes more than knowing how to couch an argument in a way that gets the listener not to think too deeply. Maybe it's because you've got a similar resistance to the innate desire to believe what you want to believe. It's not truly immunity to that cognitive bias, but you do a much better job than most people at avoiding it, and at illuminating that blind spot once you are confronted with the reality that you were wrong.

But that alone wouldn't be worth this price. You're observant in general, and especially good at noticing the little details that don't add up. Things like someone switching from right to left handed on TV, or even more minor things. Just the little touches that show something is *off*. Related to this, you almost seem to have a sixth sense when it comes to conspiracies. It's not without its false positives, but you've got a good sense and idea for potential conspiracies and the like as well.

“Gooder” (600 CP): You could earn such a nickname. Like Donovan you seem to have been born to be cast in the role of the hero. You aren’t necessarily a skilled fighter, but you find that things have a way of falling in your favor. It’s like you’ve got some luck on your side, helping you to survive, and when you are performing acts of daring to succeed. Little bits of serendipity seem to align for you in these moments. This is far from invulnerability or a guarantee you’ll never fail, but things do go better for you than they would for others with the same skills and plans. Just maybe get a friend who can make functional plans, and avoid shoot outs.

This is most evident when it comes to physical action and infiltration of enemies. Your blows seem to land harder, and your enemies hit more lightly if they hit at all. This won’t save you from dying should you be stabbed by a sword with a nuclear destructor charge, but you’d find that you’d have the sort of advantage of luck and instinct to maybe win a duel against a swordmaster when using such weapons, and while the visitors are shown on several occasions to be somewhat tougher and stronger than humans you’d still have no trouble knocking one out with a well placed punch. This is weaker in fights against those who are similarly plot important; it’ll see you through a fight with a villain of the week or ally tricked into temporarily fighting you, but don’t expect it to win you fights with your arch-nemesis.

Finally as mentioned your luck is especially great when it comes to sneaking into places. You seem to find a lot of opportunities, and even more ease when you attempt it. This only helps you get in, though, and this luck won’t help you get back out. Hopefully you’ll have found what you need to find by then though.

Scientist Perks

Biochemist (100 CP): You are a graduate level biochemist... who moonlights with the medical school program. You seem to actually be an expert at biochemistry, internal medicine, and even a good surgeon despite theoretically only being a student.

Position of Trust (200 CP): When Nathan Bates first found signs there was a traitor in his midst, Julie should have been the natural suspect. His right hand man certainly thought so. Of course Nathan Bates seemed to be attracted to her, and also may have been pragmatically opposing the aliens with his free city, protecting the city by avoiding making it a total battleground and letting the resistance slowly whittle away at Diana's forces. But you don't need that sort of complex situation. You find that people are oddly unwilling to believe you have betrayed them, as suspicion of betrayal slides off of you more easily than it ought to. Oh, if you make it flagrant enough and people will realize you've betrayed them, and if things continue long enough they may get desperate enough to overcome this increased trust, but it'll take time, or hard proof for someone to act against you as a traitor in their midst.

Really Juiced Them Up (400 CP): You have got a certain special something that gets people to turn to you in a crisis, and makes you good at making people feel hope and calm even in disastrous circumstances. In simple terms you're an emotional anchor that others can rely on in a storm. This won't keep your own head steady - you'll have to work on your own stoicism for that - but you can help others even if it's just by pretending to be calm and control yourself. You can expect those who fight alongside, but especially under you, to benefit from increased morale and hope for the future, and as a leader you will find it easy to gain the faith of your followers.

The Human Will (600 CP): Is much much tougher than some might believe. But even fairly strong wills can succumb. Ham Tyler failed to resist conversion, though his wasn't total. Donovan never had to face it, but almost fell to lesser techniques. Julie, though, withstood it for quite some time. And you are now at least her equal in your resistance to such things. You are practically immune to conversion and the other brainwashing techniques of the visitors; it'd take a master to have a chance and even then they might be more likely to kill you in the - much lengthier than usual - process than succeed. And this is not limited to the techniques and tools of the visitors. You're similarly resistant to other methods of brainwashing, and even non-brainwashing means of mind control and mental influence. You're not necessarily absolutely immune, but even normally irresistible means can be resisted by you, and it will never be simple or easy to control or influence your will through outside forces.

Revolutionary Perks

Menacing Iron (100 CP): Like Ham Tyler you're good at being intimidating and threatening. There's just something scary about you which seems to lend weight to your threats and make it seem more believable you will carry them out, or that if you are making the threat the end result is somehow just a bit worse even if it's exactly the same. You saying you'll shoot someone dead is somehow more scary than someone else doing it even if it's 100% certain you both are willing to kill.

You've Got the Cannon (200 CP): You're good with guns. You're not some comic book superhero, but you are a crack shot. You're also great at providing covering fire when it's needed. And this doesn't only apply to firearms, but equally to alien energy weapons, and even other projectiles like energy blasts. This helps less with the likes of bows, slings, and those which require skills beyond aiming and additional physicality to their use, but you're still naturally good at aiming.

Demolitions Man (400 CP): You're skilled with explosives, and can - with remarkable speed - determine the most effective places to plant them to destroy a complex, or to kill intruders invading one. You're even good at creating new, experimental explosives which pack more destructive force than the ones you made them from. These experimental explosives do tend to be more unstable, and prone to exploding from excess motion or temperatures outside of relatively narrow ranges so do be careful with these experiments. But if you really need something blown up, you can make a more deadly explosive just at the risk of it being more hazardous to place.

Professional Revolutionary (600 CP): You could make a living as one. This won't give you the skills to shoot in their gunfights, but you'd make a great leader for a group of guerillas, revolutionaries, or a resistance force. You're a natural at asymmetric warfare, with marvelous instincts for what is needed to be done by a resistance force against a superior enemy. You know how to pick defensible and well hidden bases, how to avoid detection from enemies, and generally how to make a smaller, weaker force win against a technologically and numerically superior one through the use of stealth, the environment, and picking your battles. It'll still be an uphill battle, but you are a master at the fight. And of course knowing how to win from the inferior position will help you fight against such tactics if you're in the superior one as well.

Conspirator Perks

So Without Honor (100 CP): Sometimes when you set out to join the winning side there are issues. You might have a conscience, or some ideals you're loyal to. You can get past these issues, however, as you now possess the ability to turn off your conscience and ideals, dedicating yourself purely to self-interest. You can choose to merely turn them down - such as leaving certain lines that are still unacceptable behaviors - or set conditions to turn them back on - maybe when the greatest danger has passed.

Propagandist (200 CP): You are a highly skilled propagandist, knowing how to present information to manipulate and turn public opinion. You know how to talk up world leaders, hide their failings, and present your side of the story as the "truth" all while trying to manipulate. This isn't being a good liar, necessarily, as this goes a lot further than personal lying, but more manipulation of the masses.

Chosen Quisling (400 CP): There's something about you that screams 'useful traitor.' At least you'll find that conquering forces, invaders, or others who would have a reason to seek such a thing will be more willing to accept you as a traitor and have a tendency to find some reason you could be useful to them. Of course if you actively opposed them in the past they're still likely to watch you closely; this makes them see you as good traitor material, not necessarily as trustworthy. Still if nothing else it makes them a lot more likely to give you the option of joining them instead of just killing you.

Playing to Win (600 CP): Sometimes means making the best of a bad situation... and profiting off of the misfortune of others. And you are good at it. As long as things aren't directly targeted at you, you have a way of finding means to benefit from disasters and bad situations in general. These ways are not necessarily nice, and may increase the suffering others undergo, but as long as you are willing to act with pragmatism and your enemies don't start targeting you directly, you seem to be blessed in managing to come out with your situation improved or at least improved compared to the other people around you. You might manage to turn an alien invasion into ruling your own city state, gaining increased wealth, authority, and power in the process.

Visitor Perks

Visitor (100 CP): You are one of the visitors. That is you are a reptilian alien from a planet around Sirius. The visitors seem to be generally a bit more resistant to injury and a bit stronger than a normal human - Diana was able to casually overpower larger men to consume them and even overpowered Donovan on occasion, and while a well placed bullet could down them they were shown to be somewhat more able to fight past gunshots than humans and where a blast from a visitor gun to the gut killed a plot important human in minutes Willie was able to survive potentially hours of slowly bleeding out and even then he wasn't completely a lost case though a med student still failed to save him.

In addition to this small increase to general toughness and strength, the visitors seem to possess somewhat superior night vision to humans - wearing sunglasses indoors doesn't seem to noticeably hamper their sight after all. They are also highly resistant to cold, able to survive short exposure to liquid nitrogen completely unharmed, though a long enough duration might be harmful even to them it'd be significantly more prolonged. Finally they possess the ability to spray out a neurotoxin from their mouth. Besides causing pain, it can cause temporary blindness if it gets into the eyes; and given this was Donovan who got only partially sprayed it might be permanent to those with less plot armor or higher dosage.

Post-jump this becomes an alt-form.

We Come in Peace (200 CP): And they believe you. You find it easy to have people accept that you have the best intentions... at least until you give proof that you don't. People are rather accepting of your words in general. The particularly paranoid or careful will resist this, but you're good at getting people to trust you initially and you seem to make a wonderful first impression on most people.

Conversion Expertise (400 CP): Like Diana you are highly skilled at the conversion process. You have the knowledge and skills to work the conversion process - or rebuild the machines - detecting and using people's worst fears to break their minds into obedience. Conversion can be used to change a personality, program certain behaviors and beliefs, or even to leave someone's behavior as it was but with certain pre-programmed behaviors to be acted upon on a command phrase or stimuli. It does, however, have the unfortunate side effect of often reversing the recipient's handedness.

Even without the machines for a proper conversion, you are skilled at torture, and brainwashing techniques, and the use of fear and pain to break the wills and minds of

others. This also includes the skills and abilities to be a very persuasive listener, though your conversation partners might sometimes die while discussing matters if you get too persuasive. You will find that in general whatever method of brainwashing or torture you are using it is more effective in your hands.

Supreme Commander (600 CP): You find it easy to gain - and hold onto - authority within organizations you are part of. Even in a cut-throat force that emphasizes betrayal, you could fail perpetually against outside threats and still potentially hold onto supreme power. It'd require you to be careful still, but your subordinates would still be less likely to betray you and you'd be better at catching them out when they do, and at somehow managing to come out on top in the face of their plans. This isn't complete immunity to being overthrown from within, but it makes it much harder and people much less willing to try. If you were actually successful you'd have little to worry about from the ambitious, though idealists might oppose you if you were a heartless tyrant. You also find that threatening your subordinates is more effective than normal and less likely to cause them to seek ways to betray you.

As stated this also helps you to gain authority within an organization. While it's less effective here, you will find that you are likely to have a path to rise up, and those above you are more likely to look on you with favor for promotions.

Fifth Column Perks

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Post-jump this becomes an alt-form.

Veterinarian (200 CP): That's vegetarian. You could be an obligate carnivore - something that wasn't physiologically designed to eat plant matter - and still manage to live as a vegetarian. You'll find that it doesn't matter what you eat so long as you eat enough calories, and your body will do the rest. This can even get you around more exotic nutritional requirements like substituting food for a vampire's need for blood.

Double Agent (400 CP): It's one thing to say you come in peace and maintain that pretence long enough to brainwash and strong arm enough people that they don't immediately attempt to fight your city sized spaceships. It's another to live day in and day out in a city sized spaceship under a highly regimented regime while secretly working to undermine the very forces you are part of. You might not be able to do the first, but you can certainly do the latter. You are an expert at maintaining such a double allegiance or life. This won't protect you from suspicion if there's reason for it to fall on you, but you're good at finding ways to sabotage and work against a group from within in ways where the suspicion won't fall on you until it's too late.

Father of Our Science (600 CP): You are a highly capable and competent scientist and engineer. You are the sort of scientifically brilliant individual who could be considered the greatest scientist of your age. This puts you up there with the likes of Nicola Tesla, Albert Einstein, or the visitor scientist Jacob. While this won't guarantee knowledge of any specific field of engineering, or the replication of any specific pieces of Visitor technology, you possess a brilliant mind for innovation and invention; you could probably develop a destructive forcefield from standard visitor technology and who knows what you can develop from other technology you encounter in your chain.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Laser Whip (50 CP): This is a weapon that is attached to an arm stump like a prosthetic hand might, or secured over the hand. It consists of a coil of metal wire that is lashed about by movements of the arm, almost seeming to be an extension of the user's arm. In addition to its cutting force, and the strength of blows, it seems to be energized to some extent, causing it to burn and electrify struck targets - though do be careful not to cut into an electrical power circuit or you might find the full electrical system flowing through you. Since you're paying CP for this, you'll find it's very easy for you to sense where the wire is going, almost as if it was an actual part of your body and you could feel its length.

One of the Rarest Commodities in the Universe (50 CP): This is 50 gallons of water, in 50 1 gallon containers. These containers refill daily.

Visitor Sword (100 CP): This is a sword like those used by the visitors for their fencing, and theoretically for war though we never see it. These swords are rather heavy and large compared to fencing sabers, epees, or foils. Ironically they have less need to be as, while their swords evidently can be used for slashing, they contain a nuclear destructor charge inside of them which allows blows from their tip to generate explosive results. That is to say that if the sword is charged and you stab someone it will burn through their flesh and blow a hole in their gut. The explosions weren't sufficient to mar the floors of a visitor mothership, but neither were their handguns and those still killed humans quickly enough.

Visitor Tech Database (600 CP): This is a scientific database with all known visitor science. This includes interstellar spaceships, nuclear bombs capable of blowing up planets, vaccinations for all known Earth diseases, massive space lasers, functional cryogenics, not quite complete forcefield technologies, handheld energy weapons, and more. And this database includes it all, and will allow for its replication in future worlds.

Drop-in Items

Motorcycle (100 CP): This is a perfectly ordinary motorcycle. Well except that it will refuel, repair, and maintain itself when not in use.

Snake Cave (200 CP): This is a sheltered cave which you'll know the location of. It seems to attract snakes - especially venomous ones - of various species to it, though they don't seem to mind you or those you bring with you. Other people they will react to with marked hostility. There's a minor effect around this cave that prevents people from casually finding it by accident, and makes it slightly harder to find on purpose, though this won't stop people from following you there or a dedicated enough hunt.

Mark of Anon (400 CP): Well you don't necessarily have a birthmark like Elizabeth's, you will find that there is a loyal, dedicated religious cult with beliefs in alignment with your own, which sees you as a messianic figure, and can somehow sense that you are their (divinely) anointed leader. They're not necessarily many, or in positions of the highest power and authority, but they do see you as their chosen leader.

You will find that there is a similar, small but dedicated cult that exists in future jumps and will see you as their chosen leader.

Captured Mothership (600 CP): This is a damaged and inoperable Visitor mothership. Potentially offering a treasure trove of scientific knowledge if reverse engineered, it is definitely past human abilities to repair.

This ship will not follow you to future jumps. However, in future jumps you will get a similar treasure trove of advanced scientific/magical knowledge to research upon. This won't guarantee things copied or salvaged from these troves will work in jumps other than their own, but it will provide you with advanced technology and research opportunities beyond the normal technological (or magical) level of the world you find yourself in.

Journalist Items

News Camera (100 CP): This is a 1980s portable journalistic camera. It seems to automatically focus on what you want it to, and when re-watching things taped on it important background details seem to be more noticeable. It also has a way of accidentally catching important things in the background if it's running in the right general area.

Delivery Van (200 CP): This is an inconspicuous delivery van. Besides being extra non-suspicious and unrememberable, it has been modified to release oil slicks and be faster than it should be. It's not as fast as say a race car, but rather fast for a bulky van, and could definitely lead the cops on a high speed chase with a chance of simply losing them. It will repair, refuel, and maintain itself when not in use as well.

Dodgers Cap (400 CP): This baseball cap is like a storage battery for luck. It will build up a charge of luck over time when not worn, and when you put it on you'll get a temporary boost in luck until the stored luck is used up.

Allies on the Other Side (600 CP): Your mom is a conspirator, your lover becomes the enemy's press secretary, you manage to run into and befriend the leader of the Fifth Column within the enemy forces, you always seem to find 'allies' among your enemies. You could consider these a group of followers, except they update a touch too much for each setting as they're new people each time, but whenever you enter a new jump, you will find that among those forces you (will) oppose there are those who would be your allies on some level whether it's that they're your family, or are traitors, there will always be more than a few willing to help you out among your foes.

Scientist Items

Medical Supplies (100 CP): This is a small stockpile of medical supplies - bandages, pharmaceutical drugs, even things like scalpels and surgical masks - like you might acquire from raiding a hospital's supply room. These supplies will resupply themselves regularly as they're used.

Chem Lab (200 CP): Or at least the equipment for one. The structure is unimportant, but this is the equipment for a 1980s era chemistry lab. Somehow the equipment seems to pack away in less space than it would normally require, and to better survive bumpy rides and rough transit. Of course even if it is smashed or lost it will replace itself after a time.

Tunnel Base (400 CP): This is a set of underground tunnels with living spaces to make a functional base or shelter for a relatively large group - you won't be putting an entire city in it, but you could have hundreds of people if you were willing to get a little closely-packed. While not a truly hardened bunker, it is good enough to survive stuff intended to just destroy the surface buildings, and provide a shelter in case of bombing attacks or an air raid. It has its own generator and a small (resupplying) stockpile of fuel, and has its own (albeit limited) water supply. Making it even better, enemies have far more difficulty finding it than they should, at least without someone betraying and telling where it is, or actively following someone back to it.

Hacking Computer (600 CP): This is a small, 1980s portable computer. It doesn't really have a monitor or anything like that. Just a small alphanumeric display and an awkwardly small keyboard. Still you can hook it up to a computer that has a monitor if you want. What makes it useful, though, is that it's a supreme tool for hacking. Despite what should be incompatibilities in computer systems, it can interface with and hack advanced computers of alien species, and even do so without being physically connected to it. The computer is a little weak on its own, probably doing best when hooked up to a more powerful machine, and it'll take some computing expertise, but even without a network to connect to it through it could hack into an advanced alien battle control computer that controlled various drone ships with greater than human skill. And while computers with more sophisticated defense systems will be harder to hack, you'll find that sheer technological sophistication or just not being connected to a network is not protection from this machine.

Revolutionary Items

MAC-10 (100 CP): This is a submachine gun. What it lacks in the sci-fi edge of a visitor's gun it makes up for with a lot higher rate of fire. Helping things out, you always seem to have another clip for it when you need it.

Speakeasy Bordello (200 CP): This is a simple and unassuming restaurant... with a hidden bordello under it from prohibition times. The bordello is large enough for a small band of rebels to live in, say 8 or 9 people before it starts getting cramped, very well hidden, and can only be accessed through multiple secret entrances and exits. You could blow up the restaurant above ground and still live in this bordello just fine by moving in and out of the sewers through these secret exit tunnels. It's tied into the city's water and electricity systems and even if it should be a vacant lot as long as you're not using a truly excessive amount of water or electricity it will somehow go unnoticed in city records.

In future jumps it will be inserted as a setting appropriate eating establishment, which likewise has secret living quarters underneath with secret entrances and exits leading into the surrounding community, and tied into local infrastructure.

Armaments (400 CP): This is a collection of military grade weapons from the 1980s. We're not just talking about handguns or even rifles, you'll find things like anti-tank weapons and ManPADS. This is enough to arm a large band of resistance fighters, talking dozens, maybe over a hundred people. And the ammunition needed. It doesn't just include weapons, and ammo, though, but a good amount of explosives and demolitions too.

And it all resupplies itself regularly. It's not instant, but you could easily keep a guerilla force fighting almost daily with this.

New Ammunition (600 CP): After the visitors began wearing new body armor the resistance quickly acquired new ammunition which could pierce through it. How this new ammunition worked was not the best explained, some things saying it was teflon-coated, but it allowed bullets to easily penetrate the new armor like it wasn't even there, and once it was introduced we even saw crossbow bolts and arrows pierce through the armor like it wasn't even there, so that reinforces it was some material that somehow negated their protective armor.

Here is a supply of ammunition made of such a material. You get a few clips for the sort of automatic weapons used by resistance, as well as several bolts and arrows. This ammunition will resupply itself over time, and you'll get similar resupplying ammunition

for any other solid projectile launching weapon you possess which was purchased with CP (now or in the future). This ammunition is able to punch through space age alloys, protective fibers, and even advanced or magical energy shields. It won't help it against realistic defenses, but it'll shoot through clarketech, or magic as easily as if it was the perfectly mundane equivalent. It doesn't bypass a creature's inherent durability though.

Conspirator Items

Informant's Reward (100 CP): This is a gold ring with a large diamond set in it. It's worth a fair bit. If you sell it you'll get a new one at the start of the next jump.

VIP Invitation (200 CP): Some of the events that the visitors will hold are rather exclusive affairs. This is an invitation to one of these events. Which one? Eh well that's for you to decide when you want it. In fact this invitation doesn't have to be to one of the visitor's events, but to any major social or entertainment event that people are invited to or purchase tickets for. It comes with a plus one and once used can be used again 6 months later. It will always be able to function as a legitimate invitation to such an event.

Science Frontier (400 CP): This is a corporate headquarters/laboratory complex, similar to that which Nathan Bates's Science Frontiers was based out of. It contains several stories of labs, administrative offices, and even a full blown chemical manufacturing plant. And it's yours. It will insert as appropriate into future jumps, or exist as a warehouse add-on.

Free City (600 CP): You have found yourself in charge of a city. The visitors respect this control - at least to some extent - and so do the people of the city. You can even choose which city to control as your personal fiefdom, though this will only give you equivalent control to a mayor's unless there's some major martial law situation going on.

In future jumps, if you choose, you will find yourself to be a mayor of a major city, or setting equivalent of a mayor to the setting equivalent of a large city.

Visitor Items

Visitor Gun (100 CP): This is one of the standard hand guns of the visitor forces. It projects a bolt of energy which is generally presented as being more damaging and deadly than a bullet, though still potentially survivable depending upon the location hit, though it can be set for varying intensities of beam strength in case you want to knock out someone instead of killing them. Yours seems to recharge whatever energy source it uses.

Security Armor (200 CP): This is an orange jumpsuit with a face concealing helmet, black boots, gloves, and a black vest. While this 'armor' doesn't do much against the visitor's energy weapons, it is highly effective against kinetic force as direct hits from an entire hail of assault rifles won't do more than knock you harmlessly on your butt. It's also pretty light, no heavier than a thin, fabric jumpsuit. And since you're paying CP for this while it won't be complete protection against humanity's new, armor piercing ammunition made specifically to bypass it, it will be able to eat most of the impact even of those rounds.

Patrol Ship (400 CP): The visitors attack helicopter equivalents. Or maybe fighter jets? This vehicle has four seats - a pilot's 2 others, and a gunner in back to control the turret weapon. It seems to have 3 beam weapons, 2 forward mounted ones, one on each of its small wings, and a turret that can be turned around to fire behind itself.

Given an individual attempted to use such a ship to return to their homeworld in one episode, something that wasn't represented as liable to take multiple decades for their round trip, it seems that even these small ships are FTL capable. It might not be the comfiest long term ride, or necessarily as quick as one of the motherships, but it is capable of traveling at FTL speeds.

Mothership (600 CP): This is one of the visitors' 50 mother ships. It comes only with the barest skeleton crew of followers - which is fewer than you'd think given that the ship seems to be able to be flown from a single console in an emergency - but is a large, central hub ship capable of serving as a flying miniature city. It also has some offensive lasers, though not seemingly enough to make them city destroying threats - though if one overloaded the nuclear reactors powering them one could dwarf the largest bombs humanity has ever made.

If purchased with a **Patrol Ship** you'll get a small flight of such ships and several more larger unarmed shuttles.

Fifth Column Items

Visitor's Uniform (100 CP): This is one of the orange jumpsuits that the visitors wear, along with the matching black sunglasses. It'd be pretty useful for sneaking into one of the visitor motherships. Of course since you're paying CP for this it has something somewhat special. Specifically once per month it can change to be the uniform of another group or organization. It'll only be the basic uniform of a low ranking grunt, with no particular special properties but it should be enough to pass for an enemy's uniform.

Skin Suit (200 CP): This is a suit of synthetic flesh. At the start of each jump you may choose a single humanoid species approximately human in size for this suit to duplicate. You will find that you are able to fit into this suit in any alt-form you have, though it may alter your size to fit it, disguising you as whatever species it represents while allowing you to keep your current alt-form's powers. These powers will be scaled down appropriately if normally belonging to a form significantly larger than human.

Soborium Bracelet (400 CP): This is a bracelet of a super dense metal which does not exist on Earth. While the bracelet is insulated, the metal is a supreme conductor, one which seems particularly good at overloading electrical systems it is introduced into. By removing the insulation from two pieces and pulling them out of shape you could push them to an electronic locking system to overload it, and by twisting the bracelet to reveal its material all across itself, you could force an energy field such as a forcefield to focus its entire field on this one spot, potentially overloading the field - or at least creating gaps in it. Do be careful, though, as it won't guarantee you're able to survive the energy flowing through it - if you bring the full force of a city-containing disintegration field down on the bracelet while wearing it you'll probably not be making it out alive without some significantly superhuman capabilities.

Antidote (600 CP): Is this an antidote to the red dust or the cancer cure that the visitors liked to promise and never delivered on? Hard to say. This is a small pill bottle with 2 pills in them. They serve as a universal antidote for any poison, a universal antibiotic for any bacterial infection, and generally a universal panacea for any disease. They're best for poisons, dealing with even paranormally deadly ones with ease, even protecting you from them for 12 hours, but they might not instantly cure the worst diseases or infections. Even then, though, they will have a marked and meaningful effect and will prevent all but the most paranormally powerful from taking root for 12 hours if taken. The 2 pills resupply daily if used.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character as a companion.

Clone (200 CP): This is a clone of you. They possess all of your powers and abilities, but none of your memories or skills. This includes possessing copies of any of your perks that don't directly grant skills. They instinctively recognize you as an ally, friend, and kin.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Continuity (Toggle): There's actually a fair number of different versions of this world. There were novel expansions to the originals, another novel series by one of the original creators which was a sequel to the original miniseries but ignore The Final Battle and TV series, a DC comic series, and even a 2009 reboot series. If you want to journey to one of those instead of the original miniseries and its sequel series feel free to use this toggle to do so.

Start Time (Toggle): If you'd rather start at the weekly series instead of the original miniseries you may choose to start after Diana has escaped and reunited with the fleet during the tv series instead of the day that the visitors first arrive.

English Not Well To Me (+100 CP): Normally you can speak the local language of a jump, and you'd probably know at least one Earth language already. Now, however, you seem to have had some difficulty learning the local language. You talk it like you're still - rather early - in the process of learning it. And the same with any other languages you speak. You can improve with time, but it'll take some time and you'll never speak any language better than an (obviously) second language.

It Runs in the Family (+100 CP): You have a tendency to get greedy, and to be tempted to overextend yourself and your forces for the sake of accumulating an excess of resources.

Lame (+100 CP): Like Julie, you took an energy blast, bullet, or something else to the leg near your knee. Unlike Julie when they told you that you'd be limping for the rest of your life this wasn't forgotten a year later for the tv show. You will find that half of your limbs used (primarily) for movement are damaged. They can still be used, but you'll be walking with a limp, or flying poorly, for your time here.

Robin (+100 CP): You are rather self-absorbed and self-obsessed. Aliens have invaded the world and are eating people, and you could easily find yourself obsessing over how the cute boy you have fallen for doesn't want you, and complaining about it to people who are busy with preparing for life or death situations for which the fate of your entire species might depend. That is to say you put a massively outsized importance on minor problems and issues you may have compared to those of real import.

Soft on Children (+100 CP): You seem to have a soft spot for kids. You're not necessarily nice to them, but you have a soft spot for them. This is especially shown when they are threatened or endangered which seems to make you very, very angry very, very quickly.

But There is No Cause for Which I Would Kill (+200 CP): You absolutely refuse to take a sapient life, even to save your own life. There is no cause for which you would kill. And there are few for which you would cause harm or commit acts of violence, being loath to do so - and minimalistic - even in dire circumstances. You'd risk your own life before causing pain to another much less lasting harm.

Converted Child (+200 CP): You had a child. Isn't that wonderful? They were abducted by your enemies and brainwashed, however. They possess all of your biological abilities, and you love them absolutely and will never be able to bring yourself to harm them... however they'll remain steadfastly brainwashed by your enemies and beyond your ability to reach until the last days of the jump.

Known Scientist (+200 CP): You are a well known and respected scientist. Unfortunately this guarantees that the hunt for scientists will happen, and even afterwards the visitors will recognize you as a threat and an enemy. If you're a visitor yourself you've been identified as a traitor to the cause and will be hunted and killed ruthlessly as such.

They Are Not Lizards (+200 CP): It seems you've never seen or heard of the franchise, as you have lost all knowledge of V and its events. Worse, you seem to have an innate trust for the visitors. It might be possible for this trust to be broken, but it'll take time, and hard proof of their ill-intentions (not just that they're lizard people pretending to be strangely human aliens) so you can expect things to get rather fascistic before you even start to think that maybe they should be opposed. If you're a visitor, you're instead like Willie and somehow in the dark about both the Fifth Column and the visitors' plan of destruction.

Dust Allergies (+300 CP): The red dust is fatal to you and will be made, and spread far and wide. You'll need to find a way off earth until it's allowed to die down, and even then you'll have to deal with it limiting your access to entire regions. And if you go to another world you'll find that the red dust will get introduced to it sooner or later.

Internal Divisions (+300 CP): It seems that among you and your allies it's less important if goals are obtained, and more important who it is that succeeds at the goal. Even something like the fate of your species, you might find your allies - including normally

loyal followers and companions - betraying you in deniable ways to make sure that they not you can be the one to succeed at the task. Expect to have to deal with internal sabotage on anything you're not working completely alone on. And this even includes your own additional bodies if you try working with your own clones - hive minded or otherwise.

Locked Out (+300 CP): Let's be serious. This is a world where you don't *really* need those perks and powers from other worlds, right? Well hopefully you don't because you will be entering it with nothing from other worlds. No perks. No powers. No items. No companions. No followers. No anything of any sort except the memories. You can still import companions if you want them to gain perks and items of their own but they'll not appear in the jump and merely gain them at the end of it. Your body is also reduced to being no more physically capable than one of the visitors.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Visitors' physical capabilities: Really seem narratively based. They had greater ease at carrying heavy objects... once. Major visitors such as Diana and Charles are easily able to overpower Donovan who is normally presented as a strong and capable fighter, and usually a better fighter than them but physically simply not their match. Other visitors are simply taken out in one blow, though sometimes they are shown to be more resistant to their energy weapons than humans, and generally somewhat tougher. Willie, who is presented as being seen as sort of a sad sack among visitors and particularly non-impressive, was able to shrug off the cold of liquid nitrogen. They all had acid spit.

Conversion Expertise includes the scientific knowledge about conversion which would be in the Visitor Database. But conversion isn't something that just the machines can do, and it includes making a lot of judgements about the individual victim's psychological state and skill too which Conversion Expertise would give you.

Father of Our Science does not fiat back visitor technology or science to work in future jumps. What it does is guarantee you can find ways to take native or fiat backed science further than it already has been.

Supposedly there's a script for the unaired rest of the season out there... but I couldn't find it on google.

I didn't touch on the Leader's psychic powers because... we have too little information. From the show alone we don't even know if his telepathic contact with Elizabeth was purely telepathy or was he using technological assistance. We don't even know for sure if she was being mind controlled by him, or if it was actually her acting on her messianic purpose.

I didn't touch on the Anyx and the unfilmed finale because: 1) it was unfilmed and unaired; 2) I couldn't find where to even read the referenced script for it.

Changelog:

Version 1.0.0: Released.