

Outlander (2008)
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Version 1.0

Welcome to Norway during the Vandal Age on Earth, where a shooting star lights up the night. The star is actually a space ship that will crash into a nearby lake, which will have two survivors, one human soldier named Kainan and a vicious alien called a Moorwen that stowed away onboard and caused the crash. The Moorwen will begin killing the local human populace, possibly out of vengeance for Kainan's people genociding its species, while Kainan tries to hunt it down for killing his family. You will spend 10 years here.

Here's 1000cp to get you started, good luck, jumper.

Locations:

You may choose your starting location freely.

1. The Lake: Where Kainan's ship crashlands. If you're quick you might be able to kill the Moorwen before it runs off into the woods and butchers Gutnther's Village

2. Gunnar's Village: Viking village that will soon be massacred to the last by the Moorwen. Gunnar and his men are currently away raiding and will be back in a few days.

3. Hrothgar's Village: Where Kainan will end up after being captured by Wulfric at Gunnar Village.

4. The Caves: Underground caves that the Moorwen will eventually use as its home, bringing back those it captured or killed as food for itself and its soon to be born offspring.

Origins:

There are no origins, but you can choose whether you are a drop in with no memories from this setting or are a local, outsider or if you purchase it Moorwen.

Perks:

You get 2 discounts per tier with the exception of 300cp perks. 50cp perks are free when discounted.

Shots (Free/50cp): For free you're immune to any local diseases and parasites. For 50cp you become immune to any mundane diseases and parasites, as though you got a futuristic vaccine in future jumps.

Language Upload (50cp): Whenever you enter a new jump you get the language and broad history uploaded into your mind. For here that means Norse, but in other jumps you may choose a different language if you already know the one you would normally get.

Blacksmith (50cp): The skills, training and experience of a norse blacksmith, able to make tools, weapons and armor from available materials. For a second purchase you have great skill at using advanced materials such as Outsider Metal and can shape them much easier then it should be possible using such primitive tools and equipment.

Fight Like A Man (50cp): You have training in primitive weaponry and tactics, like those used by the Vikings. With a second purchase you fight like one who's trained for decades and can hold your own even against something like a Moorwen if you had the proper equipment.

Diver (50cp): Like Calib and the Moorwen, you have a fantastic set of lungs on you, allowing you to stay underwater up to 15 min while performing heavy labor or combat. You also see much easier underwater and it doesn't harm your eyes. For a second purchase you can effectively breathe underwater as though it were air, though it takes slightly more effort, like breathing at high altitude.

Shields! (100cp): Quick on your feet and agile as well, more than enough to run on shields, doing flips while drunk and still hit your mark with great accuracy. You also move and react quicker especially in combat.

Deadly Claws (100cp): Your natural weapons can rend though human flesh and basic metals like a hot knife though butter. If your form does not naturally have claws you can grow them either from your fingertips or be retractable like Wolverine in X-Men, minus the pain. If you have the Moorwen Perk, your claws and tail are even stronger then normal, able to easily break though even Outsider's advanced metals with ease. You may purchase this perk a second time to have this apply to all other altforms.

Ambusher (100cp): Stealthy little bugger aren't you. You have great skill in using stealth to your advantage, especially while hunting. You know how to keep yourself hidden, how to move completely silently and when to strike. They won't even know you're there until they're already dead.

Outsider No Longer (100cp): If you perform a selfless act, such as saving someone's life, they and those around them will accept you much more readily. Do enough and they'll treat you as one of their own and if you do something truly heroic, they might accept you as king.

Nothing Soft About You (200cp): God you're one tough son of a bitch. Your body is twice as hard to damage as normal, and you don't suffer from concussions. For a second purchase you get a steady but minor regeneration factor, healing in minor cuts in minutes, broken bones in hours and organ damage in days.

Rule Your Own Head And Heart (200cp): You know how to keep your own emotions in check, allowing you to keep a clear head even in the most chaotic of situations.

Survive Crashes (200cp): You always seem to survive even the most terrible of crashes, through some combination of determination, toughness and luck. It doesn't mean you wont be injured but it wont be serious and you'll heal enough in less than a day to be back to normal.

Asexual Reproduction (200cp): You can at will, impregnate yourself, which will take however long it normally would for your species, before giving birth to a newborn. If you lack the appropriate genitalia to give birth, it will grow in the same area and come off like a tumor instead.

Moorwen (300cp): Ah you’re not a human, you’re another Moorwen, a quadrupedal species of alien hunters who were driven to extinction by the Outsiders not long ago. You have a tough bioluminescent hide hard enough to break iron age weapons, razor sharp claws and a prehensile tail with two tips that can slash though humans with ease. You’re also capable of asexual reproduction.

It’s Here (300cp): You have a sixth sense when and how you’re about to be attacked, depending on the level of threat, it ranges from 5 seconds if it was a normal human, to a minute if a Moorwin was about to strike or a hour if say you were about to be orbitally striked. It won't be crystal clear but you’ll have a rough idea, which becomes clearer the deadlier it is.

Items:

You get 2 discounts per price tier, with the exception of 400 and 600cp items which you only get 1 discount of each, with 50 and 100cp items becoming free. All items will return in 24 hours if lost/stolen or destroyed.

Some Clothing (free): A nice set of local clothing, made out of leather, furs and cotton. The boots are already broken in and everything fits perfectly. Self repairing and cleaning.

Outsider Garb (50cp): Full set of Outsider advanced clothing, which is tougher and better fitting then anything the locals will make for some time. Includes underwear, socks and boots.

Whale Oil (50cp): A 259 gallon barrel of whale oil that will refill after 24 hours. Great fuel for torches and other things and it's surprisingly effective when used in incendiary traps.

Iron Age Weapons (50cp): sword or axe or warhammer and iron bound shield along with bow and arrows. If you purchase Outsider Metal Weapon you can upgrade these with the same metal.

Food (50cp): Enough meals a day to keep a fully grown adult fed and watered. Changes depending on your species, with Moorwen getting plenty of raw meat.

Horse (100cp): A strong, reliable and well trained horse, with saddle, shoes and comes with a refilling bag that produces enough horse feed to keep it in perfect shape.

Outsider Emergency kit (100cp): Small pyramid shaped computer with advanced sensors, that acts as an emergency beacon, signalling any nearby craft. It has a database that can download an entire language, history and culture into a human brain via the eye in a matter of seconds, though this can cause nosebleeds. The case also contains emergency rations, medical kit, 2 sets of clothing and an outsider firearm, though, in this jump it is missing the firearm, but in others it won't be.

Outsider Exosuit (100cp): Combat armor used by calib's people doesn't do much against the Moorwen’s claws or spikes but against iron age weapons you're practically invincible unless they mob you and strip it off first. Hermetically sealed with a 8 hour oxygen supply and lightweight with a collapsible helmet. Self repairs and functionally infinite battery life thanks to kinetic chargers that recharge the suit as you move it.

Mead (100cp): A leather pouch containing an endless supply of the finest mead on the planet.

Viking Village (200cp): A small settlement of roughly 100 villagers surrounded by a good wooden wall. The villagers start with the equivalent of viking era knowledge and technology but you may choose if they keep any advancements between jumps, if it resets, or if you get an entire new set of villagers in each jump. Can be a warehouse attachment or inserted into the setting at the start of a new jump.

Outsider Gun (200cp): Energy weapon that fires a big enough blast to destroy a tree in a single shot. Has a large 50 round ‘magazine’ that will recharge from its onboard micro hydrogen fusion reactor in about 20 min or 2.5 rounds a min.

Outsider Metal Weapon (200cp): This weapon was forged using the salvaged metal from Calib’s ship, much stronger than iron, able to cut through an iron easily as paper. You may import an existing weapon to gain this quality.

Viking Ship (200cp): A Viking Longboat that can be sailed by a single adult, even up river, though at a reduced pace compared to having a good wind or rowers, has room and supplies to keep up to 60 men comfortable for months on the sea.

Compound (400cp): An outsider homestead, surrounded by a high tech wall and turret defense system. The home is a nice two story affair with a basement and has its own power and water supply.

Norway (400cp): Well not just Norway, you get Sweeden, Norway and Finland all in one package, as a warehouse attachment or it can be inserted where appropriate in future jumps. Any resources used up are restored between jumps.

Outsider ship (600cp): Large combat space ship used by the Outsiders, it has twin energy gun turrets in the belly, and carries large thermobaric like incendiary bombs under the wings. It also doubles as a dropship and cargo vessel and can carry 30 fully armed troops into battle, along with enough supplies to sustain a modest campaign. It can go 30 LY a day with its FTL drive and will self repair, restock its spent munitions every 24 hours and has infinite fuel.

Abandoned Seed Colony (600cp): A planet is practically pristine. much like Earth during the Vandal age, with a small primitive population of whatever species you have an altform of, defaulting to humans if you possess none. You may choose to have the planet be unpopulated by sapient species if you wish. Acts as a warehouse attachment or may be inserted into a setting at the beginning of a new jump.

Companions:

Import/create (100cp): You can import or create up to 8 companions with 600cp each for 100cp total.

Export (Free/50cp): You can freely take anyone who agrees as a companion, or 50cp if they're dead to resurrect them as one.

Drawbacks:

You may take as many drawbacks as you wish. Drawbacks are revoked once the jump is over.

Supplement Mode (+0): You may supplement this to another jump, keeping all cp separate.

Short Runtime (+0cp): If you're human you may leave once the Moorwen and any offspring it has are dead. If you are a Moorwen, you have to kill Kainan and all the vikings in Gunnar's and Hrothgar's villages or drive all the humans within 50 square miles away.

Outlander (+100cp): You're treated with suspicion by the locals if you're human, if you're Moorwen they will adapt much quicker to your presence and be much harder to pick off.

Hunger (+100cp): Gluttony is a sin you know? You require four times as much food as a normal adult of your species. If you don't need food for some reason, now you do.

Lost gear (+200cp): Oops you seem to lose any advanced weaponry or equipment rather easily, like Kainan did with his gun. If you're Moorwen, you were injured in the crash and will take some time to heal and in the future you take longer to heal then normal.

Hatred (+200cp): You have an uncontrollable hatred for the Moorwen as a human and vise versa, you wont stand for the other to live and will put yourself in great danger just to hurt them.

PTSD (+200cp): You have nightmares about the genocide of the Moorwen, visions of your family being butchered while you are helpless. These nightmares will persist your entire time here.

Stowaways/Survivors (+400cp) If you are human there was a second adult Moorwen aboard the ship that survived the crash. If you are a Moorwen, several more Outsiders survive and will stop at nothing to hunt you down.

Old (+400cp): You're positively ancient by local standards, equivalent to your late 60s for humans, meaning you're slower, weaker and more prone to injury.



Outro:
After 10 years (or Killing the Moorwen/Kainan and the humans) you have a choice:

Go Home
Stay Here
Continue Jumping

Notes:

I slapped this jump together in a couple hours after rewatching the film, so it's probably not the best. There's very little information or expanded universe stuff for it and I feel that's sad because it's actually a decent movie.

Its not clear if the Moorwen is actually sapient or not, it does seem to recognize Kainan but it also acts much like a wild animal. Given the population was in the millions on its home planet I'm leaning towards sapient.

For the whale oil item I wasn't sure what size barrel they used only that they were bigger then the men using it so I went with the biggest size I could find, the english tun 259 gallons/955 liters.

The Outsider Space ship, emergency beacon, armor and gun gets very little screen time and even less information, so I guessed for a lot of it.

Version History
1.0 Initial public release. 11/2/25