# Resident Alien

**Version 1.0 by RonSio96**




Welcome to the town of Patience Colorado; a quiet town seemingly centered around its history as a former mining hub. A generally peaceful town where the pie is tasty, the people are nice - if a bit odd - and, behind the scenes, there are aliens seemingly behind every corner.

Not all is as peaceful as it seems however, for there are extraterrestrial dark forces at play. On the day you arrive, a mysterious ship from the stars will descend upon the planet, fully intended to wipe out all human life...only to fail and be forced to land in order to complete his mission. An alien of unpronounceable name and species will find and assume the role of town doctor Harry Vanderspiegle one month after his landing.
You'll *probably* be fine if you keep to yourself, as Harry eventually gets a change of heart and refuses his mission - plus, most other issues seem to just work out in the end - but just in case, it wouldn't hurt to give you these **1000 Alien Points (AP)** just to be safe. I know, I know.

# Origins

## Citizen/Drop-In

Just another humble townie within Patience. There are a number of jobs and activities that you could partake in, most of which would keep you away from *most* of the action. If you *really* want to get involved, there's a local diner that could always use an extra set of hands...

## Doctor

Even a town as small as this needs medical attention. You are a fully trained medical professional, capable of handling anything anyone could possibly need when they enter the facility you work at. As one of the town doctors, you are looked at with quite a bit of respect. As for the aliens, well, your intelligence unfortunately at least puts you on their radar.

## Police Officer

This town is also home to a small, but surprisingly effective police force. Though highly trained and at least somewhat capable, the modern mentality of the citizens puts your every move under scrutiny. Thankfully, so long as you prove yourself both competent and generally morally kind, you shouldn't have too much issue with the public. You are largely ignored by the aliens, assuming you don't poke your nose where you shouldn't...

## Alien (-600 AP)

So, this is an odd one. You...really shouldn't be an alien - specifically because, well, none were *supposed* to be on Earth in the first place. Harry's going to fail his quest to eliminate all life, and the Greys largely operate from their base on the moon - no other alien life should be on this planet. Well, regardless of exactly *how* you came to Earth, you're here. On the bright side, due to the fact you simply *shouldn't exist*, that technically means that, so long as you keep a low profile, nobody should notice you. You have to pay for this one due to how insanely powerful most alien species are compared to humans. By default, it is assumed that you'll be of Harry's unpronounceable species, but you could also be an Avian, a Mantid, or even a Grey if that's what you want. I'll explain it further in the **Notes**, but most aliens are surprisingly similar in ability, so the choice is up to you.

# Perks

**Perks tied to specific Origins are discounted at 50% for those Origins, with 100 AP Perks being free**

# Citizen

**Best Friends Forever(100 AP)**
You're the type of person that can get along with just about anybody. When it comes to your friends, you've always got their back and they've always got yours. As long as you aren't being selfish about it, you could ask them for just about any favor and they'll help you out to the best of their abilities - if you need to keep the fact that there's an alien in town a secret, or if you need to travel across the country and need their help, they're right by your side.

**Questionable Charisma (200 AP)**
You can be a bit of an odd duck at times; maybe your sense of humor is questionable, or maybe you just don't quite understand other people as much as you claim to. Whether or not you have these issues, people simply can't bring themselves to dislike you. “That's just how they are” is something that'll be said about you a lot. Despite the name, charisma is only about half of this Perk, because this actually extends to outside forces, up to and including the plot itself. For better or worse, you tend to be overlooked - you're just the silly friend, nothing worth abducting or anything like that.
This is toggleable in case you want to be involved more.

**Olympic Athlete (400 AP)**
As implied, you are a gold-medal level athlete of one Olympic sport of your choice. You are an expert, a master - whether it's snowboarding, swimming, running, whatever your sport of choice is, you are the peak of your chosen field. In addition, by proxy, you're fairly talented at related or similar sports - for example, if you chose snowboarding, you're a pretty damn good skier as well. Finally, you can learn most physical activities rather quickly, and can master them in a fraction of the time it would take others to reach the same level.
As a bonus, you have one trophy and/or gold medal as proof of your capabilities.

**Ocular Mutation (600 AP)**
You have *special eyes*. Immediately, you are capable of seeing through an alien's camouflage; others see a normal man, you see their inhuman face plain as day. If they want to hide from you, they'll need a better disguise than a simple polo.
Beyond that, though, is the *potential* of your eyes. With enough practice, you'll be able to see farther than binoculars, notice the slightest movements out of the corner of your vision, and could maybe even discover new colors unseen by the human eye.
Post-Jump, this even acts as a boost to any eye powers you get in the future, making them notably stronger than they would have been without this. You truly have *special eyes*.

# Doctor

**Skilled Practitioner (100 AP)**
You're a top-rate medical professional in the field of your choice. You know what you're doing and how to cure the patient before they even enter the room. Not much to exaggerate on this one; you're genuinely a really good doctor.

**As Long As It Gets The Job Done (200 AP)**
Patience Colorado is undoubtedly a strange town, so a few oddities are to be expected. In short, as the Perk name suggests, the ends justify the means. Feel free to be as weird and bumbling as you want. You might get the occasional funny look, but you still manage to make things work. It doesn't matter how frequently you insult your patients or make inappropriate jokes, it doesn't matter that you have a weird laugh and act like you've never met another person in your life before last week. You're a damn good doctor, so you get a pass.

**Doc Of All Trades (400 AP)**
As it turns out, not only are you an expert in whatever medical field you've chosen, but you're also oddly adaptable when it comes to medicine in general. Perhaps someone needs surgery and you're the only doctor available despite not being a surgeon. Well, it won't be pretty and there might be a few more stitches than necessary, but you'll still do an okay job on your first open heart surgery - and you'll only improve from there. Simply put, it might take you a few tries before you can be considered "great" or an "expert" on something, but you'll be able to do pretty much anything and everything that a medical doctor can do - of any medical field.

**Soul Spirit (600 AP)**
So. Apparently the soul is real, tangible, and can apparently be made into alien skin cream that doubles as a dipping sauce. Don't ask. However, this is *your* soul we're talking about, and as such, you've got a few boons for being in tune with it. First off, let's get the big one out of the way; spiritual projection. Specifically, if you're unconscious and dying (though still alive), your soul can find your friends and give them one last message. Post-Jump, you can eventually learn how to spiritually project yourself without needing to send a message while literally dying, though it would still be a very exhausting process. Beyond that, your soul acts as a minor-but-general booster. You find yourself just a little stronger than you think you should be, capable of surviving damage that you really shouldn't. At first, this is nothing groundbreaking, but the stronger your soul becomes, the more it empowers you.
Finally, you can't help but notice that you're much more connected with nature itself. The weather and terrain impacts you far less, animals either love you or leave you be - rarely would you ever be in danger from wildlife - and even your connections with other people are stronger than thought possible.
The soul is a powerful thing, and yours is proof of that.

# Police Officer

**Officer Of The Law (100 AP)**
You are properly trained in the basics of the police force. You can wield a firearm with decent precision, you can observe a crime scene and make mostly accurate deductions based on your findings, and you can nonlethally take down most individual criminals and arrest them with minimal issue.
You are, in a sense, an extremely average cop. Good at your job, but nothing particularly stand-out comparatively - which means that particularly complicated cases can still stump you, and particularly dangerous criminals are still very much a threat. Be careful.

**A Way With Words (200 AP)**
The words that come out of your mouth are...unique, to say the least. Even so, for one reason or another, people take you seriously. You could say the most outlandish things, such as suggesting that the culprit was an actual alien, or telling the room to be "so quiet that you could hear a mouse piss on cotton"; you might get the occasional funny look, but people *will* respect your words and at the very least take them into strong consideration.

**Open Minded Intelligence (400 AP)**
A good cop has to be at least somewhat intelligent - emphasis on *good* cop - and now you're one of them! You could pass the written test in your sleep, and you'll be able to solve just about any riddle you come across - even with minimal clues. Even the most intricate criminal mysteries can be solved with a single look at the crime scene and a few minutes of pondering. Heck, just by noticing how the lake water tastes funny, you could quickly discover that the town doctor is actually an alien in disguise by simply following the clues you find from there.

**Officer Big Jump (600 AP)**
Remember what I said a moment ago about being an average cop? Yeah, forget that - you're the Sheriff, dammit, and you've very much *earned* that title (metaphorically speaking, the actual Sheriff job is taken). Your ability to apprehend those who break the law is second-to-none; you can shoot the wings off a fly across the road, and you could walk into a room filled with a dozen hostile thugs and walk out with every single one in cuffs.
That's not all though. You're more than just the "strong arm" of the law; you *are* the law. Your presence - your very reputation will have potential crooks thinking twice before misbehaving in your jurisdiction. The area you watch over will have crime decreased by a minimum of 50% just by you being there.
Finally, on top of all of this, you gain a general boost to your charisma and *especially* to your confidence. You command the room, and whether or not the things you say make sense, other people will *know* you mean every word.

# Alien

**Alien Biology (Free) (Exclusive to Alien)**
Ooh boy, there's a lot to cover here, so we're going to break this down as simply as possible. This Perk specifically grants you your unique physiological abilities - and an ease to use them - based on your species. In simpler terms, you have easily adapted to your new appearance, regardless of how similar or different it is to humans.
To give you something more tangible, you have increased senses - especially scent - and increased strength; easily above peak human at bare minimum. You are also capable of surviving even the harshest environments; whether that be a frozen wasteland or a scorching, lifeless desert, with little issue.
Also, oddly enough, you can breed with any sentient life form. The species of the child - whether it's yours, the other parent's or a hybrid of the two - is your decision.

**Alien Camouflage (200 AP)**
It's not quite certain if the Camouflage is an actual learned ability, an odd quirk of extraterrestrial evolution, or some sort of "alien psychic power", but now you can do it too. You can take the shape of any human you come across, mimicking their appearance down to even their voice. This can be seen through with special types of sight, but to the mundane folks, you look exactly like the person you're imitating. In later Jumps, with enough practice, you could theoretically mimic other species as well. Just keep in mind that if you're unused to their body types, there's a bit of a learning curve to using them, and you don't actually obtain any new abilities when transforming - this mimicry is purely in appearance and voice.

**Alien Intellect (400 AP)**
...the intelligence of aliens are just *weird*, man...
So. Basically, you *are* noticeably more intelligent, capable of handling complex alien tech without much issue. However, that's not the *big* thing. The *big* thing is that you basically now have a super photographic memory. You could fake your way into being a doctor just with a few quick Google searches. Want to help someone give birth? Well, just look it up and you'll retain every piece of useful information while also filtering out anything that isn't necessary, is outright wrong, or is otherwise unimportant to you. And when I say you retain all that information, I mean it. Your mind is a steel trap, and once you've learned something, you'll never forget it.

**Alien Powers (600 AP)**
So here we are - the meat and potatoes of the Alien Perks - the ridiculous powers that aliens have for some reason. Immediately, most are significantly stronger than humans - laughably so. At bare minimum capable of tearing buildings apart with their bare hands, with a claim to have "the strength of ten gorillas".
After this and their heightened intelligence, things differ between species. Assuming you're of Harry's unpronounceable species, you are also seemingly psychic, specifically possessing the abilities of altering memories and touch-based mind reading. You also have a "mental frequency" that you can tune weapons and certain other objects to, allowing you to mentally control them.
If you choose to be something else, all the available alien races are given more detail in **Notes**

# General Perks

**These Perks are Undiscounted**

**Cyborg Enhancements (600)**

So, as it turns out, cyborgs exist in this world. Granted, there's very few of them, and they're more or less government experiments designed to find, hunt down, and kill aliens, but there's still at least one running around.

Well, now there's at least two - your body has been changed, adjusted. For one thing, you're strong, incredibly so. You have the strength, durability, and built-in firepower to take out a small militia single-handedly. Bullets bounce off of you, you can throw grown men across the room, and you have enough built-in weaponry to destroy a tank.

That said, this does come with downsides - your new body will need to be repaired on occasion, especially after particularly long fights. You are also unable to consume food or drink - you can still taste it, but you'll have to spit it back out or risk damaging your body internally.

However, in future Jumps, you may be able to find ways to upgrade your body even further and remove these drawbacks...

# Items

**Unlike the Perks, there are no "Origin Items", so you'll simply have a single floating discount for each price tier. Again, 100 AP Items are free if discounted. To compensate, you'll also have a stipend of 300 AP to use here exclusively.**

**Resident Alien Merch (Free)**
Yeah, you might have been expecting this, but if you want you can take this collection of Resident Alien Memorabilia. Comes with stylized t-shirts, DVD sets as well as CDs/Vinyls containing the surprisingly great soundtrack and players to watch them on, and even a mask resembling Harry's alien face.

**A Moderate Amount Of Cash (100 AP)**
This is the obligatory "recurring income" Item. In this case, you'll be getting a monthly stipend of $10,000 USD; enough to get by on its own, with a decent bit of cushion depending on your financial skills, but you might want to find work if you want to go on any major shopping sprees.

**Medical Supplies (100 AP)**
While not everyone is a doctor, just about everyone could benefit from medical supplies. This first-aid kit contains bandages, gauze, rubbing alcohol, tweezers, a scalpel, and just about anything else you'd expect to find in one of these. Interestingly, there's also morphine in here, and if you need some specific tool or medication in an emergency, you'll find that in here as well - but only when absolutely needed. Replenishes if used once a week.

**Infinite Pie (100/200 AP)**
Pie is one of the local delicacies - even bloodthirsty aliens hell bent on eradicating human life consider pie to be one of the few redeeming qualities of this planet. Well now you, as the name implies, have an unlimited supply of this delicacy. You are now the proud owner of a pie dish that *always* has pie in it of any and every flavor you want. Whenever you get hungry, just take a slice, and as soon as you blink, there's more.
Pizza is considered either a tie or close second - thus, if you want, you can instead have an endless pizza box, filled with delicious pizza with whatever toppings you desire.
For an undiscounted extra 100 AP, you can have both.

**Gun (200 AP)**
While not necessarily everyone's cup of tea, guns are considered a staple of self-defence weaponry and are undoubtedly useful in dangerous situations. You now have a Glock-17 Handgun. It can fire up to 17 9mm rounds before needing to be reloaded, and is generally lightweight and easy to handle. Frankly, it's nothing particularly special - you'll always *somehow* have enough bullets no matter how many you fire, and it'll never break or jam, but that's it - it's just an okay handgun.

**A Nice Truck (200 AP)**
You are now the owner of a 1964 Dodge Power Wagon. Honestly, I don't have too much to say about this one. Harry Vanderspiegle has a nice looking truck, it seems to serve him well, and I just wanted a way to get one of these for myself. It's got about 13 miles to the gallon, and this one in particular can go significantly faster than the standard version. As to be expected, it'll never break down or need any sort of maintenance - unless you actually want to tinker with it that is.

**Alien Spray (200 AP)**
So, this is an odd one. As the series progressed, one of the characters made what's basically alien bug spray - specifically in order to combat the insectoid Mantid alien. Whether it works *at all* is up to debate as it's barely, if ever used - but you don't need to worry about that, because now you've got the real thing! This bottle is filled with a sprayable liquid capable of deterring any one species of your choice. For better or worse, it's not lethal, but it *is* incredibly irritating, and can even blind the target if prayed in the eyes.
The liquid refills monthly, and once per Jump you can choose which species it affects in particular. Beings not of your selected species are only minorly irritated by it, so it's in your best interest to only use it on your selected target. You cannot choose your own species.

**Stun Baton (400 AP)**
This is what happens when a man spends thirty years hunting aliens without rest - he comes up with an extendable super-charged taser capable of taking down just about any living being in one "poke". This high-voltage baton is an extremely dangerous weapon - though it *does* have its drawbacks. For one, the range is limited - you can only "poke" with it, no clubbing or anything like that. That also means that if you aren't careful, you could potentially zap yourself with it. But considering that this thing has been proven to take down powerful aliens of multiple differing species, I'd say it's worth the risk.

**Moon Base (400 AP)**
A functioning base built within the moon. Capable of comfortably inhabiting nearly any life form in the universe, it's compatible with just about any kind of technology you can throw in there, able to adapt it into its internal systems. It's also surprisingly roomy despite technically being just a series of tunnels - about the size of a small town, but easily able to expand if needed or desired.
You might be wondering why it's relatively cheap despite what I've just said. Well, that's because it's empty. ALL it can do is hold things comfortably, with no extra attachments upon purchase. There's also no real way to even get to it without proper transportation, which isn't included on this purchase either. However, it CAN be attached to your Warehouse Post-Jump, so there's that. Think of this as an investment to add to in future Jumps.

**Interstellar Radio (400 AP)**
This device appears like an odd-but-unassuming mishmash of items, but it is, in fact, a communication device capable of sending messages across space. It's not particularly subtle, as it sends the message as a bright laser being blasted into space, but it's guaranteed to send the message to the intended recipient without issue. Outside of the need to occasionally charge it to keep it powered, there's no limitations; it's clunky and extremely obvious, but you can send as many messages you want deep into outer space.

**Portal Gun (600 AP)**
Okay, technically the wrong franchise, but portals ARE a very real thing in this universe apparently; this is just giving you a method to reliably and consistently use them.
Unlike the portals you're probably thinking of, these are significantly more outlandish - not only capable of taking a person from one place to another, they also are capable of travelling through time itself, up to and including going back in time by multiple decades.
In an attempt to balance out the fact that you have this power with the press of a button, you are only allowed to use the time travelling function once per Jump or once every ten years, whichever comes last - don't worry, you can still return to your normal time if needed. That being said, you can still use the transportation function as much as you want. I will say that not every setting even has aliens to communicate with, and some settings you don't *want* to communicate with them.

**Life Erasing Device (600 AP)**
This device is the initial reason Harry arrived on Earth to begin with. This device sends out a hyper-specific frequency that targets humans specifically; basically erasing them from the world while leaving the rest of the world untouched. Once per Jump, you have the option of selecting any one species to erase off the planet. This isn't quite as easy as flipping a switch - this device needs a *lot* of power to operate, and if you *do* use it, it's completely worthless for the rest of the Jump.
Be careful not to accidentally erase yourself with this.

**Alien Spaceship (600 AP Undiscounted)**
Yep, you don't get a discount for this one, but it's because this ship is just ridiculous.
So, you get a decently sized ship, large enough to hold a small group of people - you can cram about five in there if you have to - as well as a moderate amount of storage. Think of it like a moving truck capable of moving at speeds faster than light, travelling through light-years in a matter of hours. It also comes equipped with weapons - these large blasters are capable of destroying military vehicles and can be set to stun so as to not vaporize living beings. Both the ship and its weapons can be mentally connected to you, meaning you could theoretically both fly and shoot with just a thought. It's also got cloaking technology, meaning you could hide it in plain sight pretty much anywhere.
Then we get to the crazy stuff. Should your ship become irreparably damaged, you can...shrink? Melt? Whatever you do, you can condense the ship into a small box containing four, metal, spherical balls. And these "Alien Balls" are just ridiculous. You could drop one into a hole and create a bunker shelter deep underground capable of safely housing three people and a cow for an entire year from even the most devastating of disasters. These Balls seem to have a mild ability to warp gravity, allowing one to survive lethal falls - though the longer you drop, the more it'll still hurt when you hit the ground. In addition, they *also* grant the wielder hydrokinesis. You can now mentally control water by focusing your mind and gesturing your hands.
I'm pretty sure the ship-to-ball conversion is supposed to be one-way, but for you, I'll allow you to freely switch between forms. This does mean that you can't have both the bunker *and* the ship, but, again, you can change them whenever you like.

# Companions

**OC Companions can be tweaked to be whatever gender you want them to be.**

**Import (50-200 AP)**
Your bog standard “bring in Companions you already own” option. 50 AP per Companion or 200 for 8 of them. Technically you could purchase this multiple times - want to spend 1000 AP to bring 40 friends? Be my guest.

**Recruit (Free/100 AP per)**
If you make a friend and can manage to convince them to follow you on your adventures, who am I to CHARGE you for it? Though, if you want an advantage, then spending 100 AP will give them a favorable impression of you immediately.

**Deputy Dog (Free)**
What, you think Sheriff Mike’s the only one who gets to have a dog? Nope - now you get to have a dog of your own - for free! This adorable canine comes in any breed you’d like, and as a special bonus, this pooch is guaranteed to never have any health complications! As long as you care for it properly that is. Outside of that, this is your normal, everyday dog. Make sure you’re up to the responsibility before just claiming it because it’s cute and free.

**Egg (300 AP)**
Apparently there’s more than one unpronounceable egg in this universe, because you’ve stumbled onto one yourself. This egg will hatch into a baby alien, similar to Bridget from the main show. This infant will imprint on you, considering you its parent. It will mature surprisingly quickly, growing from “infant” to “pre-teen” in a matter of months, though the growth will slow to something more “normal” at that point. In its youth, the child will have a weakened version of the Alien Perk tree, obtaining the full strength upon reaching adulthood. For the sake of argument, we’ll say that it’ll become a fully grown adult after 8 years.

**Tyrannical Barkeep (100 AP, Free Citizen)**
Appearing to be a simple, though undeniably attractive bartender, they're actually former Martian royalty. Hiding their true self behind layers of flirtatious jokes, boundless charisma, and a liver that could beat anyone in a drinking match, is an authoritarian presence that could command anyone. They even use this to their advantage; drunks who don't pay get commanded to bark like dogs while crawling out of the bar on their hands and knees. Those drunks usually end up as regulars.
Their true alien form is deceptively simple - an extremely humanoid being with pitch-black skin, pure white hair, and otherwise lacking any real features on their face beyond their eyes. Whether their *entire* body is featureless or not is something they enjoy teasing you about.
While they enjoy the simple Earth life, they sometimes miss the excitement of Mars, and if you could prove yourself interesting, then they'll gladly follow you to see where your story goes.

**A Shell Of A Doctor (100 AP, Free Doctor)**
Apparently this town's just a magnet for bumbling doctors - this one being even worse than Harry. They make no secret of how unimpressive they are, to the point of being just depressingly pathetic. Show them the slightest bit of praise and they'll latch on to you like a lost puppy. Despite being a hilariously sad individual, they're also an extremely talented surgeon - capable of fixing just about anything with needle and thread. Hell, once they even somehow sewed someone's arm on in the wrong location, and it still functioned perfectly. Their true alien form resembles that of an anthropomorphic shellfish, complete with pincers for hands and a bright red exoskeleton.
They're more than willing to join their new friend on your adventures if you ask. Or even if you don't, there's a chance they'll just follow you anyway.

**Crime Prevention Unit (100 AP, Free Police Officer)**
How are cyborgs becoming almost as common as aliens on this planet? This person was originally a cop - one of the best and brightest. After a tragic accident however, they were thought to be gone for good, until a particularly shady figure from the higher ups decided to...experiment on this officer. Their brain had just barely been saved, allowing them to live on as the new Crime Prevention Unit - a new and seemingly unstoppable force upholding the law diligently. Their shiny new body is over 90% mechanical - stronger, faster, smarter, they work hard to keep civilians safe from the dangerous criminals roaming the streets.
...or at least they did. Make no mistake, they're still 100% a hero bent on saving as many lives as possible, but after realizing how corrupted the force they work for is, they overrode their built-in parameters and quit, leaving their old life behind to become a true force of good elsewhere.
They now found their way to Patience, and if you show yourself as a fellow ally of justice, then they may choose to follow you, keeping civilians safe across the Chain.

**Intergalactic Bounty Hunter (100 AP, Free Alien)**
Apparently Earth is just a hotspot for alien activity, as we have this bona-fide bounty hunter on this planet as well. And older, more experienced warrior of the stars, they come with a laser blaster on their hip and surprisingly durable armor that they never seem to remove. Apparently they're here specifically due to the fact that an alien is more or less overstaying its welcome, having failed some sort of mission that they were sent on. This bounty hunter is a warrior of code and honour, but also of profit. In theory, if you could provide proof of profit, they'll be willing to stop their current job and work for you. If you want them to follow you on your Chain, you'll need to give them a decent paycheck, but you'll find them to be one of the best hired guns you could ask for.

# Drawbacks

**“I like pie. It is like cake, but made with real food.” (+100 AP)**
Pie is, like, your favorite food ever. You absolutely *need* to have a slice of pie with whatever meal you’re having, otherwise you get rather cranky. Not “temper tantrum” cranky, more “shut the fuck up and leave me alone” cranky. On the bright side, a slice of pie will make everything better again...until your next meal.

**“As a doctor, smoke more.” (+100+ AP)**
You have an addiction to tobacco related products - most likely smoking. You could go through an entire pack of cigarettes in a single day without thinking much of it - two packs if you’re particularly stressed. This doesn’t make you more vulnerable to diseases and other potential issues that come from smoking, but the threat is still there. Expect to annoy some people with your constant smoking and smell.

**“I've got news for you, Cosette!” (+100 AP)**
You watch a little too much tv, and thus you can’t help but sprinkle in quotes and references into your everyday speech. It’s a little annoying, and not everyone is going to understand your quotes, but this otherwise doesn’t hinder your communication skills *too* much.

**“You'll be like ham wrapped in pineapple...” (+200 AP)**
“...in a ham and pineapple lover's convention.”
Your way of speaking has gone beyond simple funny metaphors and into the realm of near-insanity. You *do* use metaphors, but you use them *a lot*, and they miss the mark more often than not. People are going to either misunderstand your words or just give you confused stares.

**“You have a niece named Knees?” (+200 AP)**
On the complete opposite side of this spectrum, you can't really understand other people. They seem to speak in riddles upon riddles - every word you think they say is actually something completely separate, and you'll need them to painstakingly explain every little thing before you finally manage to get your point across and them theirs.

**“Good thing alcohol allows me to think so clearly.” (+200 AP)**
You find yourself to be an alcoholic, and a barely functioning one at that. To give credit where it’s due, you can go a few hours sober, but it’s a major struggle, one you’d need insane motivation to accomplish. Expect to have at least one drink with every meal, as well as to get drunk more or less nightly for fun.

**“Mayor Snowflake” (+400 AP)**
You, to put it simply, are kind of a spineless wimp. It doesn't matter if you're in a position of power or what kind of strength you hold; you easily fold at the slightest bit of opposition. You could have firm stances on something, only to immediately change your mind the first time somebody looks at you with a slight frown. This isn't a major issue, especially if you aren’t in power, but it'll definitely cause you issues in your personal life, and you aren't getting much respect.

**“You found your baby.” (+600 AP)**
The Greys are a major threat to humanity - a shadow force hiding where - and *when* - you can't see. Their biggest operation by far is stealing unborn human babies and altering their DNA, turning those babies into half-human half-Grey hybrids. This tragic scenario has happened to you as well.
Don't ask exactly how this happened, but you have had your unborn child stolen from you. You've found this out and have made it your mission to find out exactly where these aliens are, how to get to them, and to finally get your baby back. Not retrieving your child before the 10 years are up counts as a Chain Fail, but if you do get them back, they can join you as a Companion on future Jumps.

**“This is some bullshit!” (+600/300 AP):** This the obligatory Power and Item loss Drawback. You are now stuck with just the Perks and Items from this Jump for its duration. If this is your first Jump, then you only get 300 AP.

# Notes:

- **On the various Aliens:**
    - **I would say that the four major species of aliens in this setting are "Harry", Avians, The Greys, and Mantids. While others have been seen or mentioned, those are the four we've seen the most within the show.**
    - **Relatedly, "Harry"s, Avians, and Mantids actually share similar "stats" in terms of capability: all three have shown physical prowess far above that of humans, and all three are capable of assuming the form of humans.**
    - **"Harry"s are an "interesting" species and even culture - extremely tall, capable of surviving the harshest environments, and are - by default - proudly sociopathic killing machines. They're also more or less beyond gender - capable of fathering literally hundreds of children despite seemingly not having genitalia. Their brains are also significantly more advanced, allowing them both increased intelligence and learning, as well as seemingly genuine psychic powers, such as memory altering. Honestly, it's easier to just assume that pretty much every Perk - and even some Item abilities - are things that "Harry"s are capable of doing.**
    - **While we only see Blue Avians, the color distinction suggests that others exist. Considered one of the more attractive species on this list amongst aliens, they have physical abilities comparable to those of "Harry"s and Mantids - and given Harry's own statement of "the strength of ten gorillas", even assuming it's complete hyperbole, he's shown enough strength to at least somewhat back up the claim.**
    - **If "Harry"s are sociopathic killing machines, Mantids are efficient, psychopathic assassins. Theirs is the most effective in terms of shapeshifting, they've shown the ability to create webs like spiders, and are apparently capable of massive reproduction - the likes of which would put the entire universe at risk if left unchecked. As I keep harping on about, their strength is similar to that of "Harry"s' and Avians'. Interestingly, they seem to have a biological weakness against Avians - there's been at least one documented case of a Blue Avian absolutely *destroying* a Mantid with extremely little effort.**
    - **The Greys are the most different when compared to the other species in this Jump or setting. Your stereotypical "little gray men", they work with their minds and technology exclusively. While not the greatest in the universe in terms of either mind or tech, it's all they have, so it's all they use. That being said, it's their ambition that's their most dangerous trait, as they absolutely are *not* afraid to use that intellect against other entire planets.**
    - **Considering the fact that Greys can't actually live on Earth, if you choose to be a Grey, you have the options of either being a hybrid (half Grey half human), or just a Grey who just so happens to be immune to Earth's atmosphere.**
- **Technically speaking, the fact that certain humans can see through the camouflage is considered a *genetic* mutation, not an *ocular* one, but I saw potential here, so I made a bit more emphasis on the eyes.**

- **The show made a big deal towards the end about human souls and how literally only humans have souls despite souls somehow being a tangible, measurable thing. Despite this, the only real impacts were Harry becoming generally nicer, and the whole force-ghost thing that happens, but that was also apparently a quirk with alien blood? It's odd, so I just made the ghost thing it's own Perk.**
    - **In regards to the "weather and terrain" aspect, it's nothing ridiculous, but you should be safe from heatstroke while wandering the desert, and walking in the snow barefoot won't give you frostbite unless you start swimming in it. This *also* strengthens as your soul does.**
- **Listen, the show throws a curveball at one point and states that a specific someone who died *didn't actually die and was made into a cyborg*. I had to incorporate that somehow, but I didn't really see much way to make an entire Origin surrounding it, so you just get that one General Perk by itself.**
- **According to Google, the monthly cost of living is between $2,500 and $5,600 USD depending on the amount of people living in your home. $10,000 a month should be more than enough as long as you have anything remotely resembling responsible spending habits.**
- **Harry's radio required his message to be sent at an extremely specific location at an extremely specific time, but he was convinced that the message was going to be properly sent and everything would go as intended. I figured it'd be more fun if you could just do it whenever.**
- **One of the Greys' big plans was to flood the Yellowstone volcano with water and then use *one* of the Alien Balls to make it erupt with hydrokinesis. This was considered a major danger of that season, so take that how you will with how strong the hydrokinesis is.**
- **I'm sorry, but the Alien Balls are so fucking insane - all that stuff I've listed is why that particular Item is undiscounted. Plus, canonically, they're literally the ship melted down into those Balls, so I kinda *have* to keep them together. Plus, I didn't even mention *all* the stupid stuff they do! Apparently these things can temporarily accelerate hormone growth in youths, and are supposedly capable of turning people inside-out, turning them into stone, and they keep hot drinks hot. For the sake of this Jump, no, they cannot turn people inside out or to stone. They *can* keep your drinks hot, but I'd be careful before drinking out of *that* cup.**
- **In order, the OC Companions are based on Queen Tyr'ahnee, Dr. Zoidberg, Robocop, and Boba Fett.**