

Area 51/Blacksite: Area 51 Jump
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Welcome to a world where Aliens definitely exist and have visited earth. In one timeline, the Roswell crash was a Gray colony ship, and the Illuminati made a pact with the aliens, advancing US technology to defeat the Soviets in the Cold War in exchange for the use of US resources and personnel for the Gray's experiments. The pact is nearly complete, the Grays planning on unleashing a virus across the world and conquering it with their cloned shock troopers, the Thetas while the Illuminati disrupt any organized response to the attacks and allow the Grays to colonize Earth while eliminating a majority of the population.

In a different timeline, the alien ship was wrecked and no Grays survived, leading the US to study the wreckage and develop new technologies. In 2004, a delta force squad was sent to investigate a reported Iraqi 'chemical weapon' bunker that turned out to have a chunk of the spacecraft that was sold off by a corrupt officer. The spacecraft chunk emits strange spores that infect and mutate any living organisms exposed to it. 3 years later, the Iraq war is going badly, gas prices are through the roof, Congress is about to reimpose the draft and an unknown force has just occupied the town of Rachel, Nevada.

Here's 1000AP (Alien Points) to get you started. Good luck, Jumper.

Timeline:

Area 51 (2005): Dr Cray, a scientist in area 51, has unleashed an alien hybrid mutant that goes on a rampage, killing and infecting much of the personnel inside the facility. Hazard Team Delta, the US Army's hazardous combat unit, is sent in to clean up but is attacked and all contact is lost. Team Beta, is sent in afterwards to reestablish communications and finish the mission. Both squads are wiped out and the only survivor, Beta team specialist Ethan Cole, is infected by the alien virus and mutates into a previously unknown intelligent mutant, allowing him to keep his intelligence while augmenting him with alien abilities.

Blacksite: Area 51 (2007): It's the year 2007 and times are hard in the US. The Iraq war continues on, gas prices have tripled, congress is voting to reinstate the draft, and an unknown armed militia has just occupied the city of Rachel, Nevada.

Origins:

You may choose one origin, getting 50% off all related perks and 100AP perks becoming free.
Any origin may be a drop in.

Soldier: Whether you're part of base security, a hazmat team or a delta force operative, you're responsible for protecting the country and putting down any hostiles.

Scientist: The brain's to the soldier's brawn, you're one of those responsible for advancing science and technology of the human race and are most likely somehow wrapped up in the conspiracies surrounding the aliens.

Mutant: A formerly human test subject, enhanced with the Gray's virus or an attempt by the Dreamland Scientists at replicating Gray abilities.

General Perks:

Perks matching your origin are 50% off, with 100AP perks becoming free.

Hyperspace Arsenal (100AP): You have a personal pocket space for up to 6 weapons, 2 types of grenades and a dozen reloads for each. You may hold an extra copy of any of those 6 weapons if you have the dual wielding perk.

Mutated (200AP): You've been infected by the virus the Grays have been developing at Area-51, but have managed to keep your mind. You can toggle yourself between 'human' and 'mutant' modes, with mutant mode granting you super strength, stamina, can fire health restoring parasites at enemies, enhanced senses, contaminate others (forcing them to temporarily join your side until it kills them), and minor time dilation.

'Classified' Vaccine (Free, 400 to keep): With this you have no fear of any virus or mutation, alien or otherwise from affecting you. For 400AP you keep this perk, making you immune to any diseases in future jumps.

Soldier:

Dual Wield (100AP): You can hold and fire multiple weapons at once as accurately as you would be using just one. Reloading is a bit of an issue, with most who try this abandoning the second weapon instead.

Squad Morale (200AP): A rising tide lifts all boats. The better you perform in combat, the better your allies do. Take out enemies, especially with shots, and your allies morale will soar, making them faster, tougher, more accurate and do more damage.

Reborn (400AP): genetic and cybernetic enhancements, faster, stronger and tougher, along with enhanced senses and a built in communications system. You may also take the form of a Reborn Scout, which is a 10 foot tall cybernetically enhanced person whose legs have been replaced with reverse joint cybernetics and have a grafted on pair of energy weapons mounted on their shoulders. This becomes a altform you may freely access.

Red Haze (600AP): What is this, call of duty? So long as you haven't taken a mortal wound, just refrain from getting hit for a few moments and you will quickly regenerate to full health. This does not restore lost limbs or cure you of diseases but it will work with blood loss and minor wounds.

Scientist:

Questionable Ethics (100AP): Sometimes the advancement of science requires sacrifices, sacrifices most people are unwilling to do, especially when it comes to little things like human experimentation or working with beings who wish to erase your entire race from existence. You've learned to turn off morality and ethics like a light switch, giving you an unbiased view.

Inspired (200AP): When you study a device for some time you have ideas on how to improve it in some way, making it cheaper or enhancing some aspect of its performance, the more complex the device the longer it takes to think, design and implement an improvement.

Reverse Engineering (400AP): It's amazing how far you can go with just some heavily damaged alien wreckage. When you study unfamiliar technology you can intuitively figure out how it works and why, allowing you to make repairs or reproduce the technology using a less advanced technological and manufacturing level.

Clones (600AP): Like the enigmatic Dr White, you can split yourself into a half dozen identical clones. Each clone has your full memories, personality and perks. You may reintegrate with your clones at any time, absorbing their memories and experiences.

Mutant:

Extra Dimensional Nutrition (100AP): It’s unknown whether it was a natural development or genetically engineered but scientists have discovered that the Gray’s require no nutrition, somehow feeding off higher dimensional energies. You now have a constant drip feed of energy, allowing you to go without food or water indefinitely.

Cellular Regeneration (200AP): Your cells replicate at an improved rate, without a chance of mutation like cancer, and with such perfection that you’re effectively ageless and immortal. Doesn't stop someone from putting a bullet between your eyes but at least you’ll make a beautiful corpse. Toggleable

Theta (400/600AP): You now have an altform of a Theta, a 8 foot tall alien creature designed as shock troops for the Gray’s armies. You’re tough as a tank, strong enough to rip through steel reinforced blast doors, and have four limbs, one of which is an organic meson gun. For 200AP you’re a super theta, larger, tougher, faster and can leap further. Your organic meson gun recharges faster as well.

Psionics (600AP): The Grays have many strange abilities that defy conventional science. Like them you can now possess the dead, exclude calming aura, perform acts of telepathy and telekinesis. Your abilities start rather weak, but grow stronger the more you use them.

Items:
Two 50% discounts per price tier, with 50 and 100AP items becoming free.

Health Syringe (50AP): Derived from inert polymers and the dinokaryotic nuclei of deep-see bioluminescent dinoflagellates, this serum is the latest military grade hemostatic agent. The serum is both a blood expander and blood coagulant. The serum prevents a patient from entering shock by providing an inert blood expanding polymer while chemically attacking the moisture of a hemorrhaging wound. After injection near the localized trauma area, the serum quickly forms a clot, and the inert polymers greatly aid in skin regeneration.

M-11 Scorpion Pistol (One Free, Additional 50AP): Designed and developed at area 51 as the standard issue sidearm on site. Semi auto .44 magnum pistol with a 8 round magazine. Comes with a pistol sight and flashlight. Alternatively you can instead have the hk use tactical, chambered in .45 and sporting a 15 round magazine.

Mk2 Frag Grenades (One Free, Additional 50AP): Standard US military hand grenades. Pull pin count to ~~5~~ 3, throw. You get 5 grenades that refill every 4 hours.

JB grenades (50AP): XM-197 Jumping bean, energy grenade that explodes into an unstable vortex, sucking in any nearby matter before detonating in an explosion. Yours are upgraded to home on hostile targets. 5 grenades that will respawn every four hours.

XM-32 Viper Assault Rifle (50AP): Another weapon designed specifically for area 51, the Viper is a 6.8mm caliber assault rifle with a 30 round magazine. Comes with a mounted night vision optic, and flashlight. Alternatively you can have a m4a1 assault rifle, chambered in 5.56 nato and it comes with a holographic sight, and dual extended 45 round magazines.

M-170 Hammer Combat Shotgun (50AP): Double barreled 10 shot tube magazine 12 gauge semi auto shotgun. Interestingly there is an option to fire two shells at once but requires the user to pump the action after. Includes a mounted flashlight and folding stock.

SR-125 Wraith Special Purpose Rifle (50AP): 7.62mm nato 6 shot magazine, mounted longrange scope. You can alternatively take the XM8, chambered in 7.62 with a strange 5 round magazine but equipped with a 2x and 10x variable scope and suppressor. suppressor.

Fgm-118 Javilen (50AP): Anti tank missile launcher with attached designator/range finder. Can lock onto a target up to 2.5 miles away and can be toggled to do a top down hit. Comes with additional 5 tubes.

Energy Shotgun (100AP): Using reverse engineered technology, the US military developed this weapon for the Reborn program. Has a 10 round ‘magazine’ in the rear of the weapon, can charge each shot to deal double damage and is accurate up to 50 meters.

Plasma Rifle (100AP): Another experimental weapon for the reborn program. A 5 shot battery rod that exits the rear of the weapon, it is disliked by some of the reborn for its complicated nature and increased maintenance. Each shot explodes on impact into an orange plasma burst about 3 meters in diameter.

Reborn Elite Armor (100AP): Meant to be standard issue to the Reborn when they've been rolled out nationwide, this armor is much more advanced with standard ballistic vests afforded to the US military. Covers all parts of the body, including a fully enclosed helmet, this armor can shrug off most small arms fire and still affords the user with full mobility.

BBG-11 Meson Autorifle (100AP): The Ballistic Barrage Gun is an energy weapon reverse engineered from alien technology that fires 3 round bursts of unstable mesons with great accuracy that can ricochet off inorganic material, allowing the user to 'bounce' rounds into enemies in cover. Once they hit a target they stick to them and explode half a second later, causing heavy damage. It has functionally infinite ammo, but a maximum capacity of 50 shots, which it will slowly recharge over a matter of seconds from its element 311 power core.

XM-88 "Archer" Anti-Personnel Turret (100AP): Electromagnetic railgun firing 7 gram depleted uranium slugs at an average speed of 7kms. Fully automated with a computer controlled IFF system. This purchase applies several concealed turrets to any properties you own, at your discretion.

Hazardous Environment Combat Suit (100AP): NBC certified closed air suit. Armored against low to moderate caliber small arms fire, has a built in extended range radio and HUD.

Scanner (100AP): High tech scanner meant to be worn with the Hazardous Environment Combat Suit but can be used by itself. Its comes as a armored bracer that deploys the fragile sensor array that scans anything its pointed at fast and with a level of detail unheard of in modern technology, allowing the user to do a full DNA profile in seconds, breaking high level encryption on secured computers and even interfacing with alien technology and translating it.

XM-64D Heli-drone (100AP): Advanced combat drone based off the ah-64 apache but in a smaller package. Armed with a nose mounted 30mm cannon and four pylons that can be fitted with a variety of armaments, this drone can be remotely piloted or set to autonomous attack mode. The unit is stealth capable and its electric engine makes it much harder to detect than conventional aircraft. You may alternately choose to get a 4 aircraft squadron of AH-64D Apache gunships along with crew.

Illuminati Combat Armor (200AP): Armored suit designed for the illuminati elite soldiers. Better armored than the Hazard Environment Combat Suit, it features an optical camouflage device that renders the user completely invisible, even when moving rapidly or firing weapons. It can however be disrupted by receiving damage.

Menson Cannon (200AP): Created by the Grays, this alien weapon fires an energy sphere that lashes out at nearby enemies with powerful beams of energy. You get 5 shots to start out with and an additional shot every day.

Spyplane (200AP): Next Generation High Altitude Reconnaissance Aircraft, what looks like a SR-71 that's been upgraded extensively with alien technology. Thanks to the reverse engineered engines and power core, it has functionally infinite range and can operate for a limited amount of time in low earth orbit.

Personal Teleporter (200AP): Arm based device that with a few taps can transport you to a preprogramed location within a mile. It recharges over the course of several hours and also has built in modern laptop capabilities.

Anti-Mutagin (400AP): Based on Edgar's DNA, this alien cure for the mutagin produced by the Thetas also works on nearly any disease, except cancer. You have enough ready to use vaccines to use on a dozen people.

Alien Generator (400AP): An advanced alien generator that resembles a glowing sphere within a containment shield. The whole thing fits into a standard cargo container and can power an entire modern city indefinitely and without maintenance or refueling.

Alien Technology Database (400AP): Antigrav, forcefields, energy weapons, generators, dna manipulation, FTL, advanced metallurgy, this database has all the technology shared with the Illuminati at Area-51. With this, some good scientists and manufacturing capacity you'll be able to uplift human technology in a matter of years.

Dreamland (600AP): Area 51 itself, above ground its a modest sized airbase in the middle of the Nevada desert but below ground is a huge bunker system, rivaling a major metropolitan city in both height and width. This one doesn't have any of the advanced alien technology found in the setting but it does have state of the art labs dedicated to reverse engineering any alien technology you come across along with limited manufacturing facilities to produce a small but steady supply of whatever you come up with.

4th Infantry Division (600AP): Known as the 'Ivy Division" this US military division is now at your command. 20,000 infantry soldiers plus attached support units. The division troops come with their standard issue rifles, sidearms and other weapons, and have enough humvee, troop truck and helicopter support to transport the whole division at once.

Reborn Battalion (600AP): 3500 'Reborn' soldiers. They are armed with m4's, with a scattering of experimental energy shotguns and plasma rifles scattered throughout the units and are armored in Reborn Elite Armor. Instead of being forcibly recruited from the homeless, prisoners and people that wouldn't be 'missed', this battalion is all volunteer and very motivated. Come with repurposed US military vehicles.

Companions:
Companions may not purchase companions

Squad Up (100AP): Import/create up to 8 companions w/600 points.

Fresh Recruits (Free/50AP): You may recruit anyone you meet as a companion, provided they agree. For 50AP you may recruit them even without agreement or if they have perished before agreeing.

Hazard Team Charlie (200AP): 4 veteran soldiers armed with hazmat armor, pistol, assault rifles and scanners, along with the soldier perk tree.

Drudge (50AP): Daww isnt he cute? No? Well too bad. This Octopus-Dog is about as smart and loyal as a real dog, doesn't spread any diseases or spores and is well trained and house broken. He's pretty strong and can jump pretty well. Comes with an unlimited supply of ethically sourced 'food'.



Drawbacks:

You may take as many drawbacks as you wish. They are removed after your time here.

Combined Universe (0AP): instead of two separate timelines (three if you count the OG arcade shooter), you have one timeline.

Supplement Mode (0AP): You may add this jump as a supplement to an existing setting, provided it mainly takes place on earth or an earth equivalent. The events will still happen unless you interfere.

Enemy Reinforcements (+100AP): where once there was one enemy there are now two, with the exceptions of enemy elites, like the spore towers, thetas or brutes.

Monologuing (+100AP): You can't help but monologue about recent events whenever you have more than a few moments of silence.

Stop Loss'd (+100AP): Well instead of the single year, you're stuck here for the full 10. Good luck staying out of the sandbox.

Conspiracy Nut (+200AP): Well in this universe you're not necessarily wrong, depending on the timeline anyway, but you believe in just about any conspiracy theory. Maybe you should start a podcast?

Lockout (+200AP): your perks, items or warehouse have been locked out for the duration of your stay here. You may take this drawback up to 3 times, selecting a different option each time.

Too Late (+400AP): Depending on which timeline, you're facing a worse case scenario. In the 2005 timeline, the Gray's successfully complete the pact and launch an invasion of Earth using their stockpile of Thetas and Super Thetas while the Illuminati hamper any attempts to organize a resistance. Without some serious help Earth will fall in weeks. In the 2007 timeline, the spores have spread across the atmosphere, infecting the entire world, mutating any exposed humans and animals into aggressive mutants bent on spreading the contagion further.

After a year (or more) here, you have a choice to make:

Back To Dreamland: Stay Here

Return To Sender: Go Home

The Truth Is Out There: Continue Jumping

Notes:

Area-51 2005: The pistol closely resembles a desert eagle. The assault rifle is a HK53 with some added bits and in an odd caliber, the shotgun is pretty much the exact same as Half life's version of the spaz 12 but with a larger magazine and a second barrel, the sniper rifle is a PSG-1, while the meson guns are unique.

Dreamland is essentially Black Mesa, including scientists, security personnel and maintenance staff. It lacks the alien technology/areas from the later half of the 2005 game but is still essentially an underground city hundreds of stories deep.

It's unclear how big the 4th infantry division was in 2007 so I made a rough guestimate.

Reborn Battalion does come with several hundred 'Reborn Scouts', it is up to you if you want the ones that are horribly cybernetically enhanced or if the cybernetics are more like exo skeletons they can remove.

The sandbox refers to the Middle East in general.

All perks are toggleable, I just like to put Toggleable in the descriptions so ones that might not be great to keep on all the time can be turned off, so you don't stay a kid forever because of Cellular Regeneration.

"Why doesn't the reborn battalion come with the aliens?" because the aliens have not been shown as under Reborn control, only that they are spawned by the beam from area-51 in the atmosphere.

Side note: I'm never playing these games again. They are so goddam generic FPS that arnt really that interesting, though the plot for the 2005 game was interesting the gameplay sucked and the 2007 game seemed like they could have cropped out all the alien bits and it still would have made more/less the same game.

Version History
V1.0: First release
V1.01: Added Missing Line about any origin can be dropin