


Battlefield: Earth Jump
By SuburbanRanger
Version 1.0

In the year 3000, man is no match for the Psychlos, a greedy, manipulative race of aliens on a quest for ultimate profit. Led by the powerful Terl, the Psychlos are stripping Earth clean of its natural resources, using the broken remnants of humanity as slaves. What is left of the human race has descended into a near primitive state. After being captured by the Psycholos and forced to work in an illegal off the books mining operation by Terl, it is up to Jonnie to save mankind.  You arrive the day Jonnie sets out from his village.

Here's 1000cp (Choice Points) to get you through your 10 years in this blockbuster bombshell that ruined quite a few people's careers.  Good Luck, Jumper.

Location:

You can choose to be anywhere on Earth, though some locations are dangerous then others if you're human or Psycho.

Race:

Human: Dubbed 'man-animals' by the Psychlos, the humans once had a much more advanced civilization before the Psychlos attacked and destroyed them in 3 days, the only real survivors fleeing to zones of high radiation or enslaved by the Psychos.

Psychlo: An advanced humanoid race, 9 feet tall and stronger than human, can regenerate lost limbs, six fingers on one hand, five on the other, large foreheads and a penchant for dreadlocks. They breathe a gas that is toxic to humans and that reacts very explosively to radiation. How exactly that works is beyond me.

Perks:

You get 2 50% discounts per price tier, with 100cp perks becoming free.

Greener (100cp): Derogatory term for someone who thinks the grass is greener on the other side, for you this means you always have hope, and hope is one of the most dangerous things in the galaxy.

Top Of My Class (100cp): A marksman with whatever weapons you get your dirty little hands on, even strange alien energy weapons that aren't even designed for your own hands. You'll quickly grasp the basics of any weapons you touch, and be picking off the legs of hostile bovine at a thousand yards in under an hour.

Fast Learner (100cp): Think of your mind like a sponge, well, your's is dry and ready to absorb knowledge faster than what should be humanly possible. You might not learn an alien language in a day without one of the Psychlo's learning machines but you'll get an impression of what they mean fairly quickly and be able to have a conversation within a month.

Other Advantages (100cp): Did you know Psychlos females (and possibly males) have elongated prehensile tongues? Well now so do you, with all that entails. You can stretch your tongue out about a foot outside of your mouth when you wish and this somehow causes no issues when retracted. No, I don't want to know what you're gonna do with it.

Piloting (200cp): You're a natural behind the controls of any vehicle you come across, from a humble automobile to an advanced military jet or alien aircraft. You're not an ace yet but with some time to familiarize the vehicle, you can pull tricks you'd only see at an airshow.

Mentor (200cp): It takes a special kind of person to properly teach. You can impart knowledge and lessons in such a way the students not only learn faster but are more engaged and much less likely to forget whatever lessons you seek to impress upon them.

Nose For Gold (200cp): Well not just gold, any other valuable metals, you can 'sniff' them out, larger concentrations giving you a stronger pull towards their location when you focus on a specific metal up to several thousand kilometers away.

I Don't Mind (400cp): That you betrayed me, I mind that you did it over a lousy recon photo! You're really good at picking just the right time to backstab someone, reaping maximum profit from your betrayal.

Smuggling (400cp): Sneaking contraband past inspectors has never been easier, at least when you or those who work for you do it. A bribe here, an inattentive guard there, and as long as you pay lip service to trying to get it past inspection without notice, they'll never catch on.

Creative Thinking (400cp): How does one form a rebellion when you're supposed to be doing the back breaking labor of mining gold by hand? You find a truck of already processed gold and pass it off as your own! You're good at coming up with tricks and misdirections that will fool even the supposedly superior intelligences of the galaxy.

Regeneration (600cp): Like a Psychlo you can regenerate lost limbs in just a few days, with a healthy diet and more minor wounds in a fraction of the time. If you are a Psychlo or already possess a more powerful regeneration, this supercharges it, allowing you to regrow a limb in less than a day.

Apes Together, Strong! (600cp): Stole that from a much better written movie, but just like those intelligent apes, you've taken the lesson to heart. When you work together for a plan, the smoother it goes off, roadblocks crumble with minimal effort and any attempts by the enemy to sniff it out fail and any actual evidence they collect is dismissed as a coincidence.

Ragnarok Proofing (600cp): Ok so straight up, none of the buildings, let alone equipment as fragile as jets, computers or stuff like Jet fuel should still be around yet somehow they all still work with just a tiny bit of maintenance. Anything you personally create now withstands the tests of time, lasting millenia when they shouldn't last a year and only compounding when you actually build something that should last a long time.

Items:

You get 3 discounts per price tier, with 50 and 100 cp items becoming free and everything else 50% off.

Battlefield Earth (Free and Mandatory): A signed copy of the book by L. Ron Hubbard, and a copy of the movie in an adaptable format, along with movie memorabilia signed by the cast and crew. Yes this is mandatory, no I don't care what you actually do with it.

Breath Mask (One Free for everyone, 50cp for more): A small device that is placed over the nose for humans and Psychos that converts the local air into whatever atmosphere the being needs to survive. You get one for just being here, but if you pay 50cp you get a crate full that refills when closed and the schematics for more. The devices from the crate (and the free one), will automatically adapt to any species, but the schematics won't.

Gun (50cp): Your choice between any modern firearm produced before the year 2001 or a Psycho handheld firearm, along with an ammo box that refills with the appropriate ammo when closed. Psycho firearms, also called Blasters, are energy weapons that can be switched between a nonlethal stun or a very lethal laser beam that can vaporize the limbs off a cow at a thousand yards.

Button Camera (50cp): Small cameras the size of an american nickel that can record and transmit audio and video to a receiver. It's powered wirelessly by the receiver. You receive a box with 100 button cameras and 10 receivers.

Metal Detector (50cp): Small PDA like device that can scan everything within a hundred miles, then list out the types and quantity/quality. Primarily used by the Psychlos to find gold.

Windsplitter (50cp): You have a very loyal horse, who’s very fast, smart and strong. Unfortunately it's still only a horse and we’re in a scifi verse. Comes with an infinite supply of horse feed, treats, and a saddle.

Remote Bomb Collar and Detonator (50cp): Several small blocks of Psychlo explosives that can be attached or detached easily to clothing or skin. The blocks are shaped charges that will send a small but powerful blast, enough to take off someone's head and are impossible to remove without the detonator’s deactivation signal. The detonator can be used anywhere on the same planet, even in a heavily fortified location.

From Golden Arches (100cp): Pick a fast food franchise, you can now summon an unlimited amount of anything they’ve ever had on the menu (official or unofficial).

Simulators (100cp): A set of 6 flight simulators that somehow still work despite being left on for a thousand years in a bunker. These can teach an illiterate bunch of cavemen how to fly modern aircraft like Top Gun aces in a week and can be updated to simulate any kind of aircraft with similar results.

Lost Cargo (100cp): In the original story, the aliens did know about Fort Knox and raided it, the gold the heroes find instead to buy time is from an armored truck shipment that was lost during the invasion. You now have that truck, or at least a copy of it, filled with 4 tons of gold bars, worth roughly 575 million usd in modern times. This will be refilled every year. The truck itself is fully functional and has infinite fuel.

Psychlo Cargo Shuttle (100/200cp): An armed transport shuttle that can carry up to 12 humans or a large load of cargo around the globe in a handful of hours. Not intended for combat, but moderately armored. For 200cp you have 24 of these.

Presidential Bunker (100cp): A large underground nuclear bunker, originally designed to protect the president of the United States but he apparently died somewhere else. The bunker is still functional somehow, if a bit dusty and fully stocked. Hermetically sealed, and can support up to a hundred people for a century.

Library Of Congress (200cp): A vast building with the preserved collective knowledge of the modern world. Updates in future jumps to contain a vast array of knowledge and books, both fiction and nonfiction that exist or have existed. Unfortunately does not include blueprints or schematics but will include technical books and manuals.

Domed City (200cp): The former city of Denver, Colorado, encased in a glass-like dome so that the Psychlo's can breathe freely. The city has been kept in more/less repair and still has fully functioning utilities and industry, the latter is geared toward the refining of gold. Yours doesn't have to be Denver, but can be any city in the world, with the enclosed section being the same size, and the atmosphere inside can be changed to your choice. In future jumps the city will follow you, retaining any upgrades and changes, though anything outside the dome will not.

Atmosphere Armor (200cp): Personal device that aligns the atoms in the air into an impenetrable barrier around the user, deflecting attacks. Needs to be recharged for 24 hours after every hour of use, with a capacity of 4 hours. Does not come with schematics.

Mining Drones (200cp): Wow, the plot wouldn't have happened if the big bad had just gotten a few of these for his off the books mining operation instead of using uplifted human slaves but his loss is your gain I guess? Here's a dozen autonomous mining drones that can work for weeks at a time without maintenance, delivering their mined shipments to a location of your choice. Heck I'll throw in an automated refinery that works on just about anything you can put into it and requires no fuel.

Psychlo Air Squadron (400cp): 12 of the Mk 32 Battleplane, Psychlo's primer air to ground aircraft. Unlike Earth aircraft, these use Teleportation Motors to fly, allowing them unmatched maneuverability by teleporting in place to their new heading. Equipped with a couple of Psychlo blaster cannons, and magnetic grapples.

Gas Drone (400cp):  A single Psycho drone that flies at 30,000 feet dispensing its payload of deadly gas.  Virtually indestructible to modern weaponry, the old governments of earth tried everything including atomic weaponry to no avail and can cover an Earth-sized world in 3 days.

Gold Mine (400cp):  This untapped vein of gold would be considered the motherload in modern times, able to easily produce tons of material every day using the most basic of mining technology.  It will never be exhausted, as when the final material is removed it will refill entirely in a day.  In other jumps you may choose to change this to another rare or valuable material, such as Ezzo or Vibranium.

Learning Machine (400cp): This device fires a beam of light directly into the user's mind, teaching them anything loaded into the disks at an advanced pace, with the option to be instant but painful.  Yours comes with a stack of disks with modern human knowledge, general Psycho knowledge, and an adaptable device to make more disks.  and schematics to build more

Fort Hood (600cp): An abandoned US army base…that is for some reason stocked with Marine equipment.  This large sprawling base has extensive underground bunkers and warehouses that survived the millennia of disuse.  You'll find 24 fully functional if dusty Harrier VTOL aircraft, a bunch of tanks and IFVs, as well as cargo trucks and utility vehicles, along with fuel and ammunition and a small army's worth of modern military infantry equipment.  In other jumps this will update to the peak of whatever military existed for your species, but never downgrading past the early 2000s US military.

Transshipment Rig (600cp):  The most valuable technology the Psychos have, the Transshipment Rig can teleport anything placed on its platform to anywhere in the universe. Yours comes with schematics, an instruction manual, and self repairs.  See notes for additional Details.

Earth (600cp):  A copy of Earth, along with the moon, certa year 3000 of this universe with no humans or Psychos.  Most of the cities on the planet are in ruins, but there's at least one city that was controlled by the psychos filled with their tech, though none of it is backed to work outside of its home universe.  Alternatively you can have a version of Earth where the human race never existed and the Psychos never invaded, perfectly suitable for colonization.  In other jumps you can choose to keep it as a warehouse attachment, kept in a small 1 AU pocket dimension with an artificial sun, or deploy it to a system of your choosing.

Planet Cracker (600cp):  Deceptively small, this suitcase sized nuclear device can ignite the atmosphere of earth and crack the planet in half, and if used on planet Psychlo would turn it into a sun.  Though dubbed too dangerous to ever use, several nations created these before the Psychlo attack.  You get one planet cracker nuke every 10 years or a new jump, whichever comes first.

Companions:

Import/Create (100/200cp): You can import or create up to 8 companions with 600cp each for 100cp, for 200cp you can import as many companions as you wish.

Canon (50cp Each): You want some of these idiots? Ok but I'm charging you for the convenience, even if I think they should be free.

Drawbacks:
You may take as many as you think you can handle.

Book Continuity (+0): The Book make a lot more sense then the movie (even if it's also terrible), with most of the more glaring plot holes filled in, such as the Psychlos salvaging all the human gold reserves when they conquered the planet and instead of fort knox the humans find an armored truck filled with gold that was missed, and using the Psychlo's own equipment against them instead of magically 1000 year old human equipment still being functional.

The Dutch Angle (+100cp) Everything seems to be just a bit…tilted. Like someone obsessed with making a movie that consists entirely from slanted view points, you now see everything from a slightly off angle.

Crap-Ceilings! (+100cp): Are you taller or is everything else just smaller? You seem to bump your head on everything, it's like the world was made for someone three feet shorter than you!

Endless Options For Renewal! (+200cp): Oh did I say 10 years here? Now you're here for another 10 on top of that. Can be taken up to 3 times.

Psychlo Implant (+200cp) One of the main reasons the aliens are such assholes is that they get a brain implant when they're young that makes them feel pleasure when they're evil bastards. You've now been implanted with a non removable one. It will take a great amount of will not to give in at every opportunity, but at least it doesn't drive you insane or kill you if someone asks about your technology.

Absolute Honesty (+400cp): Like the Selachee you're absolutely honest and will answer everything when asked. This might cause a problem or two.

Revenge Of Xenu! (+600cp): The Psychos on Earth are actually just part of a mining corporation. The Selachee, who run the Intergalactic Bank, upon the destruction of planet Psycho and the Psychlo Empire/Corporation, decide to repossess Earth. This in turn draws the attention of Galactic Overlord Xenu, Evil ruler of the Galactic Empire, who will decide to make an example out of humanity and the Earth for threatening his rule. Think Palpatine from Star Wars, and humanity is the Jedi but without the plot armor.

After 10 years here, you have a choice:

Go Home
Stay Here
Continue Jumping

Notes:

No, I'm certainly not some other jumpchain author using a different name so he doesn't get sued by some pissed off ‘church’.

The Transshipment Platform does have a limitation that you can only have one in a 50 thousand mile radius.  No idea if that just means they don't work or if something terrible happens if you try. There also are separate speeds for material and personnel, as the material mode is faster to teleport but is unsafe for living beings. For your safety and convenience the version you can buy in the item section does not have these limitations.  Please note that the teleporter also swaps whatever was in the area that was teleported back to the platform, so take care.

The book and movie differ over how long it took for the earth to be conquered, in the book it took 3 days, in the movie 9 minutes. Both were done using gas drones.

Again, Psychlo breath-gas reacts EXPLOSIVELY to even the slightest radiation, which means they really shouldn't have ever evolved, let alone invaded, but then again its a sci-fi book by L Ron Hubbard so, yeah not well thought out.  The book speculates that they are from another dimension entirely.

I was kinda reaching when I made the metal detector item, they do have gold detectors but they’re never explained or shown so I just made up stats.

Thanks to Aurum, Augum And Aes for the Dutch Angle Drawback, and ruining the movie even further with that revelation.

The planet cracker nuke exists in the book, in the movie it's just a generic tactical nuke they find in the base and is restored in both versions by Jonnie.

Version History:
V1.0:  First and likely Final Release, as I really dont want to get any flak from certain people if I slip up and link it by accident.