

# District 9

V 1.0 By Apocbox



# DISTRICT 9

**1982. A large alien spacecraft appears on Earth, hovering above Johannesburg. After three months without contact, the humans decide to take initiative and cut their way into the ship. Once inside, they discover a million or so aliens, all in a terrible state of malnourishment and sickness.**

**2010. Aliens, that are commonly called Prawns, now live in a special zone called District 9, that over the years has turned into a slum. It is run by Multi-National United, world's second largest weapons manufacturer trying their hardest to crack the alien weapons to no avail.**

**An MNU field operative, Wikus van der Merwe, ventures in to the District 9 to hand out eviction notices and relocate almost 2 million aliens to District 10. Things start to go very wrong when he is sprayed in the face with an unknown alien chemical that starts to transform him in to a Prawn.**

**You appear inside of the District 9 the day Wikus is sent in on his mission.**

**Take this 1000 points.**

# ORIGINS

**Choose your age and sex for free**

## Drop In

**A human, or whatever you were before, with no history or records, you appear out of thin air.**

## Human

**Maybe you work for MNU and were sent here on some sort of mission, or maybe you live there illegally. It's your choice.**

## Prawn

**One of the many aliens just trying to live their lives in this hostile world. You are a bipedal hominid with three-fingered hands, tough exoskeleton instead of skin, two pairs of antennae, and inability to speak Human languages. You're quite a bit more physically capable than humans being strong enough to send armored soldier flying several meters with a kick or a throw. Becomes an altform after the jump.**

# Perks

Perks are Discounted to their respective origins, perks worth **100** are free and the rest is **50% off**

## General

### Alien Tongue **0**

In this and any other jump you visit, in addition to knowing your mother tongue, you can also have the knowledge to understand, although not necessarily the ability to speak, one additional language. In this jump it's English for the Prawns and the 𐄂𐄃𐄄 | 𐄅 for Humans.

## Drop In

### Undiscriminated **100**

You do not suffer any discrimination. Your species, race, sex, age, abilities or any other characteristic that you may have doesn't color anyone's opinion of you, making it so people only judge you based on the content of your character.

### Legal Migrant **200**

Borders mean nothing to you. You have legal right to enter and leave any country or planet and bring your family with you and optionally, receive a refugee status, in which case you would be provided with a home and a monthly stipend equal to the minimum wage.

### DNA Lock Bypass **400**

You're able to bypass any lock and automatically fill any requirement to use any item you want. From pin codes to eyeball scanners, from DNA locks to more complex and even supernatural ones, nothing can stop you from using the things you want.

### Perfect Hybrid **600**

Perhaps you got sprayed by an improved version the chemical that Wikus got hit by, because you now have both a Human and Prawn forms and the ability to switch between the two at will. You could even mix and match them, and any other altforms you might have at will, being able to access any powers, abilities or other benefits they might have in any other form.

## Human

### Public Relations Are Getting a Cleanse **100**

Language or culture barrier is one thing, but how do you properly communicate with an alien species with completely different anatomy and mindset? You're able to communicate even complex ideas through any such barriers and be understood if not perfectly than at least good enough to get the basic gist of your message across.

## **I Recognize You 200**

Anyone sharing deep platonic or romantic feelings with you like your friends, family and spouse are capable of recognizing you no matter the form you take. Even if you were to be mutated into completely different form something that defines you will still shine through no matter what. Can be toggled on a per person basis if you want to be stealthy or for some other reason.

## **Inspired Inventor 400**

No not that one. You are capable of creating similar technology to what you see in action. At first, they would be much larger, weaker and extremely energy inefficient but the more you see the things you are trying to replicate as well as what it can do and the more technical knowledge you have regarding what you are trying to make, the closer to the original your copies would be.

## **Don't Spray Yourself 600**

You're completely immune to any attempts to change your physical body. You could take a dive in the most mutagenic radioactive slop imaginable and come out unchanged, well it might still kill you but it will not be able to physically change you, unless you want to, in which case you'll be able to come out with something beneficial, while disregarding anything detrimental.

## **Prawn**

### **Jumper Jr 100**

Parenting can be tough without being stuck on an alien planet. You know how to take care of any needs of a child you're responsible for, be they your biological kid or adopted one or just the one you're babysitting. You have increased luck in providing a better and brighter future for them.

## **Master Pilot 200**

From a mech to a shuttle to the giant mothership you're an expert in piloting anything that could be piloted. You can sit in to a car for the first time in your life and be better than any driver in history. Things that you're piloting also become 50% faster, more durable and consume less fuel as well as gaining more mass when you ram them into something.

## **Weapon Development 400**

You are an expert when it comes to creating weapons, possessing unmatched creativity and ability to utilize any and all of your knowledge to create new and interesting ways to destroy things. Any weapon research you're at the head of is done five times faster and produces far more useful results than expected, like figuring out how to make better incendiary rounds by researching flamethrowers.

## **Scientist Subtype 600**

You are an absolute genius. Your mind is more akin to a supercomputer, with any calculations being done instantly no matter their complexity as well as possessing

infinite multitasking. You are a master of figuring out the laws of the universe and absolutely excel at finding ways to bend at twist them to your will. Any technology that you understand you can figure out how to make work in other universes no mater the differences in local physics and metaphysics.

# Items

Items are Discounted to their respective origins, items worth **100** are free and the rest is **50%** off. Anything can be imported in to a fitting item (Weapon in to a weapon, tool in to a tool etc.). If lost or stolen you get them back in an hour. All items can be brought multiple times, with free items costing **50** after first purchase. You can combine compatible items like Geneva Suggestions and Spaceship. All items brought here can be used by you no mater your species.

## General

### Personal Weapon **200**

You can pick any one of shown canon handheld Alien weapons or design one of similar power level yourself. Has infinite ammo and it can only be used by you or anyone you allow, with an option for unauthorized to be hit by whatever effect that weapon might have when they try to take it. This weapon scales with you becoming stronger as you do, always providing proportional level of power no matter how strong you become. Has a knob that allows you to reduce its power.

### Stabilizing Serum **400**

A safety syringe that contains a drug that will stabilize and reverse any sort of mutations or bodily changes while allowing to keep any positive factor that one might have gotten. So, a person who would have been turned in to a prawn like Wikus would return to a human form but retain the enhanced physical characteristics of prawn, as well as the ability to use their weapons. You get a new one a day after it was used.

## Drop In

### Population Census **100**

Stack of papers providing you with **100%** accurate information on the size, location, and characteristics of a population of any location you designate up to the size of the largest country in the jump you are currently in. You can pick another location to receive a new census a month after you received the previous one.

### Refugee Camp **200**

A plot of land with enough space, food, water and shelter for to millions of beings, and adapting its environment fit to whatever those beings might be.

## **DNA Lock 400**

A small nail sized chip that can be installed into anything and provides same anti-theft protections as the Personal Weapon item as well as making an item it was installed in fiat backed. You have infinite supply of this.

## **Alien Archive 600**

A PC sized alien databank containing all the scientific knowledge their species discovered as well as blueprints for all the technology they have ever created or came up with. At the start of new jump, you can choose a new species from that jump to receive a new databank containing same level of information.

## **Human**

### **Scrap Rose 100**

Handcrafted metal flower that will let people you want to know whether you're alive or not by just looking at it, while being just a nice art piece to anyone else.

### **Right To Evict 200**

A legal permit allowing you to move a single person or a family occupying any plot of land off of it and giving you legal ownership of said land. They have 24 hours to go away and if they don't you have legal right to use violence to get them out. You get a new warrant a year after you used previous one.

### **Geneva Suggestions 400**

Pristine, state of the art science lab possessing an extensive apertoire of equipment. No one you do not approve off can learn what you are studding or making in there so you can preform all sorts of horrific inhumane experiments. Is full of follower scientists who share all you crafting, research and intelligence perks and skills. They are absolutely loyal and are incapable of betraying you and no one can get any information they know in any way possible without your permission.

### **Confiscated Weaponry 600**

A giant warehouse filled to the brim with the best high tech alien weapons and ammo that exist. There is enough here to outfit thousands of people. Just be mindful that even if you can use them these weapons still do possess all their security feature so you may need to find a way bypass those restrictions if you want to give them out. At the start of any future jump, you can pick any one spices of that jump to receive another warehouse full of weapons.

## **Prawn**

### **Cat Food 100**

Unlimited supply of strangely delicious cat food. Can fulfill all the nutritional requirements of any being that eats it.

## **Command Module 200**

A buss sized space shuttle. Doesn't have any weapons, but is capable of remotely controlling any technology you own no matter the distance.

## **Battle Suit 400**

Several meters tall mecha that is surprisingly agile for its size. It possesses staggering arsenal of alien weaponry as well as variety of programs and subroutines to help you in combat and general use making it extremely user friendly. Durable enough that only high caliber weaponry can damage it and does several times more damage than usual to members of different species from whoever is piloting it. Has infinite battery and ammo.

## **Mothership 600**

Giant FTL-drive equipped spaceship capable of housing a million of human sized beings, providing them with all the necessary amenities like food, water personal rooms. The air inside is breathable to anyone even if there are multiple beings with incompatible breathing requirements. Has infinite fuel.

# Companions

Companions can't take drawbacks.

## **Original/Import 50 for 1, 200 for 8**

Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 cp to spend as they please.

## **Canon 100**

Take any individual as long as you can convince them to go.

# Drawbacks

Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

## **Crossover 0**

Pick either Chappie and/or Elysium jump and fill both/all three of them up keeping the points separate. The world is now a mixture of two/three of these worlds. You can decide whether aliens arrived 28 years before the start of the jump or just as you start it.

## **Extended Stay +100 per**

Stay for 10 more years. Can be taken as much as you want but you only get cp for the first 4 purchases.

## **It's Sort Of Like a Marshmallow +100**

**You like to eat rubber. You cannot digest it though. Are you gonna be ok?**

### **Addicted to Cat Food +100/200**

**You are completely addicted to cat food, it tastes delicious and acting like a catnap for you. If you don't eat at least a can a day you start to get jittery. For additional 100 you hate the taste but cannot survive without eating at least three cans a day.**

### **You Can't Even Say They Don't Look Like That. +100/200**

**You are casually xenophobic to the species other from you and don't even notice it. For additional 100 you're a competitive racist and xenophobe seeing everyone who isn't of your race and species as dumb, primitive and filthy and seeing absolutely nothing wrong with saying slurs in their faces and starting fights with them.**

### **Listen To Me, You Fuck! +200**

**You do NOT take other people criticizing you very well and are very quick to anger. You hold grudge for years and take pleasure in hurting people who wronged you.**

### **The Prawn Does Not Understand The Concept Of Property +200**

**It just boggles your mind. How can something "belong" to someone? If you want something you just take it, easy as that. For some reason people, both Humans and Prawns get angry at you for doing so.**

### **Live Happily Knowing That The Prawn is Very Far Away +200/400**

**You're allergic to the other species, starting to sneeze uncontrollably with your eyes watering constantly when they are close by. For additional 200 it's more akin to a nut allergy but worse since you don't have to eat anything, just being near one is enough to make you start to asphyxiate.**

### **Do Not Understand/ 听不懂 | 听不懂 | 听不懂 | 听不懂 | 听不懂 | 听不懂 +200/400**

**You only know eighter English or 听不懂 | 听不懂 | 听不懂 and would need to learn any other language from scratch and any sort of training or learning boosters will not help you to learn it quicker. For additional 200 you are only capable of speaking and understanding your first language and unable to learn more.**

### **Were There's A Weapon There's A Crime +200/400**

**Humans and aliens just seam to not be able to get along with tensions constantly rising, it would take a lot of effort to cool things down. For additional 200 nothing can be done and Humans and Prawns will hate each other forever.**

### **Consumptive Replication +300**

**You're under a delusion that when you eat a Human or a Prawn you get their abilities and skills. You will get out of your way to find people with interesting skills or impressive physical characteristics to eat but you'll settle for a random passerby if you can't find any.**

### **Giant Enemy Prawn/Project Hijack +300**

This perk depends on whether you're a Human or a Prawn. If you're a Human then about half of all the aliens are now "Warriors" as opposed to the regular "Workers", being twice their size, far stronger and tougher and smarter as well as being extremely aggressive against humans and protective of workers. If you're a Prawn then humans recently figured out how to unlock alien weapons for their use. Whatever the case conflicts between the local humans and prawns will soon start to escalate and if nothing is done it may turn in to full blown war.

### **Propaganda Machine +300**

Some very powerful people are pissed off at you. Not enough to kill you but just enough to completely ruin your life. They will spread all sort of rumors about you and even people who had been your friends for years will believe them and will want nothing to do with you.

### **Halfway Right Halfway Wrong +300/400**

You have undergone a severe mutation and are stuck as a malformed hybrid of a Human and a Prawn. It's uncomfortable and both species will find you unnerving to be around. For additional **100** your DNA got so scrambled that alien tech does not recognize you.

### **Live And Let Live +300/600**

You're a pacifist and philanthropist, caring about the needs and wants of others above yourself and preferring to solve everything peacefully. You allow very little personal time for yourself spending most of your time helping others. You can still defend yourself and engage in violence in cases where you don't see any other option for your survival, but only then as you'd sooner take a beating then retaliate. For additional **300** you will sooner let people violently torture and kill you than even entertaining the idea of hurting another living being.

### **LOCKED OUT +300/400/600**

For **300** you are incapable of using any weapons more advanced than what you'll get on a pre-2010 mundane Earth. For **400** you are also incapable of using any weapon that utilizes gunpowder or other explosive propellant. For **600** you can't use any weapons at all.

### **Full Scale Invasion +600/900/1200**

10 new ships carrying a million prawn each arrive on earth and start conquest. They cannot be reasoned with and possess all the weapons shown in the movie, including tens of thousands of Battle Suits and weaponized space shuttles. Humans will be rounded up and either killed or be made into as both working and sex slaves to serve the aliens while the local prawns are seen as diseased animals that need to be put down. The only saving grace is that there are no "Queen" so to speak and so they're about as coordinated as humans. For additional **300** they have "Warrior" prawns as described higher with weapons and Battle Suits scaled for them. For the separate

additional **300** each ship possesses a “Queen” that has all the perks from the Prawn tree and the ability to form a hivemind with up to a million prawns in it.

## The Final Choice

First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take this toy versions of Battle Suit for free.

**Now Choose**

### Stay Here

Want to stay around? Well good luck to you. Here take additional 1000cp to spend here

### Go Home

Want to go see your family? It's okay to miss them. Here take 500cp to spend here before you retire.

### Next Jump

That's what we're talking about! Here take this alien pistol. It shots electricity and is about as good as regular police taser.

## Notes

**Changelog**

**V 1.0 Release**