



By Anonson694

Beware of the Blob! It creeps and leaps, and glides and slides across the wall! A splotch, a blotch, be careful of The Blob! Welcome to the world of the Blob, a wonderful place, except for a nigh-unkillable Blob rolling around eating people left and right. Here, take this, you're going to need it:

+1000 CP

Location, roll 1D8 or pay 50 CP to manually pick the location in which you appear:

1. Arborville, California: This is where the 1988 remake of The Blob takes places. A mundane town, not much to say about it, mostly peaceful as well. But be careful, for over the course of one night this place will become Hell on Earth once the Blob strolls along.

2. Valley Forge, Pennsylvania: This is where the events of the original 1958 movie took place, same thing as the above option, only difference being that it takes place further into the past and it's in Pennsylvania. (Note: you can only take this option if you take the Setting Change Drawback.)

3. Meteorite Landing Site: The place where the Blob landed. It's relatively far from the town and it's in the middle of the woods, close to a homeless man and his dog's shack. If you take the Blob Origin, you start here and don't get to roll/choose where you arrive.

4. Movie Theater: Ah, the infamous scene of The Blob eating the audience. You'll arrive here just 10 minutes before The Blob shows up. You can evacuate the people there, or enjoy yourself until it shows up, your choice.

5. Free Choice: Lucky you! You get to pick any of the above choices or one that hasn't been mentioned (as long as it's a place on Earth, it's fair game).

Origins:

Citizen (Drop-in Origin, free): Just your average John or Jane Doe, nothing special here, but maybe that's the point.....?

Police officer (free): You're simply a friendly neighborhood cop trying to keep the peace. Following and enforcing the law, catching crooks and the like.

Soldier (free): You're a battle-hardened warrior, unflinching in the face of all but the most dangerous of horrors the world has to offer.

Scientist (200 CP): NERRRRRD! Sorry, couldn't resist, maybe you don't want to fight slime monsters? Maybe you want to study them? Maybe you want to release them and have them wreak havoc on an unsuspecting population? Well this is the Origin for you!

The Blob (1000 CP): You're a.....blob. You were created as a result of sending bacteria into space along with human tissue, and the radiation of the vacuum of space acted as a catalyst to create you.

Perks: (any perks that cost 100 CP will be free for their respective Origins, anything that costs more than that will be at a 50% discount for their respective Origins.)

Citizen:

Regular Person: 100 CP (Free for Citizen) At will, you can make yourself look like an average, mundane human (or any other species native/common in a setting, for that matter). This perk is toggleable.

Pencil Pusher (200 CP, Discount Citizen): No matter where you are, you can always find a reasonable, mundane job that pays an amount of currency normal to that setting. You're more

likely to get job interviews and, more importantly, accepted into those jobs. This also applies to more exciting jobs, such as bounty hunting, but to a lesser degree.

Not me! (400 CP, Discount Citizen): For some reason, whenever you're in a crowd of people, the bad guys just never seem to pick you to prove their point! This also applies to when someone needs a volunteer for something, you'll rarely get picked for it, unless you want to, in which case it increases the chances of being picked. Toggleable, and it synergizes well with the Pencil Pusher Perk.

Police Officer:

Stop, in the name of the Law! (100 CP, Free for Police Officer Origin): Whenever you're in a populated area, you immediately know the laws that are being used and employed by the government. You also know the intensity of how illegal or legal something is, how enforced that law is, etc.

Freeze! (200 CP, Discount Police Officer): For some reason, whenever you tell someone to stop doing whatever it is that they're doing, they'll actually listen to you! This also allows you to say something along the lines of "Hey, what's that over there?" And they'll actually turn to look at wherever you pointed, giving you just enough time to escape!

Guilty, or Innocent? (400 CP, Discount Police Officer): You know whether or not someone is lying or telling the truth. You also know whether or not the truth has some lies in it or if the lies has some truths in it. No loopholes by asking a questions and a person saying what they believe to be the truth for you!

Soldier:

Battle Hardened (100 CP, Free for Soldier): You can switch off your sense of fear at will, and with training you can extend this to other emotions you may have, you can turn off your sense of joy, increase your sense of rage, etc. given enough time.

Martial Artist (200 CP, Discount for Soldier Origin): Pick 5 different martial arts, you're now proficient and have a black belt in those martial arts. You're also in peak physical human condition, this applies to your senses as well. This also means that learning any new martial arts, or recalling any old ones from previous Jumps or even from when before you became a Jumper are significantly easier to learn and master. This is fiat backed, and you'll keep this regardless of what happens when it comes to Drawbacks or Gauntlets.

Leadership (400 CP, Discount Soldier): You're incredible at leading a team, regardless of their race, religion, gender, etc. Or any previous differences/prejudices for that matter. You will always find a way to effectively lead and coordinate a group of people into doing what you want

them to, and people are more prone to listening to what you have to say, regardless of what they think about you. Which is perfect if you have an insulting comeback that will make them lose their will to live.

Scientist:

Ethics? What's that? (100 CP, Free for Scientist): Everybody, your Companions and followers included, just can't seem to realize the horrific experiments you commit. It's almost as though they just turn a blind eye towards any illegal or immoral acts, this also applies to anything you do, and not just your experiments. This Perk can be toggled on and off. You can also have it affect some people and not have an effect on others, if you so wish.

It's Alive! (200 CP, Discount Scientist): You gain an unparalleled amount of knowledge in genetics and biology. This allows you to create creatures that will follow your commands, combine the DNA of organisms, make organisms from scratch, etc.

Knowledge is Power (400 CP, Discount Scientist) Indeed it is, and with this perk you can create your own Blob Monsters, or any other sort of creatures, for that matter. Whenever you arrive in a setting you instantly gain the knowledge as to how to create any creatures native to that setting that don't exist in the real world, but you don't necessarily get the resources to do so.

Blob:

Blob Form (Free and mandatory for Blob, unavailable for any other Origins)/100 CP: You are now a shapeless red mass, unkillable through conventional means (guns, knives, explosives, fire, etc.) you can take whatever form you desire, the only limitation being that You're incapable of changing your color, which is blood red. But for 100CP you can change that color to any other color you wish! Conventional weaponry such as guns, bladed weapons, flamethrowers, explosives, etc. Do jack shit against you. You're also much faster than it appears at first glance, easily being able to achieve short bursts of speed in order to blitz an opponent or prey.

You do have one weakness however, that being freezing cold temperatures. You won't die if you are frozen solid, you'll simply be incapacitated until you're thawed out again. You don't feel any pain, or get tired. And since you don't have any solid parts in your body you can easily fit through any sort of piping or grates.

You can sense pheromones and chemicals through your skin, this is how you hunt. The more you eat, the bigger you get, and there's no limit to how big you can grow. Your physical abilities scale with how big you are. Naturally, the bigger you get, the stronger you'll become. If you end up getting a piece broken off of you, the severed piece(s) will become independent Blobs that will instinctively seek out other organisms to eat and grow, but you can still recombine with them as long as they're smaller than you. Another thing worth noting is that since you technically don't

have a brain you're immune to mind control. Your body is highly acidic, melting anything organic in origin.

Digestion Control: 100 CP (free for Blob) Don't you just hate how you simply eat things uncontrollably? Well worry not! For this Perk allows you to control the intensity of your digestive juices, you can bring it down to zero or crank it up to the max! This also applies to any other powers you might have. So don't worry about hugging a Companion of yours and accidentally eating them!

Ice Resistance: 200 CP (Discount Blob Origin) Ice, the vile enemy of the Blob! Now it'll simply be a minor inconvenience! With this Perk, you are now 50% more resistant against any and all forms of cryokinetic attacks! And with training, you can slowly increase this ability so that you're 100% immune to all forms of ice attacks (bear in mind that this will take many years unless you have a Training Booster Perk for that).

Blobby Buddies: 200 CP (Discount Blob Origin) Remember how I mentioned earlier that as long as the pieces broken off of you are smaller, you can control them? Well now, it doesn't matter how big or small they are, you can control them all the same! This also comes with the added benefit of being able to shift your consciousness from one Blob to another. But most of the time, the biggest Blob rules over the smaller ones.

It creeps, and leaps... 400 CP (Discount Blob Origin): You are one stealthy bastard, able to erase your presence no matter how big you get, this can be toggled.

Items:

Gelatin/pudding (Free for all Origins): You receive two self-replenishing barrels of gelatin and pudding, you can change what flavor each is once a day. And the nutritional contents of both of these is comparable to a full balanced meal. You could feed an army with this! You could also use this combined with the Blob Origin to infinitely grow bigger and bigger without having to eat people!

Papers (100 CP, free for Citizen): No matter what Jump you're in, you'll always have legal documentation of your existence, and these are genuine papers as well, not forgeries. You can include (or exclude) any information about yourself that you wish on these papers, and they'll update themselves in real time. Will return to you in pristine condition if lost, stolen, or destroyed.

Weapons (100 CP, free for Soldier/Police Officer): You get a crate full of weapons. Including (but not limited to) guns, knives, swords, grenades, explosives, etc. The great thing about this Item is that the guns don't run out of bullets or jam, the bladed weapons don't dull with time, and they don't need any maintenance whatsoever! They even get replaced the moment they get lost, stolen, or destroyed! Another great thing is that these weapons will automatically upgrade

themselves so that regardless of the setting you're in, these weapons will always be the weakness of whatever enemy you may find, even if they don't have a weakness!

Laboratory (100 CP, free for Scientist): Remember what I said earlier? About how you don't get the resources for making your monsters with the Knowledge is Power Perk? Well you don't have to fuss about it now, because you now have your very own personal laboratory that comes with all of the tools necessary to make all manner of horrific abominations, you even get DNA samples of all of the fictional creatures you might encounter the moment you arrive in a Jump!

Meteorite (free for Blob Origin): You get a meteorite that you can put a small piece of yourself inside of and send it anywhere you like! And when some poor fool stumbles upon it, it will break open, and eat that person! This can only be done once per Jump. Post-Spark this Item will upgrade itself so that it will replenish itself once every 5 years, rather than every 10.

Companions:

Import (free/200 CP): You can Import a companion into this Jump. Can be bought multiple times. First time is free, the rest cost 200 CP per Companion. All Imported Companions receive 500 CP to spend in this Jump only.

Canon (free/200 CP): You can pick a canon character in this Jump to become your Companion, which can be bought multiple times. They receive 500 CP to spend every time they're Imported into any future Jumps.

The Blob (400 CP): Yes, you can have the Blob as your Companion, though it's not exactly the brightest bulb in the socket, if you know what I mean. If you buy this that changes the course of the story, when it lands in the forest, you'll have a chance to befriend/waifu The Blob.

Drawbacks, you can have as many as you like:

Setting Change: (0+ CP): Do you want to talk to Steve McQueen in the original 1958 movie? Or maybe you want to be in the god-awful sequel that came after that? Well here's your chance. Post-Jump you can use this Drawback to change the setting to it's comic book version, manga version, anime version, movie version, etc. If you choose to keep it, that is.

Screamer (+200 CP): You're prone to screaming in fear whenever something scary happens, now, this doesn't mean that you're incapable of running away or fighting back, you'll just take a few seconds longer to react than normal, which could make all the difference in the world.

Beware, The Blob! (+400 CP): Maybe you taste great, maybe The Blob just hates you with the burning passion of a thousand suns. Who knows, either way the Blob is out to get you. If it has the choice to eat you or a group of unarmed civilians it'll pick you every single time. If you take

this Drawback, you'll only have access to the things you bought in this Jump and your Body Mods, don't worry, you'll get them back at the end of the Jump. Good luck!

SomeThing Strange Comes This Way...(+400 CP): It seems you're not the only otherworldly creature in this world, it looks like John Carpenter's The Thing is also here! Take this information as you will, you could kill it, befriend it, let it take over the world unimpeded, the choice is yours. If you take this Drawback you can use The Thing (1982) Jump as a Supplement for this one, no sharing CP between Jumps though, you cheater.

It's Raining Blobs!: (+600 CP): Uh oh, looks like California (or Pennsylvania) wasn't the only place that got hit by a Blob monster....all around the world, Blobs are falling from the sky, eating anything in sight.

As always, if you make it to the end of the Jump alive, you have three choices, pick one:

Stay: You want to stay? Alright then, since this is your last Jump I'll give you an additional +1000 CP, and you can also take Drawbacks, which will wear off after 10 years!

Go home: I don't blame you if you want to go home after witnessing the horrors of people being digested alive.

Continue: The option that pretty much any Jumper will invariably choose.

Notes:

If you picked The Blob as your origin then it'll become an alt-form which you can freely switch to at any time. You can also have it merge with/be your default form (this is fiat backed). How this new form looks is up to you, so fanwank to your heart's content! (Within reason, of course)

Ice Resistance: Yes, I do mean ALL forms of ice based attacks, this includes ones that are magical/esoteric in origin.

Blob vs Blob: if two Blobs fight each other, the winner is usually the larger one, but willpower also plays a factor in this. Although this is my interpretation of it, so when in doubt, fanwank!