# Uninvited

Jump by 9anon, XCOM 2 by Firaxis, Fic by Snekguy

Welcome to Earth, circa 2015. The planet was invaded by an extraterrestrial force and the secret organization that was formed to defeat them, known as XCOM, was defeated and its survivors scattered. Between that defeat and aliens influencing several world leaders, the nations of Earth collectively surrendered to the invaders.

20 years later and the invaders have long consolidated their power under the name of ADVENT, becoming the de facto government of occupied Earth. Things are more or less settled, with people able to live normal lives for the most part, though there's some shady shit going on and the occupiers are quick to stifle any dissent.

It is the summer of 2034 and somewhere in North America a bachelor living alone on a farm near an ADVENT city has become the unwilling host to a Viper due to lack of barracks space in the local garrison.

It is several months until your normal XCOM 2 campaign begins, on 2035/02/28. If you don't make major waves, XCOM will successfully defeat ADVENT within 2 to 3 years.

Here's **1000cp** to help you survive the occupation and coming war.

## Location

The occupation and conflict are a global affair, happening almost anywhere that people can survive. As such, you have a free choice of where on Earth you insert, though the default is somewhere in North America if you don't feel like choosing.

## Origins

You may choose to drop-in with any origin.

You may freely choose your sex and age, within reason.

**Civilian** - You are just an average joe or jane working to earn your daily bread in the middle of all this 'alien occupation' business. Your life likely isn't absolute shit, though all the checkpoints and propaganda is probably rather annoying.

**ADVENT** - You are a part of the occupying force, a soldier hooked into ADVENT's psionic network. While you are technically an alien, chances are good that you were born on Earth…though 'born' probably isn't the best term for it.

**XCOM** - You are a freedom fighter, a rebel, a renegade - someone not living within ADVENT's system and likely fighting against. Of course, anyone who's only listening to ADVENT propaganda likely thinks of you as misguided or evil terrorists.

## General Perks

**Bedroom Guarantee** [Free/Optional]: You have the minimal abilities necessary to navigate sex and relationships. This includes enough of an innate ability for sex to ensure that ordinary partners enjoy their time with you, and for flirting and seduction to not unintentionally scare off interested suitors.

**Choice** [Free/Optional]: You can toggle your fertility at will.

**Clean** [Free/Optional]: When you get down to business, your partners are guaranteed to smell nice and be clean, inside and out. At least, as much as you'd like them to be.

**STD Free** [Free/Optional]: Upon first entering a setting, you may erase STDs from the setting and prevent them from emerging from then on. This applies to all forms of sexually-transmitted infection, though you can exclude STDs of your choice if desired.

**Porn Physics** [Free/Optional]: Physics is a lot more *friendly* when it comes to sex and lewdness. Partners are much less likely to (actually) hurt each other during sex, refractory periods are much more forgiving, people can take much larger insertions without damage, sex is generally more pleasurable, and all manner of other *adjustments*.

**Stupid Sexy Aliens** [-50cp]: Upon first entering a setting, you can designate your choice of non-human species to become not only sexually compatible with humans, but become more attractive in general. The specifics are up to you, which can include how heavily those of the species are affected, what ratio of them are affected, what specific changes occur, and so on.

Additionally, you can use this perk on your followers and companions when you receive them, provided they are of a non-human species.

**Pleasant Musk** [-50cp]: The taste and smell of your body and fluids are quite pleasant to others, optionally also having a mild aphrodisiac effect on those you'd be interested in. This can bypass any effects you'd have that would eliminate your body odor, though only when convenient - so your scent couldn't be tracked by a hostile entity, while still flooding the brains of those you'd be attracted to with arousal.

## Origin Perks

**Totally Normal**[-50cp, Free to **Civilian**]: You have a way of passively falling under the radar of mass surveillance efforts. Sure, your activities are still being recorded, but the people and algorithms looking over the data simply fail to pick you out from the crowd.

You'll also never be stopped for random searches or otherwise suffer from the more impersonal procedures or fuck ups of whatever regime you're living under, unless those procedures and failures affect most of the population.

**Shortcuts**[-50cp, Free to **Civilian**]: Whether you want a quicker way home or to bypass annoying obstacles on your usual route, you are able to find alternate routes wherever you need them. These routes tend to be faster and less watched than more 'normal' routes, even when it might not make sense - even significant detours will get you to your destination faster and less molested than much more direct routes, assuming there's some reason to not take the direct route in the first place.

**Alien Bait**[-100cp, Discounted to **Civilian**]: Something about you seems to attract the attention and (positive) interest of non-humans, and you have an easier time than normal interfacing with non-humans. This includes a higher than normal rate of encountering non-humans you'd find attractive, though this is heavily skewed towards those who'd be notably bigger and stronger than you. Also, any sex you have with non-humans feels great for all parties involved.

When you manage to bond with some non-humans, neither you or they will be *too* negatively judged for your relationship, and you'll have a major leg up in convincing others that your new friend(s) are safe to be around. Even those who've been fighting what they think are mindless monsters for years will stay their hostility and lower their weapons when they notice the affection your non-human friend has for you.

**Quisling**[-200cp, Discounted to **Civilian**]: You have a knack for enveloping yourself in existing power structures and working your way up the ladder, particularly in 'evil' and/or authoritarian organizations. Even as a mere human, you'd have an easy time slithering your way into a position of at least petty influence and power within ADVENT, and an even easier time holding onto whatever scraps of power you gain.

Optionally, you may also have a gene mod for your eyes. At the cost of clearly reptilian eyes with slit pupils and scaly skin around the outer corners, you gain the ability to see into the infrared spectrum in addition to greater visual acuity and depth perception. With this, you can easily detect lies and see the emotions of anyone who doesn't have a perfect poker face.

**A Way Out**[-400cp, Discounted to **Civilian**]: Got caught a few too many times while avoiding checkpoints? Showed up at too many protests? Get brought in because you just so happened to be related to a terrorist who recently bombed a monument? Doesn't matter.

Whenever you find yourself in major trouble that you can't surmount on your own, there'll always be a way out. It won't likely be pleasant or easy, but following through with them will significantly improve your situation after you're through the fire, so to speak.

**Species**[Free/Discounted to **ADVENT**]: As a part of the ADVENT's ground forces, you are some variety of non-human species. Choose one of the following. After this jump, your choice becomes an alt-form.

**Hybrid**[-50cp]: About as close to human as ADVENT grunts get, hybrids are nonetheless obviously inhuman on account of their bulbous eyes, claw-like nails, and other features which are normally hidden underneath their standard issue armor. They are also the only species of grunts able to vocalize like humans, though with an obvious inhuman distortion to their voice, and most don't bother learning Earth languages.

**Viper**[-100cp]: Resembling a giant cobra with a somewhat human torso, Viper's are a species of ADVENT troops specialized in flanking maneuvers. With their inhuman reflexes, they are able to avoid incoming fire with frustrating ease while putting out accurate shots of their own. With their tongue, they are able to snatch foes from across the battlefield before slowly squeezing them to death in their powerful grip. Finally, they can spit a caustic mix of toxins at foes from a distance, while being highly resistant to toxins on their own.

**Muton**[-100cp]: The shocktroopers of ADVENT, Mutons are bulky red-skinned humanoids. While they don't have any real special abilities, they are very strong, tough, and natural warriors - deadly at range and in melee. Such are their instincts that they can counter melee attacks with ease if they aren't distracted or overwhelmed. Given the opportunity, a few mutons could rip through a squad of even decently-trained humans.

**Sectoid**[-200cp]: Originally resembling the popular conception of 'grays', the new generation of sectoids are taller and…pinker than they were during the initial invasion. They also don't wear pants, not that there's anything to cover up (normally). Sectoids are psionic specialists, often attached to patrols of hybrid troopers. Though they can play havoc with the minds of their enemies, they are otherwise quite vulnerable.

**Made for War**[-50cp, Free to **ADVENT**]: What use is a soldier that isn't even familiar with its equipment? Especially when you grew them in a tube.

You are a proficient enough soldier to handle yourself in combat, with a decent grasp of tactics and familiarity with your gear and abilities. This even extends to abilities and equipment you don't gain through becoming a part of ADVENT, helping you adapt as your capabilities expand.

**Built Different**[-100cp, Discounted to **ADVENT**]: In this instance of the XCOM universe at least, a certain portion of the ADVENT forces have a little more Human in them than the rest. You are one of them.

You are resistant to psionic control, yet able to operate within such networks without raising alarms until the time is right. You also have prodigious sexual characteristics appropriate to your sex and the ability to desire and enjoy sex, even if your species wouldn't normally have such things. 'Prodigious' in this case means large and/or exotic, whether that huge knockers, an absolute bitchbreaker, or a pussy that can milk a man for everything he's got.

**Light Touch**[-200cp, Discounted to **ADVENT**]: No matter how strong, deadly, or powerful you get, or how unwieldy your body is, you are able to enjoy rolls in the hay without (seriously) hurting those more fragile and weak than yourself. This applies to anything under your power,

whether it's expertly using your strength to hold your partner in place, pricking them with *just* enough toxins to get them high without killing them, or applying your psionic might in a way that doesn't leave them a braindead husk.

**Elite**[-400cp, Discounted to **ADVENT**]: You are a step above your common ADVENT soldier, a terror on the battlefield who is able to use anything at your disposal to deadly effect. You can easily adapt your tactics to shifts in the flow of battle, leading those under you to victory against nearly impossible odds…or dealing maximum damage to your foes while safely making a tactical retreat, if things are that overwhelming.

As a Hybrid, this has the added benefit of allowing you to pick something other than the standard Trooper equipment set from the Standard Issue item.

**Squaddie**[-50cp, Free to **XCOM**]: Congrats, you've basically passed basic training. You can shoot straight, work together with your squad, and are familiar with the use and care of your equipment - particularly whatever you pick up with **Personal Loadout**. You also won't *immediately* panic when combat starts.

**Off the Grid**[-50cp, Free to **XCOM**]: Being XCOM means being off the grid, which means living off the land and making the best of what you can find. You are competent enough with bushcraft to go to ground indefinitely, provided you're in an environment that can support you. You're also able to keep your tech working for as long as possible, in addition to jury-rigging devices that you might need using scrap you find.

**Under the Radar**[-100cp, Discounted to **XCOM**]: Infiltration and concealment are the bread and butter of the Resistance, and you're a buttery sandwich. You are an expert when it comes to getting into places where you aren't welcome, and you can do so without getting detected in most circumstances. Even better, you can do all of this with a squad of rookies and maybe a couple of clunky robots in tow.

These skills are also particularly effective when you're trying to sneak around for quickies, engaging in hidden sex, and so on. You'll also notice more opportunities for stealthy sex as you go about your business.

**Psion**[-200cp, Discounted to **XCOM**]: You've unlocked your potential - you can manifest and manipulate psionic energy, which manifests as a glowing purple aura. Unfortunately, your *full* potential isn't unlocked just yet. To start off with, the best you can do is launch energy blasts and vaguely detect the emotions of others, and you can only do the former with a psionic focus.

Given time and practice, you can develop your psionic abilities almost endlessly, though even after 1000 years you won't be rending universes. Beyond the applications that Psi Operatives from the game can achieve, you can develop your own uses - examples including healing wounds, manipulating technology, elemental manipulation, and more. All it takes is a pinch of imagination and a shitload of elbow grease. Of course, this process is MUCH faster when those new applications are lewd in nature.

**Colonel**[-400cp, Discounted to **XCOM**]: You're either a decorated veteran, or you've got the equivalent mindset and skills. You are immune to panic, never losing your cool or sanity even in the face of direct mental attacks, and you are capable of shrugging off any other sort of hostile psionic effect if your will is strong enough.

If you also have **Squaddie**, your aim is unerring, you could lead a squad to hell and back without losing anyone, and any equipment you have is like an extension of yourself.

If you also have **Off the Grid**, your expertise in wilderness survival would allow you to keep a whole company of men in fighting shape, your equipment and that of your immediate subordinates is almost guaranteed to never break down, and you can jury-rig absurdly advanced tech if you know how to make such things.

If you also have **Under the Radar**, you could sneak a whole damned company into the most secure facility on Earth if given enough time, and making such a facility go quiet on your lonesome is within your abilities. Or maybe host an orgy there without anyone being the wiser.

## Items

All of these items repair, resupply, and return within a week unless otherwise noted. They also retain any improvements you make to them.

You can freely fuse, combine, and attach items with each other, both ones you bring in from outside the jump and those you pick up here.

When it comes to firearms gained through this section, including those imported or combined here, you always have a full reload on hand when your weapon runs dry.

Similarly, grenades gained, imported, or combined here respawn 10 minutes after use.

Melee weapons gained, imported, or combined here are indestructible.

**Translator Tablet**[Free]: A small tablet loaded with a translation program which allows you to communicate with pretty much anything that has a language. The program itself is a little limited, but can be useful for getting a baseline of communication. The tablet never runs out of battery and is incredibly durable.

**Rations**[-50cp]: A heavy crate full of ration packs which are capable of meeting the dietary needs of any organic creatures, though they are rather bland and uninspiring. The crate never seems to run out of rations. These packs include both food and drink.

**Apartment**[-50cp, Free to **Civilian**]: Your own assigned domicile - a “cozy” little living space with basic amenities. At least it's clean, you don’t need to pay for rent or utilities, and the power and water are never cut off. You’re able to find a similar property at the start of each jump or whenever you move to a new location, assuming it's possible.

**Car**[-100cp, Discounted to **Civilian**]: Or some other sort of civilian vehicle. It could be a clunker left over from before the war or one of the fancy models from after. Whatever your choice, it doesn’t need fuel or power to run, and it slowly repairs itself from any damage it receives, including regular wear and tear.

**Vocation**[-200cp, Discounted to **Civilian**]: A job, likely one assigned to you by ADVENT as a part of keeping society chugging long enough for [spoilers]. It is boring and unfulfilling, but the hours are steady and the pay is good.

The real value of this item only emerges in future jumps - At the beginning of each jump, you may choose a local vocation that a regular person could conceivably enter, gaining a job within that vocation. If you don’t have the necessary skills and knowledge, you’ll be brought up to speed at an accelerated rate and paid the whole time. And these jobs have the same benefits as the job you had in this jump, having steady hours and good pay even in industries where that would be unusual.

**Rural Property**[-400cp, Discounted to **Civilian**]: A decent chunk of land that’s out in the country, developed however you like. By default, it has a large and comfy cabin on it and a connection to a nearby road, with the remainder being undeveloped. But you could easily have it be a farm, secure compound, something in between, or something else.

You can insert this land into a rural location of your choice at the start of each jump. When doing this, you can reconfigure the property, as well as either keep it the way it was in the previous jump or allow it to adjust to better fit the new setting/location - like the undeveloped

parts altering to match the surrounding terrain and buildings adjusting to fit the local architectural styles. Also, going forward, you can combine this property with other properties of a similar scale and import smaller properties into this one.

If combined with the above **Apartment** item, the buildings and infrastructure on this land benefit from unlimited power and water, and the land itself isn't subject to taxes - including levies, tithes, and demands of tribute.

**Standard Issue**[-50cp, Free to **ADVENT**]: A full set of equipment, based on your choice **Species**.
**Hybrids**, and those who haven't taken the **Species** perk, get a set of ADVENT Trooper armor, an ADVENT mag rifle, and a couple of frag grenades. Alternatively, you can swap out the grenades for a stun lance.
**Vipers** get a set of light and well-fitting armor and a beam rifle.
**Mutons** get a set of heavy and well-fitting armor, a beam rifle with a bayonet, and a couple of plasma grenades.
**Sectoids** get a wrist-mounted plasma blaster.
With **Elite**, your equipment is enhanced - your armor provides more protection, and your weapons deal more damage. If you'd get the ADVENT Trooper equipment, you can choose to have your armor look like an Officer's - the color is red instead of black, the helmet is fancier, and you get a cool cape.

**Troop Transport**[-100cp, Discounted to **ADVENT**]: A bulky armored van with a spacious rear compartment that would be good for transporting troops, prisoners, supplies, or anything else that could possibly need transporting. This vehicle can stand up against anything short of anti-tank munitions. It also doesn't need fuel and slowly repairs any damage it receives, including regular wear and tear.

**Pod**[-200cp, Discounted to **ADVENT**]: Your own squad, composed of up to 8 ADVENT soldiers. The composition of your squad is up to you, though you can only choose from Troopers, Vipers, Mutons, and Sectoids. They only have standard issue equipment and training, but they possess an absolute loyalty towards you that is stronger than the ADVENT psionic network, and they have incredible teamwork.

**Facility**[-400cp, Discounted to **ADVENT**]: A whole ADVENT facility under your command, though it doesn't really seem to have a purpose by default. What it does have is a standing force of ADVENT soldiers and the infrastructure to support them - including a barracks with plenty of bunks fit for whatever species are present in the facility's retinue, and an armory where the standing force can arm themselves and keep their skills sharp. It also has a number of turrets posted in elevated positions to provide covering fire, and security towers around the perimeter to detect intruders.

The composition of this standing force is up to you, though you can only choose from Troopers, Vipers, Mutons, and Sectoids and they only have standard issue equipment and training. But they do possess an absolute loyalty towards you that's stronger than the ADVENT psionic network.

This facility inserts into a rural location of your choice at the start of each jump. You don't need to pay to keep this land, and nobody's bothered by a military encampment appearing out of nowhere until your forces start acting outside of this property. Going forward, you can combine this property with others of a similar scale and import smaller properties into this one.

**Personal Loadout**[-50cp, Free to **XCOM**]: You have a set of ballistic armor, a conventional assault rifle, and a couple of frag grenades. The aesthetics of this equipment is up to you, whether you are covering everything in realistic camo or hot pink smiley faces. Whatever choices you make with this item are final upon entering this jump, but you can adjust the aesthetics of your equipment as you please between jumps.

With **Psion**, this also provides you with a Psi Amp, giving you a ready-made focus for your psionic power.

For **-50cp**, you can swap out the assault rifle for a shotgun, cannon or sniper rifle, pick up your choice of a pistol, gremlin, sword or grenade launcher, and swap out each of your grenades for other utility items. Swapping out or picking up new equipment is optional, so you don't need to reconfigure your whole loadout if you just want a shotgun instead of the assault rifle.

For **-50cp**, you can upgrade the overall level of your equipment by 1 tier.

**Contacts**[-100cp, Discounted to **XCOM**]: You have friends in places. Not the highest places, but almost anywhere lower on the totem pole. When you need to get in and out of somewhere, it's nice to have someone on the inside to give you an idea of the layout and to potentially leave some doors ajar for you.

**Cell**[-200cp, Discounted to **XCOM**]: Your own squad of up to 4 resistance operatives. They're all competent human soldiers with absolute loyalty to you and excellent teamwork, with all other details subject to your whims. They benefit from your **Personal Loadout**, increasing the effectiveness and variety of their equipment if you've invested in that option.

**Encampment**[-400cp, Discounted to **XCOM**]: A hidden resistance camp under your command, though it's more of an extremely rural village that happens to play host to a retinue of resistance soldiers. This place is self-sufficient for food between farming, hunting, and foraging, but is lacking in technological and military resources. The soldiers are armed with old hardware from before the war, protected only by old kevlar. At least the residents are absolutely loyal to you.

This outpost inserts into an isolated location of your choice at the start of each jump, adjusting to fit the setting and general location where it appears.

## Companions

**Create/Import** [-50cp]: Each purchase allows you to create and/or import up to 4 companions, each getting an origin of your choice with +600cp to spend on perks and items.

You may also create or import 1 companion for free, gaining all the listed benefits.

**Export** [Free]: If you've convinced someone to come along with you and they're still alive at the end of your time here, you may bring them along as a companion or follower.

## Drawbacks

No drawback limit.

**Supplement Mode** [Toggle]: You may combine this jump with another XCOM jump, gaining the benefits of both builds and visiting a composite of the two settings.

**Ignorant** [+100cp]: For the duration of your stay here, you'll remain blissfully ignorant of the evils of ADVENT. This won't change your allegiances at all, like if you're with XCOM, but in that case you'd be convinced that you're only fighting the corrupt elements of ADVENT - even if you're a highly skilled operator involved in every key mission that leads to ADVENT's downfall. Regardless, people will look at you with a little sadness in their eyes when you speak on the topic when all is said and done.

**Watched** [+100cp]: Within the systems of either ADVENT or XCOM, you are earmarked as a target of interest. This won't bring any trouble down on you on its own, but the faction will be more prepared than normal for your interference, though obviously limited by how much they'd naturally know about you in this world.

**Reassigned** [+100cp]: Whether you're working within the society built by ADVENT or working against it, you'll be getting shuffled around a lot for seemingly no reason. Every month, you'll be moved to work in a different town or to help with a different resistance camp. And if you're completely uninvolved, circumstances will arise to push you around just as often. Better keep a bug out bag ready.

**Chronic Bachelor** [+200cp]: You just can't get a date, a mate, or anyone to bite your bait - romance and sex simply won't happen for you during your time here. Trying it the 'right' way won't get you anywhere, and interruptions will keep you from doing it the wrong way. You can still masturbate, at least.

**Collaborator** [+200cp]: Unlike **Ignorant**, you absolutely love ADVENT for everything it is, rather than simply dismissing anything negative about it as mere bad apples. You are all for the Avatar Project, the subjugation of humanity, and so on.

**Suspected** [+200cp]: You aren't simply earmarked, you are under active surveillance by either XCOM or ADVENT. They are studying your every move, spotting your weaknesses, and preparing to strike as soon as you make any serious move. Tread carefully, jumper.

**Known** [+300cp]: Both XCOM and ADVENT are aware of your nature, your powers, and your history. Of course, how they react to this information depends on you. At least they don't know where you are until they start catching you in their surveillance systems, not with this drawback on its own.

**Public Enemy** [+300cp]: Either XCOM or ADVENT now considers you a mortal enemy, a threat to their goals and very existence, and this belief is unwavering. They will spend excessive

resources to track you down and destroy you before you can destroy them, not that they're guaranteed to succeed on either count.

**Reality** [+300cp]: For the duration of your stay here, the effects of any lewd perks in your arsenal are disabled, and the universe is much closer that of XCOM 2 than the story this jump is based on. It isn't that sex and romance can't happen, they just won't be as fun or easy.

**Power Loss** [+300cp]: You lose access to any perks, items, and companions you acquired prior to coming here for the duration of your stay. This excludes the benefits of your body mod and any companions you paid to import. If you want to combine items you've acquired previously with items you acquire here, you'll get the opportunity at the end of your time here.

**Ending**

**Return / Stay / Continue**

Regardless of your choice, all drawbacks are revoked at the end of your decade here.

**Notes**

Here is a link to the story, if you missed it at the top: https://snekguy.com/stories/xcom/

For questions regarding what things look like or do: Ufopaedia / XCOM Fandom

Assume that items with 2 tiers, like grenade launchers, don't benefit from the tier 3 upgrade.

Fanwank responsibly.

The lack of War of the Chosen content is due to the fact that the story is set in the vanilla XCOM 2 continuity.

The limited selection of aliens is because that's all of the ADVENT species that could survive on their own and conceivably be people instead of animals, and keeping the options for followers in-line with what you can become.

When an option that's free to an origin can be purchased multiple times, only the first purchase is free.

**Changelog**

2025-11-29

- Adjusted formatting.
- Consolidated power loss drawbacks.
- Culled OCs, consolidated create/import, added free create/import.

v1r4 - Added Translator Tablet item.

v1r3 - Darkened background color a little to reduce eye strain. Added Supplement Mode toggle.

v1r2 - Buffed Alien Bait, made Species become an alt-form post jump.

v1r1 - Initial Release

**Links**

**Live Version**:
https://docs.google.com/document/d/1A-9LeRXL5RkDkqXDe5NjBo0Ag67uNWxir3Id25HOCS0/edit?usp=sharing

**My Stuff**:
https://drive.google.com/drive/folders/12YV2nzxuqpyAPoee-Fil6wXLMK9r1HNY?usp=drive_link