

XCOM Jump

Synopsis: Another world seeks a hero to help them. You will arrive here in the closing days of the 20th Century, on a world that is nearly identical to your own's history. However, strange lights have been seen in the skies, abductions and attacks are becoming commonplace. The world's governments have convened to create a new organization to fight this unknown enemy. This is the world of XCOM.

Are you a bad enough dude to protect the Earth?

You get 1000 CP to help you survive here.

Locations: Roll 1d8 to choose location, or pay 100CP to pick yourself.

1. Africa
2. Antarctica
3. North America
4. South America
5. Australia
6. Asia
7. Europe
8. Free Pick

Age: Your gender is that which you entered this jump as, age is determined by rolling 22+2d8. Alternatively, you may pay 100CP to change these.



X-COM HIGH COMMAND
Geneva, Switzerland
February 12, 1999

To: [Redacted]
Subject: Change of Duty

Welcome to the Extraterrestrial Combat Unit. As you have been briefed, this organization has been created following the failure of individual states to contain and eliminate an alien aggressor. You have been chosen to lead a regional XCOM Field Base, tasked with the interception of hostile craft, elimination or capture of hostile forces, and the research and duplication of hostile technology. This is a tall order, but you will find yourself with a state-of-the-art, clandestine base staffed by the best and brightest soldiers, scientists, and engineers with the entire world backing you. Remember that the whole world is counting on you.

Good luck, Commander.

Origins:

Drop-In: You found yourself pulled into a suburban household through some kind of odd dimensional warpgate. You weren't entirely concerned, until armed men broke in and took you prisoner. It didn't take long for you to convince XCOM that you weren't an alien, and that your skills would immensely help their cause. Desperate for your skills, they put you in charge of one of their bases.

100 CP, Research: You are one of the brightest minds in the world. Breezing through your first PhD around the first time you received your license, it was only natural that XCOM would come to you to help them analyze the alien's technology and turn it against them. As they've felt the need to expand, your genius was selected to run one of these new bases.

100 CP, Engineering: You've worked for a defense contractor for years, designing and building the most advanced weaponry that money can buy. XCOM came to you for your greatest designs, bleeding edge technology that would be used against the aliens. They hired you on with promises of building things you couldn't have dreamed before. After building the most advanced base possible for them, they let you take charge of it.

100 CP, Combat: Make no mistake, this is a war, and a war is only won by soldiers. You're considered peerless in combat, graduating from your country's military academy and going on to lead special forces missions around the world. XCOM selected you early, and you've already seen combat against the alien threat. Narrowly surviving these battles, you were the best choice to command a base and help win this war.

Perks:

100 CP, Polyglot (Drop-In Free): You have an understanding of every major language on earth in 1999. In addition, you have a much easier time learning new languages. For a multinational organization with numerous nationalities, this can be helpful on the day-to-day.

100 CP, Human Peak Technology (Research Free): You have an encyclopediac knowledge of human science up to 1999. With this in mind, you have received authorization to use many experimental human technologies without necessary R&D first, such as medikits and motion sensors.

100 CP, Customized Weapons (Engineering Free): You know that efficiency is number one, because waste is a thief. You know how to make the best designs better, and will ensure that the equipment in use is ergonomic, streamlined, and efficient.

100 CP, Reassuring Voice (Combat Free): You understand what your soldiers are going through, because you've been there. You know how to encourage or intimidate your men into fighting inhuman monstrosities and keeping their cool while doing so, even with a radio in-between.

300 CP, Public Face (Drop-In Discount): You've mastered the club tie, firm handshake, and easy smile with a certain look in your eye. Bureaucratic politicing comes easy to you, and you can keep the public, and the council of nation that pays your bills, reassured and happily supporting your base.

300 CP, Xenobiology (Research Discount): You have a better understanding of alien biology. You admire its purity. This can help you dissect or interrogate alien specie and also to understand their weak points. This can also be applied to monsters or aliens in many other universes.

300 CP, More With Less (Engineering Discount): Through careful construction, you can remove unnecessary components and get maximum efficiency into your products. What this means, is that you can create the same quality item while using less resources. Items with which you have a limited supply, such as alien materials, can be stretched farther.

300 CP, Enhanced Training (Combat Discount): You can push people to their breaking points to bring out the best in them. You can find the potential in your subordinates and make them into the best they can be. With regular instruction, you can turn recruits into killing machines, or your companions into incredible tools.

600 CP, Psionic Potential (Drop-In Discount): Once your base has researched the ability to screen individuals for Psionic Gifts, you will be found to be one-such individual. With training, you can influence the thoughts and abilities of others. With years of honing, you could theoretically completely dominate a mind or create powerful telekinetik fields.

600 CP, Reverse Engineering (Research Discount): You have a knack for understanding the workings of technology from seeing its operation. If born another time, you might have discovered gravity. Given sufficient time and inspiration, you could discover numerous principles. Given alien technology and a dedicated science section and you can turn the breadth of human knowledge on its head.

600 CP, One-Man Assembly Line (Engineering Discount): You really liked playing with building blocks as a kid. Now that you're all grown up, the world is your playground. Your knowledge of construction and engineering is unprecedeted, and making a jet engine from spare parts over a

weekend is your idea of fun.

600 CP, Tactical Genius (Combat Discount): You have mastered the art of war. Nothing surprises you, and you can plan complex battles far in advance without breaking a sweat. This level of tactical acumen lets you easily theorize the odds of an action's success, as well as the time it will take to do so.

Equipment:

50 CP, XCOM Sidearm (Free Combat): Your sidearm is a piece of art. Using a magnetic rail, cryogenic barrel treatments, and many other classified and experimental techniques, it is a capable weapon. As XCOM grows its understanding of weapons technologies, your sidearm will be upgraded as well.

50 CP, Motion Sensor (Free Engineering): Using advanced detectors and computer algorithms, this device can detect units who have moved significantly. Able to be mounted in the hand or on a rifle, it is excellent for safely scouting ahead.

50 CP, Medikit (Free Research): An advanced medical kit, yours is a prototype before it goes into final production. The small package disperses a healing aerosol, making basic first aid quick and easy. It also contains medicine and tools necessary for more-complex operations.

50 CP, Arc Thrower: A next-generation non-lethal weapon, the Arc Thrower fires a direct jolt of electricity at short-range into a target's nervous system. This will immediately incapacitate an average human, and leave them ready for extraction. However, targets with good conditioning or an inhuman physiology may avoid its effects.

100 CP, Nano-Fiber Vest: You receive a prototype of the nano-fiber vest before it is put into general production. The light and concealable underlay has microscopic nanofibers which contract and harden with a powerful blow. These can negate small arms fire, and when used with heavier armor, can easily save an operative's life.

100 CP, XCOM Weapon: You may elect to receive either a 12 gauge automatic shotgun or assault rifle in 7.62x51mm, the standard weapons of XCOM personnel. As new technologies are unlocked, your weapon will be the first to be upgraded.

150 CP, Combat Stims: Usually carried into battle by support operatives, these combat drugs help to enhance an operative's focus and bravery. Certain aliens might be able to improve this cocktail mix, further increasing pain resistance and speed, once researched.

150 CP, XCOM Armor: You receive a light-weight tactical entry vest used by XCOM personnel in the field. While barely effective against advanced alien weaponry, it provides excellent protection against small-arms. As XCOM improves its armor program, your personal armor will be upgraded to include alien technology.

200 CP, XCOM Heavy Weapon: You may receive either an Anti-Tank Rocket Launcher, Sniper Rifle chambered in .308, or a 7.62 Medium Machine Gun. As new weapons are issued, yours will be upgraded to XCOM standard as well.

200 CP, HWP: An unmanned ground vehicle meant for forward scouting and heavy weapon support,

the “Shiv” Heavy Weapon Platform is a small, but capable combat vehicle capable of being controlled by a companion (or as a body for an AI). Alien technology can be applied to improve the HWP, and it will remain with you in future jumps.

200 CP, Mind Shield: Once researched, you will be granted a mind shield, attuned to your biology. This sophisticated device, capable of being worn or implanted, greatly hardens you from psychic attack, and can guard against low-level psychic manipulation.

300 CP, Scientist Companion: A german scientist of your chosen gender, a member of your science team has taken a liking to you, and will help you for life, even to future Jumps. They are easily excitable and have focused their life on discovering new things. However, they can be overzealous in their efforts.

300 CP, Operative Companion: This former Israeli sniper, in your choice of gender, has struck up a life-long friendship with you. They will always have your back, even as you continue to other Jumps. They are an excellent shot and possess an iron will, but have trouble seeing the bigger picture.

300 CP, Engineer Companion: A Chinese Engineer, of either gender, has been your trustworthy advisor and companion in your XCOM facility. They are a master of building and improving the impossible, but are quite humble and hardworking in this endeavor. They are something of a pessimist and constantly worried, though.

300 CP, Psi-Amp: A psionic amplifier that may be either hand-held or integrated into armor, it provides a modest increase to the power and range of any innate psychic abilities. While only about a 20% increase, this can certainly help an individual in a battle of wills with psionically gifted foes.

400 CP, Skyranger: The SR-77H “Skyranger” light transport is XCOM's primary means of transportation into and out-of the field. Boasting good speed, excellent fuel capacity, VTOL capability, and a cargo bay capable of holding 14 fully-loaded soldiers, it is the finest insertion craft to date. You have requisitioned one such craft for personal use which can come with you to other jumps.

600 CP, MEC Suit: During a base accident (or maybe attack), you were placed in critical condition. As your body began to fail you, your science team decided to replace it with a mechanical alternative. Your body is replaced with a mechanical prosthetic. All is not lost, these prosthetics have allowed you to interface with the Mechanized Exoskeleton Cybersuit. This “MEC Suit” turns you into a juggernaut in combat.

700 CP, Gene Mods: You have elected to be a test subject for the genetic modification process developed by XCOM personnel. At first, these upgrades provide a small increase to your physical capabilities, but can lead to superior eyesight, greatly enhanced physical strength, camouflage skin and even a reserve heart.

Drawbacks:

+100 CP, Long War: The Aliens have prepared for the long haul. They have many more forces than previously estimated, and will actively hamper XCOM's efforts to win. Expect to be fighting every day of your 10 years here.

+100 CP, Skeptics: Many of the member-states who have supported the XCOM project have done so reluctantly, only doing so from political pressure from other states. Expect your every move to be analyzed and criticized, and these countries will use any excuse to decrease funding or leave the project all-together.

+100 CP, Unreasonable Expectations: XCOM HQ thinks highly of you and your base. Too highly. They will assign you special missions to be carried out to further their cause across the globe, and these missions will be difficult and deadly.

+200 CP, Green Rookies: XCOM has asked that member-nations provide their best and brightest soldiers for a multinational fight against the alien menace. However, they have decided these best and brightest soldiers are better-spent defending their own borders. You are left with the worst of their forces, who will constantly miss targets from 50 yards and panic at the slightest provocation.

+200 CP, Enemy Within: There seems to be a mole in the XCOM organization. Whether it is an alien infiltrator, or one of your people has been mind controlled into serving new masters, you're not sure. Expect the enemy to be prepared for you at every turn, and acts of sabotage to hinder your efforts.

+200 CP, Rapid Decay: It seems that post-mortem, alien corpses decay rapidly, and their technology seems to self-destruct. You will find yourself racing against time to recover scraps of alien samples, and will require many more samples than normal to provide conclusive results.

+200 CP, Exalted: The alien threat is not the only aggressor plotting XCOM's downfall. Human forces, using the name EXALT, will stop at nothing to see XCOM's downfall. Their aims are unknown, but they will be researching alien technology in-tandem with your own organization. Expect a dangerous, two-sided war.

+300 CP, Not Enough Time Units!: The aliens seem to have some kind of reality-warping device that slows down humans. Your troops on the ground will move, shoot, and react slower than normal, operating at about 75% of normal performance. Expect to be routinely outmaneuvered.

+300 CP, Murphy's Laws of XCOM: You find that things never seem to go in your favor. Your troops never seem to hit the enemy, civilians will flee directly into Chryssalids, and explosives will seem to be magnetized to your own troops. Expect to see your people die.

+300 CP, Standard Operating Procedure: The XCOM Project is much too small and discrete to perform full-scale military action. Thus, you will only be allowed to deploy a single team of 10-men at-most to any combat zone, without any kind of support. Breaching this protocol will have severe consequences.

Epilogue:

After 10 years in this world and (hopefully) the defeat of the alien menace, you will have your choice of options.

1. Go Home: You can return home triumphantly, equipped with everything you've acquired in your Jumping.
2. Stay Here: You could stay here as an officer in the XCOM Project. The world could use help rebuilding after such a terrible conflict, and who knows what depths the aliens might strike from next?
3. Move On: There's so much more to see and explore out in the Jump-verse. Take your skills and equipment and move onto the next one.

Notes:

-If you had a MEC Suit, you are given back your body at the conclusion of the 10 years, with a neural interface to your suit.

-Every base begins with a small research team, combat squad, small engineering team, a skyranger and two interceptors.