

# XCOM ENEMY UNKNOWN

*Game by Firaxis, Jump by Aehriman*

*"Two possibilities exist: Either we are alone in the Universe or we are not.  
Both are equally terrifying."- Arthur C. Clarke.*

Aliens have invaded, the nations of the Earth are helpless to stop their abductions and depredations. In desperation, a Council of sixteen of the largest and wealthiest countries pool their resources into the XCOM Project, a planned multinational commando force that could ambush alien parties on the ground, capture and reverse engineer their technology, and hopefully save the planet.

For ten years, or until you decisively defeat the alien menace, you will call this world home. Have **1,000 commander points** (cp) to set yourself up.

## BIO

*Want to change your age, race, sex, etc.? Go right ahead, during an invasion only human or alien really matters.*

## CLASS

**Commander** (-100 cp) Somehow or other, you were tapped to command the XCOM Project, the fate of humanity rests in your hands alone. No pressure.

◆ **Assault:** The first and last boots on the ground, armed usually with shotguns. Your specialty is aggressive reconnaissance, drawing fire and flanking, making the best use of your tactical mobility.

◆ **Heavy:** Heavy weapons and demolitions experts, Heavies don't know the meaning of overkill, but they really know how to bring down the house. If you want to put the hurt on ET, this is your role.

◆ **Sniper:** Precision sharpshooters who remove specific targets from a considerable distance. You know how this works.

◆ **Support:** Serving as both field medics and logistical support, Support troopers make sure everyone comes home.

### SUB-CLASS

*For 100 cp apiece, you may choose a sub-class, unlocking a range of abilities otherwise closed to you.*

◆ **Psionic:** You have psionic potential. Unlock the Psionics Section with 400 complimentary cp.

⌘ **Gene-Mod:** Brave volunteer, you have alien DNA spliced inside your genome. Unlock the Gene-Mod section with 400 complimentary cp.

◆ **MEC-Trooper:** Maybe you were heavily wounded. Maybe you just loved Robocop that much. Either way, your limbless butt is now dependent upon a Mechanized Exoskeleton Cybersuit, or MEC. Unlock the section, and have 400 cp for that section alone. In future Jumps this becomes an alt-form. Be warned, however, the MEC path is incompatible with Psionic Powers or Gene-Mods.



## ABILITIES

*Each Class takes one ability for free at each price 'tier' and discounts the rest by half.*

**Basic Training** (FREE all) This is an elite and largely covert military operation. You are drilled in marksmanship, and understand small-unit tactics enough to function in a squad.

### Officer Training School

**Wet Work** (-100 cp) This is a nasty business, a shadow war in which you are hilariously outgunned. Fortunately, you can substitute fighting and killing for more traditional forms of learning, and so can your subordinates (+25% XP gain).

**New Guy** (-100 cp) In theory every soldier sent to you is among the best of the best. The practice is... uneven. Now all recruits will have a certain base competence at their job being at least special forces vets. In future Jumps this will apply to anyone you're trying to recruit or hire, they will be excellent at the core tasks of the job.

**Rapid Recovery** (-200 cp) Your wounded soldiers and subordinates recover twice as fast as they otherwise would.

**Iron Will** (-200 cp) You cannot be intimidated or controlled, your will is so strong. Your allies can also benefit from this to an extent, more and more given more time in service.

**Don't Die On Me** (-300 cp) Once per Jump, when you would have died, you are instead critically injured. Your friends and subordinates have a chance to benefit from this, which increases the greater their rank/experience.

**Lead By Example** (-300 cp) Your example bolsters your people and while you stand, they will not break. The willpower of your team matches that of the greatest member.

## Class Abilities

**Welcome, Commander** (-50 cp, FREE Commander) The Commander doesn't have a history, or even a name. Fortunately, this mystique and other mysteries only enhance your authority, never causing people to doubt you.

**Beekeeper** (-100 cp, Commander) You are an expert in efficiency and spatial reasoning, understanding how to layout a base to get the most use out of every facility.

**Gray Market** (-100 cp, Commander) It may not always be clean, but you can always find a way to dispose of your goods and services.

**Soothing Presence** (-100 cp, Commander) You are an expert at managing the panic of others, whether politicians upset their cities are in flames or rookies who just watched their squad butchered. You radiate calm, empathy and self-control.

**We Want You!** (-100 cp, Commander) You can always scare up quality recruits, wherever they are to be had. Staffing shortages are an opportunity to rapidly fill positions with qualified staff, not a problem.

**Air & Space** (-200 cp, Commander) You are an expert pilot and designer of aviation systems. Thanks to your expertise, you can build, maintain, and modify aircraft for half the cost!

**All In** (-200 cp, Commander) You are nothing less than a persistent and skilled fundraiser. You have to be, when the fate of humanity rests on the XCOM Project but no one is eager to foot the bill.

**Future Combat** (-200 cp, Commander) You have an agile mind, always thinking through the tactical implications of new technology. As such, you adapt quickly to new capabilities, whether yours or your enemies. Use your strengths against their weaknesses.

**Tactical Acumen** (-200 cp, Commander) As this isn't the sequel, you probably haven't actually spent twenty years in a sensory deprivation tank playing nonstop strategy games. But a person could be excused for thinking you might've, because you understand the pace and flow of combat, how to place your assets and to exercise fine control without micromanaging, like a pro.

**Expert Knowledge** (-300 cp, Commander) Your understanding of the physical sciences rivals that of Doctors Shen & Vahlen. You have a deep appreciation for a wide field from ergonomics to genetics, and are especially skilled in reverse-engineering technology.

**Turn-Based Combat** (-300 cp, Commander) Some people just perceive time differently. In a tactical scenario, you can break things down into discrete turns, seeing how far your people could move, and otherwise having all the time in the world to plan out your moves.

**We Have Ways** (-300 cp, Commander) You are a very scary person, who understands that most people break in the traditional first stage of torture, just displaying the tools and explaining what they're for. You can crack anyone in interrogation, and seem to get miraculously swift results from autopsies as well.



## ASSAULT

**Run & Gun** (-50 cp, FREE Assault) Unlike basically all of humanity, you can fire accurately from the hip while running, even in a dead sprint.

**Aggression** (-100 cp, Assault) Never underestimate the morale and psychological value of getting real ticked off. The angrier you get, the more your shots find weak spots.

**Close & Personal** (-100 cp, Assault) Your expertise in taking targets apart up close is legendary. You can fire extremely rapidly and still target weak spots. (+30% crit chance, free shot for the mechanically pedantic)

**Lightning Reflexes** (-100 cp, Assault) You jink and dodge with the best of them, your squadmates might think you're actually bulletproof. Certainly no one is bringing you down while on the move, except with massed fire or explosives.

**Tactical Sense** (-100 cp, Assault) There's bold soldiers and old soldiers, but very few bold old soldiers. The more foes close in on your position, the more your defensive posture improves. (+5 defense for every visible enemy)

**Bring 'Em On** (-200 cp, Assault) Mob attacks might work in the movies, but not on trained soldiers and definitely not you, Your attacks do more damage the more foes you can see.

**Close Combat Specialist** (-200 cp, Assault) You aren't to be snuck up on. Anytime an enemy closes to close range, you reflexively snap off a shot. This never results in blue-on-blue friendly fire.

**Flush** (-200 cp, Assault) A high-accuracy, low damage shot causes a brief panic, making your target abandon their cover if it hits.

**Rapid Fire** (-200 cp, Assault) When needed, you can fire twice as quickly in exchange for a small loss of accuracy. These are aimed shots, to be clear, any fool out of basic can spray and pray.

**Extra Conditioning** (-300 cp, Assault) So many new and exciting armor types available. Being the first soldiers in centuries to close up fully in plate, you have trained extensively to not lose agility and wear it well, getting the best possible use out of any armor.

**Killer Instinct** (-300 cp, Assault) The more you keep moving, keep firing, the more you are rewarded with those sweet, sweet critical hits, resulting in a sort of grim reaper's sprint. So press your luck, what's the worst that could happen?

**Resilience** (-300 cp, Assault) One does not crit the crit master. It doesn't matter how tired, hurt or distracted you are, you will be hit for the normal damage only.



## HEAVY

**Fire Rocket** (-50 cp, FREE Heavy) Once per mission (or day, whichever is sooner) you can produce a rocket launcher from nowhere and fire off a single projectile.

**Bullet Swarm** (-100 cp, Heavy) If you plant your feet and *don't* go running around, you can fire twice as quickly. Bury your foes in lead. Or lasers... plasma... you get the point.

**Holo-Targeting** (-100 cp, Heavy) Whenever you take a shot at somebody, even just suppression fire, they become marked by a holographic crosshair, improving all your allies' ability to see and hit them.

**Shredder Rocket** (-100 cp, Heavy) Once per mission/day you can produce a rocket much like the Fire Rocket ability above. This one does substantially less damage, but anything caught in the blast will take extra damage from all sources until they've had time to heal.

**Suppression** (-100 cp, Heavy) In modern war, a couple of soldiers pin the target down while their buddies flank. Mostly this means a lot of inelegant autofire, but you are an artist of suppression, able to brutally punish any enemy who so much as lifts their head, let alone tries to fire back.

**Danger Zone** (-200 cp, Heavy) Your explosives, and all area-of-effect attacks, have twice the area of effect. This can be toggled off if you want precise demolitions, as opposed to more bang for your buck.

**Grenadier** (-200 cp, Heavy) Once, when grenades were a new technology and mishaps common, only the bravest and most elite soldiers were issued them, and they were naturally called grenadiers. Despite not taking up any more space, you always seem to have twice as many grenades as you packed, and your skill in explosives means they do a bit more damage besides.

**HEAT Rounds** (-200 cp, Heavy) Maybe it's not special ammunition, maybe it's you. All your attacks deal double damage to robotic enemies like Cyberdiscs, Sectopods and so on.

**Rapid Reaction** (-200 cp, Heavy) Your reflexes are preternaturally swift. Where most of your peers can shoot an enemy that unexpectedly appears, you've already gotten off two shots.

**Mayhem** (-300 cp, Heavy) War is chaos, and oh, how you love it. The more advanced your weaponry gets, the more damage you get out of them. Especially rapid-fire and explosive weapons. So let's all have some fun, eh?

**Rocketeer** (-300 cp, Heavy) Guess who got an extra rocket per mission? You did! We trust you'll use it responsibly.

**Will to Survive** (-300 cp, Heavy) You get the most out of cover, drastically reducing any damage you take as long as nobody flanks you, while your surroundings seem to take less of a pounding as they armor you. You'll learn to love the chest high wall.



## SNIPER

**Headshot** (-50 cp, FREE Sniper) With a little time to aim carefully, you can deal out powerful critical hits. Surgical removal of enemies is what snipers are for, after all.



**Damn Good Ground** (-100 cp, Sniper) Snipers, like cats, instinctively seek high perches with good sightlines. Your accuracy and defense are improved against targets at a lower elevation, and you can usually find the best spots to set up a sniper nest.

**Gunslinger** (-100 cp, Sniper) They say snipers should never engage in close-in combat, but “they” clearly never met you. Your speed and skill with pistols is unbelievable, allowing you to inflict far more damage than such weapons should be capable of.

**Snap Shot** (-100 cp, Sniper) Normally there’s a lot of setup in a proper sniper position, but who has the time in the heat of combat? You can snap shot distant targets and usually still hit.

**Squadsight** (-100 cp, Sniper) On a mission, you can see through your squadmates’ eyes, to an extent. At least, you are aware of their surroundings and the relationship between their position and yours, letting you accurately shoot targets you can’t see with your own eyes.

**Battle Scanner** (-200 cp, Sniper) Twice in a mission (or day, whichever comes soonest) you can produce from nowhere a little orb that can be tossed like a grenade. For a few minutes you can see everything in a wide radius around the scanner.

**Disabling Shot** (-200 cp, Sniper) Anti-material is part of a sniper’s job too. Disabling or destroying key weapons and equipment. Hollywood just never shows it because sighting on a radio or a junction box is less dramatic. You can target enemies with a special attack that disables their main weapon until they can take the time to strip and rebuild it.

**Executioner** (-200 cp, Sniper) A sniper is a hunter, and a hunter loves wounded prey. You can hit injured enemies much easier than you otherwise would be able to.

**Opportunist** (-200 cp, Sniper) Sometimes you spend days planning a shot, sometimes the shot just comes to you. Like a photographer, you have to be ready at all times. There

is no accuracy penalty for a snapshot, you are as deadly by reflex as you are carefully aiming with all the time in the world.

**Double Tap** (-300 cp, Sniper) Shooting at extreme range accurately is impressive. Even more so to do it twice before anyone can react. You can fire your sniper rifle very rapidly and still hit things, though fancy called shots to specific body parts may be out.

**In the Zone** (-300 cp, Sniper) Targets serve themselves up and get served. If an enemy doesn't have specific cover, you can kill them instantly if the rifle can do it, and move on without issue. (shooting flanked or exposed enemies doesn't cost an action)

**Low Profile** (-300 cp, Sniper) A sniper must also be a master of stealth, which isn't always feasible when the aliens choose the battlefield. For your purposes, partial cover is just as effective as full cover.



## SUPPORT

**Smoke Grenade** (-50 cp, FREE Support) Once per mission (or day, whichever is soonest) you can produce from nowhere a smoke grenade. Can't anyone carry a smoke grenade? Yes, but yours covers a wide area, and doesn't inhibit your allies at all, letting you pop one off whenever somebody couldn't find cover. These traits and others from this perkline also expand to include smoke grenades you actually take into battle.

**Cover Fire** (-100 cp, Support) When the enemy shoots, you retaliate by reflex. Nobody can attack your squad with impunity, you provide the best overwatch.

**Field Medic** (-100 cp, Support) You can get three times as many uses from a medikit, or other medical supplies, as anyone else.

**Smoke and Mirrors** (-100 cp, Support) See the Smoke Grenade up above? You get two extra uses.

**Sprinter** (-100 cp, Support) You have to hustle when the team needs you, whether wounded or pinned down. You're really fast, able to cover a lot more ground than your fellows, to always be there when needed.

**Combat Drugs** (-200 cp, Support) Your smoke bombs now contain powerful stimulants that enhance the will and aim of troopers caught inside the effect.

**Dense Smoke** (-200 cp, Support) Your smoke grenades cover a wider area and are more concealing than ever before.

**Revive** (-200 cp, Support) Even the most advanced medikits can only stabilize someone who is bleeding out. In your case, though, anyone you can treat becomes walking wounded, even able to fight though that's not really medically advisable.

**Rifle Suppression** (-200 cp, Support) In modern war, a couple of soldiers pin the target down while their buddies flank. Mostly this means a lot of inelegant autofire, but you are an artist of suppression, able to brutally punish any enemy who so much as lifts their head, let alone tries to fire back.

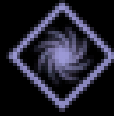
**Deep Pockets** (-300 cp, Support) Every limited-use item on you can be used one more time than it otherwise would be.

**Savior** (-300 cp, Support) Medicines you use are double effective, without risk of overdose or side-effects.

**Sentinel** (-300 cp, Support) You protect your squad. One part of that is providing cover fire when needed. You can get off twice as many shots when targeting someone attacking your squadmates.



## LOCKED ABILITIES



## PSIONICS

**Mindfray** (free) Reaching out, you shred your target's consciousness, doing significant damage and causing them to lose their grip on reality, causing significant penalties. Naturally, robotic enemies are immune, but good news, neither concealment nor cover is an issue.

**Mind Merge** (-100 cp) You mind links with the target, bolstering them with your own psychic energies. Improving their will, their accuracy (well, technically crit chance) and even their health. Beware, if you are killed while using this power, the backlash will slay your target.

- **Greater Mind Merge** (-50 cp) Like the Sectoid Commanders, you can target multiple friendlies with Mind Merge, but with the same peril.

**Psi-Drain** (-100 cp) The selfish opposite of Mind Merge, you can drain energy from an ally, weakening and harming them to heal yourself.

**Psi-Lance** (-100 cp) A bolt of pure, destructive psionic energy. This does tremendous damage, even more to targets with a low willpower. Can work on robots.

**Psi-Inspiration** (-100 cp) Remove panic and mindfray from nearby allies and bolster their will to an astonishing degree. Let no enemy psion mess with your squad!

**Psi-Panic** (-100 cp) Cause targets to panic and behave erratically. As before, robots are immune and a strong enough will can resist.

**Mind Control** (-200 cp) Let's you and him fight. If you can overpower a (non-robotic!) foe's will, you can briefly control them. Wonderful for scouting, evening the odds, suicide bombing... the sky's the limit!

**Rift** (-200 cp) A wide area psionic attack, this creates a field of pain and death that hurts anyone inside, robot or no. It does do more damage to those with low will (this time including robots) but a very strong will can reduce the damage somewhat.

**Telekinetic Field** (-200 cp) A wide dome of mental force protects your teammates from damage.



### GENE-MODS

**Adaptive Bone Marrow** (-100 cp) You get over injuries in a third the time, minor injuries disappearing even before the mission is over (+2 hp per turn)

**Adrenaline Surge** (-100 cp) Getting hurt just makes you more dangerous, the adrenaline increasing your strength, aim and reflexes to superhuman levels.

**Adrenal Neurosympathy** (-100 cp) When you score a kill, you and every nearby soldier (yay, pheromones!) gets a Combat Rush and a small stack of combat bonuses. (+10 will, +1 move, +5% crit chance, remove panic).

**Bioelectric Skin** (-100 cp) Your charged skin can sense nearby electric fields. Even through stealth or obstructions, you can sense a hazy outline of your foes, whether mechanical or biological. In addition, anyone going for grappling or strangling attacks is in for a... *shocking* experience.

**Depth Perception** (-100 cp) You aim better at long distances.

**Hyper-Reactive Pupils** (-100 cp) You aim better right after missing, as you reflexively compensate and correct. Viewed another way, there are no misses, just ranging shots.

**Iron Skin** (-100 cp) You take 25% less damage from all sources.

**Mimetic Skin** (-100 cp) Enhanced stealth capabilities lets you cross short distances to cover unseen.

**Muscle Fiber Density** (-100 cp) Provides enhanced strength, particularly to the legs, allowing one to casually leap to and from the rooftops of three story buildings.

**Neural Damping** (-100 cp) Your will is bolstered and thus you become highly resistant to psychic powers. Outright immune to panic and mind control just knocks you out for less than a minute.

**Neural Feedback** (-100 cp) Anyone trying to mess with your head with psionics gets hurt and their abilities briefly disabled. This doesn't tilt their odds of success one way or another, just ensures they'll pay for the attempt.

**Regen Pheromones** (-100 cp) You, and any nearby allies, slowly heal over time. (+1 hp per turn)

**Secondary Heart** (-100 cp) A small secondary heart allows you to survive otherwise immediately lethal damage, and take far longer to bleed out. No it doesn't make sense, roll with it.



MEC

**Collateral Damage** (FREE) You get a small AoE attack (default is firing a minigun) that can shred cover and damage multiple foes.

**Hardened** (FREE) Your body has been cybernetically reinforced and adapted to wear the heavy armor of a MEC Suit. It is far more difficult to take you out by targeting vital areas.

**Origin Ability** (-50 cp, first FREE Mec) You have a special ability or bonus based on your class. Assault types get Shock Absorbent Armor (reduced damage from close-range enemies) Heavies gain a Body Shield that makes the closest visible enemy suffer reduced aim and can't crit you. Snipers benefit from Platform Stability providing an aim bonus when they don't move, and Support types gain a Distortion Field which provides some additional defense to nearby allies. You may take each of these, though you only get one for free. Commanders get their pick of freebie.

**Advanced Fire Control** (-50 cp) You immediately acquire targets (no aim penalty on Overwatch).

**Automated Threat Assessment** (-50 cp) You know without thinking which targets are the priority. Also a defensive bonus for overwatch.

**Damage Control** (-50 cp) When you take a hit, all subsequent hits do less damage for about a minute.

**Vital-Point Targeting** (-50 cp) Your understanding of human and alien anatomy lets you understand how to aim to get the most effect. +2 damage against humans and autopsied aliens.

**Expanded Storage** (-100 cp) Carry 50% more ammo (larger clip sizes, a gameplay abstraction) and get one extra use of each MEC Suit weapon per mission, including restorative mist.

**Jetboot Module** (-100 cp) Think happy thoughts, and you can jump up to a rooftop, or over all sorts of inaccessible terrain.

**One For All** (-100 cp) You can hunker down and become a high-cover object, taking punishment in the place of your team.

**Repair Servos** (-100 cp) Specialized repair systems keep you running in the field. +2 hp per turn.

**Absorption Field** (-150 cp) Any hit that would take out more than a third of your hp, instead takes out a third of your hp.

**Overdrive** (-150 cp) If you plant your feet and *don't* go running around, you can fire twice as quickly. This is functionally exactly like the Bullet Swarm ability of the Heavy.

**Reactive Targeting Sensors** (-150 cp) Free snap shot at whoever takes one at you. This includes psionics, provided you live and don't get mind-controlled.



**MEC SUIT**

**Warden** (FREE) The basic MEC suit, offers +8 hp, +10 defense, +10 will.

- **Sentinel** (-50 cp) The upgraded MEC with elerium-based power systems. +12 hp, +10 defense, +15 will.
- **Paladin** (-100 cp) A mature MEC built with the full understanding of power armor systems. +16 hp, +10 defense, +20 will.

**Flamethrower** (-50 cp) A cone of fire damage, you know how this works.

**Grenade Launcher** (-50 cp) A long-range grenade launcher.

**Kinetic Strike Module** (-50 cp) An arm module that lets you casually smash through walls and pulverize enemies in melee.



**Restorative Mist** (-50 cp) Medikits require a degree of precision, but if you don't mind being wasteful, you can hose the same healing materials over a wide area and fix up multiple soldiers quickly.

**Electro Pulse** (-100 cp) An area-of-effect attack that delivers a devastating jolt to nearby foes and disables robots.

**Proximity Mine Launcher** (-100 cp) At medium range you can launch mines that stick to walls and floors, and trigger when an enemy gets close. They will not trigger for friendlies.



## FOUNDRY

*Each purchase grants an Item, and plans for more, should you find or scavenge the materials. Each limited use item refills daily. Crates of resources do not come with schematics.*

**Aesthetic** (FREE All) Want to make your Warehouse look like an XCOM base? Or the inside of a UFO? The Temple Ship, perhaps? This console will let you redecorate in the style of any XCOM locale.

**Basic Arms** (FREE All) A pistol, assault rifle, and ceramic plate body armor, as well as a daily replenishing frag grenade.

**Arc Thrower** (-50 cp) This device functions on the basic premise of neurological disruption, emitting a focused electromagnetic pulse capable of confusing and incapacitating targets within a limited range. It's very likely that some aliens will resist the disabling effects of the weapon, in which case it might be more effective to weaken the enemy first. The Arc Thrower is also constrained by our current power supply technology, which limits its effectiveness to two shots per deployment

- **Improved Arc Thrower** (-50 cp) By increasing the power and efficiency of the Arc Thrower, we increase the chances of capture.
- **Drone Capture** (-50 cp) This upgraded Arc Thrower can override the programming of enemy drones, granting control of the flying units for the rest of the mission.
- **SHIV Repair** (-50 cp) After studying the alien drones and their ability to repair enemy mechs, we have upgraded the Arc Thrower with their 'robot repair' ability, allowing our soldiers to repair SHIV and MEC units in combat.

**Combat Stims** (-50 cp) Developed from a substance found in a particular gland in the Muton Berserker, this powerful stimulant has tremendous benefits for about a minute at a time. +40 will, takes half damage, +3 extra move. Each unit holds two doses.

**Exotic Grenades** (-50 cp) Flashbang, poison gas, needle grenades that don't destroy cover. Even ghost grenades which provide a stealth bonus to friendlies. Pick one per purchase.

**Improved Pistol** (-50 cp) The Magnetic Ordnance Reduction System greatly reduces the recoil of our entire range of sidearms. Utilizing the latest in composite materials, this upgrade will significantly improve the odds of our soldiers scoring a critical hit on their targets. (+20% pistol crit chance)

- **Improved Pistol II** (-50 cp) We've started testing an experimental cryogenic treatment for the barrels of our existing sidearm designs. This process will greatly reduce heat distortions caused by repeated firing, which should increase the aim of all soldiers using a pistol.
- **Improved Pistol III** (-50 cp, requires Improved Pistol II) Having learned a great deal from the alien weapons recovered from the field, we think it should be possible to implement improvements across our entire range of side arms. At the very least, we can expect an increase in the maximum damage output of all our pistols.

**Medikit** (-50 cp) A mix of high-potency stimulants and nano-sutures allows soldiers in the field to get up and fight despite otherwise fatal wounds. Also contains a general-spectrum antidote and antivenom.

- **Improved Medikit** (-50 cp) The flexible physiology of the Thin Man has given us new ideas for improving our Medikits. We can increase by 50% the amount of healing delivered in a single charge.
- **Nanomedikit** (-50 cp, requires Improved Medikit) The Nanomedikit contains a pressurized solution, infused with painkillers and antiseptics, that, when exposed to air, acts as a sealant and insulator.

**Nano-Fiber Vest** (-50 cp) Made from a dense weave of nanotube fibers, this lightweight vest provides extra damage absorption to the wearer. It is so thin, it can be worn under ordinary clothes and armor for extra or covert protection. (+2 armor hp)

- **Chitin Plating** (-100 cp) Light plating made from the Chryssalid exoskeleton, this material provides additional protection and a significant reduction to melee damage sustained. It's also sturdy enough to provide a strangulation countermeasure. (+4 armor hp, half melee damage, immunity to strangulation attack)

**SCOPE** (-50 cp) An advanced targeting module which integrates with XCOM's HUD system, providing a visible crosshair and drastically increasing accuracy in the field.

- **SCOPE Upgrade** (-50 cp) Now the SCOPE highlights weak points in the enemy.

**Weapons Fragments** (-50 cp) A small crate that refills nightly with a mix of weapons fragments and alien alloys. A trickle against XCOM's urgent needs, but far from nothing.

**Alien Grenades** (-100 cp) The same weapons used by Mutons and Cyberdiscs, this grenade is far deadlier than the existing frag grenades.

**Ammo Conservation** (-100 cp) Muton armor contains specialized servos that function as automatic weapon loaders, letting them fire longer without reloading. It seemed like a trick worth copying. All clips are functionally doubled in size.

**Carapace Armor** (-100 cp) Our Carapace Armor was designed to offer substantially better protection against the alien plasma weaponry through the use of their alloys. Tests indicate a substantial survivability increase relative to conventional body armor.  
(+4 armor hp)

- **Skeleton Armor** (-50 cp) The Skeleton Suit is our first attempt at combining medium-weight armor with an integrated grappling hook for scaling objects in the field.

**Elerium** (-100 cp) A nightly refilling crate of Elerium, the power source for enemy UFOs. Very handy for alien tech and general power generation.

**Laser Weapons** (-100 cp) Study of the aliens' heat-dispersal and energy consumption technologies have made the dream of pew-pew laser guns a reality. And not just laser assault rifles, laser pistols, sniper rifles, heavy, scatter and even, somewhat incongruously, a railgun.

**Mimic Beacon** (-100 cp) Essentially a small speaker programmed with the same auditory cues aliens have been using in the field. Can be used to lure the invaders to an area, but is unlikely to work twice in a fight, or on aliens already engaged in combat. In future Jumps this becomes a similar lure to a chosen enemy type.

**Mindshield** (-100 cp) Developed from cybernetic implants found in the skulls of the Ethereal aliens, this device provides a greatly increased resistance to psionic attack.

**Respirator Implant** (-100 cp) A module that will automatically detect chemical and physical threats to a soldier's oxygen supply, and deploy uncomfortable but potentially life-saving oxygen tube shunts in a matter of seconds. This module will fit all of XCOM's armor designs. (+2 armor hp, immunity to poison and strangulation)

**Shadow Box** (-100 cp) A small chest full of medals, like the Urban Combat Badge, Council Medal of Honor, and the Star of Terra. These provide a number of small bonuses that can add up.

**SHIV** (-100 cp) Super Heavy Infantry Vehicle. A very friendly robot and mobile heavy weapons platform. The weapon automatically upgrades to match the best XCOM can produce, including the Alloy and Hover mode SHIV.

- **Advanced Servometers** (-50 cp) Faster SHIV.
- **Sentinel Drone** (-100 cp) SHIV self repair over time.

**Meld** (-200 cp) A nightly refilling canister of Meld, the miraculous nanotechnology that allows the smooth flesh-metal interface of things like Floaters. A key for genetic engineering and cybernetics, with limitless potential applications.

**Plasma Weapons** (-200 cp) The weapon of the enemy, scaled down a little and adapted to the human hand. Not just a plasma rifle, but light plasma, heavy, cannon, pistol, sniper and an Alloy Cannon. Plus the Blaster Launcher, a guided plasma bomb with extraordinary damage.

**Titan Armor** (-200 cp) Developed after seeing the aliens use super heavy armor that doesn't impede mobility, assisted by our growing understanding of their energy systems and material sciences, the Titan Armor makes use of the alien element known as Elerium to provide a continual powered assist to the operator of this suit as they move through the battlefield. With the element in short supply, we've tried to find the most efficient means to utilize it in our development programs.

In this case, the Elerium power cell is used to fuel an integrated cooling system designed to minimize fatigue by regulating the operator's body temperature. This system gives the Titan Armor the added benefit of increased resistance to environmental hazards, particularly fire and poison damage.

- **Archangel Armor** (-100 cp) From study of Floaters and the highly efficient powers systems of the invaders, XCOM has incorporated a jetpack into the Titan Armor, capable of sustained flight.
- **Ghost Armor** (-100 cp) Based on the earlier Skeleton Armor (including the grappling hook) the Ghost mimics the 'phasing' behavior of the Hyperwave Relay to create effective invisibility.
- **Psi Armor** (-100 cp) Titan Armor that enhances the psychic defense and offensive capabilities of the wearer. This may just be the deadliest thing to ever come from XCOM R&D.

**Firestorm** (-300 cp) An advanced aircraft built using the materials and knowledge gained from the alien UFOs. Power and navigational systems in particular were adapted right in, while alien materials science allows for a lightweight, but incredibly strong airframe. Armed with a Fusion Lance.

**Temple Ship** (-800 cp) The motherlode of alien technology, and possibly the literal mothership from which all the UFOs launch. Who knows what secrets lie within, besides the archive of all the Ethereals' knowledge?



**SQUAD**

**Central Officer John Bradford** (-50 cp) The Executive Officer of XCOM, with a background in military intelligence, an organizer chosen for his loyalty and commitment. Always takes time to listen to his people.

**Dr. Raymond Shen** (-50 cp) A brilliant engineer, Dr. Shen can practically work miracles in building new things, but has deep reservations about altering humanity with cybernetics, gene-mods and psionics. Are you walking the same arrogant path the invaders once tread?

**Dr. Moira Vahlen** (-50 cp) Moral scruples are not generally Dr. Vahlen's thing. The foremost expert that could be found to study novel life-forms unrelated to anything on Earth, the aliens will soon come to fear her laboratory.

**Lt. Shaojie Zhang** (-50 cp) A member of a Chinese Triad who defects to the Council and XCOM after alien technology falls into their hands. A most resilient and clever man.

**Sgt. Annette Durand** (-50 cp) A psychic rescued from experimentation, this French woman is ready to make the invaders pay, and rescue any of their victims she can.

**Veteran Recruits** (-100 cp) Perhaps you know some people who have fought by your side before? Import no more than 99 Companions with 800 cp of their own to spend. Companions cannot take drawbacks for more points.

**XCOM Hero** (-400 cp) You start with a single 'hero unit' per purchase. A sort of super-soldier with insane stats, high rank, their entire class perkline and endgame gear. Your options include: Sid Meier, creator of Civilization and Support/Psi. Ken Levine, creator of Bioshock and never-miss Sniper. Otto Zander, made-up German Commander in a famed Let's Play of the original game and Assault class with a hundred health. Joe Kelly, famed comic book writer/artist now a Heavy with 100% crit chance. Chris Kluwe

of the NFL, Sniper, and William Carter, Assault class protagonist of the Bureau Declassified. Have fun, achievements are disabled, ya filthy cheater.



## XCOM HQ

*An underground stronghold, can become a Warehouse Attachment or follow you into future Jumps. The Jumper alone gets +400 cp to spend just in this section, but Companions can chip in if they feel like it.*

**Basic Base (FREE)** The basic package, a barracks for up to 99 infantry, a situation room for monitoring finances and various points of interest, mission control, a research laboratory, an engineering workshop that can fabricate many things, a hangar with space for five aircraft and concealed VTOL launch chute (also a free Raven Interceptor and Stryker transport.) Also a basic generator.

**Additional Lab/Workshop (-50 cp)** Expanded facilities. Each lab speeds research by 20%. Each workshop provides additional construction facilities.

**Generator (-50 cp)** Further power. Be advised some of the exotic needs of XCOM will strain even the greatest of modern generators. A Thermo Generator can provide over three times the energy, but must be constructed over a steam vent.

**Satellite Uplink (-50 cp)** Each facility allows you to monitor an additional two satellites.



**Security Scanner** (-50 cp) With mind control, shapeshifters and who knows what else a potential threat, not to mention invisible Seekers, it makes sense to include scanners at each entrance. They will alert you if any aliens or strange technology try to enter, as well as identifying mind control.

**Alien Containment** (-100 cp) A cell for alien interrogations, able to resist a dizzying array of weapons and powers. After the war, who knows? Perhaps you'll someday have a use for an escape-proof cell.

**Base Security** (-100 cp) Supplements your base security with NPC rookies, turrets, security cameras to coordinate forces with, and strategically placed claymores. These are repaired or replaced as needed each day.

**Cybernetics Lab** (-100 cp) A lab for the creation of MEC Troopers and the research, development and implantation of any cybernetics.

**Genetics Lab** (-100 cp) A lab dedicated to the genetic and surgical enhancement of soldiers. Can be used for Gene-Mods, and is handy in dissecting and replicating future enhancements.

**Foundry** (-100 cp) A dedicated facility for designing new weapons and improving on existing technologies. Ideas flow fast and free in this experimental space.

**Hyperwave Relay** (-100 cp) The aliens communicate using a kind of supra-dimensional wave that travels almost instantly. With this, you're able to intercept some of their comms traffic, discovering hidden ships and learning more of the exact crew compositions. In future Jumps this can be used to intercept all manner of transmissions.

**Officer Training School** (-100 cp) Really a training facility for all ranks, classes and workouts here seem to gain and stick at a far greater rate.

**Psionics Lab** (-100 cp) A dedicated lab for the study of psychic phenomena, and testing and training of psionic potential.

**Satellite Nexus** (-100 cp) Skip all the uplink fuss, and control the entire network of satellites from here. To save on a little space, this will also add stealth to the satellites, making them harder to find and eliminate.

**Gollop Chamber** (-300 cp) The Ethereals themselves utilize a psychic network. This chamber allows you to access it, for those who want to try and skip to the end, and also serves broadly as a psychic enhancer.



## DRAWBACKS

**DLC** (+0 cp) This wasn't the first nor the last XCOM game, and the idea of a secret covert ops group fighting aliens isn't totally without precedent either. This Jump may thus be used as a supplement to any XCOM Jump or similar narrative, such as Stargate, X-Files, Men in Black, or any alien invasion stories, such as War of the Worlds or GATE. Or even replace such Jumps, entirely if need be, such as if there is no Jump.

**Mods** (+0 cp) There are a bunch of mods for the game, and much fanfiction. If you want to visit a variation on the theme, here is your chance.

**Alpha Chryssalids** (+100 cp) We heard you love them so much. Besides throwing in the Chryssalid Queen, all the malevolent bugs now have the poison and burrow abilities from XCOM 2, *and* the one-hit kill backstab attack from UFO Defense. Have fun!

**Council Missions** (+100 cp) The Council has a number of special ops for you. All of them are dangerous and sadly, non negotiable.

**Dumb, Panicky Animals** (+100 cp) There is a nation in the Council that is especially prone to hysteria. Keeping them in the project will be a constant effort. This may be taken multiple times.

**E-115** (+100 cp) It turns out Elerium, the element used as a power source by the aliens, has a rapid decay rate, making it hard to stockpile.

**Itchy Trigger Tentacle** (+100 cp) Usually on spotting you an alien pod will hustle into cover. Now, about half the time they're on the ball enough to get off a shot or two as they do so, and always make it to safety.

**More Than Human** (+100 cp) Turns out, psionic potential is really rare. I mean REALLY rare. There may be a hundred on the entire planet, but there aren't two.

**No Exit** (+100 cp) Remember the part where you could leave after defeating the invasion? Yeah, forget about that, it's ten years in-universe or bust as far as you're concerned.

- **Until The Sequel** (+100 cp) Did we say ten years? Best make it twenty, until XCOM 2 would have started in the worst timeline.

**Overspawn** (+100 cp) Another blast from the past. The aliens now have one or more kaiju-scale attackers to level a city with when they really want to mess with your day and ratchet up the panic.

**Red Fog** (+100 cp) Any perks you have for dealing with pain are disabled. When wounded, you find it difficult to focus through the pain, to keep moving or to shoot straight.

**Total Loss** (+100 cp) Whenever a soldier falls, all their gear is vaporized too. Such a pity, a lot went into equipping them.

**UFO Defense** (+100 cp) Why does everything look so blocky and grainy? Why do Mutons look like dudes in body paint and muscle shirts? It seems you are unfortunate enough to be trapped within the aesthetics of the original XCOM game.

**Alternate Source** (+200 cp) For some reason, everything around here takes twice as much power as it otherwise would to run. Keeping up with the power requirements for the base will be a full-time job.

**Base Assault** (+200 cp) The aliens know exactly where your headquarters are. Any time the XCOM Project is doing too well, they'll send a strike team to try and take you out.

**Big Hearted** (+200 cp) Is there any bond more close than a brotherhood of noble purpose, of fighting together to save the world? You quickly and easily form deep emotional connections with every soldier you serve with.

**Critical Failure** (+200 cp) Oh, come on! He was right there in the open! Whenever you attack a target you have a 10% chance to miss. This is the same no matter how close, large, still or exposed.

- **Right. There.** (-50 cp) Add 5% to that miss chance. This may be taken multiple times.

**Diminishing Returns** (+200 cp) Every new satellite you launch costs more than the last. Unfortunately, you need satellite coverage to spot alien incursions in time to respond.

**EXALTed** (+200 cp) A secretive paramilitary group with transhumanist ideals, EXALT seeks to study the aliens on their own, and seize wealth and power while the nations of the world are distracted by the alien menace. Undermining XCOM will be a high priority for them.

**Results Driven** (+200 cp) The higher the panic in a given Council nation, the less money you can expect from them at the end of the month.

**War of the Chosen** (+200 cp) I thought this was the sequel!? Oh well, the Ethereals have these three elite champions who are stalking you and ruining your missions.

- **Alien Hunters** (+100 cp) And now there are three genetically enhanced versions of aliens, the Berserker Queen, Viper King and Archon King. Have fun!

**Enemy Within** (+300 cp) There is a highly placed traitor in XCOM. Maybe one of the senior staff, maybe one of your most trusted Companions. They could have sold you out to the aliens, or EXALT or a third party. Naturally, you will forget taking this drawback.

**Skip Tutorial** (+300 cp) You forget everything you knew about the XCOM franchise or any previous Jumps, as far as you know you insert directly from your mundane life on your world of origin to a world under siege, and you have no more idea than anyone else what the aliens want or what comes next.

**Terror From The Deep** (+300 cp) Not only do alien saucers fill the sky, strange transmissions herald the rising of others from the depths. Aquatoids, Lobstermen, and floating brainsquids that make Chryssalids look cuddly. Can you afford to fight a war on two fronts?

- **Apocalypse** (+300 cp) Make that three fronts, as strange trapezoidal portals appear at seeming random across the Earth, disgorging units of brainsuckers, flying skeletoids, all meatsuits for murderous Micronoids.

**The Long War** (+300 cp) The aliens are far more numerous than you'd have thought. They're not going to stop coming so easily, either. You're in it for the long haul.

**War Weariness** (+300 cp) As time goes by, your funding from the various Council member states will slowly dry up. Hope you're good at creative financing! You will forget you took this until it becomes a serious issue, to lessen the time you can prepare for it.

**Local Chapter** (+400 cp) There is no greater Council of Nations, instead of a global XCOM project there are five different continental projects, bitter rivals none with the pool of supplies and manpower the canon XCOM Project commanded, nor do they share information.

**No Shortcuts** (+400 cp) Your Warehouse is sealed to you, and you cannot bring in items from your previous Jumps.

**The Bureau Declassified** (+400 cp) instead of the 2010s, the Invasion takes place in the 1950s. Your tech base for research and development is a lot more limited, as is international cooperation with the Soviets and the new NATO trying to hoard alien materials and tech for themselves.

**An Army of Four** (+600 cp) There are no new personnel, no soldiers or scientists or engineers or pilots. You and your Companions shall comprise the entirety of the XCOM Project. Best of luck.

**Our Own Resources** (+600 cp) if humanity is to stand on their own, they can't rely on eldritch travelers of the multiverse. Your powers and perks from other Jumps are unavailable to you.

**Players: Zero** (+600 cp) Well this is... something. You and all your companions are bifurcated- split in two, neither is the original. One set of you shall lead XCOM in their heroic and probably doomed battle, the other shall lead the aliens. Both parties will have their memories of this process erased, and some subtle tweaking to conceal this information as long as possible, so you won't be recognizing tactics or powers as easily. Ultimately, only one of you can move on, the victor in your struggle. The loser, if they live, will be trapped in this setting. Flip a coin to see if you're the Commander or the Supreme Ethereal, with drawbacks and perks adjusted as appropriate.

- **That's Not How 4X Games Work!** (+400 cp, requires Apocalypse) Did I say you and your Companions were doubled? Make that quadruple, with one of you each leading XCOM, the Ethereals, the T'Lethan undersea empire, and the Micronoids.



## GAME OVER

*Your drawbacks fall away, and you have a final choice to make:*

**Go Home**

**Remain**

**Press On**

### Notes:

Special thanks to LtMauve, Ovid & Daemonflayer.

For purposes of perks that depend on the number of visible enemies, like Bring Em On and Tactical Sense, fallen enemies still count, for a little while. Less than a minute.