

Tremors

Jumpchain v1.0

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Stop me if you've heard this one. In small-town America, isolated from the rest of the world, a horrible monster appears and starts eating people left and right, and there's nothing anyone can do but run and hide as the bodies pile up. But as this is a horror/comedy the monsters are not immune to bullets, and there is a man here with more than enough gun to go around.

Welcome to Perfection, Nevada. Population: 15-ish? It's a really small town. There's a small shop, a ranch or two, and an only slightly crazy survivalist and his wife living in their own little bunker. Then people start dying, the only road out of the valley is closed off by a landslide (naturally) and the mad scramble for survival begins.

For reasons unknown, ancient underground predators have come out of hibernation and gone looking for food. Around thirty feet long, six around, with snakes for tongues strong enough to stall a truck and reaching 20mph in good soil, they hunt by sensing the vibrations of their prey before burrowing up to them for the kill. Let them live long enough, and you'll have to deal with the nasty variations of the later stages of their life-cycle. And they are all very, very smart.

So grab your guns and homemade explosives, because you're going to be dealing with Graboids, Shriekers, Assblasters and everything else this world will throw at you.

Take +1000cp to get ready. You may choose your sex and age freely.

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Location

Since there isn't an established timeline for the franchise, you get a choice. You can arrive here in 1889 at the time and location of the prequel to the series and stay for ten years. Or you can arrive at the starting date of any of the other movies and stay here for ten years, or for the unknown amount of time until the end of the events of the seventh and final film of the series.

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Background

You may take any of these choices as a drop-in option

Local

You're one of the little people. Everyday problems were all you had to worry about before the giant underground monsters showed up. You don't have the training or the experience to deal with this kind of situation, but maybe you can help out the people who do.

Survivalist

You have a very particular set of skills, a huge pile of guns, and a general distrust of the government. You'd be on several watchlists considering your purchase history, if you didn't know how not to leave a paper trail and stay off the radar.

Scientist

Graboids are a new thing. Technically they're a very old thing only recently rediscovered, but either way there's a ton of scientific interest in them. Too bad knowing seismology won't keep you from getting eaten, but you're probably the smartest person in the room and everyone's going to look to you first when they need a plan to avoid becoming graboid chow.

Graboid

Because who doesn't want to be an oversized worm with snakes for a tongue? You're an eating machine, an ancient predator revived in the modern day. There isn't much for you to do beyond eating, looking for more food, and trying not to get exploded by the locals. You are the variety of Graboid that most closely matches your starting area, and you don't have to advance in the Graboid life cycle if you don't want to. Becomes an alt-form post-jump. Albinism optional.

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Perks

100cp perks are free to the matching background, with the rest discounted 50%

Local

100cp - Lay of the land

You've lived here for a while, and you know the country. Nothing secret, but you know the roads, the trails, the conditions and the hazards. Whenever you move to a new area, after just a day or two you'll have a vague but serviceable map of the surrounding area in your head.

200cp - Cowboy

The era of the cowboy may be gone, but living away from the big cities means you've picked up some of the skillset. You know how to ride, how to tie a knot and throw a lasso. You can follow a trail, won't get lost in open country, and you know when an animal is spooked or just ornery.

400cp - Handyman

In your time, you've done a little bit of everything. You've picked up the basics of a dozen trades and even a few cowboy skills from working in small towns. You know how to ride and handle a lasso, and you know your knots. You also know some less-legal skills, like how to pick a lock, hotwire a car or get around a basic security system. Hey, everyone here has a history.

600cp - All in this together

One thing that the people of this world have going for them is that they don't fall apart with petty infighting when danger pokes out of the ground. The good guys stick together, while it's the ones that aren't on your side that tend to die very quickly from dumb decisions. Traitors and idiots that join your group tend to have lapses in judgement, screwing up in ways and at times that will likely put them in harm's way. Thankfully, their stupidity never seems to result in something happening which ruins the odds of survival for the decent folk around.

Survivalist

100cp - Vapor trail

You don't want The Man keeping an eye on you, so you've internalized the little tricks for minimizing records of your life in the modern world. You know how to stay off the grid and out of sight, whether it's as simple as always paying with cash or knowing how to get things delivered without putting yourself on the map. This isn't foolproof, but even with major resources or government connections getting solid data on you will take time and work.

200cp - Critical need-to-know information

People aren't afraid to open up to you, and considering that you're the man with all the guns they're happy to volunteer any information that might help. As long as doing so isn't dangerous or goes against their most deeply-held personal interests, people are willing to tell you things they otherwise wouldn't even if that means bending a few rules.

400cp - Small arms fire and hand-to-hand techniques

You may not be a professional soldier, but you've certainly got the basics down. You know CQC techniques, barehanded or with knives to take someone down or out. You know how to handle almost any kind of firearm, even flamethrowers, and you've got a great throwing arm.

600cp - Gun nut

You're the kind of person who gets put on watchlists. You know the ins and outs of building and maintaining guns with enough theory and mechanical talent to customize them just right. Explosives, traps and weapons are also easy to make from common materials with simple tools, using the contents of an average kitchen or garage to lethal effect. Of course, you'd be a very irresponsible survivalist if you didn't follow all the proper rules of gun safety, which you never forget to do. And as long as you know what you're doing and aren't trying to be fancy, you never have to worry about accidentally blowing yourself up when making explosives or setting traps because you crossed the wrong wire or left a source of ignition nearby.

Scientist

100cp - The smart one in the room

By experience, age, credentials, or just an air about you, people tend to assume you're pretty smart. Whether or not you really are is up in the air, but when someone needs to know something, they'll turn to you first and give your words more weight than most.

200cp - I know this

When a problem presents itself you won't forget the critical information you need to solve it. It may take a minute, but your brain will prod you to remember that you know pertinent information when you need to know it.

400cp - Graduate student

You've got a solid level of education in a field of your choice, with a degree to prove it. Since you took a bunch of electives you've also got a smattering of knowledge in related fields. You managed all this by knowing how to run your equipment, perform research, and pull all-nighters.

600cp - Applicable knowledge

It seems like no matter what kind of problem you run into, a field of knowledge you're familiar with will always give you at least a tiny hint to solving it. Maybe you don't know anything about precambrian rock or early life on Earth, but maybe a bit of historical trivia will remind you of a situation parallel to the current one that'll help you look at a problem in a new way.

Graboid

100cp - Patience

You can wait a very long time if need be, silently and still. You also won't space out, losing focus or missing details due to something sudden happening after a long period of waiting.

200cp - Hibernation

Graboids seemed to come out of nowhere. That isn't really true, of course, but they did remain dormant for an unknown period of time before something woke them up. You can now put yourself in a state of hibernation for as long as you want. You're effectively in stasis, not aging, having no needs, and not weakening from long inactivity. You can set an exact timer, or conditions, that will trigger your re-awakening.

400cp - Siege worm

When humans hide in cars, you undermine them. When they hide in buildings, you smash your way through the walls. If they try to escape, your natural instinct for placing traps will make things very difficult for them. You're a very persistent worm, and you can worm (or crash) your way through damn near anything with enough work. You can't break through heavily reinforced structures or dig through solid rock, but if a fortress has a weakness you'll probably find it.

600cp - Life cycle

If you ever get tired of being an oversized worm (and you probably will) you can alter your form by eating. With enough energy you can force a metamorphosis, and unlike other graboids you won't die in the process of continuing your life-cycle. Your new form can be smaller or slightly larger than your current form and will always heavily resemble the original. You can also tweak existing traits in the process. Want to trade dirt sonar for thermal vision? Sure. Trade thermal vision for explosive-ass-propelled flight? I guess. Want to be an aquatic graboid? That's easy. You can't develop or play with any supernatural traits through this perk, and the more complex a biological feature the more effort and molts it will require to tweak. Your new bodies do not count as alt-forms, and you may revert to your old default at the end of each jump if you went through a dozen changes and didn't like how things turned out.

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Items

100cp items are free to the matching background, with the rest discounted 50%

Local

100cp - Radio

A nice, ordinary radio. It has great reception, unlimited batteries, and the habit of warning you when danger is around. Maybe a graboid will go for it first, or maybe it'll start throwing out garbled static when a monster approaches. Returns a day after being lost or destroyed.

200cp - Truck

A very solid, very dependable pickup truck. It never runs out of gas, is repaired or returned 24 hours after being lost or destroyed, and monsters of all sorts seem to gloss over its existence as long as you're not driving it, so don't worry about sabotage or something waiting for you inside, hiding in the backseat, just as you're driving off into the sunset.

400cp - Ranch

A large farm/ranch that raises animals and crops of your choice. I recommend a suitably hardy selection given the sort of environment it's likely to be placed in here. Running the place is a full time job, but everything will be just fine when you come back after being chased away by graboids or distracted by something time-consuming and you don't have anyone to look after it. Replaces lost animals and plants monthly after inevitably being destroyed.

600cp - Silver mine

Where this whole mess started, now thankfully free of graboids. The mine is rich with silver to dig out, enough to make someone very wealthy in the modern day. Tunnels that are dug out and left alone for long enough will vanish and there'll be new silver ore waiting for you. The deed is in your name, and can be placed in the world or on another property you own.

Survivalist

100cp - Aviator sunglasses

A very nice pair of sunglasses that are 100% effective at keeping glare and bright lights from harming your eyes. You could even wear them at night or while lining up a shot and they won't interfere with your vision. You can import a suitable item you own to gain these traits.

200cp - Household cleaning supplies

An assortment of highly effective stain-fighters that will help keep your house spic and span. These entirely mundane and legal products are also incredibly easy to repurpose into various toxic, explosive, and incendiary compounds. Restocks monthly.

400cp - Rec room full of guns

The monster of the week would be smart to avoid your house. This room is full of guns, ammunition, gunsmithing tools and regular tools. Everything you need to keep your boomstick habit satisfied is in here. Everything here is entirely legal. Restocks monthly.

600cp - Bunker

What looks like a small one-floor house on the outside is just a cover for a large bunker underneath. The entire structure is heavily reinforced, needing series effort to get through the walls, locks, or bulletproof windows. There's a generator and spare parts on the bottom floor, along with enough food, water, fuel and sundries to keep a small family supplied effectively forever. You did pay for this with cp, after all.

Scientist

100cp - Newton's cradle

A fun little toy designed to demonstrate the principles of conservation of momentum and energy with a collection of pendulums. Perfect for the desk of an evil genius or distracting monsters. Set a ball swinging and the rhythmic clicking will be like catnip to monsters of all sorts, drawing their attention. If no obvious targets or traps are in sight, they'll be compelled to investigate it.

200cp - Instrumentation

You won't get very far in your occupation without the tools of the trade. This is a nice set of rugged if basic equipment for whatever field holds your interest. Will probably never be of use, but at least you'll have a fallback job when you're not hunting giant worms.

400cp - Control collar

Something cooked up by someone with absolutely no common sense, this leather band is laced with circuitry that interferes with a creature's nervous system. Anything wearing this will become docile and suggestable, though you'll need a way to communicate with it. The collar will resize to fit anything you find, but it is somewhat fragile.

600cp - Island

Your own private island, ideal for getaways or performing incredibly unethical and equally stupid genetic experiments. There's a mostly-dormant volcano if you want to go full supervillain on it, and a very powerful scrambling field you can activate or deactivate at will that blocks any unwanted communications from going in or out.

Graboid

100cp - Hotspring

Graboid eggs are able to lay dormant for decades, perhaps centuries. All they need are the right conditions to trigger hatching. You can place this small flow of hot mineral water anywhere you like, ensuring that your eggs have just the right amount of warmth no matter where they are.

200cp - Prey animals

A herd of animals perfect for munching on. They're whatever species would be appropriate to the environment, as long as it's something mundane. Lost animals are replenished monthly.

400cp - Mixmaster

It might get boring being the only game in town, so you get a canister of the DNA-combining compound featured in the TV series and instructions on how to make more. Though it doesn't affect humans...without tinkering...Mixmaster can splice and dice DNA from any source you can imagine, even crossing plants and animals. The compound is amazing at what it does but 99% of what results won't be viable. Interesting to study but it won't survive for long outside of a lab.

The remaining 1% is what will go on to make this world a much more interesting place.

600cp - Monster cave

A large cave that's well-hidden enough that someone is more likely to fall into it than find it, the cave maintains an even temperature no matter the conditions outside. It's roomy, it's comfy as caves go, but it's main draw is being the ideal home for critters. Something about this place messes with intruders. There's slopes of loose dirt that humans struggle on but monsters don't, rock formations that produce broken, flickering shadows, concealed pits and sharp turns perfect for jumpscare...a fine place for a horror show.

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Companions

200cp - Import

You may create or import up to eight companions. They have an origin and 600cp to spend. Do note that graboid and humans do not share a language, so don't expect to communicate very well with cross-species imports.

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Drawbacks

+0cp - The lost monsters

The Tremors franchise didn't do well outside of the movies, with aborted videogames and short-lived tv series. Taking this drawback makes those cancelled projects canon, meaning that there are plenty of new cryptids and problems to deal with in the world. You probably won't cross paths with most of them, but the option's open to get involved with them. This is undiscovered country, full of things just as dangerous as the Graboids.

+100cp - I liked that truck

Things would be a lot less dangerous if you could just drive away from the danger. Graboids are faster than humans, but not faster than even the cheapest vehicle. Sadly your transportation has the bad habit of ending up wrecked. Trucks flip, get eaten, catch fire and cook off the ammo in the back seat...This includes bikes, horses, airplanes, anything that would let you easily escape a bad situation.

+100cp - Oops

You have a bit of bad luck. Nothing major, but you'll have to scramble to keep these small problems from becoming much worse. Maybe your cell phone goes off when you're being hunted by a Graboid, zig when you should have zagged, or your solution to a problem is complicated by something you couldn't have known about.

+200cp - Government oversight

While on screen it may seem like civvies are the only ones dealing with Graboid issues, governments and scientists have taken great interest in these new species. Too much interest, maybe, because now they'll be constantly appearing and meddling whenever Graboids or other such things appear.

+200cp - No good guns

As handy as they are to have, it seems like you'll never have the good stuff on hand when dealing with critters here. Sure, you can find handguns, rifles, shotguns, maybe some dynamite, but it won't be the kind of gear that can reliably drop a Shrieker like a solid assault rifle can. This includes explosives and any unusual powers or weapons you may have from other jumps. Don't worry, most Graboids have died to kitbashed traps anyways. Get creative.

+300cp - Super Graboids

By mutation or deranged science, you'll be encountering creatures with an array of new tricks. These Graboids might be smarter and work together, be stronger and able to dig through rock, have unseen forms as part of their life cycle, or any number of deadly adaptations. Every group of Graboids and other critters you may encounter will have a different set of alterations, making every fight unique and rendering old tactics mostly useless.

+300cp - Persistent hunter

The white whale to your Ahab, except you're the whale. There's a Graboid out there, and it wants you dead. This Graboid has the 'Life cycle' perk and will be constantly tweaking itself to adapt to your weapons and tactics and overcome any barriers you put between the two of you. It will do absolutely anything to kill you, even sacrificing itself to take a shot at ending you, and if it dies it'll simply respawn after a month to once again take up the hunt. If you bring in out-of-jump powers to deal with it, the Graboid will adapt to overcome those as well.

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THE END

Do you wish to **go home**, **stay here**, or **move on**?

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NOTES

So what's in 'The lost monsters?'

I don't know. Really, I couldn't find any real information on cancelled Tremor franchise projects. There's plenty of cheesy monster movies if you need inspiration.