



Destroy All Humans! Jump  
by Fallout10mm  
Version 1.01

Welcome to Earth in the year 1959, jumper. The cold war is just getting started and the United States is still in the midst of the red scare, only now its little ~~green~~ blue men they should be worried about. You see, long ago, after a long day of exterminating the Martians, a group of Furon warriors took some...'shore leave' on nearby earth and had an enjoyable time with the locals. Fast forward to the present and the furons, having rendered themselves sterile, have discovered the humans of Earth retain some of their DNA, the key to preserving the Furon race. You'll arrive just a few days before Furon warrior Cryptosporidium-136 crashes his saucer after stupidly firing on a nuclear missile.

Here's 1000cp to get you started. Good luck, Jumper.

### Locations:

You may choose your starting location freely or roll a 1d8 to decide.

1. Rockwell: a small midwestern town that will soon be visited by Crypto, who abducts the newly crowned Miss Rockwell and destroys the fairgrounds. Later he will impersonate the mayor and hypnotize the local teenagers with a movie made by Orthopox.
2. Santa Modesta: Small coastal town in southern California, featuring several motels, a mall, bowling alley, tv station, and a well defended naval base. Crypto will eventually wind up here and level the place after some hijinks.
3. Area 42: Well hidden military base in the middle of the Nevada desert, this is where Crypto-136 will soon crash, having fired his death ray on a nuclear missile test site. There are several locations here, including an airbase, nuclear testing site, and a very well defended Majestic base.
4. Capital City: The nerve center of the United States government, home to the White house and the Octagon. In a few months Crypto will assassinate the president, destroy congress then battle the resurrected Robo-Prez before taking over the United States.
5. Tunguska: Site of a massive explosion in the early 20th century, this russian wilderness hides a crashed Blisk Warship, the last survivors of their race. Crypto will eventually find his way here and destroy the remaining Blisk and their ship.
6. Belleville: Capital of France and future home of Francodyne, a company that will produce Nexos, cybernetic furon warriors long thought extinct, using recovered furon technology and DNA.
7. Shen Long: Coastal asian city under british control. Home to the White Dragons, several prominent companies and a mysterious monastery ruled by an ancient Furon.
8. Free Choice: You can choose anywhere on earth to appear. Perhaps you'd like to go to one of the other locations from the games, like Turnup farm, Sunnywood or Bay City? You can even choose the Furon homeworld, though if you're not furon that's not recommended.

### Origins:

Age and gender may be freely chosen.

Human: Long ago, some ancient Furons and Blisk visited earth for some....R&R, and managed to cross breed with the native human population. While diluted, with a little help and training, humans have begun developing psionic abilities of their own.

Blisk: These large bipedal crustacean lifeforms once lived on mars but were wiped out by the Furons. Blisk have hard natural armor, can breathe in normal atmosphere and underwater. They also have a pseudo hive mind and are known to be masters of organic based technology.

Furon: Child sized blue aliens who have a large empire. Prideful, arrogant, conniving and cruel, the Furons are also extremely advanced technologically and look down on all other species as 'primitive'.

### Perks:

The Package (100cp): Looks like Crypto isn't the only one who's packing, because if you were lacking genitalia before you arent any longer. You have complete control over your fertility, and can crossbreed with just about anything, sterile or not.

Attractive Specimen (100cp, Free Human): What the hell did the Furons and the Blisk see in humanity that got them so aroused? Whatever. You're now easily a 8/10 in the looks department, and are considered attractive even by whatever standards aliens have. That second part is toggleable by the way.

Silver Tongued Devil (200cp, Discount Human): You have a knack for public speaking, able to distract, deflect or put the blame for anything on an acceptable target, such as the Communists.

Psionics (400cp, Free Furon, Discount Human): Furons, while physically the size of a child, have extremely powerful psionic abilities. Humans, with their latent Furon DNA have developed a process to grant them. You gain access to the psi power section and 600pp to spend there.

Illuminated Intelligence (600cp, Discount Human): For such a primitive race, the humans are quite adept at reverse engineering any captured Furon and Blisk technology. Now you can quickly reverse engineer any technology you encounter, capable of making slightly less effective but working copies that you can easily mass manufacture even in a society whose techbase is generations behind.

**Radiation Immunity (100cp, Free Blisk):** During the Martian War, the Furons bombarded Mars with highly radioactive weapons, destroying the Blisk and inadvertently leading to their own eventual sterility. The Blisk eventually adapted and now you too share their immunity to radiation.

**Arm Cannon (200cp, Discount Blisk):** While it's unknown if the arm cannon is a natural ability of the Blisk or if it's just technology, you have the ability to fire energy beams from your hands. These beams are about as damaging as a Furon disintegrator ray, and drain your stamina about the same as a light jog.

**Psionic Resistance (400cp, Discount Blisk):** Your mental defenses make you immune to mental manipulation, mind reading, extraction and reduces hostile psionic power effects on you by half, making it much harder for psychokinesis to move you.

**Albino (600cp, Discount Blisk):** High in the mountains of the Himalayas, the Albino Blisk, often mistaken for the mythical Yeti, resides. Like them you have beyond peak physical form, becoming slightly larger, stronger and having much more damage resistance.

**Psionics (400cp, Free Furon, Discount Human):** Furons, while physically the size of a child, have extremely powerful psionic abilities. Humans, with their latent Furon DNA have developed a process to grant them. You gain access to the psi power section and 600pp to spend there.

**9th Gate (200cp, Discount Furon):** Through new brain implants, unlocking your chakras or just plain training and experience, your psionic energy capacity and regeneration are double of most furons.

**Keep What You Kill (400cp, Discount Furon):** When you personally defeat an opponent, you can take their rank and position as your own. For instance, if you beat up your manager, you become the manager.

**Jumper 137 (600cp, Discount Furon):** Due to their reckless use of radioactive weapons, the furons lost the ability to reproduce long ago, instead relying on cloning to keep their species alive. Just like them when killed you will be cloned, your mind will be transferred into the clone at the time of death and be placed in a safe location. This power counts as a 1up and can only activate once per jump or every 10 years, whichever comes first.

### Psi Powers:

Requires Psionics perk. All these psi powers, unless stated otherwise, drain of psi energy.

Convert (Variable): You can convert CP to PP at a 1:2 ratio.

Cortex Scan (100pp): Just by looking at a person you can scan their thoughts, though only the surface. You also regain psi energy this way.

Hypno Blast (100pp): Able to hypnotize and issue basic orders such as 'follow me' or 'attack this' to anyone within 10 meters. Those with stronger wills can resist or even break out of this.

Mind Flash (100pp): Temporarily paralyzes any nearby people, rendering them vulnerable for a short time.

PK Magnet (100pp): Allowed the user to magnetize an object, which made it attract various nearby inanimate objects or people. The larger the object, the stronger and wider the pull.

Freelove/Funky Town (100pp): Specialized version of hypno blast that causes those nearby to forget what they're doing and begin dancing to any music, making them easy targets for Body Snatch, Extraction or Holobob.

Psi-blast (200pp): A unique ability only known to be used by the human Psi-mutants, this power unleashes a directed psi energy blast that temporarily disables the target's psi abilities as well as knocking them back and inflicting a small amount of damage. You can also unleash a smaller ranged omnidirectional blast centered on yourself.

Extraction (200pp): By focusing on a target for a few seconds you can make a human's head explode, allowing you to collect a perfectly safe brain. Short range (roughly 10 meters).

Body Snatch (200pp): By approaching a target, you can shrink yourself and take over another person's body. If the person you've taken over dies while you are possessing them, you will be immediately expelled unharmed. You may exit their body at any time without harming them.

Psychokinesis (200pp): Mind over matter! Pick up stuff and chuck it with your mind! This allows you to pick up objects up to the size and weight of a main battle tank and toss it like a rag doll. Requires direct line of sight.

Transmogrify (200pp): With this power you can transmute nonliving objects into ammunition for any weapons you have. Conservation of energy means it takes proportionally larger objects to make more energetic ammunition for weapons like the ion detonator or black hole gun.

Temporal Fist (400pp): Freezes time for everyone but the user for a short period. The user can still use other powers in this state.

Unlimited Potential (400pp): By purchasing this you have unlimited growth potential for your psionic powers, with practice you can break the limits of the powers mentioned here, increase your psi energy capacity and can learn new psionic powers in other jumps.

### Items:

Each origin gets a 300cp item stipend, 2 discounts per price tier, with 50 and 100 cp items becoming free. All items will self repair, respawning in 24 hours if lost/stolen/destroyed and come with schematics on how to build more. All weapons come with a regenerating supply of ammunition in the warehouse. You may import similar items freely.

Media (Free!): All the Destroy All Humans! Games, toys, books, comics. It also comes with a full size plush Crypto with over 1000 recorded phrases.

Majestic Assault Rifle (50cp): Derived from recovered Furon technology, this energy rifle rapidly fires plasma projectiles. It uses a built in energy source that provides it with infinite ammunition.

AP-77 / 79 (50cp): Anal probe designed by Pox, fires a rectal seeking probe that explodes the target's head after impact this weapon features recharging ammo, and the ability to lock onto multiple targets at once.

Zap o' matic (50cp): This rifle sized weapon fires a constant stream of electricity that arcs between targets and can wipe entire squads out in just a few seconds. Features a recharging battery that will top itself off with just a few moments pause.

Dislocator (50cp): fires pink gravity defying energy disks that fling whatever it hits in a random direction. Like the Zap o' matic, the Dislocator has a recharging battery.

Superballer (50cp): Similar to the Dislocator, this weapon fires a glowing sphere of energy that when it hits a target, will repeatedly slam it into the ground until it's destroyed, leaving a rainbow like trail the whole time. Also has a recharging battery.

Jetpack (50cp): Unfolds from a very slim backpack into two powerful energy jets, which can lift a fully grown human 5 stories into the air. While it only has a few moments of use before it overheats and runs out of energy, it cools and recharges very quickly.

Furon Hoverboard (50cp): A skateboard like device that hovers a foot off the ground, moves up to 40mph and is able to cross water.

Disintegrator Ray (100cp): Fires globs of molten plasma that melt steel and reduce flesh to ashes.

Venus Human Trap (100cp): This weapon fires a seed that will rapidly grow into a carnivorous plant that will attack anything nearby, growing larger and sprouting more tentacles with the additional biomass it consumes, eventually becoming able to consume tanks and helicopters. The plant itself is immobile and only one can be deployed at a time, and the weapon has a toggle to instantly kill the plant should it prove unruly.

Holobob (100cp): A holographic device that can copy a target exactly, including their clothing and voice. For safety, the target is frozen in place and temporarily shunted out of phase, rendering them invisible, though once the holobob is deactivated they will reappear none the wiser.

Personal Shield (100cp): A small smartphone sized device that when activated surrounds the user with an energy shield that absorbs an impressive amount of kinetic and energy damage. If it absorbs too much it will collapse, leaving the user vulnerable, but after 15 seconds it will regenerate.

Ion Detonator (200cp): Furon grenade launcher who's blasts can easily reduce a tank to scrap metal.

Black Hole Gun (200cp): A weapon that fires small short lived singularities that will suck in anything nearby, crushing it into atoms. Take care as while it stops the user from being drawn in, it doesn't stop any debris from striking you.

Big Jumper's (200cp): A fast food restaurant franchise, that unlike Pox's, serves perfectly healthy and ethically sourced food. This defaults to burgers but you may change the menu and theme to whatever you wish, it will always be highly profitable and popular wherever you go. You get one physical restaurant in jump along with one attached to your warehouse, and can sell the franchising rights for more.

Cloning Device (200cp): A large tube that can quickly clone any DNA inserted inside. It can also clone the mind of the being from the moment the DNA was taken. Unlike most furon models, this requires nothing else other than the DNA, which it can also store in its database for future cloning.

Blisk Spores (200cp): These insidious grenade-like pods can turn any humans who they infect into Blisk mutants, freakish hybrids who are stronger, tougher and much more aggressive. They are typically mindless but will not attack you, instead deciding to focus their rage on your enemies, then anyone who threatens them.

Power Suit (200cp/400cp): 20 foot tall mechs that are armored like a tank, armed with twin .50s on each arm and a pair of claws that also double as grenade launchers. Upgrade to Armquist's up-armored version which has two miniguns, a jet booster and back mounted missile launchers for just 200cp more.

Jade Talisman (400cp): A preprogrammed one off cloning device that when activated will instantly create a fresh clone of you, similar to the cloning device item above. So long as the device exists and has not been activated, and is used before your time in jump is up, your death will not be considered a chainfail. You'll get a new one every 10 years.



Jumper's Resort and Casino (400cp): A 60 acre floor hotel/casino with over 1000 luxury rooms, a large casino floor, large swimming pool, drive-in movie theater, barber and auditorium. Out back there's a large RV park with its own swimming pool, and recreation hall. You can choose the theme of the hotel (default being space). It will always be profitable, popular, will retain any modifications and come fully staffed. You may attach it to your warehouse or have it inserted into the setting.

Solaris (400cp): Copy of the soviet half of the future moon base, consisting of four large domes and several smaller domes. The large domes consist of living quarters for several thousand people, all the required facilities such as hospitals, a forest dome to provide oxygen, a garden dome to grow food and operations dome. The smaller domes include recreation facilities, a radar dome, a communications center, and a hanger for spacecraft. The entire base is protected by a reverse engineered Blisk energy shield, and powered by several fields of solar panels and is entirely self sufficient.

Furon Saucer (400cp): A Furon personal spacecraft, able to go from surface to orbit in under a minute. It has several integrated weapons, defenses and tools: A heat based Death Ray that can reduce tanks to molten metal with a few seconds of concentrated fire, the abductobeam a powerful tractor beam that can lift a tank and toss it like a toy, and a regenerating shield a order of magnitude stronger than the personal version. Whether you were issued this by the Furon Empire or just found it abandoned in a field with the keys left in the ignition is up to you. You also gain 200cp to purchase the upgrades below, you may also use any discounts on the upgrades.

Plasma Cannons (50cp): Upgrades the Death Ray to twin rapid fire plasma miniguns.

Electrocone (50cp): Saucer version of the Shock O' Mattic, this is a excellent anti personnel weapon that electrifies

Seeker Drones (50cp): Plasma tipped homing missiles that can target both ground and air targets.

Sonic Boom (50cp): Cannon that fires a sonic projectile that detonates in a massive shockwave that can destroy most buildings in one or two shots.

Repulse-O-Tron (50cp): A shield modification that when activated reflects projectiles back at their source.

Tornadotron (50cp, Requires Cloak): A stealthier version of the sonic boom, it's the only weapon the saucer may use while retaining its cloak. Using sophisticated furon technology, the Tornadotron unleashes up to 4 powerful localized tornados that can destroy a small town in moments.

Drain (50cp): Upgrade to the abuctobeam that drains energy from vehicles or other power sources to recharge the ships shields.

Transmogrify (50cp): Saucer sized version of the Transmogrify power that can convert larger objects into saucer ammunition.

Cloak (100cp): Wraps the saucer in a camouflage field, turning it invisible to sight, and electronic sensors, though it is still possible to detect via sound or touch. The cloak will be disrupted if it receives damage or the ship fires weapons.

Quantum Deconstructor (100cp): The most destructive weapon available to the furon saucer, the Quantum Deconstructor is the Ion Detonator's Bigger meaner brother, able to destroy entire city blocks in a single blast.

## Companions:

Import/Create (100cp for Eight): Import or create up to 8 companions with 600cp and the item stipend for 100cp.

Canon (50cp): Any characters that aren't listed below can be recruited for 50cp and come with 600cp and the item stipend to spend in the jump.

Cryptosporidium (200cp): Aka Crypto, the villain protagonist of the series. He's a Furon Warrior, and comes with The Package, all the Furon perks, all the psionic powers, the item stipend and the basic Furon Saucer.

Orthopox (100cp): Furon scientist incharge of the mission to acquire the ancient Furon DNA hidden deep within humanitie's brains. He's very arrogant and dismissive but a brilliant inventor once you bribe your way onto his good side. Pox has all the Furon perks, the Illuminated Intelligence perk, all the psionic powers, and the item stipend.

Natalya Ivanova (50cp): Actually a clone, this one without the glitch in her DNA that would make her die in 4 years, she's a trained KGB operative. She comes with The Package and all the human perks, along with the item stipend.

Miss Rockwell (50cp): Beautiful and voluptuous, but is the dumbest person in rockwell. Normally she'd go insane after being abducted but instead we'll just drop her off in your hands after giving her a much needed mindwipe. While she doesn't remember her time on the spaceship, she knows you're responsible for keeping her sane and is *very* grateful. She comes with The Package, and item stipend (though she doesn't remember where she got them from).

Silhouette (50cp): The mysterious leader of the American branch of the secretive Majestic organization. She hides her gender behind a gasmask, voice changer and a concealing black trenchcoat due to the sexism of the US Government and Military. She's willing to join you on your journey, hoping either to find the technology to defeat the Furons or a place where humanity can be safe. She comes with all the human perks, and item stipend.

## Drawbacks:

You may take as many drawbacks as you think you can handle.

I Love The 70s/80s/90s (+100cp): 10 years aren't enough for you? Well with every purchase you stay for another 10 years. This can be purchased as many times as you wish but only gives cp for the first five purchases.

Red Scare (+100cp): The locals were already pretty paranoid but now they'll immediately become suspicious of anything considered 'abnormal' that you do.

Psi-Mutant (+200cp): Much like the poor saps that Majestic experiments on, you appear to be a hybrid of your species and Furon. This is only cosmetic but will make you an outcast amongst your own kind.

Do Not Adjust Your Sets (+200cp): Looks like Pox has been busy and developed a way to replicate the antenna experiment in Santa Modesta on a global scale. Active televisions cause you a growing migraine that will literally explode your head if you don't destroy the source or get out of the area. Oddly this only seems to affect you.

Majestic (+300cp): The men in black have become aware of your extra dimensional nature and seek to capture and experiment on you in hopes of defeating the Furons...and the Communists.

Wrath Of The Furon (+600cp): Oh hell, what did you do? Crypto seems to have a huge grudge against you and the sadistic little blue bastard is now hunting you down. Even if you manage to kill him, he'll soon be cloned either on the orbiting mothership or on the Furon homeworld and be back on your trail as soon as he can.

Scenarios:

All Hail Emperor Jumper:

The Furon Emperor Meningitis is a weak fool who will never lead the Furon Empire back to glory. It is now your goal to dispose of him and become the Furon Emperor. Alternatively you may instead conquer Earth in its entirety, which may be tough as both the Furons and Blisk have a vested interest in doing it themselves.

Reward:

For becoming the Furon Emperor you gain:

Furon Mothership: A massive spaceship, it is protected by powerful energy shields, carries dozens of Furon Saucers, armed with several deathrays and a extra large tractor beam that can lift entire buildings, storing them in its large cargo holds, has cloning facilities, and a large advanced laboratory.

For conquering Earth you gain:

Earth: A complete copy of Earth (and the moon) which will follow you on your journey, either as a warehouse attachment (with a sun and otherwise empty solar system), or to be inserted into the setting, at a location of your choosing. You may choose at time of reward whether this copy of Earth keeps whatever civilization it has or if it's a pristine version where humanity never rose to sapience.

Well after 10 years in this retro universe you now have a choice:

Go Home  
Stay Here  
Continue Jumping

Notes:

Albino is hard to quantify in lore, so I just decided it's the equivalent of taking the captain america super soldier serum for your race.

The Majestic have at least 16 branches, though by the start of Destroy All Humans 2 only the British branch remains after Crypto's destruction of the American branch and the Blisk's destruction of the others.

It's heavily implied that the martian war is what led to the Furon's lack of genitalia.

Body Snatch is the later games version of holobob but isn't really explained if it's a power or technology Crypto uses. For simplicity's sake I removed both requirements to use cortex scan to keep powered.

You can only purchase the Psionics perk Once per person. This should be obvious.

All items and psionic powers are equivalent to the fully upgraded ingame versions.

Yes the anal probe has a setting that doesn't hurt or kill the victim, you pervert.

The Cloning Device is about the size of your typical sci fi cryo pod, but can clone just about anything, though beings larger than an adult human will need some time out of the pod to grow to full size.

Jumper's Resort and Casino is an exact copy (minus the theme) of the Stardust casino in Las Vegas circa 1959, not including the country club or raceway. I did add a few of the future expansions though not the major remodel in the 90s.

It's unclear if the Furon Saucer has FTL or not, Crypto 136 seemed to be exploring earth without Pox knowing where exactly he was so it's possible it does, or if Pox just didn't care until he crashed.

I had lots of cool pictures added in but they got lost in the transfer from my pc to phone to upload. In a future version I hope to put them back in

Coming soon: Project Ack Ack Ack!

Version History:

1.0 First release.

1.01 minor bug and grammar fixes, added canon companion option, added note about psionic perk, added psi blast power.