

AL I E N S

Contact has been lost with colony LV-426.
Depending on your choice of origin and background, you will either begin there, or shortly before arriving there.
Things are about get dangerous.
Try not to die, I mean, who will clean up the mess?
You start with 1000 Choice Points(CP) to give you a bit of a chance.
You will be here as long as it takes to resolve the events, or at least 1 month.

If you accept the random age from Backgrounds, you get an extra +100 CP.
You can choose your physical gender freely, or get an extra +100 CP by rolling for it.

Species:

- Human You get +300 CP extra. Age according to Background.
- Synth Age irrelevant, if you took random age, you appear to be the opposite of whatever you would prefer.
- Xenomorph Cannot pick a background. Age irrelevant, if you took random age, you look distinctly worse than normal.

Background:

- Drop-in 0 Unless you're a Synth, your starting age is: 2D20+16
For some reason, you were sent along on the Sulaco. Maybe you're another xenomorph encounter survivor contracted just in case Ripley refused? Maybe your name is Billie...
- Newt-ered 100 Your starting age is: D8+5 Cannot be a Synth.
You're another colonist kid that survived. Maybe you're a friend of Newt, or maybe you were just lucky enough to be around her when everything went to hell, but somehow she kept you with her and alive. You start a week before the marines arrive. Stay alive now.
- Marine 0 Unless you're a Synth, your starting age is: 4D8+14
You're a serious badass and every mission is a bughunt to you. Or at least that's what you want to believe.
- Specialist 100 Unless you're a Synth, your starting age is: 3D10+22
Pilot? Technician? Commander? Medic? Something else? Your choice.

Perks

- Determination 100 [Free: Human] Humans generally just hate the idea of giving up. That takes a fair amount of willpower, here, have a noticeable boost to it. You're probably going to need it with how squishy humans are.
- Alert 200 [Discount: Human] There were a lot of things that were perfectly happy to hunt humans and this meant that paying attention to your surroundings greatly increased your chances of survival. You have this to a much greater degree than the average human. Indeed, this goes so far beyond that, that you might even call it a low level kind of dangersense. If you're walking into a trap, you will feel unease, if something unknown is about to attack you, you feel the need to MOVE.
- Improvise 400 [Discount: Human] When the chips are down, humans have a tendency to come up with creative ideas, sometimes they may even be sane ideas, this definitely improves your ability to improvise. Combines very nicely with Scavenger.
- Survivor 600 [Discount: Human] Humans can be surprisingly hard to kill, despite how fragile their bodies might be, oh so often, they still hang on to life and just refuse to die. Your willpower and desire to stay alive is greatly increased. Potentially fatal injuries and effects have a 50/50 tendency to merely be damaging and any damage you do take, its severity is reduced by about half. You also have an absurd ability to stay alive even while severely injured or sick beyond belief. Just make sure you get some help soon enough with those intestines hanging down on the outside, it's not sanitary to drag them on the floor like that, maybe try really soon to get a blood transfusion to get back above half the normal bloodvolume for your build, and did your heart actually continue beating even with shrapnel stuck in it? Oh, and the pain, well you can probably deal with it much better now. Probably.

Common knowledge 100 [Free: Synth] Is always nice to have. Makes certain that you have all the basic and background knowledge about this reality and future ones. Boosted by and boosts Crewmember and Specialisation.

Artificial 200 [Free: Synth] Nonbiological body. You have basic widespread knowledge of pretty much everything, and have the ability to install further knowledge when available, as well as to upload knowledge and memories from yourself, you can interact directly with computers, you can be relatively easily repaired instead of needing to heal, you require no sleep or rest as long as you have access to a power source every week. Can only be taken by a non-synth together with "Not bad... for a human."

Artificial Senses 200 [Discount: Synth] Your artificial senses, especially vision and hearing are clearly superhuman, capable of a much wider spectra, you have basic infrared, Thz and UV vision and your hearing includes ultra and infrasound. You have a simple all purpose scanner built in that can also function as a short ranged, narrow angle radar.

A non-synth with this is a freak of nature, perhaps some kind of experiment(together with "Not bad... for a human." it could simply mean you have cybernetic implants), either way you're probably having some sort of issues, while at the same time being highly valued for your advantage(and possibly very sought after by people who wants to do "science").

Nonhuman model 200 [Discount: Synth] You want to be WHAT now? Well I guess that's fine? It's not like we haven't seen synthetic dogs and cats at the very least in this universe. Just remember that you get the good AND the bad of whatever model you want to be.

Combat synth 400 [Discount: Synth] Superhuman strength, speed, durability, reflexes and whatever else your improved synthetic form allows that would be an advantage in combat. If someone not a Synth takes this, they are simply at the physical and mental edge of their species, maybe quite a bit beyond it even.

More human than humans 400 [Discount: Synth] If you're a synth, you really shouldn't exist yet, but somehow you do. Apparently you're an Auton, a very evolved type of synth. As a synth, this makes you slightly better in every way than regular synths, but the single biggest advantage however is your ability for empathy, your greatly improved ability for social interaction and inherent willpower. You're also much more capable of acting like an individual, integrity means something to you, while group pressure might as well not exist at all. If you're not a synth, this most likely makes very lucky with your genetics or you may have had some form of genetics upgrade, giving you roughly the same advantages of slight superiority both physically and mentally, but especially so in empathy, social interaction and willpower. You do not give up, end of story. A female synth with this can choose if this upgrade includes an advanced artificial womb that is less artificial than you would expect and also includes a genetical sample based on your current appearance. As a bonus, this also makes you quite a bit extra difficult to control or alter, regardless what method is being used to attempt it.

I may be synthetic, but I'm not stupid. 400 [Discount: Synth] You have widespread and extensive science and technology knowledge as well as impressive analytical and calculative ability, even if your intelligence is still that of a machine. You're perfectly capable of acting as a surgeon simply by applying your theoretical knowledge in practice, and while you will never be the best at it, your mechanical precision makes certain that you are always far more than adequate.

Luxury model 400 [Discount: Synth] You're made from all the best materials and parts, no expenses spared. Expect to be around 50% better in every way.

Not bad... for a human. 600 [Discount: Synth] The next step up in improvements, you don't take damage easily and as long as your core parts are not destroyed you have a tendency for -survival-, even if it's just so that someone can reboot you later(possibly after literally picking up your pieces). Boosts the advantages of any other Synth perks purchased. Once per jump this allows you to survive apparent death in whatever way makes the most sense. If taken by a nonsynth, this allows you to either have free choice of cybernetic implants and enhancements or to simply be freaky level durable and capable for some reason. It also makes you exceptionally unproblematic to accept cybernetics or implants of any kind.

Bigger than the average 100 [Discount: Xenomorph] That's what you are, no regular drone but a runner, predalien or warrior or something, taken twice can make you a praetorian or something else even more impressive. Taken by non-xenomorphs, this either gives you a promotion instead, giving you some authority, or it upgrades you a little bit physically, if before you were exactly average, at the 50th percentile physically, now you're in the 60th, taken twice, 70th and so on, so take it 5 times if you want to be in the top 1% physically of your species. If already at the peak of your species, expect to become around 5% improved each time you take this.

Scout 200 [Discount: Xenomorph] Your senses are clearly upgraded. All of them.

It'll be dark soon 300 [Free: Xenomorph] And that doesn't matter at all to you! You have a vibration/sound sense that is very effective, a narrow frontal heatvision, a -psychic receiver- organ that also allows limited ability to sense electromagnetic fields, especially bioelectrical, as well as comparatively poor additional optical vision evolved to be capable of seeing in complete darkness.

Real monsters 300 [Free: Xenomorph] Xenomorph biology and form. If you're not a xenomorph with this, then you're the result of an early (not quite so)failed hybrid experiment, it gives you a somewhat better body(stronger, more durable, faster, more resistant, heals better, exceptional proprioception) than any human could have and the ability to hear and sense other xenomorphs telepathically. It gives a greater boost than "Combat Synth", but also includes the drawbacks of xenomorph biology, like inconveniently acidic blood and having weird taste in food, while some scientists would do ANYTHING to get a chance at "studying" you, very closely, preferably from the inside. While you're still alive of course. That kind of thing could put a real crimp on your day.

Comin' outta the walls! 400 [Discount: Xenomorph] You blend in with your surroundings almost effortlessly, you're also amazingly good at moving through tight spaces and your balance, speed, agility and acrobatic ability will also improve greatly.

Queen? Who? 600 [Free: Xenomorph] One way or another you are not bound to the orders of your superiors, you always have full agency of your own, even if that may not make you very liked and might at the extreme get you crap duties if you're too annoying, quite possibly ALL of them, you wont get thrown out(or killed) unless you do something directly detrimental to your faction. A xenomorph hive will tolerate your presence and consider you one of its own as long as you do not act with hostility or detrimental to the hive. No matter what you actually are. This wont affect obvious enemies, but if you honestly want to change faction, this will make that oh so much easier.

Crewmember 100 [Free: Drop-in] You know the basics of how to operate a starship and everything connected, as well as technology in general here.

Crew Officer 200 [Discount: Drop-in] Now you have thorough knowledge about one area of the present technology, navigator, communications, shuttles, engineering, science, etc. This is similar to Specialisation, but broader and focused on a starship, colony or space station job instead of military applications or support. Both taken together for the same job makes you VERY skilled and knowledgeable at the subject/job.

Advisor 400 [Discount: Drop-in] You have more authority in organisations you are not part of. They may not believe you, but they WILL still take your words into account, and if there's a crisis, they probably will take orders from you if you have any reason to give them. And if there's no reason not to, you may be able to order people around you have no valid authority over. Maybe.

Expert 600 [Discount: Drop-in] This provides you with knowledge of all the humanly known technology of this reality. You can pay an extra undiscounted 200 to also get this as a computer database.

Nimble 100 [Free: Newt-ered] You're quick, sneaky and agile.

My name's Newt 200 [Discount: Newt-ered] You learn and adapt quickly, you're very alert and aware of your surroundings, you're also very good at navigating anything mazelike and moving around safely even if you cannot see much. You just feel roughly where nearby obstacles or walls are.

Scavenger 400 [Discount: Newt-ered] You learned the hard way how to survive, you're very good at figuring out what you need and how to adapt whatever you can find into whatever that is. You're no McGuyver, but you sure seem to do your best to take after him, and somehow, you're truly lucky at finding useful things no matter where you go. You can pay an undiscounted 200 extra to upgrade this to greatly increased luck in finding whatever your looking for, but also anything you would enjoy finding, that is nearby.

They mostly come at night 600 [Free: Newt-ered] For some reason, unless you make a mess or make yourself a target, dangerous creatures or entities have a tendency to leave you be or not even notice you if you're really careful and sneaky, or maybe they have their own nefarious reasons for leaving you alone, but at least you're safe in the short term, right? And as long as you truly make the effort, you are extremely sneaky, you just don't get noticed easily at all. You also gain survival instincts of the exceptional kind, spend the effort to think about what you need to stay alive and you will figure it out. This wont let you reprogram a computer, but you may be able to figure out much more quickly how to hotwire a door controller to do as you need even if you've never seen the type before. As an extra bonus, you also become VERY healthy.

It's a bug hunt 100 [Free: Marine] You know and have all the basics to be a colonial marine, you know how to operate the weapons and equipment, basic squad tactical procedures and satisfy minimal fitness requirements(which is still pretty nice), just don't expect to be -good- at anything just from this.

Someone wake up Jumper! 200 [Discount: Marine] You're unflappable, you don't let fear affect you and even in the worst of crisis you're drastically better at staying calm and collected. You can also go to sleep whenever and wherever you want, and will heal and recover four times as fast as normal while asleep and you're always fully rested after a mere 6 hours of sleep and in decent shape after just 4 hours as long as it isn't every day you're skimping that much on sleep.

Natural leader 400 [Discount: Marine] You know what you're doing when it comes to leading troops into danger or battle, you're not infallible, but your tactical skill and your ability to get people to listen and obey, without screwing up your plans while doing so, are greatly improved.

Outstanding 600 [Discount: Marine] Now you ARE a VERY good marine. You're unlikely to die easily or be the guy that is snatched by a monster out of nowhere. You're just THAT good. This includes a major boost to your physique and every skill a colonial marine needs, you might not have abs of steel, but you can certainly both take some hits and keep going as well as dish out one helluva smackdown. And somehow, anything that's yours, as long as it's you using it, now have three times as much ammo, fuel, battery power or similar limitation on usage.

Simulated 100 [Free: Specialist] If you're part of a team or a crew, even if you have never actually trained for the common skills they all know, you still always know just enough to get along anyway. If you already have the skills and knowledge, this gives a small but clear competence boost instead.

Specialisation 200 [1 Free: Specialist, Discount: Specialist] Pick a specialisation, it should probably be relevant for the current mission, but it doesn't absolutely have to be as long as you have some sort of skill or knowledge that makes you useful anyway. You will be highly proficient at it. If you choose the same twice, you're possibly superhumanly good at it, and at the very least you are one of the top 10 best at the specialisation in the known universe. Ever.

That's the plan. 400 [Discount: Specialist] And what a wonderful plan it is. Except of course that no plan ever survives contact with the enemy. Or usually with reality or your superiors either for that matter. However, when that happens you can now think clearly enough to improvise something workable in less than a tenth of the time it would have taken you without this, and you also get mental "highlights" about anything in your plans that have blatant problems you would have noticed if you had the time to think about it some more and you gain at least a vague sense of what the problem is.

Always were an 600 [Discount: Specialist] In the end, whenever the situation is truly desperate, that is when you shine brightly, everything you do and everything you are is boosted to double, skills, physical and mental ability, willpower, everything, until the threat is past.

Items:

Everyone gets a stipend of 400 points for Item's only.

Extra parts 200 [1 Free: Synth; Discount: Synth] There are dozens of primary models of synths and hundreds of submodels, and the majority of synths still have at least some little nonstandard piece of equipment. Perhaps you have an improved visual sense or something providing you with an entirely nonstandard sense, a few kg of extra armor around your more important parts or maybe an internal modem or wireless connector. Or maybe you're built from unusually high quality alloys or parts?
If you want a groin socket for plugging in a vacuum cleaner, I guess there's nothing stopping you?
If you're not a synth, this means adding cybernetics to yourself. Just remember that there's only so much space in a human body for additions.

Want some candy? 100 [1 Free: Xenomorph; Discount: Xenomorph] Obviously you don't, but getting -something- to eat wouldn't be so bad right? Somehow, you will always be given a chance to "find", one way or another, food suitable to the current forms of yourself and up to 8 others with you. No matter where you are or how little sense it makes.

Eeeww, gross! 200 [Discount: Xenomorph] Like a spider making threads, you can generate xenomorph resin and manipulate it to shape things. If you purchase this an extra time, it gives you the ability to spit resin up to around 30m(with the option to include a small amount of your corrosive blood mixed in), OR to actually spin and manipulate resin threads like a spider, it also gives you drastically improved ability to do precision work with the resin and you can suddenly produce multiple types of resin with different properties(which literally includes being able to duplicate any kind of spiderthread, springy, hard, soft, stretchy or sticky, you can do it). Or you can buy it twice extra and get both, this then also includes the ability to spit threads rather than blobs and your max effective range is doubled while you can also add small amounts of your blood to all the resin generated.

Not quite alone in the dark 400 [Discount: Xenomorph] Once a day, you can make 12 xenomorph drone guards appear, they will know what you want or need them for, though they will always prioritise the protection of YOU. They will never do something you wouldn't want them to do. You can only ever have 12 drones active at any one time, unless of course you purchase this more than once, that's perfectly fine. Dead drones respawn automatically 3 hours after they died. You can have some or all the drones disappear again whenever you wish.

Hive 600 [Discount: Xenomorph] Focus on an area and over a few days it will turn into a big but cozy hive. You can even choose to become a queen, or to make the hive spontaneously spawn a queen that is subservient to you(that doesn't mean she's not still a xenomorph in mind and behaviour, just that she will try to defer to your wishes and will never hurt someone you don't want her to). You can only create a single hive at any time. Well, at least you can only create a single hive per purchase of this.
If a spawned queen is killed, it will respawn in 48 hours if you want it to.

Identity 100 [1 Free: Drop-in; Discount: Drop-in] You always have a valid and relevant identity for whatever jump you're in. This includes basic things like required clothes and common items, a job if you want there to be one(you get a small amount of cash to start with(a month worth of salary from an average job), but without a job you don't get any more money), minimal living conditions, probably a rented room or tiny apartment, maybe just a bunkbed in the corner of someone else's apartment, but it's there if you need it at least. You can also use this as an alternate identity in a world if you already have a valid identity from something else.

Caterpillar P-5000 Work Loader 100 [Discount: Drop-in] Never runs out of energy and retains modifications even if destroyed and respawned(which takes 24 hours). Also, since you're paying premium for it, this is actually a prototype upgrade version, it's four times as strong and durable as the original, slightly easier to pilot and noticeably faster, though not nearly as fast as the exosuit, and you will have to do any armor upgrades yourself. Oh, and you get 6 of them.

Lockmart Starcub light shuttle 200 [Discount: Drop-in] Designed for a crew of 3, but capable of carrying more people than that, with 108 cubic meters of internal space and the option of up to 3 stasis pods taking up part of that internal space, able to fly at low FTL speeds as well as landing on planets, it's not a great ship, but it's good enough to do a lot of things.

Synth factory 400 [Discount: Drop-in] A synth production facility onboard a Lockmart CM-88B Bison, that seems a lot more advanced than it should be, and it is completely selfsufficient, capable of producing a single highly advanced auton each month. These are still synths, at least in theory, but they have been evolved so amazingly that they tend to be impossible to distinguish from humans until they're damaged as well as given a extra little touch-up as you're paying a premium to get this. Indeed, they are effectively selfaware and fully sapient, and in the future, some will call them more human than actual humans. Any produced here will remain loyal to you as long as you don't make them become otherwise. They come fully functional to the point where female autons can act as not quite so artificial wombs, also effectively capable of becoming pregnant if they have a genetic sample to start their side from. They will default to always have a generic genetical sample that fits their appearance.

Or you can just be really boring and produce regular synths at a rate of 3 per week. Advanced or combat synths takes twice as long. If you actually supply the materials needed for production, the production rate can be increased to 12/day for synths and 1/day for autons. You could make this factory produce some other kind of android/gynoid or even a nonhumanoid robot, but you have to figure out how to enter the blueprints first and it will never be able to produce as many as fast at the same level of quality or complexity with any new blueprints. Though if you focus on just improving the existing models and using the same or a similar technologybase for it, it will probably work better.

Lockmart CM-88B Bison 600 [Discount: Drop-in] Not the Nostromo, but the same class at least! It comes fully loaded(including maximum towed cargo) with artefacts from this universe, worth many many times as much as the ship itself(which admittedly isn't all THAT exciting, slow and clunky old freighters usually isn't). There's 4 autons on it functioning as loyal crew, though they may be somewhat confused about how they ended up back in time. In every future jump or every 1000 years, whichever comes first, you will get another one loaded up with artefacts from that reality and another auton crew. In a reality where there are or have been nonhuman civilisations, the artefacts will be first/most from such lost civilisations and then from the ones currently existing. If there has never been such things, the artefacts will be from unknown parts of human history and from extinct animals, or whatever is the closest equivalent.

Hidey-hole 100 [1 Free: Newt-ered; Discount: Newt-ered] You have a safe place, a VERY safe place, as long as you stay there and not draw attention in a major way, your enemies or any dangers to you wont even find it. By default it's large enough that two adults can live there, for a certain interpretation of "live"(more like squeeze into at the same time if they're extremely friendly with each other). It can have 6 out of these: Water, Food, Toilet, shower, Safe but still easy Exit/Entrance, Doublesized, Random useful or nice to have Stuff!, Basic Comforts, Computer access, extra clothes, a real bed or sofa, a way to cook food(without drawing attention), you can pick the same thing more than once to improve it. Buy this again, to pick another 6.

Daihotai Tractor 100 [Discount: Newt-ered] It never runs out of gas, selfrepairs in 12 hours unless completely destroyed, then it takes 24 hours to reappear and is utterly amazing at moving through difficult terrain, sadly it's not all that useful while the planet is still infested with aliens though.

Class 7 Excavator Vessel 200 [Discount: Newt-ered] In theory it allows you to get offplanet. But you have to find it and reach it first. It will never start in a convenient or easy to go to place in this jump. It's not an impressive ship, but it works.

Engine core spacecraft 200 [Discount: Newt-ered] Not superimpressive by itself, but it can ferry up to a dozen smaller spacecraft through hyperspace, which could be really useful.

Colony 400 [Discount: Newt-ered] It's empty except for a dozen synths keeping it clean and repairing anything that breaks(autons if you have purchased "More human than humans"), but aside from that it's a complete colony with all the hardware, all the equipment needed, including terraforming equipment and ground vehicles. And it's all yours. You can choose whether it's close to a site of great scientific interest or a region rich in resources. For an extra undiscounted 100, both. Oh, and both resources and whatever is there for scientists, it doesn't run out, there will always be more that can be mined or more locations or items that can be studied. This colony is large. Even if you allow very high levels of comfort, quality of life and space for everyone, there's enough room for over 20 thousand here. And if you start packing people in more densely, the colony can remain selfsupporting for up to 200 thousand people. You just have to figure out how to get some people here. Or you can pay an extra 200 undiscounted to also get 2000 colonists. Just don't let the xenomorphs take them?

Terraforming&Colony Equipment 600 [Discount: Newt-ered] All neatly supplied on a BIG nice, very civillian, FTL capable ship like perhaps the Covenant. Including 2000 highly capable and fit colonists and the crew of 15. All fully loyal to you. They're not very effective as combatants though, at least unless you train and equip them for it.

Equipped 100 [2 Free: Marine, Discount: Specialist, Marine] You have a standard set of marine uniform, armour and other items, each additional purchase of this allows you to get a single specialist item like a motion tracker, welding torch or minicomputer(excellent for hacking stuff with).

LETS ROCK!!! 100 [2 Free: Marine, Discount: Specialist, Marine] You get a standard pulserifle and for each additional purchase of this you can buy a single marine weapon with a standard loadout of ammo. Ammo fully replenishes daily. Yes, you get an extra pulserifle, including extra ammo for it, with each purchase. You will probably need them anyway. Or if you have noone to give it to, just carry the spare ammo clips for your own use. The ammo clips for the pulserifles regain half of any ammunition spent every hour. Just hope that you keep surviving that long.

Sentry guns 200 [Discount: Marine] You have 4 of them, they come disassembled in a box, taking very little space and being strangely light and taking barely any time to deploy, their ammunition supply is always maxed out when you deploy them the first time in a jump, but you can't take ammunition out of them. They replenish any used ammo at half the ammunition spent every hour or everything in 2 hours if you box them up again.

UD-L4 Cheyenne Dropship 400 [Discount: Marine] 2 of them, plus a halvesquad of 4 marines and a synth pilot and gunner each. Respawns everything lost every 4 hours. (autons if you have purchased "More human than humans")

M577 APC 400 [Discount: Marine] 2 of them, plus a halvesquad of 4 marines and a synth driver. Respawns everything lost every 4 hours. (autons if you have purchased "More human than humans")

Conestoga class troop transport 600 [Discount: Marine] Looks like they didn't send the Sulaco by itself. You command a twin ship with your own unit of marines. Except you get 4 squads of 8 marines each along with another 4 command and support personnel and 4 synths. These, if killed, respawn at a rate of 1 per 2 hours, or if everyone are killed, everyone respawns together in 10 days(including the ship if necessary). Includes 4 dropships and 4 APCs that respawns in 5 days. (autons instead of synths if you have purchased "More human than humans")

RT Series Group Transport 100 [1 Free: Specialist; Discount: Specialist] Meant for up to 2 crew and 20 passengers, this allterrain vehicle has an extremely strong engine and exceptional protections against weather and ground conditions, it can literally survive driving across molten lava, even though you probably shouldn't stop there. It's not armored as such, but the strong construction means its outsides will provide at least some protection for those inside it against almost anything. Exists in various models, including flatbed and for an extra undiscounted 100 CP, a lightly armed and armored one.

Exosuit 200 [Discount: Specialist] Effectively a P-5000 loader geared up for serious warfare. Massive firepower and enough armour to survive the fire from another exosuit, at least for a short while, along with much improved mobility and agility.

Gateway space station 400 [Discount: Specialist] Well not really, but you get something like a copy of it! It will never break down unless damaged and can if you need it to, be crewed and operated by a single person. For some reason, it's currently orbiting this planet and somehow registers as yours. There's 6 synths onboard to keep it nice and tidy while acting as crew. (autons if you have purchased "More human than humans")

The Legato 600 [Discount: Specialist] You get an advanced research and transportation spacecraft like the Legato, except now it also has everything that a Conestoga class ship would have except troops, enjoy. It will never break down unless damaged and can if you need it to, be crewed by a single person, if barely. The ship includes two dozen expert researchers/scientists and workspace for them onboard and 4 synths that can act as crew or research assistants. (autons if you have purchased "More human than humans")

Planet 600 [Undiscounted] Halfway terraformed, it is habitable but nowhere near comfortable yet, it's either too rainy, too dry, too hot or too cold or all of those(or possibly too dangerous in some way, your choice), finishing terraforming will take at least a few decades more if you have the equipment needed from this jump. But it's YOUR PLANET! And it's rich and has HUGE potential. Not to forget, it's big enough to have 3 times the surface area of Earth. Any resources on this planet slowly replenishes. You can choose to have it connected to your warehouse, or spawned in whatever reality you are currently in(it will be provided with a type F, G or K class star per your choice if you want to just put it somewhere away from existing starsystems). This can be chosen at the start of each jump. Any mining, farming or similar production of raw materials, not processed goods, on this planet is exceptionally successful, generating 50% more than expected.

You can pay an extra 400 to upgrade this to a permanent attachment to the Warehouse, with the Planet located in optimal orbit around whatever star you choose, with another 2 roughly Earthsized planets in a smaller and larger orbit respectively, with another 2 Marssized planets each another step away from the Planet's orbit in each direction, at the edge of the habitable zone. Each planet gains a moon 1/5th the size of the planet. There's also 4 gas giants in orbits further from the star, each with 10 moons varying in size roughly similar to the 10 biggest moons of Jupiter and Saturnus, with dozens of smaller, unimportant moonlets.

All planets and moons starts as rocky wastelands(or deserts or more or less iceplanets, as you prefer), and while there's nothing stopping you from terraforming them, their true usefulness lies in that you can take any lands that are specifically yours, including those purchased in jumpdocs, and place them as you wish on these planets and moons, providing them both with exceptionally good conditions, but also the bonus to production of raw materials, and of course, every resource replenishes here.

If you have the Portal option from the Warehouse, you can use this to move directly from this Warehouse dimension to the normal dimension of the current jump.

You also have the option of creating a wormhole that connects this subdimension to a single location of the normal dimension of the jump. Normally, only those you allow will be able to pass through this wormhole, but enough force or creativity may allow someone else to get through eventually if they find out about it.

For every 10 jumps you have completed, you gain an extension to this subdimension, with another starsystem, with a randomly picked A, F, G, K or M class star, each will have an Earthsized planet in optimal orbit and a Marssized planet in orbit inside and outside of it, all of them each with a moon 1/5th their size, along with a single gas giant with 10 moons varying in size roughly similar to the 10 biggest moons of Jupiter and Saturnus.

Each additional star system must be placed within 2-10 lightyears from a previously existing one, and all space in between starsystems and within 3 lightyears of them becomes normal space where you can go as you please.

Each additional starsystem can be given a wormhole to a location in normal space of the current jump's setting, chosen when you arrive to a setting.

If you really want, you can rearrange the starsystems as you wish, as long as they provide roughly the same degree of utility.

Companions:

Import companion(s) 50/100/200 You can import up to 1/3/8 persons respectively that you have with you or existing companions to any origin choice, they get 600 CP and a 200 point stipend for Items only. You can also use this to create new companions.

Export 50 Choose an existing character from the Jump, you are guaranteed to get a chance to ask them to join you as a new Companion at the end of the Jump, and unless they have a reason to not accept, they very likely will. If they come with you, they get 600 CP and a 200 point Item stipend to spend when you're leaving.

Special Export 100 Choose an existing character from the Jump, unless they are specifically, completely opposed to joining you, they will come with you as a new Companion at the end of the Jump. If at that time they are dead, they will join you as a ghost until you import them as something alive. You also get to spend 700 CP as well as a 300 point Item stipend for them, the choices of which can be set to activate at any specific time during the jump.

Newt has the full Human perkline, the full Newt-ered perkline, Comin' outta the walls! and Someone wake up Jumper!, she has the Hidey-hole and if the colony is made completely safe, she knows where her family's Daihotai tractor is and she's the sole legal heir to it. If anyone bothers to check the computer systems thoroughly, they will also find that the former colony director, as a joke or perhaps taxplanning or something had his RT Series group transport registered in Newts name, it's still in the garage waiting for someone to pick it up. Either of these becomes fiatbacked as if bought with CP if aquired.

Ripley has the full Human perkline, the full Drop-in perkline except the 600 point perk, the full Specialist perkline, My name's Newt., Bigger than the average twice focused on physical improvement, Equipped twice, LETS ROCK!!! 3 times and Someone wake up Jumper!.

Hicks has the full Marine perkline, Determination, Alert, Always were an, Bigger than the average, Equipped 3 times, LETS ROCK!!! 3 times.

Drawbacks:

Not quite so easy. +0 Optional. Any powers you have that only affects yourself are reduced to 1% or equal to 5 times normal human as the limit, whichever is less. Any powers that can be actively used on anything beside yourself are deactivated. Although any form of 1ups functions normally. You wont lose the jump if you die, instead you have to start over. Newt is the only one outside of yourself or anyone you bring with you that will remember what happened in timelines lost. Ripley, Hicks and Bishop will have vague recollections that feels like deja vu.

If you start on planet, until the Sulaco arrives, any time the number of xenomorphs go below half the original number, the dead ones will respawn over time in the hive or wherever suitable on planet.

If you fail 100 times, you lose the jump and everything from it, but you do not chainfail if you use this option and you can try again after you have been through 10 other jumps. Don't go too crazy now.

Alternate/Supplemental mode +0 Do you want to impose the horrors of this reality on another? Then you can use this as a supplement to another jump. If you want to use this for any of the other movies, fanfics, comics or other media, that's also fine.

More please! +100 If you want to stick around, you can take this up to 6 times, the first time extending your stay here to 5 years, and each additional purchase adding another 5 years to that.

Maybe we can build a fire, sing a couple of songs, huh? +100 You're slightly mental in one way or another. Maybe you're a bit of a psychopath of the least suitable sort for this mission, maybe you can't deal once the shit hits the fan, or maybe you're just far too gung-ho aggressive. Something just enough to skew your ability to make decisions a little bit.

Somebody wake up Hicks. +100 You have some relatively minor physical issue, maybe you're a little TOO prone to falling asleep, maybe you have a limp or a few fingers missing. Something that could cause problems if you don't keep on top of it, but isn't crippling.

There seems to be a malfunction +100 Technology around you has a distinct tendency to be less reliable.

We just got our asses kicked +100 Now there's 4 times as many xenomorphs. Unless you're a xenomorph of course, then there's twice as many marines incoming and now they KNOW and understand what they're getting into.

Softcore +200 No power you have can now be capable of exerting more force on your surroundings than the equivalent worth of energy 2 humans can exert. And any durability bonuses you have are nerfed down to taking halved damage at best.

there's somethin' movin' +200 Any kind of sensors, including your own eyes and ears, again and again you will keep getting false readings, motion sensor showing a blip coming around the corner turns out to be malfunction, the slight movement in the shadows was just a bit of light reflecting on someone's gun, that creepy noise you just thought you heard, was just your imagination trying to fill in the blanks, because its too quiet... You're going to have a really hard time telling when the danger is real or not.

and it ain't us! +200 Nope, it's never any of -us-, there always seems to be additional enemies roaming around looking for an easy kill or just sitting and waiting for you so they can ambush you. Expect many jumpscare. And unless you're good at dealing with them, expect them to be deadly.

Looks like love at first sight	+200	Any enemies that have a choice, will prioritise attacking you or whoever you least want to be attacked, above all others.
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Have you ever been mistaken for a man? +200 You are switched to whichever physical gender you dislike the most and will spend all your time here with an appallingly annoying tendency to experience everything you dislike about it in the worst way possible.

Does not stack with the points you can get by taking random gender.

You have my word on it. +300 And we all know how reliable that is. Now however, matters have gone far beyond Burke being a psycho liar. If you're with the marines, now there's a 2nd unit of troops under the command of a rival of Burke, and they want as many "samples" of human incubators ready for delivery with aliens included as possible, preferably all the people you're with. If you're with the xenomorphs, the 2nd unit is cooperating with Gorman's unit. They have full information, their unit size will scale based on what you have brought to the jump and it's almost like all your enemies here have plot armor or something now.

Hounded +300 Never a quiet moment, something chasing you, something trying to ambush you, something always trying to get you where you sleep or eat...

Nuke the site from orbit +300 Now there's as many xenomorphs as you can kill. The hive begins with 5 times as many drones. As many as there were originally will spawn every hour from the moment the Sulaco arrives in orbit as long as there's less than 10 times that amount alive already. Unless you're a xenomorph of course, then well, a whole fleet of marines arrived instead of a single ship, and unless you act real quickly, they WILL literally, very probably nuke the site from orbit. Find yourself a bunker maybe?

Murphy's law +300 Is real and very very annoying. If things can go wrong, they probably will. All the time. Everywhere.

Game over, man! Game Over! +400 The effect of Softcore is active(so those points are included in this Drawback), you also have no access to your warehouse, and if you die you lose the jump and everything from it.

The hunt is on +400 A Yautja ship have realised that this planet has freerange hardmeat ripe and ready for plucking. And they will absolutely adore the chance to ALSO get some human trophies. Expect at least 1 master hunter, 2-3 experienced hunters and several more unblooded or mostly green with few hunts behind them. How many of them take part of any hunting depends on how interesting the prey show themselves to be.

Heroes never die +500 Well now, it seems you have your work cut out for yourself, because if Ripley or Hicks dies, you lose the jump and everything from it.

Hardcore +600 You only have what you have purchased in this jump with you. If you die you lose the jump and everything from it. Can't be taken with Softcore or Game over, man! Game Over!.

You only have 1 tail to lose +600 If Newt dies, you lose the jump and everything from it. She wont die until the marines get there, unless you chose to start with her and screw up somehow that is.

Prime hunting grounds +600 Did we say that it was a single Yautja ship? Our bad, apparently a whole clan is coming to the planet to party. They might decide to capture or destroy any spacecraft they find and they may even retroactively have considered creating a prepared hunting maze on the planet if they found the place enough of a challenge.

Notes:

Yes, Hardcore(and to a lesser extent "Game over, man! Game Over!") is a Power/Perks/Items loss drawback that lets you avoid chainfail in return for not getting anything from this jump if you fail. Because this setting is so extremely dangerous for normal humans. Or unboosted Xenomorphs for that matter.

While the "Not quite so easy" gives you a lot more chances, but instead you get no points for it and you seriously risk traumatizing both yourself and the others that remembers anything of past failures.

The concept of female Autons having the option of including artificial wombs MAY be canon, I've seen the idea discussed and referenced, but never been able to confirm if it was ever officially made canon. You're free to reject it if you want, or you can just say that it's a bonus for paying CP to get autons here(same goes for the other advantages I chose to give autons, as there are essentially zero hard canon on any differences from previous synths).

The abilities from "Eeeww, gross!" is based on a short comic that may or may not be canon. If it isn't canon, well, then you can only get it by purchasing it in this jumpdoc.

Yes, the document favors you picking Human, because that's kinda the main point of the setting. But Xenomorphs gets a lot of freebies and Synths, they have their own advantages. And no, while you can end up facing Yautja by picking one of those drawbacks, they are not included as selectable options in the doc, if you want them, go use the AvP jumpdoc instead, it is excellent.

V 0.9 This jumpdoc is still lacking a lot, but I think I can release it like this. I was going to add some images, but it was amazingly hard to find good, suitable ones, so not happening yet at least.

V 0.9B Fonts and spacings fixed to improve readability when turned into pdf.

V 0.91 Stupid mess at end of page 3 fixed, how do things like that happen despite checking before making the pdf. A few small fixes thanks to comments.