

# Generic Dinosaur Gauntlet



Version 1.0

By Ursine the Mad Bear

From Jurassic Park to One Million Years BC to Theodore Rex, there is just something about dinosaurs that fascinates most of us. We all have our favorites, and we all have dreamed about being a dino or having one as a pet.

For the next ten years, you are going to be one of these great creatures, pitting yourself against some of the mightiest creatures ever created by nature. Of course, that wouldn't pose much of a challenge to most Jumpers, so you are going to have to manage without the advantages you may have become used to. In fact, you are reduced to just your Body Mod, and you have no access to your Warehouse or items as well. This is going to be human wits against savage fury.

You start with **0 Choice Points**.



## AGE AND GENDER

You are an adult dinosaur with your choice of gender. As a special note, you will not die of old age before your ten years here is finished, even if your species does not have a long lifespan.



## LOCATION

You are in a location and time period that is appropriate for your species of dinosaur.



## ORIGINS

What kind of dinosaur are you, a **Herbivore** or **Carnivore**? You can choose any species of dinosaurs that you want, including any aquatic species, within the classification of your Origin. Don't be afraid to choose **Herbivore**, even vegetarian dinosaurs are still completely awesome!



### **Herbivore**

You are a dinosaur that primarily or solely survives on vegetation. Obviously, this still provides a wide variety of species to choose from, including classic favorites such as the Triceratops or the Brontosaurus.



### **Carnivore**

You are a primarily meat eating dinosaur, whether a hunter or a scavenger, such as the constantly misnamed Utahraptor or a mighty Tyrannosaurus Rex.



## **PERKS**

What skills and abilities does your dinosaur self provide?

### **General**

#### **Basic Instincts** (Free for All)

You are fully adjusted to your dinosaur form, using it as ably as you could your normal form. You can swim or fly as appropriate to your new form, are accustomed to your new senses and have basic skill in your species' methods of survival.

#### **Classic Or Scientifically Accurate** (Free for All)

You get to choose: Classic scales and leathery skin or currently theorized feathers and bright colors. Feathers help retain heat a bit, but are fragile and need to be groomed. This affects not just you, but this entire world. After this gauntlet, you can make minor, purely cosmetic changes to any alt-form or personal equipment, but this has to be decided before a Jump starts.

#### **Everyday Dino Life** (100cp)

Let's face it, even a daily struggle for survival can be monotonous at times. Lucky for you, you are immune to boredom, have unlimited patience, and can find satisfaction and even joy in even the most everyday activities.

#### **Thunder Lizard** (200cp)

The ground shakes with your steps, sending fear through all nearby. In addition to allowing for some very dramatic entrances, this intimidating effect helps deter potential opponents from picking a fight with you. Prey or lesser predators will almost certainly flee before you, and even those creatures capable of matching your strength will be hesitant and uncertain. You can toggle this effect at will, just in case you want to be stealthy.

#### **Do You Think He Saurus?** (200cp)

You can blend into your surroundings, your coloration altering to form optical camouflage. This effect only functions when you are mostly immobile, and takes anywhere from half a minute to a minute to reactivate, depending on how extreme the changes are in your appearance. After this gauntlet, this effect can extend to your clothing and personal gear.

#### **I Don't Think He Saurus** (100cp, Requires **Do You Think He Saurus?**)

You now have active optical camouflage, allowing you to blend into your surroundings even while in motion, though faster movement makes this less effective.

#### **Alpha** (400cp)

You are a perfect specimen of your species, having the absolute peak of ability or potential that any member of your species could reach in all abilities and aspects. You can also choose to be significantly larger than normal for your species, but this aspect can be different for each alt-form, some being average in size while others are giants.

### **Alpha Plus** (400cp, Requires **Alpha**)

You are actually better than perfect, being twice as capable in all aspects as what would otherwise be the peak of your species. Members of your species will feel naturally subservient towards you, seeing you as a natural leader and superior member of your kind. This also doubles the effectiveness of all perks chosen in this Gauntlet.



### **Herbivore**

#### **Prey's Instincts** (100cp, Free for Herbivore)

Odds are, something in this world is going to think you look awfully tasty. Lucky for you, you have the instincts of a prey animal, keeping you constantly alert, and making you a natural at avoiding ambush and pursuit. You are very difficult to surprise.

#### **Herd Instinct** (200cp, Discounted for Herbivore)

Members of your species are more inclined to accept you as one of them, and will overlook some degree of behavioral weirdness or odd abilities (like those brought on by having a human mind in a dinosaur body). As long as you are among your own kind, random predators, and random events, are less likely to target you as their next victim. The larger the group, the safer you are. Any predator that has a reason to target you specifically will be able to do so, but you will be much harder to spot in the herd.

#### **Ambush Immunity** (400cp, Discounted for Herbivore)

You can never be sneak attacked or attacked when unaware. Events will always conspire so that anything attacking you must do so face-to-face. Winning the fight from there is up to you. In addition, you will never be attacked while asleep or unconscious.

#### **Apex Survivor** (600cp, Discounted for Herbivore)

From the moment that life begins, the struggle for survival is waged. And no creature ever born was better at that struggle than you are. You have a perfect sense for danger, always sensing an attack in time to respond in as effective a manner as your skills allow. You instinctively evaluate the potential threat level of any situation, so you know when to be on guard. In addition, you will always be able to locate any resources necessary for survival and safety, assuming they exist at all, and have at least basic competence with any skill needed to keep you alive. You are also immune to any form of danger that is not directly targeted at you. Natural disasters, plagues, even random attacks or attacks with a large area-of-effect will miss you completely.

## **Carnivore**

### **Predator's Instincts** (100cp, Free for Carnivore)

You have the mindset and instincts of a hunter whose very survival relies on taking prey on a regular basis. You are skilled at identifying weaknesses in prey, stalking, planning ambushes, and predicting your prey's attempts to escape.

### **Clever Girl** (200cp, Discounted for Carnivore)

Even a predator sometimes becomes prey. Whether by a mightier beast or a pack of lesser ones, sometimes the deadliest hunter becomes the hunted. But not you. Any hunter that tries to get you will soon find the tables turned, as you will instinctively know you are being stalked, and you will easily find opportunities to ambush or otherwise turn the tables on them.

### **Mighty Roar** (400cp, Discounted for Carnivore)

You proclaim your mastery of your territory with a world shaking blast of noise! This great roar will terrify your enemies, inspire your allies and quite possibly shatter some eardrums. Enemies will find it nigh-impossible to maintain focus or concentration, and any allies will be made instantly aware of any battle plans you might have when they hear you announce yourself. This roar can be heard anywhere in territory claimed by you, no matter the distance.

### **Apex Predator** (600cp, Discounted for Carnivore)

You are the deadliest hunter to ever exist, the ultimate predator. Your instincts for stalking, tracking, hunting, and killing are peerless, quickly becoming a master at hunting any new prey in any new environment. You always know where your targets are vulnerable and the optimum way to hit them. Your luck when hunting, whether in general or for specific prey, is bordering on impossibly good. You can kill anything, even things that lack the capacity to die, and anything you kill stays dead.



## **ITEMS**

If these items are lost, stolen, or destroyed, they will be repaired or replaced in 24 hours. You can import similar items into any of these at no additional cost, and similar items acquired in future jumps or gauntlets can be automatically imported into these as well, but that doesn't happen until after the Gauntlet ends. All of these items are automatically stored in your Warehouse for the duration of this Gauntlet.

### **Dino Tunes (50cp)**

You have a soundtrack that contains all the music from every dinosaur-based television show or movie ever made, including all the Godzilla movies, plus all other songs about dinosaurs. This can play as loud as you want it to, and you can choose if anyone besides yourself can hear it. You have a perfect mental index of these songs and can search for a particular song or just let it play randomly, which will produce music appropriate to whatever is occurring.

### **Dino Themes (50cp)**

You can choose to give any or all of your possessions dinosaur themed shapes and decorations. This is purely cosmetic, and you can decide to keep or remove this effect before each jump starts.

### **Dino Warehouse (50cp)**

Your Cosmic Warehouse is now themed as a prehistoric area suitable for your dinosaur form to live in. You can turn this on or off every ten years or at the start of a new jump.

### **Jumper Tracks (50cp or 100cp)**

You have a complete set of fossilized footprints of your dinosaur form, including documentation that would allow them to be accepted at any museum. For an additional 50cp (100cp total), you have fossilized footprints of all the dinosaurs species that ever lived on Earth. These are stored in a special display hall that keeps them in perfect condition and is attached to your Warehouse.



### **Jumper Bones** (100cp or 150cp)

You have a complete fossilized skeleton of your dinosaur form in perfect condition, including documentation that would allow them to be accepted at any museum. For an additional 50cp (150cp total), you have fossilized skeletons of all the dinosaur species that ever lived on Earth. These are stored in a special display hall that keeps them in perfect condition and is attached to your Warehouse.



### **Pet Dinosaur** (100cp)

You have a loyal and highly intelligent dinosaur for a pet. You can choose the species and it comes with an unlimited supply of all the equipment, toys, food and other consumables needed to keep them. This pet will be in stasis in your Warehouse until the Gauntlet ends.



### **Dinosaur DNA Samples (200cp)**

You have viable DNA samples from all dinosaur species, perfectly preserved in stasis. If you take these out of stasis to use them for something, they will replenish in 24 hours.

### **Dinosaur Lab (100cp, Requires Dinosaur DNA Samples)**

You have actual fertilized eggs for all dinosaur species, perfectly preserved in stasis and with sufficient genetic diversity to establish a healthy breeding population. You also have all the equipment needed to incubate and hatch these eggs. If you take these out of stasis to use them for something, they will replenish in 24 hours.

### **Hunting/Grazing Grounds (200cp)**

You have, attached to your Warehouse, a large area that is perfect for your dinosaur form to hunt or graze, providing all the food and water needed for as many dinosaurs as you have. Any animal you have ever killed will have a population in this area, as will any plant you have ever sampled.



## **COMPANIONS**

There is no option for new Companions here, but you can bring your old friends along.

### **Import (Free for All)**

You can import all of your Companions for free. They get an Origin, a Dinosaur form of their choice and the appropriate freebies. You can transfer your CP to a Companion at a 1:1 ratio.



## **DRAWBACKS**

You can take as many Drawbacks as you want, without limit on cp gained. If you can handle the Drawbacks, you can have the reward. Choose carefully, this is the only way to get Choice Points to spend.

### **Do Dinosaurs Even Live That Long? (+50cp)**

While normally, you would only have to survive here for ten years, that has now been extended by an additional five years. As a special note, you will not die from old age. This drawback can be taken multiple times.

### **Annoying Little Critters (+100cp)**

Although they will not be a direct threat to you, you will be plagued by smaller dinosaurs, or possibly early mammals, messing with your nests, bugging you when you sleep, trying to steal scraps of your kills, and otherwise making a nuisance of themselves. No matter how many you kill, more keep showing up.

### **Scarce Food Supplies (+100cp)**

You are going to have a hard time finding enough food to satisfy you. It won't be impossible, but it will take considerably more effort than expected, and you might end up going hungry every now and then.

### **Crippled (+200)**

Poor little dinosaur, you are hurt somehow. A crippled or missing limb, a blind eye, deafness, or some other physical defect will plague you for your entire time in this Gauntlet.

### **Hunter-Gatherers (+200cp)**

In real life, dinosaurs and humans were separated by millions of years, but that is not the case for you. You will have to deal with hunter-gatherer tribes of humans that might be trying to kill you or might just be competing for resources. Be careful, those hairless apes are more dangerous than they first appear.

### **Modern Man (+100cp, Requires Hunter-Gatherers)**

Instead of primitive tribes, you have to deal with modern human beings with all the advantages and technology of a modern society. You are most likely in some sort of Lost World or Land of the Lost scenario.



**Sci-Fi Safari (+100cp, Requires Modern Man)**

Instead of modern human beings, you are going to have futuristic hunters, with advanced sci-fi technology, hunting for food and trophies. Again, you are most likely in some sort of Lost World or Land of the Lost scenario, though time travel or a planet-sized nature reserve is also possible.

**Natural Disaster (+200cp)**

You will be caught in at least one major natural disaster during your time here. It could be a flood, a hurricane, a wildfire, a drought, or any other major event.

**Mother Nature Hates You (+100cp, Requires Natural Disaster)**

You will be forced to deal with a major natural disaster at least once a year during this Gauntlet.

**Little Baby Dino (+300cp)**

Instead of being born as an adult dinosaur, your Gauntlet will start when you hatch and you will have to survive as you grow to full size. A lot of otherwise non-threats become very dangerous to a baby or adolescent dinosaur.

**Death From Above (+400cp)**

You have five years to get used to being a dinosaur. Then the world is going to be hit with an extinction level event. This could be an asteroid strike, a mega-volcano eruption, or something else, as long as it is major enough to threaten all life. You will not be caught in the initial impact/event, but you will have to survive in the resulting post-apocalyptic world until the end of this Gauntlet.



## **FINAL CHOICES**

You made it! You survived the full ten years as a dinosaur! All of your **Drawbacks** fade away and all your abilities are restored. Your dinosaur form is now an Alt-form. Or possibly you died, in which case you don't get to keep anything from this Gauntlet.

Now, you have a choice to make. You can **Stay Here**, permanently, you can **Go Home**, or you can **Continue Jumping**.

Assuming you survived your time here, you also have to choose your reward. Pick one of the two following options:

### **Dinosaur World**

You have a full-sized continent attached to your Warehouse that contains a variety of biomes with dinosaurs living wild. You can choose to import this continent into a setting at the beginning of the jump, and can choose if that setting has always contained said continent or if it just appeared, which will cause the world to adapt without massive ecological or geological damage.

### **Dinosaur Shifter**

Rather than just a single Dinosaur alt-form, you can take on the form of any dinosaur known to have existed on Earth. This includes both classic and modern scientifically accurate versions.



## **NOTES**

### **Dinosaurs Are Awesome!**

And anyone who disagrees is a crazy person.

### **Omnivorous**

Yes, some dinosaurs existed that were probably omnivorous. Actually, all animals are somewhat omnivorous, since carnivores will eat plants and herbivores will eat meat under certain circumstances.

Just pick the origin that matches the behavior you most expect from that species. Are they more likely to behave like predators or prey?

### **Warehouse**

If you don't have a Warehouse to store your items in during this Gauntlet, then they will just not appear until the Gauntlet ends.

## **CHANGE LOG**

### **Version 1.0**

Created the document.