



## Generic Xiphactinus Jump

By Abyssm0

Ver 1.0

Xiphactinus, the X-Fish, an extinct predatory fish resembling that of a massive tarpon. These fish lurked the oceans of the cretaceous, being one of the many beasts that made the waters deadlier than the even surface.

For the next **10 years** you're going to be one of these monstrous fish, swimming within an ocean teeming with actual leviathans from the past.

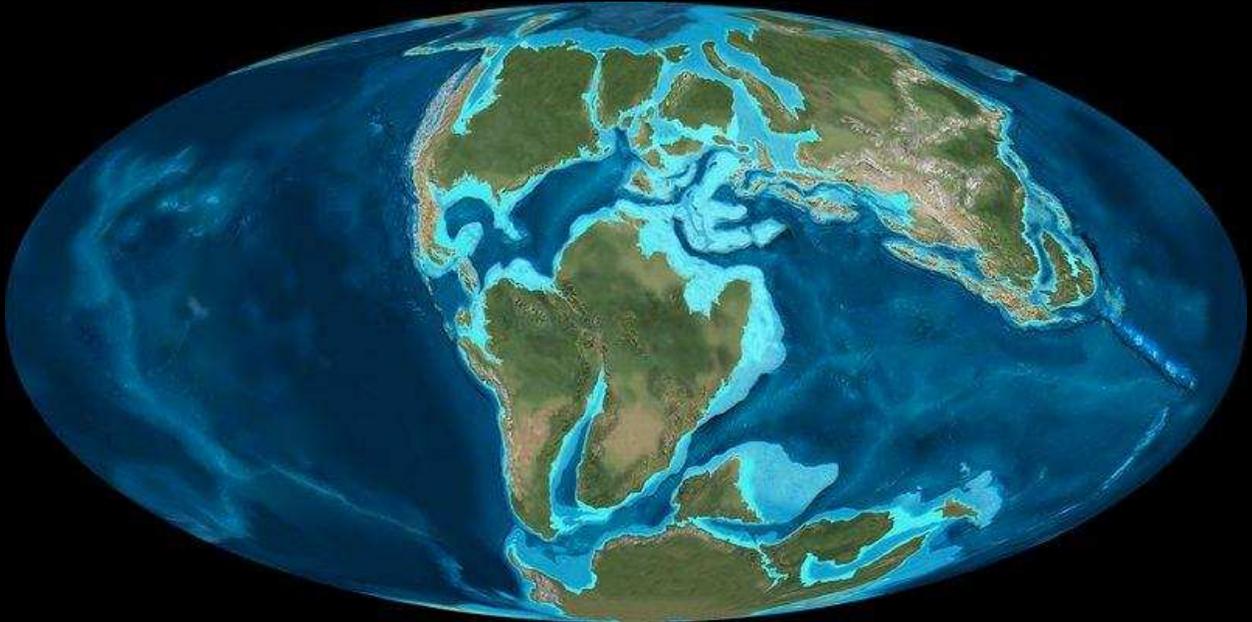
What you are about to learn about prehistory is that no matter how bad things get on land, the one thing you should never, ever, do is get in the water.

Take these, jumper, you'll need them:

**+1000 Xiphactinus Points**

## Location

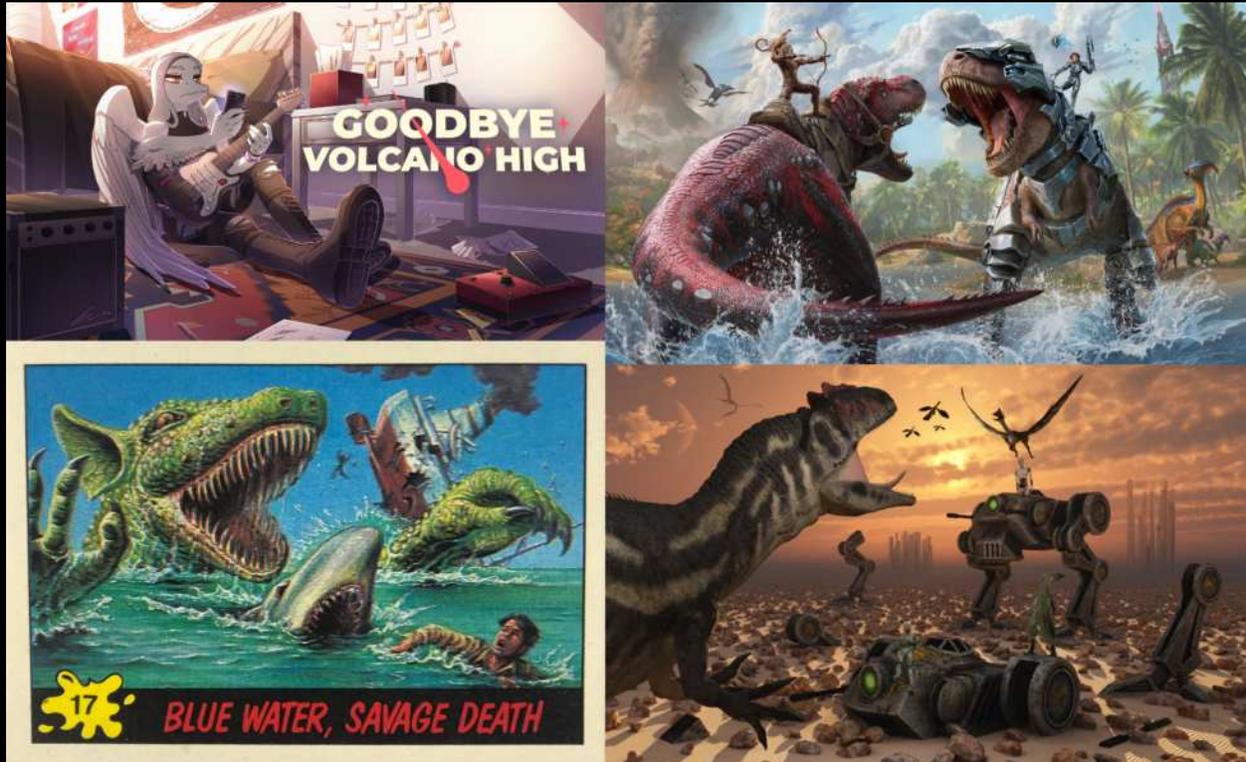
Time to set your new hunting grounds. If I'm being honest you're kinda limited for options if you want the authentic Xiphactinus experience. But if you find that just a bit boring, no worries, we got a few other worlds for you to sink your teeth into.



1. Earth, 66 Million Years Ago: The good ol' Cretaceous period from where the X-fish originated. You'll of course start off in the middle of the ocean, in a generally safe and small area devoid of predators for an hour at most.



2. Earth, Time Determinable: Modern Earth, huh? Or I guess modern in a non-prehistoric sense. You are able to drop in here from any time period as far back as the paleolithic all the way to now. I personally don't see the point in picking this. Looking to make yourself a cryptid, or become known and shake the foundation of paleontology, maybe? Either way, you can start wherever as long as it's within the ocean.



3. World Indeterminable, Time Indeterminable: Hm, this one is a bit of a mess. Alright, as long as it's a setting with prehistoric creatures, regardless of whether or not they're cretaceous specifically, you may choose to go there instead. You also have the option of making your own setting, we'll leave all the lore and specifics to you. You start in the ocean as usual. If this setting is devoid of such a thing then we take the liberty of placing a lake big enough to house you within said setting wherever you prefer.

## Origin

No origins or backgrounds here beyond Xiphactinus.  
If you'd like you could choose whatever you feel appropriate.

## Age & Sex

Do we even need this section?

We're letting you become a prehistoric fish, honestly pick whatever age and sex you want.  
Go nuts.

## Perks



**Ichthyodecti-form (FREE/MANDATORY):** Say hello to your new alt-form, jumper! You are now granted with an alt-form that allows you to take on the form of the Xiphactinus itself! 20 feet in length, capable of swimming up to 40 mph, jaws capable of crushing bone and tearing flesh, all at your disposal only when in this form. You may not be the devil of this hellish ocean, but you can be one of its many demons. You may switch in and out of this form freely during your stay here.

**The X-Fish Turn Their Attention Elsewhere (50 XP):** What's life without a bit of inner monologue? With this perk you now have a narration of your life, actions, and surroundings following you.

This narration isn't meant to really be helpful per se, being more like if you were being observed in a nature documentary. It can, however, tip you off to approaching or hidden enemies, give you information on the notable capabilities of nearby enemies, or even give you ideas on how you could use your own abilities in combat.

You are able to choose from three voices which you can change at any time, and each with their own style of narration.

These choices include David Attenborough, Jeremy Wade, and Nigel Marven.

You can toggle this perk on and off whenever.

**48° 52' 36" S, 123° 23' 36" W (50 XP):** Who says lurking the seas of the Cretaceous has to be quiet? With this, you are granted the Gorillaz Plastic Beach Album to follow you along in this jump and any future ones. It will play whenever appropriate to the situation and you can choose to enable or disable specific tracks or the whole album in general.

You may also choose whether or not others can hear it.

This is completely compatible with any other soundtrack perks you may have.

**Living Fossil (50 XP):** While we don't have an estimate for the average Xiphactinus lifespan for obvious reasons, we can at least tell you the average lifespan of a regular Tarpon is about 50 years.

But honestly that won't do, that's less than the average human, and much less than what a jumper would need. But with this perk, you'll have more than enough time on that now broken clock.

You never age, degrade, or falter in your biological and mental capabilities. You could live another million years and still be as fit and healthy as you are right now if not more. You can even change your physical appearance to be as young or as old as you'd like.

Either way, for all intents and purposes, you are immortal. Can't have Coelacanth hogging all that longevity, right?

**Fish-Within-A-Fish (100 XP):** It's almost kind of sad how many fossils we have of Xiphactinus just choking on its meals. Just three mind you, but that's still a bit much. But at least now you don't have to worry about becoming the fourth.

You are more than capable of eating 10 times your own body weight on top of being able to digest just about anything within your bottomless pit of a stomach.

A Mosasaur could be completely picked clean by you, bones and all, with no issue.

This also comes with the added bonus of both removing your gag reflex and ensuring that whatever goes down stays down, though you can still choose to eject your meal on command.

I suppose you'll still need that as this perk doesn't make you immune to more extreme cases like poison or the effects of eating filth, this perk only makes those things easier to eat and drink.

**Chumming the Waters (200 XP):** You can't really be a predatory fish without being able to sniff out wounded prey, right?

Now, whenever fresh blood is present, you are able to detect the exact location of it within a 1 mile radius even if it's something as minor as a pin prick. The older this blood is, the more it dries, the more your scent on it will wane until it falls off your meter entirely.

You are even able to selectively filter the blood of certain creatures or severity of the blood spilt. Wouldn't want to lose a potential bleeding meal over the scent of fresh roadkill and a guy with a paper cut, right?

**More Like A Bulldog Than A Fish (200 XP):** Looks aren't everything, but in Xiphactinus' case it's more than a clear label of their ferocity. You may emit an aura that gives those you impose it on a sinking feeling of the amount of power and savage ferocity you are capable of bringing about. Savage beasts driven only by instinct will think twice when pouncing on you, some may even leave for a less deadly quarry.

Mindless constructs would rather unmake themselves, or bow to you instead of their original creators, than face the destruction you would bring upon them.

Even the minds of the most powerful beings will at least have their mind relentlessly poked and prodded by horror. All this can be possible if you have the actual power to back it up against them.

**Torpedo Hunter (400 XP):** The estimated speed of a Xiphactinus is speculated to be around 40 mph underwater, something that you are now capable of doing as well. Even in deep waters, if you were to come out at prey with 100 feet between you two you'd reach it in almost two seconds tops before it even realizes what is happening.

**Dangerous Seas (400 XP):** What's the use of swimming fast if you can't attack fast? Well worry no more because we got you covered!

While underwater you receive a massive boost to your combat skills, reflexes, and reaction time. Hits are now also much harder, and faster, than usual. With just this perk alone you could lay enough gnarly jabs on a megalodon to send it swimming back to the depths. Or maybe you'd like a good ol' cowboy-style duel underwater, moving just as good and fast as you would on the surface if not better?

**Blood Frenzy (600 XP):** Sharks, Piranhas, lampreys, there's all sorts of fish that catch the taste of sweet crimson and lose themselves to hunger. You're no different, but considering what this will let you do I worry you might turn out worse.

Whenever you consume blood your wounds and illnesses actively heal, instilling regenerative properties into you. You'll be bloody, battered, and broken from a fight but clamping your jaws down on a corpse might just be enough to fix you.

Your healing, of course, is dependent on the amount of blood you consume as well. Feeding on a rat will heal some cuts, cure your cold, and *maybe* a small lost limb like a pinkie toe, but you're going to need bigger prey, maybe even multiple, with much more blood to heal more serious wounds like deep gashes and half an arm.

While this does work to do away with illnesses, parasites, and poisons, this will have no effect on anything considered more supernatural such as curses, corruption of any kind, or more divine ailments like Corpus and Nurgle's Rot.

**Pack Leader (600 XP):** Despite all the depictions of Xiphactinus in packs there isn't much on their overall behaviour and how well they got along with each other. Despite this, I don't see why you can't embrace pack mentality.

Whenever you are in a group that will fight alongside you during an active fight, you all will receive a 25% buff in all damage that you deal, with an extra 12.5% reducing all damage that can be done to you and you. In the event of a chaotic war and one of your allies decides to turn on you, they will lose these buffs before they have the chance to plunge the knife in your back.

## Companions



**Recruit (FREE):** Anyone you happen to come across in this world is free game to bring along as a companion provided that they agree.

You can even choose to create a companion from this option with 800 XP to use for themselves on perks and items.

**Import (50 XP EACH OR 200 XP):** You may import an existing companion here for either 50 XP each or you can choose to spend 200 XP to import as many companions as you'd like. Each companion gets a budget of 800 XP to spend on perks and items.

**George F. Sternberg (50 XP):** American Paleontologist best known for his discovery of the original "Fish-Within-A-Fish" fossil.

Mentored under Marion Charles Bonner, he knows more than enough about field expeditions and paleontology of his time with more than enough uncovered fossils under his belt.

**Perks:** Living Fossil

**Xiphactinus Audax (100 XP):** The option I'm sure some of you were waiting for.

Here you get your very own Xiphactinus Audax. Fully mature and intelligent enough to follow your orders, just aching to sink its jaws into whatever at your command.

It will be completely loyal to you, seeing you as a pack leader of sorts.

**Perks:** Living Fossil, Fish-Within-A-Fish, Chumming the Waters, Torpedo Hunter, Dangerous Seas

**Deep One (200 XP):** This one seems to be a bit more... unorthodox to say the least. Here we have a truly strange creature, a humanoid reaching about 20 feet in height and sporting the head and tail of a Xiphactinus.

Its claws are sharp enough to cut deep into iron armor at least, its lanky form surprisingly strong enough to crush a truck into the ground, its speed reaching 40 mph on both land and sea.

Luckily for you it's on your side.

Though, if i'm being honest it may be a tad bit dimwitted even compared to the regular Xiphactinus. It can still follow orders to the best of its ability, mind you, just make sure to specify that if you want someone then you want them caught back alive. In one piece this time as well, please.

Don't worry, with enough time, training, and praise it'll get the idea.

Not much of a talker, usually just gurgling or hissing. But I'm sure if it could talk it'd have nothing but admiration and undying love for you just as much as a loyal hound would.

**Perks:** Living Fossil, Fish-Within-A-Fish, Chumming the Waters, More Like A Bulldog Than A Fish, Torpedo Hunter, Dangerous Seas

**Items:** Cretaceous Banquet

## Items



Any and ALL items in this section, if used up, lost, or broken, will return to your warehouse within 24 hours unless stated otherwise.

**Xiphactinus Toy (FREE):** A small toy Xiphactinus by CollectA.

When held, you have the option of altering the world you are in. Doing so will introduce Xiphactinus into the world you are currently residing in, placing a stable population into the ocean.

In the event that an ocean does not exist within the world you have the option of customizing where they reside such as in rivers, lakes, or placing just one body of water large enough to house them wherever you'd like.

Either that or you can make them fly, hunting in the skies and such, though I have no idea why you'd want that.

**Prehistoric Media (FREE):** You now have your own physical copies of Prehistoric Planet, River Monsters, and Walking With Dinosaurs: Sea Monsters Special on DVD, VHS, digital, laser disc, and really whatever other platforms you'd like, even updating to include copies for media players in other worlds you visit. This also comes with a free CRT TV and a universal media player capable of playing all previously mentioned media types.

**Jumper Museum of Multiversal History (50 XP):** It's a prehistoric jump, we gotta have this as an option. You are now the owner of your very own museum, jumper. In terms of layout, by default, it will be a 1-1 copy of the American Museum of Natural History. You can, however, modify it however you'd like whether that be bigger rooms, removing rooms, modifying the layout, really whatever you'd prefer. Do some House of Leaves stuff for all we care.

Anyways, you can safely display any sort of finds and trophies you'd like within this museum without worrying about potential breakouts or accidents, especially if they're anomalous in nature. Whatever you've acquired, killed, tamed, or captured can be displayed, or at least a copy can if you prefer, in a number of ways depending such as taxidermy, a preserved corpse, a fossil, a skeleton, alive, or in whatever state you prefer if that is possible.

Don't worry about anything rotting or degrading, as anything displayed within this museum will be completely immune to such effects now.

This museum can either be attached to your warehouse or you are given the option of importing it into the world either every 10 years or at the start of a new jump.

This museum also contains an aquarium with every aquatic and amphibious creature that you have owned, eaten, killed, captured, or befriended. You can customize this aquarium however you'd like, as the creatures here will suffer no ill effects from water temperature, salinity, or even need to be fed. Though you can still do that last one if you'd like. Any fish that die within this aquarium will reappear the next day.

You may have the option of filtering these fish if you'd like a complete mishmash of fish from different times and dimensions or maybe just something like a simple aquarium full of crabs. Furthermore, you can modify the overall or individual behaviours to either be peaceful, natural and allow for hunting and preying on each other, or have a full on bloodbath with all creatures ripping and tearing into anything that moves.

Honestly, if there was an interdimensional animal rights group I'd call them just for that last behavioral option.

**Xiphactinus Fossil (50 XP):** Just a regular copy of the original Fish-Within-A-Fish fossil.

Beyond being just an all around cool thing to have, when touched you can choose to have your warehouse themed around the Cretaceous ocean.

**Cretaceous Banquet (100 XP):** Even with a world teeming with prey, every second without something in your jaws is a second you might starve. Ok not really, but you aren't always going to be successful in your hunts is what im trying to get at. So why not have a little boost? Once per day you are able to summon a massive feast of prehistoric delights. This consists of 22,000 lbs of all sorts of delicacies like roasted Hesperonis, Gillicus fillets, Rhinconichthys Hákarl, Archelon soup, Elasmosaurus ribs, and Mosasaur ribeyes all with a large side of sea grapes and dried seaweed. This will all be prepared, seasoned, and cooked to your liking. Or you could just choose to have it all raw. Whatever suits you, savage.

**Albian Figurine (200 XP):** A small bronze Xiphactinus figurine. Aside from being a cute little trinket, when on your person you seem to be much luckier than you usually would. Not "walk across a busy freeway, blindfolded and come out unscathed" lucky mind you, but more like "all green traffic lights on the way to work" or "found a \$5 bill on the sidewalk" lucky. It won't warp all of reality in your favor, but it will tip the scales ever so slightly in games of chance to give you something, anything.

**Xiphactinus Skeleton (400 XP):** A completely intact Xiphactinus skeleton. It sure makes a hell of a conversation starter when in the room, but that's not where this relic shines. When called upon it will envelop your body and form a suit of fearsome armor around you. This armor, at the most, can withstand something as strong as a small car crashing directly into you with just a few small cuts and bruises to show for it. Furthermore, natural attacks using your teeth and claws are much more effective.

**Battle-Audaxe (400 XP):** A Battle-Axe fashioned from the remains of a Xiphactinus. Its spine is the handle, and its toothy jaws form the axehead. Despite the materials, it's about as sturdy as your average battle-axe but that is not its main strength. This axe instills in you a profound combat proficiency against all aquatic and underwater beings. Fish, sharks, leviathans, slumbering old gods, it tears into all of them the same like wet paper. This will even ignore both natural and magical protections that such creatures may have, shredding past it all with savage efficiency.

**Kansas (600 XP):** Congratulations, jumper, on your ownership of the entire U.S. state of Kansas! Or a copy of it at least. This copy is from an alternate universe where Xiphactinus won the state fossil vote instead of Tylosaurus. If we're being completely honest things are about the exact same but it's about the principle of things, damn it! You can choose to integrate this within your warehouse or import it into the world of your current jump. Upon entering a new jump or every 10 years, whichever comes first, you have the option of wiping the slate clean and returning the state back to the way it was back in 2014 after the state fossil designation occurred.

## Scenario

You can choose to drop into these scenarios either before or after your first 10 years here have passed.

Failure in these scenarios will not result in failure of your chain. Additionally you may retry these scenarios as many times as you wish, still receiving your reward upon completion regardless of the number of losses.

### Gone Fishing

Buckle in, jumper, this one's gonna be a long haul.

You are expected to survive the full 79 million years that the cretaceous period lasted.

### **Reward**

#### **Perk - Scales Show Age:**

79 million years is a LONG time, even for a jumper I'm sure. But think of all the experience, all the training, all the strength you could build in that time.

We'll think no more, as your body only seems to grow with every passing second.

Upon receiving this perk your abilities can only slowly grow from here, passively becoming more and more powerful as the years go on and you grow older. For other systems you may have, such as the gamer or ones that add MMORPG elements, this is equivalent to 1-EXP a second.

For some examples you could go from simple telekinesis to moving the entire planet without struggle, basic pyromancy to commanding suns and the magma within the crust of planets, lifting dumbbells to shattering entire mountains and sending shockwaves across the galaxy with just one punch. All of this being accomplishable just within a hundred years, who knows what heights you'll reach in two hundred, or even a thousand years.

Finally, to sweeten the pot considering how long this will be, **all of the perks you've acquired in this document are now applied to your bodymod.**

## Drawbacks

**66 Million Years In The Making (100 - 800 XP):** For each purchase you will stay in this world for 10 more years and receive 100 XP. You can take this option as many times as you'd like, even choosing to stay for several thousand Millennia, but you will only receive XP up to eight purchases. After eight purchases, you will cease to receive any XP from this drawback.

**Supplement Mode (FREE):** You may instead choose to use this jump as a supplement to another main jump, taking what you've purchased here along with you into the new world. The budgets for the two jumps remain separate, but you can use the drawbacks from this document to provide more XP for either one. This secondary effect is only valid for one jump.

The drawbacks taken from this document, however, will still follow you into the other world.

Cannot be taken with crossover mode.

**Crossover Mode (FREE):** With the usual rules of separating the budgets for both jumps, you may instead choose to combine another world with this one. Maybe you'd like to live during the cretaceous equivalent time period of Dark Souls, or you just want to live within the world of Worm where everything is 1-1 except a stable population of Xiphactinus now exists in the ocean. How far you want to go with this crossover is really up to you.

Cannot be taken with supplement mode.

**For the Birds (50 XP):** In a few of the media appearances that Xiphactinus is featured, it seems it has a sort of a knack for snacking on or harassing Hesperonis. Well now it seems the tables have turned for you, my fishy friend.

You will be constantly harassed, bullied, and sometimes even attacked by swarms of Hesperonis at least once a week no matter where you reside. Expect meals snatched, sleep interrupted, and a burning hatred for these little birds by the end of the jump.

**Gillicus Got Your Tongue? (50 XP):** Remember earlier how I mentioned that Xiphactinus had an issue with choking to death on its food?

Well you're no exception now. It's not too common but now you have a habit of choking on your food, specifically for swallowing it whole or at least trying. Any sort of perks you had to prevent this sort of thing, including the one provided here, are now partially disabled.

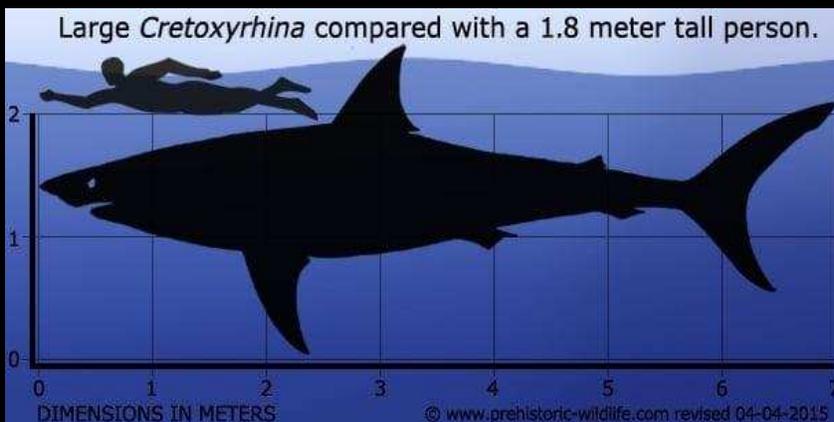
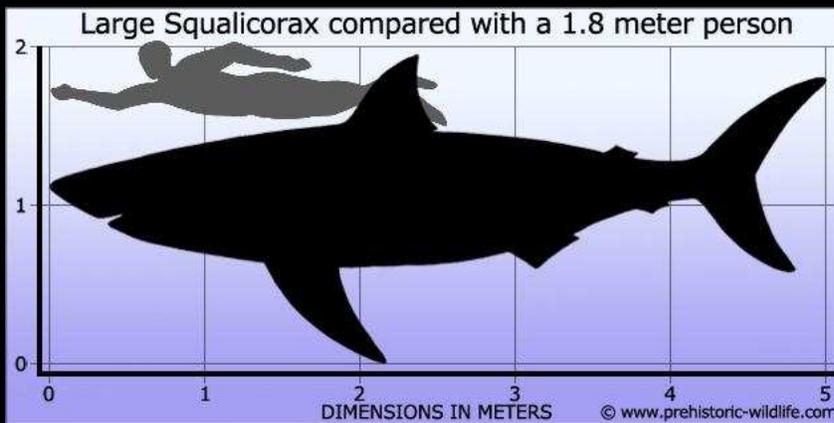
Don't worry we can at least guarantee you won't die from any of this, it will just be very painful and unpleasant especially if that food is still alive.

Do try to actually chew your food, alright?

**Fish On! (100 XP):** Should these guys even be here? Now it seems that, at least once a month, you will be pursued by fishermen who seem more than eager to place you onto a mantle piece all with varying levels of gear regardless of whatever world you are in. Expect, at the least, fishermen with just a small boat and a crappy \$10 fishing rod or, at most, a whaling fleet armed with harpoons. That last one is generally rare, but the more fishermen you seek to kill means the more common those types of hunters will become.

**Hungry Hungry Fish (100 XP):** You alright jumper? You sure you don't have, like, a tapeworm or something? Well, in any case, you seem to just eat and eat and eat now. Your stomach will constantly cramp and induce aching pains unless you eat. The bigger the meal, the more time you'll get in peace. I do have to add, however, that 30 lbs of food will only get you 30 minutes without cramps. You're gonna have to eat a whole lot of fish to get a peace of mind.

**Shark Bait (200 XP):** It's a little known fact that *Cretoxyrhina* and *Squalicorax* would often prey upon injured or dead *Xiphactinus*. Unfortunately, for one reason or another, you seem to attract these sharks. The entire population will stop at nothing to find and devour you. Even outside of the ocean there are a few bodies of water big enough to house them such as lakes and rivers. Better hope they don't start taking a page out of Tiktaalik's book.



**State Fossil Champion (400 XP):** Of course that bastard wasn't happy enough stealing the spotlight once before. Remember how I mentioned earlier that Tylosaurus swooped in as the state fossil of Kansas instead of Xiphactinus? Well now history seems to be repeating itself, and this time it's after your spot as jumper.

For the entirety of this jump you will be pursued by a Tylosaurus seeking to not just reverse all the progress you'll do in this world but also kill you and take your place within the chain.

This may seem like another "dumb monster pursuing you" drawback but let me tell you that I wish that was the case.

This Tylosaurus is smarter than most as it's capable of complex planning, setting traps, controlling other Tylosaurus, and has a complete encyclopedic knowledge of the world it inhabits. To make matters worse not only does it have full access to all the perks within this document, but it also knows of each and every perk, item, and companion that you have at your disposal.

No matter how hard you try to avoid it, it *will* find you. It knows your scent at all times, and it's only a matter of time until you finally meet it in one big fight for dominance.

**Always A Smaller Fish (600 XP):** Oh, uhh... alright I guess we're going with this. For the entirety of the jump instead of Xiphactinus you'll be one of the much smaller Ichthyodectiformes, Chirocentrites. This itty bitty fish stands at about 70 cm in length, MUCH smaller than you'd want to be in a world such as this.

Because of this rather large decrease in size and power, you are also locked away from perks and items not purchased from this document for the entirety of the jump. Sorry.

## End

The age of the Cretaceous has ended and with it your time here.  
What will you do? What is next for the jumper that conquered the life of the Xiphactinus?

## Go Home

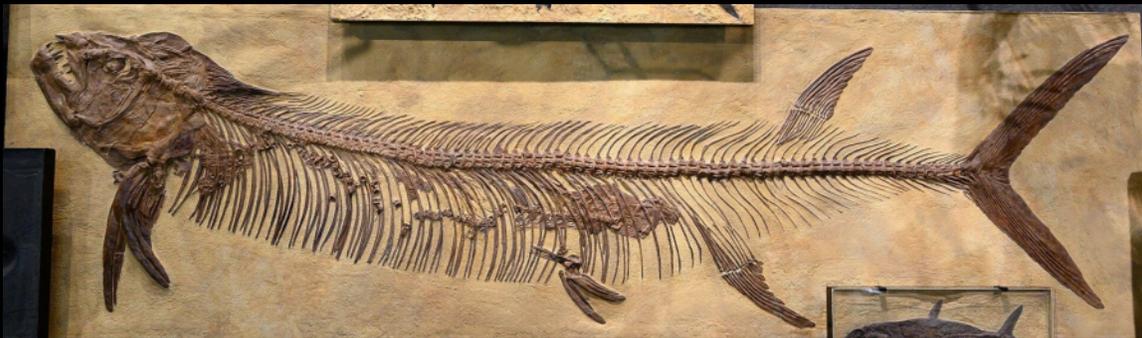
Had enough of the interdimensional history lesson? No shame in that.  
You return to your world of origin with all your items, perks, and other trophies you wish to bring with you.

## Stay

Here of all places? Really? Perhaps you've become too used to the Xiphactinus lifestyle.  
Either way, if that's your choice then very well. I should warn you about the multiple extinction events coming up, though  
You will stay here permanently, any obligations you had in your original world will be taken care of I assure you.  
Welcome to your new home, jumper.

## Leave

There are so many other worlds out there, it'd be a shame to just end it one something comparatively mundane to what's out there.  
There will be other leviathans in the worlds beyond, but I at least hope you remember the Xiphactinus after it all.  
Goodbye jumper.



# **NOTES**

Ver 1.0 - Finished

## **Thank You**

With this *technically* being my first ever jump, or at least one I posted to nearly full completion, I just wanted to say thank you, the reader, for taking the time to actually go through all of this.