



PLANET OF THE APES v1.5

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"Beware the beast Man, for he is the Devil's pawn. Alone among God's primates, he kills for sport, or lust, or greed. Yea, he will murder his brother to possess his brother's land. Let him not breed in great numbers, for he will make a desert of his home and yours. Shun him; drive him back into his jungle lair, for he is the harbinger of death."

It's a strange place you've found yourself, and a dangerous one as well. The age of man has passed, unlamented, humanities fall leaving an opening which the great apes have moved to fill, evolving into a thriving, highly-intelligent civilisation, while humans are now the caged animals. Is this another world, or your own?

Planet of the Apes is a franchise taking loose inspiration from a novel by the French author Pierre Boulle, which consists of nine movies (in three continuities), a live-action series (with its own, separate continuity), an animated series and many attendant spinoffs. Of perhaps more immediate importance, just what sort of form does it take for you? Is it an allegory of human evolution and hubris, or a question about the nature of awareness - about what makes us human - even when we're not? Or is it more about what makes living beings worthy of saving — that is, what a soul is, and who has one, and what beings with souls owe to one another? Is it a rough metaphor for racial tensions? Are you watching a new order, or an old one following an unfamiliar path? Who can say for sure - perhaps I'll ask you again in ten years, when you've had more time to think about it. Let's just hope that the 1000 cp you start with helps you make some sense of it all, and that in the ten years you're here you put it together in a satisfying way.

Starting Location

The world is a big place, far too big to list all the interesting places. The galaxy is a bigger place still, yet even if you were capable of traversing it, you'd only find a similar story playing out on any planets you found that are capable of supporting life, such as Soror and Ashlar (planets that are very earthlike, even suspiciously so). Besides, when is a much more interesting question than where. Better yet, it's a question that it's up to you to answer any way you want. You can start at any part of any timeline you should wish - whether in the distant future, two thousand years from now (in which apes have built a stable, though highly ossified society and humans have regressed to little more than animals), to a time around the present, in which, one way or another, the Apes are about to overthrow human civilization. You can even pick a period not covered by any of the films or other texts, though then it will be up to you to keep it interesting...

Species

Below are the different intelligent primates that inhabit this strange place you've found yourself. Choose with care, as perks function differently depending which of the two you pick...

Human

Humanity once ruled here. Perhaps they still do, or will again - in a very real way that depends upon you. Humans are an adaptive species, very co-operative, social, and good at higher thought, though with a tendency towards irrationality and impracticality. They are not as physically strong as most species of apes, though far more coordinated, and have a gift for tool use.

Ape

Descendants of the tailless primates that on Earth are native to Africa and South-east Asia, they have managed to congregate into a rough but surprisingly stable society. There is not a caste system, but in practice there is a marked tendency towards certain apes gravitating to certain roles.

Free choice between gorilla, chimpanzee, orangutan, gibbon, or bonobo. Or presumably a macaque. While Baboons and Mandrills are a separate genus, and therefore cost an additional **[+50cp]**, for no tangible benefit whatsoever, save not existing in what passes for the Apes caste system, and instead living in their own society (which you are free to invent yourself).

Age & Gender

Roll 1d8+25 to decide your age if selecting to be a human, or 1d8+7 for other primates, whichever they might be, and keep your current gender.

You may also pay 50cp to decide your gender and age on your own.

Note; your age must remain within the roll range, whatever you select.

Backgrounds

Well, we know what you are, how about who you are?

Drop-In

Congratulations, you're an astronaut! Your parents are probably very proud! Maybe you were part of a four man crew to find a new planet and populate it - despite the difficulties raised by such a proposition. Maybe you were sent on a manned mission to Mars. If you're not a human, well, NASA sent chimps into space, who knows what happened to you since? Perhaps you're a genetically enhanced chimp trained to pilot space pods on a space station somewhere, in order to search and study strange electromagnetic storm phenomenon. Either way, you've found yourself arriving or returning to a world like nothing you could have imagined when you left...

Savior

Whoever you were, in taking this origin you have elected to stop being an individual, in a sense at least, in order to transcend it and become a cause. You will inspire generations to follow you, consume the old order in favor of one that you will teach them to see, by your indefatigable example. But be warned, it is not an easy thing to be a prophet. You will find yourself, whether or not you desire it, drawn into an almost biblical story of crime and punishment, with natural forces unleashed after a clash of civilisations, a clash of powerful personalities and similar overwrought experience. Will you seek to rise above what has come before, or will you forget history and be doomed to repeat it once again?

Warlord

Cometh the hour, cometh the man. Society is a tool, or rather it is a kind of machine that can be adjusted to your desires with a few acts of mass murder. You are a man to have in a crisis, and when crises aren't in the offering you're good at manufacturing them. History needs butchers as well as shepherds, and that's where you come in.

Scientist

Perhaps you're an ape, one with knowledge of the past and future. Perhaps you are a man, the sort of man who'd run naked into a volcano if it meant he could learn something nobody else knew. Perhaps you're young and idealistic, or you're old and cynical, but either way you're someone who looks at the world and asks the only question that really matters - 'why'.

Noble Savage

Of course, with all this fixation upon the shape it takes and who it benefits, it is easy to forget that it is civilization that is unnatural. A passing state, destined to return once more to the barbarity and savagery it sprang from. You may dwell in civilization, but you are of the wild places, free and secure in your own strength and self - you don't need infrastructure, you're self-reliant. Perhaps you're an ape or a human, who can say. In a sense, it doesn't matter. Your strength is the wild places, the untamed nature of tooth and claw, and civilisation has nothing to offer you.

Perks

All discounted perks function differently for humans and apes. You can repurchase perks without a discount to get their other effect. If the perk was already undiscounted, a second purchase costs double the stated cost.

Undiscounted Perks

Joining the Winning Side [Free]

If you wish, you can have any 'ape' alt-form that you acquire in this jump replace your default form (whatever that may be), retaining the benefits of your body mod. Apes have certain structural advantages and disadvantages over humans, as you'll have the chance to experience for yourself. Unlike most perks, this can be elected to begin at the end of the ten years you'll spend here, once you've had time to acclimatize to your new shape, and decide if you feel more comfortable this way.

A slave's right to punish his persecutors [Free]

To paraphrase Oliver Wendell Holmes, if a being has no rights it's master is bound to respect, that is an end to all moral relations between them. While you may not end up being the face of a movement, you can inspire the masses to fight against the injustices they face. Just remember that starting a revolution is only the first step. This only gets the ball rolling. It is up to you to see it through.

Genetic Memory [200 CP]

In the distant future (beyond the timeline provided by any of the films) the apes will invent a process called the 'Encephalic Section', allowing them to access and review not only the subject's memories, but also the memories of a subject's ancestors. This teaches you that process, and how to assemble the equipment needed to perform it yourself. Beyond just the sheer ramifications of such memories existing, it could be extremely useful...

Mutant [400 CP]

You have repulsively translucent skin, with all your veins distinctly visible - a condition that all your alt-forms share, and it always looks as bad (though the right perks may make that work for you) - fortunately, the other mutants wear convincing masks to cover this, and you can to. Anyway, the benefits may well be worth the alterations; firstly, despite your weakened immune system you're all but immune to all harmful forms of radiation - everything from sunlight to nuclear fallout scarcely affects you at all. You also have potent psychic powers, allowing you to not only warp people's perceptions, but actually hijack their senses. With enough practice, you may grow as powerful as the Inquisitors, able to make people kill each other in very unnecessarily drawn out and painful ways - though attempting to kill them with your actual illusions does not work (even for the inquisitors). All known mutants are humans, and so any Ape with this perk is likely to find itself a pariah amongst both the humans AND the apes - and the other mutants live in the forbidden zone and worship a doomsday weapon they intend to detonate, so you probably won't want their company much either.

Human Perks

Drop-In

Astronaut [Human | 100 CP | Free: Drop-in]

You're a fully trained astronaut! Complete with a (relevant) PhD of your choice. While you aren't a master of any particular space related specialty, if there was a manned mission in the works your name would certainly come up!

Out of Context [Human | 200 CP | Discount: Drop-in]

There is something about you that has a tendency to derail strategies and to ruin the long term plans of those who don't account for you. Anytime you get involved, anyone who holds on too hard to their expectations of how the future will go is in for a rude awakening. While you cannot actively control this effect, it guarantees that anything in the works that doesn't account for you will be shaken to its foundations.

You make history [Human | 400 CP | Discount: Drop-in]

Whatever knowledge, technology or techniques that you possess, people will accept it, even if they find it to be strange or out-of-place. You can teach people about advanced sciences or magic or whatever else, and while they may not be able to repeat it for themselves, they will accept them, and can develop a good grasp of the principles at work, as well as the concepts and theories that you bother to explain as well. This will not stop them from trying to take advantage of them in pursuit of a quick profit, sad to say.

Time bends. Space is... boundless [Human | 600 CP | Discount: Drop-in]

Events - important events, seem to occur whenever you're ready for them to, and when you're not, wait for your attention. If you're not physically present, events seem to wait until you do arrive, no matter how unfeasible that might be. The more connected you are to these events, the stronger this effect will be, however you do have to have an earnest intention of making it to those events (even if you get distracted on the way) - events that you ignore entirely and don't involve you will happen on their own, with or without your attention.



Savior

I taught you to smile [Human | 100 CP | Free: Savior]

This perk will allow you to teach and communicate (albeit on a very simple level) with any being, no matter it's relative levels of sentience or how hopelessly different your minds are, that you earnestly wish to communicate with. While it takes both time and repetition, those who spend time in your company begin to grasp the significance of and unconsciously mimic your behavior, over time even following your patterns to the point of displaying them themselves. Spend enough time with anyone, and you will be surprised by what absolutely anything can learn from you. More astoundingly, this is not simple mimicry - the reasoning behind the actions and behaviors is also (gradually) imparted onto them.

"You all know what we're up against." [Human | 200 CP | Discount: Savior]

Something about you makes people overestimate you, and any group that you lead - without necessarily knowing a single thing about you. This is an effect that causes any information people have about you and your resources to be wildly exaggerated and embellished, to the point that even as a borderline failed state people would still be terrified of provoking you, or crossing you. When you actually are powerful, however, this gets boosted all the more for it. Your achievements, things you've built or destroyed, things you have, all will be regarded by people as being several times more effective and important than they are, to the extent people will fear even attracting your attention, let alone challenging you. This perk also gives you the skills to develop such a reputation manually, allowing you to cow any company with your mighty achievements.

Humans destroyed each other [Human | 400 CP | Discount: Savior]

You can adapt to changing circumstances with a fluidity and versatility that defies belief. The more screwed you are, the more works, the clearer and faster you think, the better things you try tend to work, outmatched you are, the closer you are to losing everything, the better this and the luckier you get. Additionally, your ability to improvise in the face of setbacks and twist the minds of others is improved even more, to the point that you could reasonably defeat absolutely anyone, (if you are willing to sacrifice everything for victory) no matter the differences in your forces. You could legitimately lead an army onto the field without a plan and win just as easily as you could with one - though this depends (to a large extent) on the loyalty and competence of your subordinates. You can only win if they follow your commands to the letter.

To reclaim the world we lost [Human | 600 CP | Discount : Savior]

In the face of complete devastation of their way of life, it's inspiring how people can come together. Somehow, when you're in charge anything that would cause friction tends to get smoothed out. Any organization that you lead can have any and all types of people at all in it, and even in the face of something catastrophic, they will all get along and work together to overcome any obstacle. That doesn't mean there won't be disagreements or fights at all. This isn't mind control. But they will always be resolvable with even a token effort from you, and they'll work tirelessly towards any goal that betters their chances, pooling skills and resources. When you're involved, adversity really does bring out people's best.



Warlord

I'm saving the human race [Human | 100 CP | Free: Warlord]

Cometh the hour, cometh the man - it falls on someone to save the world, and there is no time for debate - you've elected yourself. You know just how to rally the people to give up their rights for 'security', and in times of distress or crisis, perceived or real, crowds will find your presence reassuring and people will take inspiration from your example. Popular support will scale upward the more threatened people feel - it's quite easy to seize power in such circumstances - or to have power forced upon you if you don't seize the initiative yourself. Furthermore, though there are always those who are all too willing to second-guess things after the fact, those people are no longer your concern. Difficult decisions made by you will not be second-guessed, so long as you can provide a somewhat plausible defense of your situation. Or course, like many who seize power in times of crisis, you may find yourself prolonging the crisis to maintain your power, since after the crisis passes these perks have no effect...

It is necessary to abandon our humanity to save humanity [Human | 200 CP | Discount: Warlord]

Somehow, the laws that govern society can be disregarded - at least in your case. When operating in a position of authority, you are exempt from legal prosecution in regards to any transgressions, even in the case of society's greatest taboos. Your followers will make excuses for you that work for them, and carry on as though nothing has changed, no matter what you get up to - as long as you continue to hold the position of authority, you are above the law. Furthermore, you are above administrative checks on your power, as well. Not in such an overt way, of course, but whenever people in the group cannot agree on something, or which course of action to pursue, you almost always have the last say. Your words seem to weigh more than average and generally swing the debate however you chose. This even works in regards to democracy (even in the event of a secret ballot). Furthermore, you have some sixth sense that alerts you when an important decision is up ahead that will force you to choose something that will likely change matters, and you seem to have a preternatural knowledge on what to do in these situations. In the unhappy event that there are limits upon your authority, you'll still get your own way.

What makes the Blood Flow? [Human | 400 CP | Discount: Warlord]

It is a simple thing, but you are surprisingly good at getting people to do horrific, monstrous things for you. Like Joseph Stalin or Gandhi, you are capable of generating a cult of personality around yourself, and the deeper you get their hooks into them, the further they will go for you. You don't even have to have any contact with them, it will perpetuate itself with you simply reaping the benefits of a massive number of skilled professionals willing to literally die for you.

We are survivors! [Human | 600 CP | Discount: Warlord]

The human race has been through a lot, and yet there have always been survivors.



From now on, you can expect to be among them. For every disaster, you will find a way to survive. This has its limits, but they're largely theoretical, as long as there are survivors (no matter how statistically anomalous) that will include you. Keep in mind that this works by redistributing statistics - zero is zero. If the human race is actually wiped out to the last, then that will include you. This also only works in the face of undirected danger - a man spraying bullets in a crowded mall won't hit you except in the unlikely event that he hits everyone inside the mall, but a man targeting you specifically is not affected by this perk. Whenever you are injured, you have a far better chance of pulling through.

Scientist

Somebody has to begin to care! [Human | 100 CP | Free: Scientist]

You easily see the connections between subjects, no matter how far apart, and have an uncanny sense of all the terrible things that could happen and can piece together, fairly quickly, how to prevent them from occurring. This perk lets you piece together the most efficient approach to deal with problems most people wouldn't begin to know how to start on. This is not 'Path to Victory' (it's up to you to provide workable data, and it's strictly 'big picture'), and the approach it calculates won't necessarily be moral, or easy, or even possible for you to complete, but if you want to know what to do about pollution, or the population explosion, or the possibility of nuclear war, or the rise of the Apes, and don't mind getting your hands dirty...

Knowledge [Human | 200 CP | Discount: Scientist]

The more you know, the better you can act. It becomes easier to learn subjects of knowledge when you put your mind to it, and you find it easier to recollect things learned in the past. Furthermore, you can demonstrate these facts to people, in ways they find it near impossible to dispute.

WHAT ARE YOU AFRAID OF, DOCTOR? [Human | 400 CP | Discount: Scientist]

Your bullshit detector never has missed a step, and never will. You'll see through any attempts to conceal, obfuscate or confound you with a ready and contemptuous ease, no matter how clever or intricate the attempts to deceive you are, and you even have a pretty good idea exactly whatever it is they're trying to hide from you as soon as they try. Even if the person who is passing the information onto you believes whatever they're saying, you sure as hell won't be fooled so easily. Of course, this only works when there is an effort to hide the truth, a more conventional mystery you'll have to get to the bottom of the old fashioned way, investigation.

Catching Up [Human | 600 CP | Discount: Scientist]

You have the ability to adapt your knowledge to any task that you might have to perform. If you should ever find yourself in a situation where you lack the requisite skills to solve a specific problem, you can use completely different and unrelated skill sets to resolve the issue. Your chance of success will depend on how gifted you are with the skillset that you do apply, and aptitude will not translate 1:1, but if you're good enough, you just might be able to pull it off.



Noble Savage

Nubile Savage [Human | 100 CP | Free: Noble Savage]

Anybody, in the right light and on the right day, can look good. What you have is better - it is effortless, artless and needs no maintenance whatsoever. Your skin has a healthy glow, and is without flaw or blemish - and will remain so, regardless of what it is subjected to. Your teeth are white, even, and never require treating or straightening no matter what use you put them to - you could live like an animal in the wilderness your entire life, and still look the way you do. What's more, even as your appearance changes, things that should work against you somehow only emphasizes the qualities about you (whatever they are) that people are likely to find appealing.

Figuring it out [Human | 200 CP | Discount: Noble Savage]

Be you out in the wilderness, on a jungle world or in a ruined city after the apocalypse has come and gone, you've got a great chance of being able to regularly find food, shelter and clean water. You know how to care for wounds, to make good shelters and defenses as well as how to prevent or treat a large number of environmental hazards. These skills could mean the difference between life and death.

In touch with your instincts [Human | 400 CP | Discount: Noble Savage]

When it comes to survival, your instincts are all that you need. This perk upgrades your Instincts, making them not only equal, but in some ways superior to higher thought and reasoning - at least when it comes to keeping you alive. It doesn't matter how impressive your mental capabilities are or will become, this will always be the case. This can be an incredible boon, as unlike examining and reasoning things through, your instincts require no time at all to give you the same information. While they won't be of any use outside of keeping yourself alive they will help keep you alive while trying to accomplish those goals. In addition your instincts boost you from competent to expert when it comes to using new physical forms and abilities - you could outfight a master martial artist with no training just by doing what comes natural.

Tarzan [Human | 600 CP | Discount: Noble Savage]

It's popularly said that Batman - who is theoretically within the bounds of human potential - can beat anybody 'with prep time'. Well, Conan the Barbarian doesn't need prep time - because he can truly rely upon himself, rather than his gadgets and tools. And like him, you are a being that straddles two worlds, encompassing the strengths of both and the weaknesses of neither. You are ridiculously good at what you do, whatever that happens to be, because of a similar dual nature that you possess, counting as one thing when beneficial, and the other when it would be more beneficial. You are capable of excelling at almost anything that you try, regardless of how unfeasible that should be. You could teach yourself to read without even speaking the language (or any language), and do it faster than any teacher could hope to achieve with a less gifted student.



Ape Perks

Drop-In

Pilot [Ape | 100 CP | Free: Drop-in]

You're one of a number of genetically enhanced apes that have been trained to pilot space pods. And no, this doesn't come with a PhD, in a relevant field or otherwise. You can fly your spacecraft, and any other spacecraft not too different from your own - you understand what to do, and what it does, but not why it does anything. Still, less distraction that way - if you can handle your head in a crisis, you can outperform any human pilot.

It began in our prehistory [Ape | 200 CP | Discount: Drop-in]

History is very much what you want it to be anyway. Quite literally, in your case - when working towards a preferred future, you can always get there no matter which route you take. You have no need to follow the precise sequence of events, you can even work against them from the start, and still end up with the result you wanted - provided that the obstacles against it have been removed. This allows you to make any changes to a story that you like, take any meandering route - and still end up where you're supposed to, at the canonical happy ending.

A better way [Ape | 400 CP | Discount: Drop-in]

This allows you to channel your dedication into achieving your goals, giving you an admittedly small but still noticeable increase to physical toughness, problem solving and raw ability when trying to achieve something you've dedicated time and effort towards, allowing an unparalleled honing of skill and talent as you continue to push yourself in the task that has been laid out.

Escape from the Planet of the Apes [Ape | 600 CP | Discount: Drop-in]

What do you do, when all that you built, all that you knew, is ashes in your hands - when your civilization is no more, the cause you fought and bled for no more? You get up, brush off the dust, and try again. Once per jump, in the event of total ruination of your life's work/your civilization - you can use a simple procedure to adapt any spacecraft that you can get your hands on into a rude but serviceable time-machine, following the Hasslein curve (a form of time dilation tied to faster than light travel) to travel into the past. This will send you back into the distant past (about two thousand years, give or take), allowing you to start again from scratch... Although, given that you're only here for ten (subjective) years, you're unlikely to see whether or not your countermeasures to avoid the terrible future you're trying to prevent are successful.



Savior

Why Cookie Rocket? [Ape | 100 CP | Free: Savior]

You can take complicated concepts and break them down into simple aphorisms that are able to be shared and understood with even the most rudimentary communication. Using this, you can impart complex ideas and layered meaning, as well as inspire action after a few demonstrations of the advantages of them. Soon not only will the complicated concepts be embraced and championed by those you introduce to them (even making every effort to spread them themselves with all the fervor of the converted), but the actual reasoning behind these concepts will gradually make itself known to them. Obviously, this works best on relatively simple (which isn't necessarily to say stupid) beings, and with new or unfamiliar ideas, but you could probably make a very decent living in advertising with this.

Apes together, strong [Ape | 200 CP | Discount: Savior]

This perk gives you a grasp of tactical and strategic maneuvering, allowing you to efficiently utilize subordinates with different skills and abilities. Essentially, you have a natural ability to use everyone under your command to their best capabilities. Should you involve yourself in a war on the losing side and start delivering victories, you'll find that this starts to build momentum. Maybe the file-and-rank soldiers start becoming better. Maybe they get better equipment. Who's to say? But the more you win, the more your side will start going from the losing side to the winning side, so long as you keep on winning for them. You could be what they need to turn this around...When we hate you, we're hating the dark side of ourselves/Good, bad... doesn't matter now.

Humans destroyed each other [Ape | 400 CP | Discount: Savior]

Evil is self-destructive, and so, it seems, are your enemies. Left to their own devices, any factions opposing you will spend at least as much time fighting each other as they'll spend fighting you. If you're clever, patient and careful about exploiting this, you could leave them to wipe each other out, leaving your own forces untouched. Divide and conquer.

Ape shall not kill ape [Ape | 600 CP | Discount: Savior]

This perk gives you an incredible ability to set up long-term, stable societies that incorporate any sort of strange, ridiculous or plain weird things that you like. There's a very good chance that those who follow you will be composed of wildly different groups, with different desires, different goals - even different species. You can fold them all into a single culture that somehow works. Polygamy, institutionalised absolute monarchy, ridiculous tech-shyness... no matter what it is, you can shape ideas and bend them so they can not only survive for ages without issue, but indeed, can be incorporated as the founding tenets of one and still have the society remain functional. Where there should be conflict there is unity, where there should be disharmony there is order. Best of all, those values that you hold dearest will quickly come to be the dominant ones amongst all who follow you.



Scientist

I think you have answers [Ape | 100 CP | Free: Scientist]

Whenever working on a discovery, if you find yourself unable to make further progress your instincts will unerringly lead you to someone who can help you continue. The way might not be easy, and actually convincing them is up to you, but you're always guaranteed to have a lead, even if you can't follow it.

Taught to me by my father [Ape | 200 CP | Discount: Scientist]

Word of mouth is the best way to preserve knowledge, at least if you take this perk. Not only will you be able to keep any knowledge alive (even in the most terrible of circumstances) and preserved through any apocalypse and over any length of time. With a careful enough book of teachings, you might even be able to shape the direction that progress takes, all by what you choose to share.

There is no contradiction between faith and science [Ape | 400 CP | Discount: Scientist]

Anything that you can explain, understand and demonstrate (no matter how strange it is), you are capable of reproducing exactly in laboratory conditions as a strictly scientific phenomenon, whatever you're demonstrating loses none of its strength or power in the process (no matter how counter-intuitive it may seem). Racial abilities, magic, superpowers, or just plain inexplicable black boxes - everything that you could do and understand through a different paradigm before, can now be done with technology. This does not guarantee that doing so will be practical - the cost of replicating it in either time or resources could easily be unfeasible (and probably will be), but you can find a way to do it. Naturally, it only works on powers you understand - any powers you imperfectly understand, or are imperfectly explained to you after being demonstrated will leave you with nothing save a costly waste. In future jumps, where science has a slightly different form (such as the existence of unfamiliar elements, or discoveries, or whatever) it may take a little tinkering in the laboratory to reproduce results that you have produced before, but you'll always be able to. This perk also has the benefit of allowing you to reconcile contradictory information with startling ease, creating a coherent whole.

Progress [Ape | 600 CP | Discount: Scientist]

It threatens their perceptions of how things are supposed to be. You're well aware of this and of how to handle the small minds that would seek to stop you from upsetting the establishment. When it comes to instituting a new technology or discovery or even having existing laws or rules repealed, you're as good as you are in the lab, getting them accepted, as well as making sure they are accepted, with minimal outcry. Even laws that exist because of strong, widespread bias or religious obsession can be worked away with a few weeks work and a sufficiently dramatic demonstration. A discovery that goes against the core culture and history of a country, violating centuries of tradition? Give you a month and see whether it still stands. Even if you go too fast in terms of social change, you're also very good at handling that instability which does arise after these reforms are put in place.



Warlord

From humans Koba learned hate [Ape | 100 CP | Free: Warlord]

Tool use has always set man above the other creatures, and man reigns undefeated in this arena. Yet, somehow, the rudimentary equipment you (and more importantly, your followers) depend upon will close the gap faster than it should. Whatever junk that you're able to scrounge or improvise can somehow put up a good show against equipment and tactics far more sophisticated. Improvised javelins made from fences find chinks in mil-spec gear. A manhole cover can bring down a helicopter, cavalry charges can break gun-lines and crowbars can pry open vacuum-sealed security doors. It's not an equal footing - modern armaments are absolutely horrifying and the future is no better - but it'll close the gap and turn a hopeless fight into something a lot less one-sided, allowing other advantages (such as numbers, or tactics) to shine. Unfortunately, it only works when you are the one in command, or at least giving the order.

Gorillas in the Mist [Ape | 200 CP | Discount: Warlord]

All warfare is based upon deception. That's the way it has always been, that's the first lesson you've learned, and the most painful one as well, and since then all the lessons following it have come easily to you. Guerilla tactics are used by a smaller, less armed, less trained force to fight against professionals who would normally outmatch them in just about every way. As long as you pit yourself against an enemy that outmatches you in terms of resources and power, you gain incredible insight in how to attack them to cause the most damage, what approaches could take out chunks of their networks, how to engage in counter-intelligence operations, and the rest. You are incredible at running and hiding to come back and fight another day, and at commanding a successful insurgency.

Scars make you strong [Ape | 400 CP | Discount: Warlord]

What does not kill you makes you stronger, so it would seem. Your suffering only serves to allow you to surpass your limitations, both physical and mental as well. It's far from instantaneous (indeed, most supernatural or biological healing powers reduce this effect to something so negligible even you might not notice it), and you have to survive whatever injured you first, but the greater the injury, the harder you will eventually bounce back - and you will always eventually bounce back. Furthermore, there is no upper limit. Keep in mind, however, that this does not undo the damage, it is simply a steady increase in strength and toughness with every injury you suffer - self inflicted or otherwise. Keep in mind that if you lose an arm or a leg your remaining limb will grow stronger to compensate, but you will not regain the missing limb without losing the effect of this perk. It won't make you pretty, but it will keep you from ever being knocked off your feet and staying there.

That's what makes them stronger [Ape | 600 CP | Discount: Warlord]

Logistics is a hassle, but you don't need to worry about them. Your followers are seemingly capable of providing for themselves, be it food, shelter, ammunition, supplies, whatever. This will manifest itself in different ways, (regarding setting), but when you march an army they'll move to the beat of your drum without devastating the countryside or requiring the services of an extensive administrative and bureaucratic division to supply them. This does not allow them to spontaneously make things pop into existence, it is instead represented as an unbelievable competence at foraging, repairing, and salvaging allowing them to keep equipment functioning and keep themselves fed and under shelter left to their own devices, no matter their numbers, or the complexity of their equipment.



Noble Savage

Animal Magnetism [Ape | 100 CP | Free: Noble Savage]

This allows you to emote in such a way that other beings find it much easier to empathize with you. It's not communication exactly - it's something better. You can appeal to their empathy, their better qualities, all with a wordless look.

Lone Wolf [Ape | 200 CP | Discount: Noble Savage]

Through a combination of toughness, endurance, luck, and stubbornness, you can survive without anyone watching your back, in situations few would expect you to. Rather than adapt to your situation, you can simply fight your way out of it, or knuckle down and endure it.

Always Welcome [Ape | 400 CP | Discount: Noble Savage]

Being an outsider is rough. With this perk you will have a much easier time joining any group, although this doesn't guarantee they'll let you stay if you can't do whatever it is they brought you in to do – effectively, this lets you brush aside things like loyalty tests or not being a part of their preferred demographic (or even the right species).

King Kong [Ape | 600 CP | Discount: Noble Savage]

Every population has its paragons: the strongest, smartest, luckiest, and most powerful of the species. But you? You're something else, capable of outperforming any other member of your species - you're exceptionally, even absurdly stronger than you should be, far faster as well, more beautiful, more talented, most able, and even more intelligent. You're basically the Captain America of your species, and have won the genetic lottery.



Items

Buried Statue of Liberty [50cp]

All that is left of human civilization, two thousand years later. Given all that she was meant to represent to the world, what a tragedy that is. All is not lost, however, a sufficient excavation effort could recover her, allowing her to once more serve as a beacon of hope, and mother of exiles. Regardless of what you do with her, she'll survive any cataclysm or apocalypse, an enduring proof that mankind was here, once.

Cobalt Bomb [300 CP | Discount for 'Mutant' Perk]

A weapon that will turn the planet's whole atmosphere into a gigantic nitrous-oxide fireball, a process which will proceed to incinerate the whole surface. There will be no survivors. 'In one of the countless billions of galaxies in the universe lies a medium-sized star, and one of its satellites, a green and insignificant planet, is now dead.'

Liberty 1 [300 CP | Discount: Drop-in]

Nicknamed the Icarus, this spaceship was intended to settle another world. It can travel at a respectful fraction of lightspeed thanks to an experimental photon propulsion drive, carries enough genetic material that four people (three of them men) might well be able to 'pollinate the stars' via cloning in order to assure the survival of mankind, and is capable of putting it's passengers into suspended animation.

ALZ-113 [300 CP | Discount: Savior]

Why is it that those things we build in order to save us are so often turned into weapons? With some fine-tuning this would be both an effective cure for Alzheimers, and a functioning cerebral enhancement, increasing the intelligence of those exposed to it by a statistically relevant amount. Right now, it is a biological weapon that will kill off 99% of the world's human population via fast neurogenesis, and cause serious degeneration to the survivors leading to them losing the power of speech (and possibly more), while having the intended effect (increased intelligence, and recovery from degenerative mental conditions) on any Apes it's exposed to. Either could be very useful - in the right hands.

Alpha-Omega [300 CP | Discount: Warlord]

This is an empty weapons depot at the border - empty of soldiers, that is. But the weapons are still there - appropriate for whatever setting you find yourself in. You can move in, and once you have, you can choose whether this makes you subordinate to the local military hierarchy or remain independent. Strangely, as long as you don't go out of your way to mess with the chain of command, they'll let you act with virtual impunity.

Secret Scrolls [300 CP | Discount: Scientist]

They might not look like much, but they contain something more potent and terrible than any weapon - the complete and raw truth of the world - not the official story, or what the winners chose to record, but the cold, dry, facts. This tells how the world came to be the way it is today, and how it really is even now. This doesn't provide the means to necessarily know everything about what's going on, and while it may be true it's not evidence either - you'll have to collect that on your own.

Warpaint [300 CP | Discount: Noble Savage]

Every army needs a uniform, something that links them together, unites them in cause and in struggle. This is a renewable source of fierce-looking warpaint - composed of wood, ashes, whatever you like; enough of it for a whole army, and its implication is clear - only one resolution is available. Anyone wearing this (after being given it willingly) will be largely immune to psychology for the duration of the conflict, simply following their instructions to the very best of their ability while curiously numb to actions that should horrify or traumatize them - while still using their own initiative and judgment when appropriate. They will also be curiously resistant to mistakes brought about by inexperience. However, this effect only lasts as long as they wear the paint.

Companions

Companions can not purchase companions.

Familiar faces [+0 CP]

Fear not, you are not damned to an isolated and lonely existence with only your own thoughts for company (unless you take the drawback that inflicts such an existence upon you, anyway). You can import any number of companions for free, and they count as having an origin for the purposes of discounts and freebies, as well as 1800CP to (collectively) spend (which they can spend on other companions, purchased here). That is 1800CP to share between however many of them that there are, not 1800CP each, however while they cannot take drawbacks, they do get the however much additional CP you accrue this way (so if you were to gain 4000 CP from drawbacks (and doom all hope of civilisation) they'd (collectively) have an additional 4000 CP to spend as well).

Custom Companion [50 CP]

Each individual purchase of this companion option will grant you a single new custom companion from this world of whichever race you desire, human or ape. Newly purchased companions may have any background and gain 400 CP to spend on origin, perks, and items while receiving all appropriate freebies.

Canon Companion [50 CP]

Each individual purchase of this companion option will grant you a favorable chance to companion a single canon character that exists in this world that is not purchasable below. sThey gain the race and background that is applicable to them and gain 400 CP to spend on perks, and items while receiving all appropriate freebies.

Sirius [100 CP]

This companion receives all Human Savior perks.

The son of Taylor and Nora, he is the best hope for mankind, even all that hope amounts to is a refrain of the cycle that saw this all happen in the first place. He has all the perks of the human iteration of the savior tree.

Pericles [100 CP]

This companion receives all Ape Drop-in perks.

Pericles has the good fortune to be an astronaut, and is revered as a living god by the Apes (who practice a kind of ancestor worship). He's very intelligent (for an unevolved chimpanzee), and has all of the perks of the Ape version of the drop-in tree. Sadly, he does not have true sapience, and has not been taught to sign, but he's an excellent test pilot, even with his tendency to panic in a crisis, and can adapt these skills to flying any spacecraft you possess with a little bit of patience and understanding.

Aldo [100 CP CP]

This companion receives all Ape Savior perks.

If Caesar hadn't been born, Aldo would have been. Or rather, since Aldo wasn't born, Caesar was. But perhaps it's for the best. He has all the perks of the Ape iteration of the savior tree.

Koba [100 CP]

This companion receives all Ape Warlord perks.

Life was not kind to Koba. So why should he be any different? Koba will serve you, as long as you give him an outlet for his frustrations, but it is conditional. If he comes to be convinced that you no longer represent his interests, he'll arrange your death (or just shoot you himself) and attempt to take over Jumpchain for himself. He has all the perks of Ape iteration of the Warlord tree, and a singular ruthlessness that makes his perks largely gratuitous.

Dr Zaius [100 CP]

This companion receives all Ape Scientist perks.

A conservative, blustering orangutang of renowned piety, Zaius emphasizes the blind faith of the ape religion and traditions, preferring a stagnant, imperfect, faith-based ape culture that kept humans in check and limited scientific progress. Whether this is better or worse is largely a matter of perspective, but he's at least willing to discuss his point of view by discourse, and he has all the perks of the Ape iteration of the scientist tree.

Ari [100 CP]

This companion receives all Ape Scientist perks.

The fantasy of many a human, Ari is the daughter of Senator Sandar, a high ranking member of the Ape Senate in the standalone 2001 movie. Ari has a passion for life and strives for a world of equality where apes and humans live as equals. Idealistic and despising the way the humans were treated, Ari speaks publicly about her outrageous beliefs, and uses her father as a shield from the authorities. In the original timeline when Ari spotted astronaut Leo Davidson in a cage, she just had to have him. She bought him and the female Daena, whom he particularly liked, because she saw their rebelliousness.

Dr. Zira [100 CP]

This companion receives all Ape Scientist perks.

Dr. Zira is a chimpanzee psychologist and veterinarian, who specializes in the study of humans, in the original timeline of Planet of the Apes. Zira is the fiancée (later wife) of Cornelius, and both are ultimately responsible to the Minister of Science, Dr. Zaius. Her work involves both working with humans under laboratory conditions in both learning and behavioral experiments as well as physically through experimentation and vivisection. Zira is an outspoken liberal by nature, deploring war and militancy (and despising the gorillas, who seemed to make both a way of life), and eager to seek and develop intelligence anywhere it could be found. Zira literally stood for her principles - or refused to stand, as the case may be.



Nova [100 CP]

This companion receives all Human Noble Savage perks.

In the original timeline this woman was the first native that the astronauts met, Nova was a beautiful (and ultimately tragic) primitive and mute human girl, who became the companion and love interest of George Taylor, an astronaut stranded in a post-apocalyptic Earth that has become a Planet of Apes. In her contact with rational humans, Nova has tremendous learning potential.

King (Queen?) Kong [100 CP]

This companion receives all Ape Noble Savage perks.

I think you've strayed into another franchise, sir. No? You're sure? Okay then. King (Queen?) Kong has all the perks of the Ape iteration of the Noble Savage tree, and has the additional advantage of being absolutely gigantic, in clear defiance of the 'square-cube law'. This ape can fight four tyrannosaurs at once (and win), and is secretly very lonely, and a bit of a romantic. (S)He's decided to travel with you, and as proverbial eight hundred pound gorillas can go wherever the hell they want to, who the hell is going to stop this one?

Tarzan [100 CP]

This companion receives all Human Noble Savage perks.

Okay, this has to be wrong. Well, apparently the legendary creation of Edgar Rice Burroughs, Tarzan of the Apes, has joined you somehow. He has all the perks of the human iteration of the 'Noble Savage' tree, with the additional quality that apes (even evolved apes) will always treat him as one of their own - whether he can communicate with them or not.

Drawbacks

Companions can not purchase drawbacks.

“Which Planet is this?” [+0cp]

There have been many adaptations, retellings, and separate continuities of this franchise, and this jump largely assumes a soft continuity, taking what you want from all of them, and ignoring the rest. With this, you definitely chose one adaptation or another to be stranded in - be it the original, the first remake, or the more modern reboot, and you are stuck with it for ten years. Not even Time Travel will change it.

Absolutely Ape-shit [+100CP]

If you're something of a masochist, you could take this drawback - though there are easier ways of getting CP. Believe me. All the worst, most objectionable (or plain bad) aspects will reach a kind of nadir in your experience over the next ten years - the apes will look like people in bad costumes (and the people will look like apes in bad costumes too, in the interests of fairness) the sets will be unconvincing, the acting will be wooden, the dialogue will be cringey, Caesar is now literally Ape Hitler, and events and characters alike will be similarly poorly written.

“Modern understandings of Primatology” [+0cp]

On the Planet of the Apes, the orangutans run things, the gorillas carry out their plans, and the chimpanzees have all the brains and none of the power. This simply adjusts things to better reflect the behavior of the animals in question, with the chimpanzees as soldiers, gorillas as lawmakers and orangutans as counter-cultural hippies and loners. Don't take this option, it'll ruin everything and Planet of the Apes is a classic.

[“The Simpsons already did this.”](#) [+0cp]

Enjoy your glorious animated musical - it has everything you could want: breakdancing apes, hammy acting, genius lyrics and catchy music. It might get old after enduring ten years of it, but, well, you could say that of most jumps, and at least it should be fun at first.

“Somewhere in the universe, there must be something better than man...” [+100cp]

You might not want to come across this way, yet in no time at all you prove yourself to be a misanthropic, cynical and rather bitter and vicious excuse for a person who invariably alienates everybody who spends much with you. It leaves you prone to naval-gazing and excessive (and self-defeating) philosophizing, and otherwise makes you the last person to want to represent humanity when confronted with its successors. You'll drive pretty much anyone away.

“Oh, there were women. Lots of women. Lots of love-making but no love.” [+100cp]

You can't enjoy the act of sex anymore. The harder you try, the less into it you are. And you find you resent anyone you're attracted to as a consequence of this, like it's their fault or something.

Donkey [+200cp]

Humanity has become a decadent species no longer fit to survive by natural selection, with a 'mental idleness' and a total incapacity to organize and resist against the rise of the apes. Being replaced by a more deserving race is right, and you for one welcome our new simian overlords. At least, you're going to believe this, if you're a human. If you're an ape, you'll be quite willing to sell out your own kind in exchange for a few basic comforts, and even take a certain pride in this behavior, as you slavishly hand them the ammunition they use to shoot ape women and children with a sycophantic expression on your face. What do Quisling, Benedict Arnold and you have in common?

"I feel lonely." [+200cp]

You are entirely isolated - alone in the universe. You cannot bring any companions (nor will you be able to locate any trace of them until the jump has ended - they're not in your warehouse or attached properties... actually, they don't seem to be anywhere), and you cannot find anybody to communicate with who can give you even the barest understanding, so much as a single scrap of relatability. Be warned, such absolute isolation can drive anyone mad, and just to prove it this makes all your perks that might protect you from exactly that now work in the opposite direction, by making you more aware of your absolute solitude...

"Get your stinking paws off me, you damn dirty ape!" [+200cp]

Shortly after arriving, you will succumb to a throat injury leaving you unable to talk. Of equal concern, you'll be unable to carry on a conversation using any language more sophisticated than pantomime (if you try sign language, for example, you'll find nobody else knows it - at least the dialect that you try, and have no success teaching it beyond in the crudest sense), and powers such as telepathy will prove almost totally ineffective (at best you can pass on very crude concepts - and usually not even that). Not only will you have a difficult time convincing the inhabitants of this world of your intelligence, but communication is at the heart of any society, and you're unable, and you won't recover until the ten years are up. You can still write, however, and draw as well, which might come to serve you well, if you can find a way to get someone to pay attention...

"IT'S A MADHOUSE! A MAAAADHOUSE!" [+300cp]

Nothing seems to make sense, at least to you. Try as you might, you simply won't be able to come to terms with your new existence, and will wander the world ranting incoherently.

"The smarter we get, the more dangerous our world becomes." [+300cp]

Whichever faction you choose to align yourself with, the other faction is empowered to not simply balance your presence, but render it largely irrelevant in the terms of the struggle. Worse still, this has no upper limit whatsoever - a late stage jumper stupid enough to take this drawback may find himself part of an oppressed minority ruled over by multi-dimensional super-beings who have ascended to a level that it is sufficient for them to casually erase or create galaxies with nothing save an effort of will, or worse. This is a scaling drawback, that said, the essential narrative will resolve, no matter how this drawback will affect things (though it might do so in a way that seems counter-intuitive), and you'll get swept up in it somehow, and be forced to make some kind of contribution. It's your funeral.

No human may ever say no to an Ape [+300cp]

Human or Ape? Whichever one you aren't is the one making the calls, and for the duration of the jump you can't refuse any one of them anything, or any service they ask of you for the duration of the jump. Absolutely nobody, and absolutely nothing they ask - no matter how pointless, unreasonable, counter-productive or demeaning. That includes suicide, so passive-aggressively misinterpreting instructions is not a good idea. Nor is killing them preemptively. If you can be restrained for thirty six hours after receiving an order, the effect will wear off, but over that time you will strain with every fiber of your being to accomplish the instruction (using all your wiles, powers and charm), no matter how outright senseless it might be - because if you do not, you'll have failed the chain, and be sent home with nothing.

"The universe only seems to reward cruelty with power" [+300cp]

All the horrors of the Planet of the Ape are the horrors of our world repeated - inflicted upon us and by us, and all those horrors will be perpetuated upon you, for however long it takes. All of it. You'll be trapped here until you have endured the plight, and arrived at the most miserable of conclusions: There really is no difference between us, in the end.

Your kind made a wasteland of it, ages ago. [+400cp]

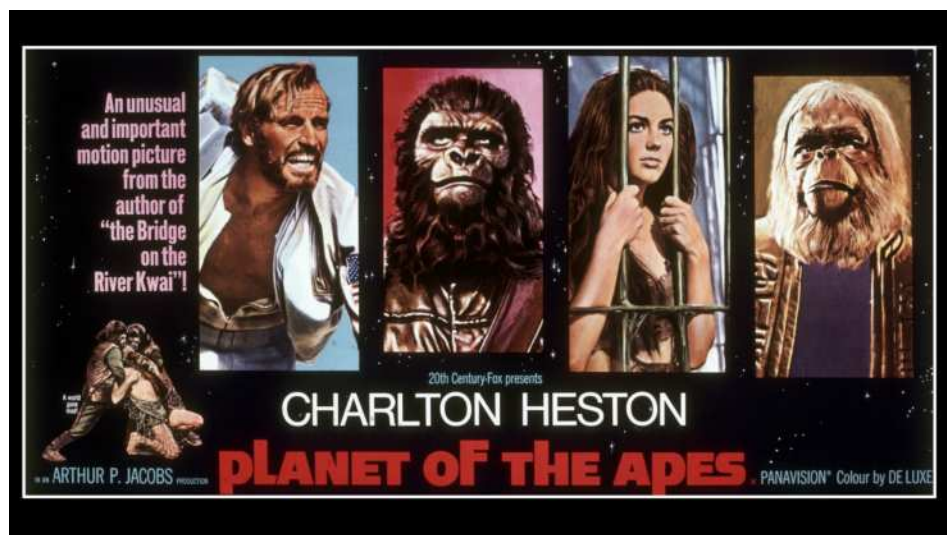
At the moment you arrive you'll plant a flag, as the ancient explorers did, claiming the land in the name of whoever you purport to serve or represent. A meaningless act, perhaps - even one worthy of cynical mockery, but upon finding yourself stripped naked with your warehouse locked, no out of jump equipment, no out of jump powers or skills, and not even your body mod to rely upon... Well, you might feel differently about that flag, since it's all that is left of your identity. In a literal sense. The apes will take you prisoner and drag you back to their city, either as slaves, or for Heresy (yes, it's actually worse to be an Ape in this situation). If you can find your way back to the flag, you can reclaim all these things, however it's deep in a region that the Apes call the Forbidden Zone, and they will take every reasonable effort to stop you from entering that place (since doing so risks upsetting the delicate structure of their society). Still, if you don't find your way back to that flag, all that you were is gone (perks, resources, all of it), washed away as though it never was by the grinding tides of history (you will not recover it post-jump - it's GONE). If taken with 'You MANIACS! You BLEW IT UP!' then there is no recovering your prior identity at all no matter what you do - all that lies in that place is incontrovertible evidence of your peoples own destructive ways and the end of human history, which may well break you entirely - as well as leaving you no way of recovering yourself. Still, maybe in such circumstances a fresh start is for the best.

"You cut up his brain, you bloody baboon!" [+600cp]

You thought the throat injury was bad? The Apes (or the humans), recognising you as a threat to everything they have built, somehow managed to subdue you and give you a lobotomy. Furthermore, they were more successful than they would have imagined - they somehow figured out a way to cut out all your out of universe powers and abilities in the process, leaving you little more than a drooling imbecile. They've since put you in a display case, and it's up to your companions (who have also lost all powers gained from Jumpchain and equipment but haven't been lobotomised yet) to mount a rescue and then find some way to restore you to function. There isn't anything likely to succeed - what you went through was pretty final - but if they don't manage to restore you without using out of jump powers, you're doomed to spend however many years are left to you as a cautionary prop in the Ape's self-serving but hard to disagree with position. How badly do you want the CP?

"You MANIACS! You BLEW IT UP!" [+1000CP]

Well, this is it. You thought you were visiting another world, but you're home. Is it like you imagined it would be? While you were exploring all the multitude of possibilities, this is what happened to the place you left behind. All that you knew is gone, and there is no bringing it back - no matter what you try. Apes rule here now, and will until they repeat our mistakes. And you're the last intelligent human being, the others having devolved into a species of oppressed animals. It's a great story, Planet of the Apes, and at its heart is the question of what mankind's future can be, if history dictates our actions - and the conclusion is bleak. And, as far as you can see, it's also correct - mankind will and has doomed itself, everything you knew and cared about died and isn't coming back. Try not to feel too responsible.



Ending Options

After staying ten years the effects of any Drawbacks that you took (except where noted otherwise) vanish, and you're restored to your old self, perhaps with a new perspective, perhaps not. What's next?

Stay Here

Even after ten years, there's still a lot to be done, and someone needs to do it.

Go Home

It hasn't worked out so well for the other protagonists who tried it, but there's a first time for everything, isn't there?

Continue Jumping

Apes are interesting and all, but there's more to the universe, right?

Update Notes

V1.0

- Jump Creation and official release.

V1.5

- Updated with new and easier to read formatting.
- Added Images
- Split the Human and Ape perks into sections to make purchasing and discounting more understandable.
- Split the "**Anybody else [50 CP]**" companion option into "**Custom Companion [50 CP]**" and "**Canon Companion [50 CP]**".
- Added **Ari [100 CP]**, **Dr. Zira [100 CP]**, and **Nova [100 CP]** companion options.
- Changed **King Kong [100 CP]** to **King (Queen?) Kong [100 CP]** so that you can waifu a female version of the great ape.