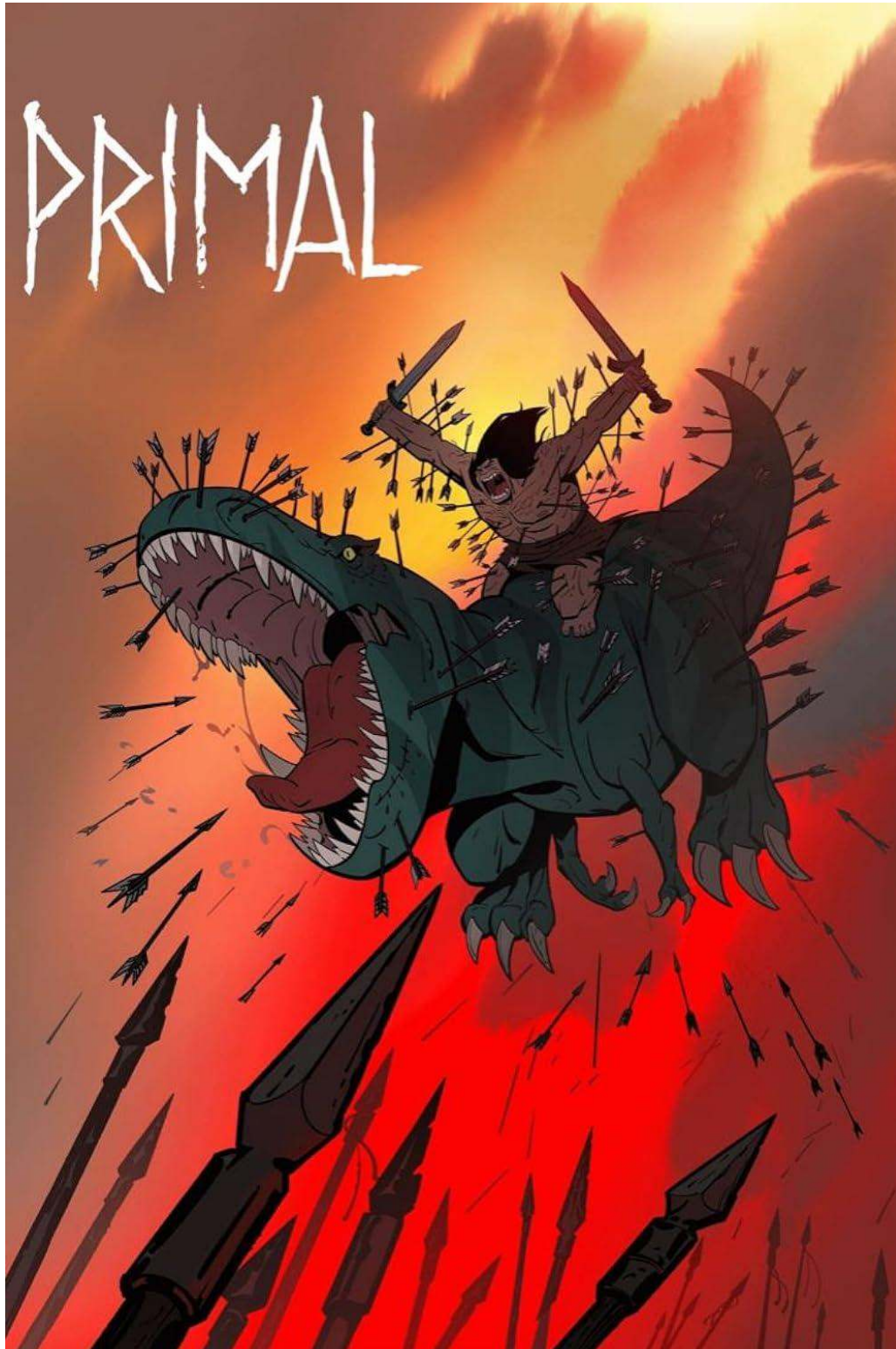


Primal Jump

Version 1.0.0



You are entering a world of savage tales. This is a brutal world, where nature shows all of its ferocity, and red runs blood from tooth and claw. It is a world where man is not the apex predator, but great and terrible beasts walk the world alongside him. It is an anachronistic world, where analogs of ancient Egyptians, medieval vikings, knights templar, and ancient Babylon share the world with neanderthals and dinosaurs.

It is a violent world. It is a harsh world. It is a savage world. But it is not one without its beauty and its grandeur. It is a world of stories told without need for words, but only action and deeds.

The main story would follow Spear, a neanderthal whose mate and children were consumed by tyrannosaurs, and Fang, a tyrannosaur whose children were consumed by the same tyrannosaurs as his. The two would create a bond over their shared tragedy, and become allies who would carve a red and bloody streak through the world and those within it who would seek to kill, enslave, or destroy them.

You will be entering this world as that story begins. It might still be possible to prevent it, if you had a way to find the neanderthal's mate and children. Spear is fishing, gathering food for his family, and will soon be making his way home to see that final, fateful, terrible scene. Though perhaps it'd be best to be as far from there as possible, for it seems to be a dangerous region, with great beasts ruling over the land. Those places where mankind thrives and builds its civilizations may be a safer place. But mankind is a great beast itself, and may be no kinder.

Either way, you will be spending a full decade in this world. And to help you survive it you may find yourself wanting these:

+1000 Cartoon Points

Good luck, and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 50 CP perk and first copy of the 50 CP item for your origin which are Free instead.

Post-jump the species granted to you by this jump becomes an alt-form.

Drop-In (Free): You possess no memories or connections to this world. You really don't fit in it. For one thing there's something oddly Victorian-era British about you. Still you are not from here, and you have no memories or experiences in this world.

Neanderthal (Free): You are a neanderthal, or maybe an ape-man. You are mostly comparable to a modern human, maybe a bit stronger in certain ways and lacking in others. You are a native hunter-gatherer of this world, born into a place where humans coexist with prehistoric and monstrous macrofauna, some of which prey upon your species.

Dinosaur (Varies): Unlike other origins, you must pay CP for this origin.

For 100 CP you are a form of prehistoric macrofauna roughly comparable to one of the horned tyrannosaurs. You could be an herbivore such as a mammoth, an aquatic beast, or even a giant snake. A cave bear or dire wolf would even be an option. You can even be a winged beast such as a pteranodon or one of the bat creatures, but in this case you will be somewhat smaller and weaker than as a land-bound creature.

For 300 CP you may be a giant spider. Like the spider from *Terror Under the Blood Moon* you are substantially larger and more powerful than a tyrannosaurus, though not as physically imposing or powerful as the horned tyrannosaurus alpha, and that is without including your venom, web spinning, or ability to scale cliffs.

For 400 CP you may be a gigantic megalodon or an argentinosauros. You are significantly bigger than the other options; and as a megalodon significantly larger than a real world specimen being far more than 50-ft in length. You're larger than a horned tyrannosaurus alpha. Your size gives you massive power and physical capability, easily capable of overpowering lesser beasts, and shrugging off what might even kill a dinosaur. You are large, powerful, and absolutely terrifying.

For 600 CP you may be a creature similar to the Night Feeder. This is actually the smallest option available here, being somewhat smaller than a tyrannosaurus, but it possesses power far in excess of its size. Your speed is great, and almost certainly the fastest option here; even a noticeably above average tyrannosaur such as Fang would need to use the terrain to its advantage to outrun you, and even a super-human individual like Spear would be hard pressed to avoid you with every ounce of agility and speed he has and a thick forest to slow you down with and make full use of his ape-like agility and leaping. And neither could keep it up long enough to truly escape you, even if you found yourself being distracted by changing targets. Your speed is, however, unimpressive, at least compared to your claws. While they do not seem so large, their power is truly

outsized. You could, with a single swipe of your claw, tear through a tree more than a meter thick, or even thicker than a (short) man is tall, or blow apart smaller ceratopsians and dinosaurs in bloody wakes, or effortlessly slice one from head to tail into a perfect bisection while barely slowing down. It's questionable whether you're stronger or merely as strong as an argentinosauros or megalodon, but you pack that power in a form smaller than a tyrannosauros and with much greater maneuverability and agility although admittedly with less ability to resist blows. You also possess a terrible scream, one which at close ranges can be loud enough to cause physical pain to a human or a tyrannosauros. Your body produces a foul tasting, and smelling, black, viscous substance. It seems to act in ways as a lubricant, helping you to slip away and escape, even as it leaves a sticky residue which can stick to foes' bodies and mouths; it also renders you almost invisible in the darkness, blending you in with your surroundings to the point where you could not be picked up by the eyes of even a tyrannosauros, one of the most powerful sets of eyes ever evolved. Your sight is even spectacular for a nocturnal hunter, able to easily see in the depths of a forest at night by no more than the faint light of stars filtering through a heavy canopy; anything short of absolute darkness you can see by well enough to fight. This does bring us to your weaknesses. You are a being of darkness, and light is a threat to you as it can render you visible and blind your dark-adapted eyes with the sheer overload of brilliance. Even more than light fire is a danger for you are highly flammable as if you were drenched in oil. Still you are one of the most powerful predators in this world.

Homo Sapiens (Free): You are a modern human. Not in the modern day sense, but in the sense that you are of the sub-species of homo sapiens recognized as modern humans as opposed to homo sapiens neanderthalis or another species or subspecies of human. You come from a relatively peaceful and non-aggressive culture or society, one which lives simple lives without attacking or raiding others. You may be from a small village, or tribe, and you likely have warriors in your village – to deal with predators if nothing else – but you're from a peaceful people.

Raider (Free): You are a modern human. Not in the modern day sense, but in the sense that you are of the sub-species of homo sapiens recognized as modern humans as opposed to homo sapiens neanderthalis or another species or subspecies of human. You come from a relatively warlike culture and society, one which practices the act of raiding its neighbors for resources and slaves. Yours is a culture that values military and martial prowess and having grown within it you possess such prowess. You are not necessarily evil, and you still care for your kin and family, but you are from a warlike and aggressive culture.

Location:

As a Drop-In you will appear somewhere in the wilderness. As a neanderthal or dinosaur you begin in the territory of your species, again somewhere in the wilderness, though you may be alongside your tribe or herd if you have one. As a homo sapiens or raider you will begin in your native village. If desired you can be placed somewhere near the path that Spear and Fang will take on their own journeys; wait long enough and you'll meet them. If you take the Wanderer drawback you will begin lost and alone in the wilderness, and if you want to find our heroes that will be on the whims of fate and chance.

Age and Gender:

If you drop-in, you will retain your age and gender from the end of the last jump. Otherwise you may choose any age or gender which is appropriate for your species.

Perks:

The 50 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Nature Red in Fang and Spear (Free): Life was not easy in the past, nor is it easy in the world of Primal. Creature comforts are few and far between, and violence is common and intense. Whether you've grown up in this world, or appeared from nowhere, you'll find that you have been hardened. You are accustomed to violence, and to the discomforts of life in a primitive world. This won't completely inure you to the act of killing, it won't even stop you from finding yourself hesitating to defend yourself against a child, but you've had enough hardening not to freeze up in panic when a dinosaur charges towards you, or to have experience killing in a battle before. Similarly roughing it cross country will not be pleasant, but living in a primitive village without climate control, comfortable chairs, or your social media and electronic devices will at least be tolerable.

Primal Toughness (Free while here/200 CP to keep): If there's one thing that Spear and Fang have in common, other than their shared loss, it's being built dang tough. They both take blows that would kill those who are bigger and stronger than they are, and walk them off, not even needing medical care. They become pincushioned with dozens of arrows and continue fighting. And it's not just them. It seems to apply to all the major characters. So now it applies to you as well. You can still be knocked out or killed, but you can take a lot of body blows, and seem generally harder to break than normal; you can lose more blood, take more wounds, and generally survive more damage that wouldn't be instantly lethal. Having your stomach slashed open to let your guts spill out will barely slow you down. Blunt force trauma to your head tends to knock you out instead of killing you. This is especially effective against massed missile weapon assaults; a single arrow might pierce through your leg completely, but 30 men all firing in tandem will see the arrows simply stick in your skin, heads not fully piercing you.

Beyond your ability to take a major beating, you can even walk it off. Your wounds and injuries have a way of healing more quickly and without difficulties or complications. This includes brain damage from repeated cranial impacts. This won't necessarily save you if you're mortally wounded (that is wounded so badly the wound will kill you before it heals naturally) though the line for mortally wounded is a bit further for you than most, and this is a far cry from some comic book healing factor; you won't be regrowing lost limbs or organs, or having wounds close in instants.

Beast Rider (50 CP): You are skilled at riding bestial creatures. Whether they're great birds that fly through the air, massive bears, or dinosaurs, you know how to guide and ride a beast even if it's barebacked. This won't help you make one accept you as a rider, that's on you.

Convenient Caves (100 CP): When you travel through the wilderness, you seem to have an odd luck in finding caves large enough to provide you, and a few others, with shelter. This only applies in the wilderness – caves won't be popping up in towns or parks – but you always seem to be able to find a cave that provides good shelter against the elements and is large enough for you to occupy comfortably.

Into Eternity (100 CP): You are a good parent. You have good instincts as a parent, and a good sense of how to raise a child well, teaching them what they need to know to live a healthy and successful life, how to care for them so they have the chance to grow into that life, and how to keep them safe in the interim. This won't magically protect your child from all harm, or give you the time or academic knowledge needed to teach them everything that might advantage them, but you are a good parent.

Runner (100 CP): When fleeing you're somewhat faster than normal, and obstacles and obstructions seem to slow you down less, underbrush not tripping you, walls being easier to climb, etc.

Unspoken (100 CP): Language is a barrier between man and man and man and beast both. But it seems to be a lesser one for you. You're good at making yourself understood through actions and gestures, as well as grunts, roars, or other non-lingual vocalizations. And you're good at understanding others when they attempt non-verbal communications; you'd be a master at charades, but it should also help you show your good intentions towards a t-rex or recognize that mammoths might want their kin's tusk back.

This seems to be at its best when it comes to coordinating with allies in a crisis. With just a few glances, maybe a gesture or two, your allies seem to be able to intuit your plans with ease. They won't know anything too detailed, but if you wanted to use a dead snake to catch the rock overhanging a waterfall and break your falls, just by grabbing one end they'd be able to figure out their part to grab the other.

Witch (800 CP/1000 CP): You may not be one of the witches of the coven of doom, but you possess similar magical powers to their own. You are able to transform into animals; you won't be turning into a tyrannosaurus sized wolf, or a tyrannosaurus, but you could turn into a normal sized one, a big bird, or other approximately human sized animals, down to those the size of a rodent. You are able to control the minds of reptiles, including dinosaurs, though willpower can resist this and Fang nearly broke free when properly motivated. You are able to fly and turn into wisps of flowing green energy to dodge non-magical attacks. You are able to use this same green energy to manipulate items. Finally, what is probably your most impressive power is to freeze time. You aren't able to actually interact with things physically during the stopped time, seem to need to return to where you were before unfreezing it, and you can almost certainly hold it for only so long. However you are able to, by drawing a circle of green energy on a surface, create a portal which can be used to enter the memories of yourself or others and view them. You have some control of where in their memories you view, able to seek out a starting point and fast forward through them.

For a higher price you're like the head witch. You could turn into a giant wolf large and powerful enough to overpower a tyrannosaurus, and your magic is generally superior; your mind control is harder to break, your telekinetic manipulation has more force and can move larger items, you can stop time and view memories more easily. You are simply a superior witch. You can also take some non-animal forms; you won't be imitating specific individuals this way, but you could take the form of a snake-faced humanoid with antlers and monstrosly tall. Most importantly, with proper preparations and ritual you can suck the life out of a restrained but conscious hominid to create a baby witch. This is a short, and stumpy, dwarf-like hominid but they will have the witchly powers of the base level perk when they have grown.

Regardless of the price purchased at, if your Origin is not Dinosaur, you may choose to be of the species (or subspecies) that the witches were instead of what your origin would be, and to gain it as an alt-form. Except for the head witch, they were all extremely short, broad women. The head witch was taller and thinner being of more human proportions, at least in her default form. If you are a Dinosaur you will gain a short, broad witch form as an alt-form post-jump in addition to your dinosaur form.

Drop-In Perks

Naturalist (50 CP): You have the knowledge, experience, and education of a 19th century British naturalist who has undertaken at least one or two scientific trips, safaris, voyages, or expeditions.

Gentleman (200 CP): You are fully versed in the behaviors expected of the upper classes of polite and civilized 19th century societies. Beyond this when you act in a polite manner befitting the rank of a British gentleman of a civil society, you will find that even if you commit social faux pas by local standards, your intention of polite behavior will come across and come through and such failings will be easily forgotten. This is assuming you are actively being polite; if you're actively being double faced and attempting to insult and demean this won't help you even if you're trying to hide it as 'polite.'

Great Man of History (400 CP): Charles Darwin's theory of evolution has had a reverberating effect throughout civilization since his day. You may not be lucky, or intelligent, enough to create the framework to explain the change of species over time or something of that magnitude, but your works and creations have a lasting societal and cultural impact. This may not benefit you in a man's lifetime, you may be ridiculed and mocked in your day, but your theories, and your creations tend to be remembered and spread, and reach those that they might inspire. It's possible your greatest contribution will be to drive someone to disprove you, but what you create and teach will not be easily erased by the sands of time.

Primal Theory (600 CP): We are not so dissimilar than the primitive man whence we came. Of course we have multiple layers masking out our true inner selves. The uniforms of society, education in its highest forms, lavish indulgences. We have evolved beyond creation's expectations. But under the right circumstances, facing a primeval threat, our evolution will revert back to its savage, primal form fighting for survival at the very cost of our humanity. Or at least yours will.

When you are actively fighting and struggling for your life against an immediate and deathly danger, such as a killer on the loose slaughtering your friends with you somewhere on the list, you will find that you become faster, stronger, tougher, hardier, and more brutally effective in battle. This is not a sudden immediate shift, but instead as the threat remains you will continuously grow, more and more primally powerful. You could be an aged man well past the bloom of his youth and manhood, and who was too peaceful and civilized to aim a gun at a man without shaking such that it'd miss, to being

able to outspeed a man who could dodge bullets, and overpower him even if his strength was just as impressive, across the length of a battle were you to survive long enough and this might not be the height of your increasing power. There's probably some limit, but a normal, civilized man could see himself killing the most physically powerful apex predators the world has known if the battle lasted long enough, and that's from a normal man. Your enemies are best advised to end you quickly.

Once the danger is passed, though, you will quickly revert to your normal capabilities, and require building up to your full might once again.

Neanderthal Perks

Primal Hunter (50 CP): You have the skills of a hunter of this wild and dangerous world. While this won't give you the superhuman physique needed to go toe to toe with the dinosaurs and beasts that populate this world, nor the combat skill necessary, it does mean you know how to hunt, how to identify edible plants, and the basic survival skills of a successful hunter-gatherer.

Tool Maker (200 CP): You excel at making tools from natural or improvised materials. Both just know how to do it really well, and are really good at realizing when something you find would be useful for making a tool. Bugs have hard shells that cut your hands when you grab them, well their underbellies don't and they could make some excellent brass knuckles.

In general, you will find that improvised tools you make, or those you make from simple, or natural materials (if you have to forge it it doesn't count as natural) are not only easier to make, but seem to hold up better under stress and hard use as well as be more effective at their designed task.

Ape Man (400 CP): There's something almost inhuman about the way you can move about. You move about fast. This doesn't necessarily improve your reaction time directly, but you can run and leap quickly, and you are very good at gauging jumps in a heartbeat and sticking your landings. Your leaps are also prodigious, bounding to the top of single story buildings, the limbs of trees, or the backs of tyrannosaurs or mammoths with ease. You could kill a flying beast, leap from its back as it begins to plummet, and land on another in its flock to maintain your height. Well assuming you're able to kill them; this perk won't help with that.

Your climbing abilities are similarly impressive. You can climb bare trees, bare cliffs, and walls, almost like a monkey even if you're a multi-hundred pound mass of dense muscle. The easier ones you can climb almost as fast as you can run, and you could (as a human) run fast enough to keep pace with a tyrannosaurus for a time though as a human you'd fall behind eventually. Those with fewer hand and foot holds may slow you down, but it'd take something perfectly smooth to do so.

This all comes with absurdly good balance, and a lack of motion sickness. You can keep your balance, and hang on even as a creature tries to buck you, clinging to them so that you could 'ride' a bestial opponent even as you both fight.

Primal Warrior (600 CP): You are fit. As in killing prehistoric macrofauna with a spear fit. With nothing more than a spear and rocks from the ground you could fight many of the greatest creatures the world has ever known. But this isn't a matter of stealth, and cunning. This is a matter of sheer, physical prowess. You can throw a spear hard enough to sink it deep into a tyrannosaurus or with a particularly good throw pass it through its torso completely, or break such a beast's tooth with your hands and stab it deep into its flesh. This provides you with a similar level of toughness, letting you survive blows from such beasts.

This comes with combat instincts matching your power. You might not know the 'proper' way to box or some martial art, but you know how to beat a foe to death with your fists, how to take a rock and bring it in for a kill, and how to fight against the most fearsome predators the Earth ever produced. You've got the reflexes and reaction speed so you're not just taking blows helplessly from a t-rex but can dodge as well, and have enough ability in battle to cut down slews of normal men should they try to fight you.

Dinosaur Perks

Intelligent Beast (50 CP): One must wonder how intelligent the beasts of this land are. They're not tool makers like humans, or society builders, but Fang at least is no dumb creature. Still when you're taking species and shapes with altered brains it can be problematic. You'll find that you can retain humanlike intelligence even in forms that should have subhuman intelligence such as because they have brains too underdeveloped for it, or don't even have brains at all.

All Terrain Dinosaur (200 CP): Humans are an animal that is actually particularly well suited for a large range of terrain and climate. Tyrannosaurs do not seem to have been. This doesn't change that Fang seems as capable, if not more capable, of dealing with various terrains and climate as Spear. Oh, Fang can't climb like her friend, but she's very much not made for swimming, and yet fights predators larger than her made for it just fine, and generally does as well if not better than Spear, and it was Spear, not Fang, at risk of dying from the cold in the Arctic and discomforted when walking through a desert.

You are similarly adaptive to wildly varying environments, climates, and forms of movement. Even if you're a land predator you could use your limbs to swim with surprising effectiveness. You won't be flying without wings, or climbing sheer cliffs as a t-rex, but you'll get closer to both than should be possible for you. In general, your body seems to function better to move around a suboptimal environment than it should.

This also helps you survive in extreme environments, and even could adapt to arid conditions better than really should be possible. For every climate found on Earth less extreme than the poles or the Gobi desert, you're able to survive with surprising ease. You retain less or more heat, you eat less, and you need less water. You still need to eat and drink some, but in the desert you'll retain water like a camel, and you can get by on surprisingly little food when you need to. This will still help outside of those ranges, but truly extreme conditions will not be easy with just this.

Nose for Danger (400 CP): You possess a sense for danger. Specifically an olfactory one. You seem to be able to smell danger on the wind. It's relatively minor from mundane danger, but as long as you're alert and not sleeping or overly relaxed it'll give you a whiff of it to help warn you to prepare for battle. Supernatural danger seems to be give a more serious odor, as you seem to be able to smell it from much further away. This won't tell you the precise nature, but it will give you at least an idea of the magnitude of supernatural dangers around you, and if they're coming closer.

Alpha (600 CP): You're big. Whatever species you are, you're big. As a Neanderthal, or a variation of human, you might be a large man, but now you stand almost twice as tall. As a dinosaur your size would vary by species, but by default you'd be approximately the size of a horned tyrannosaurus, or maybe an herbivore on the same scale, that is unless you purchased one of the more powerful options therein. Now, though, you're big. As a human you're as large as Kamua, a giant of a man easily dwarfing Spear. As a dinosaur you're at least twice as large as you'd normally be. And this comes with a great increase in strength. You won't be much faster, in fact your extra bulk probably means you need to move further to dodge, but your strength and toughness has increased substantially. As a human you'd be able to overpower a tyrannosaurus in a contest of strength, as a dinosaur you'd be similarly heightened beyond the norm for your species.

But this is just your default size. Your exact scale seems to change as narratively appropriate as you can grow to even more terrifying sizes in the height of battle; much like how the horned tyrannosaurus alpha's scale compared to Spear and Fang shifted throughout the fight, or how Kamua's size grew in his final rebellion when he held the evil queen in one hand like a true giant. At your smallest you might only be notably big, possibly smaller than your default, but at your largest a large man might not raise to your knee, or as a t-rex your foot to shank might be larger than a normal t-rex. And as your size changes so will your strength.

You may choose, at the start of each jump, which alt-forms this increase in size applies to. Perhaps you wish to be a giant as a dinosaur but normal sized as a human. If so, the option exists.

Homo Sapiens Perks

Sail Away (50 CP): You know how to sail a boat. You know how to work a rudder, work sails, and even navigate at sea using the stars. You are a, perhaps surprisingly, well versed sailor. You seem to be at your best in a crisis where you seem to be able to do the work of 2 or 3 crewmen at once. It won't always be enough, but if you're sailing a stolen ship alone it'll help.

Princess (200 CP): Oh no, did you get captured by slavers? Don't worry, your friends seem to have a way of coming to save you. When you're held captive, your allies' seem to have their capability to track you down and find you increased, becoming more ingenuitive and slightly more capable and competent all around. They'll even be lucky in finding signs of where you are, and arriving nearby even if they do something dumb like get on a raft to cross the ocean with no means of navigation or steering or idea where in the world you've gone. This also helps encourage your friends and allies to save you instead of abandoning you to your fate. Conversely it also encourages your enemies to capture you as a hostage, if they want leverage over your allies, as opposed to simply finishing you off then and there.

Medicine Woman (400 CP): You have been taught the arts of healing. You might not know modern medicine or surgical techniques, but you know how to set bones, make casts from mud, and perform primitive surgery. You know what herbs are good to treat what ailment, and how to recognize a patient's issues to pick the right ones – or the right way to live to remedy it. It may not be up to modern standards for medicine, but it's a lot better when you don't have modern tools or equipment, and surprisingly effective. In fact it seems somewhat more effective than it should be, at least when you're the one performing it.

Also comes with a knowledge of how to mix up some basic medicines, including anesthetic powders to knock out patients safely.

Chieftain (600 CP): You seem to carry with you an aura of respect and leadership. This isn't strong. You'll need to demonstrate real leadership abilities if you actually want to hold a position of leadership, but it's enough to make people more likely to listen to you and at least consider your ideas, especially in a crisis.

That alone is useful, but you're also very good at understanding what is needed to calm heads and bring things back from the edge of violence. You're great at defusing situations, and keeping misunderstandings from becoming un-restrained violence. You might not be able to stop a fight when a t-rex comes to attack your village to eat you, but

if a neanderthal woke up in your medical hut and assumed he'd been captured by slavers, you could probably find the way to quickly calm both him and your local warriors even after he'd injured a few of them.

You're actually good at being warm and welcoming in general, and making someone feel at home in a community. It's a simple thing, but you know how to be hospitable and welcoming, in a way to make someone at home even if they come from quite a different culture, or even another species entirely. You could make a t-rex feel at home in a town, though you might need to be a bit accommodating and meet them part way.

Raider Perks

Viking (50 CP): You're somewhat larger and stronger than normal for your species, nothing near the level of a Primal Warrior but enough to be cleanly felt against another human or dinosaur of your kind. In addition, you've got a skill in combat and weapons, knowing how to use an axe, how to use a sword, how to use a shield, how to use a bow, and most ancient weapons of those sorts. This comes with experience in combat and fighting, especially against your own species.

Vidarr (200 CP): The son of Odin, who took vengeance for his father by slaying the Fenris wolf. He seems to have smiled upon you. When one has wronged you, you will find that the opportunity to repay that wrong is opened to you. It becomes easier to track them down, and opportunities to find the tools or power necessary to take your vengeance come to you. This is in proportion to the wrong done to you; a social slight might help you find a moment to get in a nasty insult back upon them, but if someone slaughtered your family and tribe you might find yourself able to track them to the ends of the earth and receiving offers of supernatural aid to take your vengeance. This will not necessarily make vengeance easy, to repay an insult you'll still need wit, to repay a murder skill in battle, nor will it necessarily make it cheap – pacts with demonic entities can be quite expensive – but opportunities will be open to you should you be willing to take them.

Dominion of Fear (400 CP): Is it better, as a ruler, to be loved or feared? Your answer would seem to be feared. At least you excel at ruling through fear. You are an expert at breaking people as slaves, putting the fear of you into them to the extent that they will not even consider rebellion. You can break all but the bravest and strongest willed individuals, and once you have you can push them far. You could hold hundreds of giants with the reach to punch further than a normal man could swing a sword, and strength enough to reduce a man to bloody pulp with a single blow, as slaves with a force only a few times their number, as once you have instilled fear into an individual they become extremely servile and submissive. This doesn't apply only to people. Overpower a wild beast and wrap a rope around its throat and it will soon stop fighting you and accept that it now exists as your beast, and serve faithfully as a mount.

With those you can't break with fear of your power, you know how to use hostages to compel obedience from; your threats always seem a worse risk to take.

Flames of Hell (600 CP): Someone could be forgiven for believing you made a pact with the underworld. After all, you possess the ability to take on another form where your flesh becomes gray and your features indistinct. In this form your body begins to produce substantial heat, and flames wrap about you licking across your body. These flames won't hurt you, in this form you are a creature of flames, and instead they will serve you, allowing you to project them from your body as a dangerous weapon, or to strike the ground and send them through it making the ground break apart before erupting with fiery magma. You can even form weapons from it, using your flames to create a solid copy of hand-held weapons, including copying the special abilities of ones you obtained directly from a jump document. These copies won't stay around out of your hand for longer than it'd take to say throw them into something. As you grow in size and physical power so too will the powers of your flames.

Besides these powers you possess some interesting abilities. First you're able to walk on water. You can choose not to, and walking in ankle deep water won't hurt you even in this fiery form, though it might be useful if you needed to cross the ocean without a boat. Second you are able to turn into a giant, flaming snake. This form is narrower than your normal one, but it's longer and significantly larger overall. It's useful for climbing things, and could probably coil someone, or other constrictor snake things. The larger you are in your base form, the larger this snake form will be. You may also shift your facial features and the level of detail of your form, moving from the indistinct features of this shape to your normal features. You may, possibly, learn to use this limited shapeshifting power in other ways, possibly learning to shape other features, or turn into other animal forms with a total mass similar to your original to somewhat larger.

If you took the **Alpha** perk you may choose to have it activate in this form even if you are entering this form from an alt-form where it would not be active.

Items:

The first copy of each 50 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 50 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Fish (50 CP): This is a large basket of fish. They won't stay good too long, but you'll get another one every day.

Sword (50 CP): This is a sword of bronze age or early iron age construction and design. Despite that it won't break easily, it won't dull easily, and is of the finest craftsmanship of the age, and the bronze or steel used for it is of the highest quality, comparing favorably to modern spring steel, and always sturdy enough for you to use it as a weapon. It is also surprisingly easy to use. Basic proficiency seems almost intuitive, a caveman could pick it up and instantly understand how to use it in a fight, which given how swords became status symbols in part because unlike spears and axes you can't do that with them, it's a distinctly not sword-like ability. As you become more skilled this will become less important, but it will still always be somewhat lighter and easier to use in your hands. It will repair and maintain itself over time if you manage to chip the blade or dull it, and if destroyed or lost will be quickly replaced.

Cave Bear (50 CP): This is a large, ferocious bear. It's not quite as powerful as a tyrannosaurus, even one more average than Fang, but it is still a strong, powerful beast. It has been trained to serve as a war mount, and is obedient to its rider's commands, won't shy from battle, and even knows how to use its own natural weapons without disrupting its rider too heavily. It's a pet not a companion, and will be replaced within month if killed.

Cave Paints (50 CP/100 CP): These are some basic, primitive paints such as a neanderthal might use to decorate the sides of a cave. You seem to be able to find a new supply whenever you're in a place where you might need them.

For the higher price, you'll find that your Warehouse, and other properties, may spontaneously develop cave paintings across their walls illustrating your personal journeys and stories.

Drop-In Items

Brandy (50 CP): This is a decanter of fine brandy of the highest quality. It will refill over time, taking 24 hours to go from empty to full.

Servants (200 CP): This is a valet, and a cooking woman. They are loyal and obedient servants who will appear in any place you make your residence long enough, and who will appear in any domicile you obtained directly through a jump document once you begin to travel there and have left wherever they already are. They are not companions, counting as followers instead, and are unable to leave the places that they serve in.

Civilized Weapons (400 CP): This is a hunting rifle, and two six-shooter pistols. They don't seem to ever run out of ammo, and maintain and repair themselves when not in use. They come with a bandolier for ammo, and to strap the rifle onto your back, as well as hip holsters for the pistols.

Mansion (600 CP): This is a fine, 19th century British mansion or manor house. It has multiple floors, many rooms, and is well decorated. It will insert into future jumps at a fitting location and you possess legal ownership of it with all taxes and fees associated with that ownership already paid; of course many places will care little about laws but where they rule it will be recognized. The mansion will repair itself if damaged, and the furnishing will always be of the finest and highest quality befitting landed nobility of the British empire complete with libraries, interior gardens, and more.

Neanderthal Items

Spear (50 CP): While not unbreakable, this spear is far sturdier than it should be, and will never dull or chip, and not break from use as a weapon, and generally require clear and deliberate action to break it or a truly great strain – don't try and prop up a skyscraper with it, but you could probably prop up a dinosaur despite it being a relatively thin stick. It is easily thrown, seeming to fly a bit further and straighter when thrown, and it feels natural in your hand being somewhat easier for you to wield than another spear would be. It will maintain and repair itself when not in use, and will be replaced soon if lost or destroyed.

Firewood (200 CP): This is a bundle of dry, flammable wood, and a pair of rocks with which to light it. No matter how often you burn this bundle you'll have free wood when it's done. You don't even have to carry it with you, because as long as you're not in a location where you have been actively secured against bringing things with you, you'll be able to summon it to yourself. This wood burns easily and steadily, and even without cloth or oil to control the rate and intensity of the burn and ensure waving it does not extinguish the flame, you'll find it makes an excellent and steady torch.

Healing Mud (400 CP): This is a jar of mud. It may not look like much, but it's a pretty useful medicinal tool. It can be used to seal wounds by rubbing it into them, preventing extra blood loss. It's surprisingly sanitary whatever you think of it, helping to prevent infection and even clean wounds. It can be allowed to harden into a cast around a broken limb helping to hold it in place as the bones set and heal. And in all these cases it seems to accelerate healing significantly, making the patient heal in half the time they would normally. The jar will refill itself slowly over time, but holds enough to slather down wounds across the body of a tyrannosaur, or make casts for at least 2 of a large man's limbs, maybe 3.

Holy Grail (600 CP): This is a low, wide bowl containing a dark, near black fluid. One drop is enough to make the imbiber grow in size and strength, such that a large gorilla could rival a dinosaur in size and casually overwhelm a rather exceptional one in raw power and beat them to death. It comes with rage as well, but should be controllable at this level. Drinking down more has rapidly diminishing returns but by guzzling a good deal you could begin to shift upwards in size as if with the **Alpha** perk, and be strong enough to casually punch ape-men in half or tear the arms off of a gorilla who had taken a smaller dose. It will refill anything spilled and truly lost quickly, but what is drunk or stored will only refill 1/jump.

Dinosaur Items

Fruit Tree (50 CP): This is a tree that grows heavily with fruit. The fruit is pretty tasty, especially to dinosaurs, including carnivores like tyrannosaurs. This fruit ferments quickly if left laying on the ground, and could be used to make a good, natural ‘wine,’ though it is strong for a naturally occurring liquor, and seems especially intoxicating for dinosaurs. Enjoy with care.

Oasis (200 CP): This is a pleasant place. A river feeds into a crystal clear lake with plentiful fish and there could even be a waterfall. There’s a sandy shore, making a freshwater beach front, and it’s surrounded by a patch of forest with naturally occurring fruit bearing trees and prey animals. No matter how much you overfish or overhunt the forest the ecological damage won’t be permanent, new fish or prey forming after a few weeks. If you cut down the trees it might take a few years, but any ecological damage done by you or others will fix itself within a few years.

The oasis can exist as an add-on to your warehouse, or insert into a location in new jumps; this choice can be re-selected each jump. In the latter case its climate will be pleasant and hospitable even if it inserts into a frozen tundra or another hostile earthly environment, and it will be resistant to contamination from invasive species or outside pollutants. This effect isn’t strong enough to keep it habitable to human life if placed on the Moon or Venus, there’s still some atmospheric bleed, and while it will be harder for humans to find it (how else do you keep one of the greatest invasive species ever known out) it won’t be truly impossible especially if they follow you there.

Graveyard (400 CP): This is a graveyard used by your species here. Though you’ll be able to use it even if you’re no longer a member of that species. Besides having a large collection of bones from your species, in its isolated valley, it seems to be shielded from those who would do harm to the dead interred here. Graverobbers don’t find it. Necromantic effects to raise the dead don’t affect those inside of it. Hellish lords of the underworld won’t be able to drag their soul down for eternal torment among rivers of flame, or to make infernal deals granting them power and a second chance in exchange for being their minion. It protects the dead interred here from harm.

But this protection only extends to the dead and their remains. If you try and store treasure here, those seeking it may find it and they could decide to opportunistically take some bones. If you try to hide here from foes it won’t help you. It only protects the dead.

This can insert into an isolated region in a jump, such as a well sheltered valley, or it can exist as a warehouse add-on. This choice isn't permanent but made at the start of each jump.

Herd (600 CP): This is a herd of dinosaurs. What kind of dinosaurs? By default whatever you are, but you decide. It can alternatively be another form of prehistoric, macrofauna you might find in this world, if you wanted a flock of pteranodons, a school of megalodons, or a whole herd of cave bears. Even more fantastic beasts shown in the show – such as the bat monsters that hunt during the blood moon – are an option, but this will not give you humans, or ape-men for that you want the village. Whatever you choose they will count as followers, respawning over time if they are killed down to below their initial numbers. Generally the larger and more powerful the species the smaller those initial numbers will be, but you could have dozens of mammoths or tyrannosaurs, though you might be able to count a herd of night feeders on your fingers without using them all.

The herd seems to be able to phase in and out of existence. While it's not good at moving about inside of existence during this, if you have no need of them for a good period they will disappear into another existence which matches their natural habitat and provides enough food and safety to maintain their numbers in comfort or at least what passes for it for a wild animal living in the wild. And will appear over the course of about a week should you desire them again.

They see you as a leader figure for the herd, what might get called an alpha. This will continue even if you're not their species. Though if you start hunting them for food they may react to you as a predator for a few years.

Homo Sapiens Items

Sailing Ship (50 CP): This is a small sailing ship, similar to those the vikings might use. It's made to be manned by only a few people, and one might manage it in an emergency, though it could go faster and be controlled better with oarsmen. The ship repairs and maintains itself over time, at least for minor damage. If lost to you or too thoroughly damaged, a new ship of a similar though not necessarily identical design will come to you one way or another. This can even happen if you're stranded somewhere that you'd need a ship even if the ship is where you originally left it, though expect the older one to disappear.

Wooden Shield (200 CP): This seems to be a primitive version of the iconic round Viking shield. Made purely of wood without the iron elements that would exist in the iconic shield, it's on the smaller side as well being under 30" in diameter. It is, however, surprisingly light weight for a large disk of wood, and surprisingly sturdy – more so than a Viking shield should be – and could easily stop arrows, even a spear that would go clean through a man wouldn't pierce through the back, and modern small arms fire could be deflected by it; at least for a time, enough deep penetrations into the wood will weaken it like any other shield. Unlike most shields it will repair itself over time, and if too severely damaged or lost be replaced within 24 hours.

Bow (400 CP): This is a simple hunting bow, like one that could be made from natural materials by a neolithic hunter if needed. Despite this its draw weight scales to your strength. If you are weak it will have a draw weight you can handle, though the missiles launched won't hit hard. If you were strong enough you could shoot spears from it and have them pass cleanly through a man's body even further away than you could throw them. And it will continue to be able to be used with your full strength no matter how strong you become.

The bow will maintain and repair itself. If it is lost or destroyed it will be replaced shortly either by finding a new bow, or finding materials which you can easily fashion into one. You will also receive a small stockpile of arrows to be used as ammunition. These will have wood, stone, or even metal heads depending upon what is most appropriate for you to acquire in your current situation, and they will resupply over time when not in use.

Village (600 CP): This is a simple human village. The technological level is low, similar to any of the other smaller villages you'd find in this world. You can design the culture and society for yourself, and there will be about a hundred inhabitants of the village.

You're recognized as the village's leader or chieftain. If the population is reduced below its starting level individuals will be replaced between jumps.

In future jumps you may choose to have the village insert into the jump at an appropriate location, or you may choose to have it exist as a warehouse add-on in a pocket dimension including enough lands to support the original village in relative ease and comfort with its original development level.

You may choose a tribe of ape-men or even neanderthals instead of true humans. If you have the upgraded version of the **Witch** perk you may even choose to have a whole village of witches where they each have the benefits of the **Witch** perk's base level.

Raider Items

“Dane” Axe (50 CP): This is a long handled axe. The shaft could be used as a quarterstaff. The head is not really that of a Dane axe, being longer, and heavier, a great, cleaver-like blade. It won’t break easily, it won’t dull easily, and is of the finest craftsmanship of the age, and the bronze or steel used for it is of the highest quality, comparing favorably to modern spring steel, and always sturdy enough for you to use it as a weapon. The weight of its head seems to be less of an issue than it should be, allowing you to easily swing it about as if it was near weightless, despite the heavy blows that its head can bring down. This axe seems to be a natural fit for your hand in general, being easier to wield for you than other similar axes; even if you’re strong enough that the weight is irrelevant. It will repair and maintain itself over time if you manage to chip the blade or dull it, and if destroyed or lost will be quickly replaced.

Chieftain’s Armor (200 CP): This is a suit of armor such as that which the viking chieftain once wore. It includes multiple layers, from padding to a full body covering of mail, to an outer layer of plate, and comes with a helmet to match. It’s designed to be worn and moved about in, and to be worn relatively comfortably. You’d not want to wear it 24/7 or to sleep in, but it’s well made armor. And it’s really well made armor. It could withstand and deflect spear blows that would skewer through a person, or plunge full length into a dinosaur, and even one which would sail through a tyrannosaurus could be deflected by this armor depending upon how it hit, and even if it hit you badly it’d possibly stop the blow before it reached your vitals, you just might have a new gap in your armor. Even the mighty jaws of a tyrannosaurus could be stopped by it, but expect a good bite from them to leave it – and you – damaged; but given a t-rex in this world can bite tree trunks in half, tear off stone, and effortlessly bisect individuals a few bloody wounds is better than losing a limb completely.

Slaves (400 CP): This is a group of approximately 50 people. They’re not in the best physical conditions – poor diet and living conditions take their toll – but their wills are broken and they have become docile and obedient. They seem to have completely given up on the concept of escape or resistance, either fearing punishment too much to defy in even extreme causes or lacking true humanity in thought and feeling and existing only to obey. They’re not particularly creative. They’re not warriors in either case, and will not fight even if armed. Still they will obey, and will follow your orders outside of directly risking death in combat, or clear and active suicide. Plus they don’t actually seem to need to be fed or cared for. They still breathe, and seem to be lethargic if you don’t give them water and food occasionally, but as long as there was enough air, you could lock them in

a room and forget about them and they'd still be there and able to work when you remember them years later.

As, unlike the slaves seen in the show, these are more servile, human-seeming automata than truly people, they count as items not living, thinking followers. Lost slaves will be replaced at a regular rate of 1 a day.

Colossaeus (600 CP): This is a ship of immense size. Its deck sets higher above the water than the walls of an ancient city, and that's not including its towers, palaces, and sails on top. A large portion of the ship is taken up with a hold capable of being opened and holding and carrying other ships to be used as landing and invasion craft. There are also three levels of oars, which would normally be manned by hundreds of enslaved giants, but because that'd be a lot of hassle and you're paying CP for this you get the ethics-friendly alternative of oars that simply work on their own by fiat. Even with those uses of space, the ship is still larger than a major palace complex of the ancient days, capable of housing an army, enough looted supplies to supply them, holds for slaves, and accommodations for a royal residence and court. The deck of the ship comes equipped with ballistae capable of launching metal balls at high speeds; a primitive counterpart to cannons. The city-ship will repair and maintain itself over time, and be replaced within 1 year if destroyed or lost. It will also resupply its weaponry, and maintain its own water supply. It will even maintain its own fleet of landing/invasion craft though their oars are not inexplicably self-rowing. It will not, however, supply its own crew – though with its animated oars you might manage to pilot it poorly without one – army, or the food for one. You'll have to acquire those yourself.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

If you have the **Witch** perk these companions can trade their CP stipend to gain the Witch perk. You may still transfer additional CP to them to spend on other purchases.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Partner (200 CP): This is the Spear to your Fang, or maybe the Fang to your Spear. They are an individual who you will meet in this world, and who will serve almost as your other half. You seem to be bound together by sentiment, similar pasts, and choice. This is a newly created companion with an Origin other than yours, and a stipend of CP equal to the amount of CP you spent on this jump on options other than Companions. You also each gain the benefits of **Unspoken** with each other, and in fact you seem to be even better at coordinating in a fight, able to tell at a glance what your partner is doing, and how they are moving, allowing you to be there to catch the foe from another angle. Fighting alongside each other just seems to come naturally to you, making it easy for you to watch each others' backs and cover for each other.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Longer Stay (Toggle): Given the amount of focus on children and the legacy therein in the narrative, it's a shame to leave you here for only 10 years. That's hardly enough time to find someone and raise a family, even a tyrannosaurus likely took more than a decade to fully mature. If you'd like you can extend your stay here to up to 100 years. If you do so, drawbacks will begin to fade after a decade, slowly tapering off and becoming less prominent and more capable of being overcome by perks and other abilities over the remainder of your time here before fading completely at the end if they have not already.

Burned (+100 CP): You have been very, very, very badly burned. Or well you'll get to feel the burning happen as you enter this jump, the fires still dying across you. It's a miracle you'd be able to survive them, but this burning will not directly lead to your death, and these burns won't kill you. They won't even be more prone to infection. They will however leave your body in a mixture of agony and numbness as 2nd and 3rd degree burns cover you. Where they haven't seared away your nerve endings, they will be prone to hurting, the burns never truly fully healing, but always there as a painful reminder of your desire for more choice points. And no, you won't be able to turn this pain off.

Loss (+100 CP): You had a child, or children. They were everything to you. They were your life, your future, and by and far the most important thing in the world to you. Were because your child(ren) have died. It was no accident. No, someone or some creature killed them. And their killer still lives. The pain and sorrow of your loss is fresh with you. And while it may fade with time, and you can find new reasons to live and continue, it will never completely heal during your stay here. Nor can you revive the child(ren) by any means. They are lost to you, now and forever. You only possess your memories, and the only hope of reunion is in death. Even if you're a drop-in this pain and memory of love will be wholly and completely real to you.

Non-Verbal (+100 CP): You cannot talk. You can still vocalize, but you are incapable of language whether it is vocalized, written, or even telepathic. You might manage charades, but not sign language, to tell a story with pictures but not with pictograms. You might even pick up a few names here and there and be able to say them back, but you simply don't do language. Thankfully, that's not too uncommon in this world.

The Evil That is Aku (+100 CP): Genndy Tartakovsky made many great cartoons before Primal, but the most similar was probably Samurai Jack. Still that's no reason for Aku to

be here. They're not that similar. Still, you have found that the evil demon Aku has appeared in this world. He believes, just like once he did with Jack, that only you in this entire world can destroy him, but seems to have learned his lesson about time portals. He will do all in his power to destroy you, and will quickly gather allies from the darker forces of this world, including those with supernatural powers of their own. He does not, however, scale to you, and while he is very difficult to permanently destroy and will almost certainly be able to escape multiple losing fights he can be killed; though nothing native to this world will be able to. Even if you fail to destroy him in your time here, when you leave this world, unless he manages to kill you, he will be banished by the same force that brought him here.

Unprimal (+100 CP): You are a being of civilization. After all, you got this from something posted on the internet. And civilization has wrapped you in multiple layers masking your true inner self. The uniforms of society, education in its highest forms, lavish indulgences. Darwin was certain that under the right circumstances evolution in our like would revert back to its primal savage form... But that's up in the air for you. You do not gain the free **Nature Red in Fang and Spear** perk now or even after this jump, and do not gain **Primal Toughness** unless you purchase the paid (and permanent) version, instead you seem to be that much more entrenched in the peaceful, lavish life of the modern era. All your memories of true violence and combat are lost to you; sports combat and theoretical skills can still be retained, but you will have no memory of how it feels to be struck with killing intent or to strike with it, or to face a beast that would kill you. Similarly all memories of hardship beyond the norm in a 1st world country are stripped from you. The mentality and hardened psyche for both of these is taken from you as well; no matter how far you turn off your conscience the instinctive unwillingness to kill is there and you will have to fight it. You can relearn these things, and can condition yourself to survive in a primal world, but this will take you time and experience. Don't expect to mentally harden yourself in full in a single fight or even a few; it will take time and exposure to dangers to condition yourself but it will be possible.

Wanderer (+100 CP): You have no place to call your home. Any tribe, village, herd, or the like that you once had has been lost to you. You will find yourself wandering this world, never settling in one place long. You might stay for days, or even a week, in a single area or society, but should you try to stay longer you will find disaster rising up to make you regret such a choice. Any properties or homes you may have from other jumps will not join you, and while you can use your warehouse for storage, actually staying in it is forbidden to you. Your companions, followers, and pets may exist in this world, but they will not be arriving here with you, and you will have to meet them in your journeys.

Cycle of Vengeance (+200 CP): Did you kill your enemies? Did you kill all of them? You better hope you did. After all, if you leave survivors among your foes they have a way of coming back to take revenge upon you. Or their loved ones or kin upon learning of your actions. And these vengeance takers seem to be unnaturally powerful and good when it comes to taking their vengeance. Worse, even if you kill everyone, sometimes the strongest of your foes will be returned to life, filled with infernal power to take their vengeance upon you. Maybe it'd be best just not to have enemies in the first place, but this is a harsh and violent world.

Plague of Madness (+200 CP): Normally the plague of madness would not spread well or far. The infected Argentinosaurus would kill its herd and none would be infected. Now you will find that it spreads far more easily, as even those killed can be reanimated by the infection as long as the damage is not severe enough, and it can spread through contaminated fluids. It is also far less isolated, the plague springing up from place to place across this world, and outbreaks will continue throughout your time here as long as there are beings to be infected by it. Simply put: the zombie apocalypse has started.

Primal Powers Only (+200 CP): Your warehouse is locked to you, until the last week of the jump and even then you cannot remove items from it. You are reduced to your body mod, losing all other perks, powers, and abilities. Your items, followers and pets as well will not follow you into this world, and non-imported companions cannot enter it. Imported companions will be likewise stripped of powers, abilities, items, followers, and pets.

There is an exception to this sealing, however. Perks, powers, abilities, pets, and items – other than large scale properties or groups of followers – from jumps that are set wholly or primarily in prehistoric Earth, or in a Lost World setting are allowed. Pets that are prehistoric real world animals are also allowed regardless of the jump they are from.

Red Mist (+200 CP): From time to time you will find an unquenchable anger rising up over you. As it does a red fog will flow in, creating a thick, red haze. You'll become unable to control your actions, existing only as murderous rage, until this rage fades on its own and the fog dissipates. You will be able to see the fog approaching, but avoiding it does not matter, it is only a warning that the rage is building up inside of you. You'll still be able to tell friend from foe and target foes over friends, but hope you have foes to lash out upon because your rage will need an outlet and you can expect mounds of bodies before it has passed completely.

Hostile World (+300 CP): This world is full of danger. Ape-men with ritualized combat and sacrifices. Giant monster bats who bring back massive stacks of prey to feed their spider overlord. Prehistoric carnivores who hunt humans and even other prehistoric carnivores. Raiding slavers sometimes with armies and ships the size of cities. Witches that ritualistically steal the life of others to create their own women-children. Lords of the Underworld who empower the dead as fiery demons of vengeance. Spear and Fang likely only met a fraction of it. You'll be meeting a lot more. This world is full of danger and somehow or another you seem to run into it. You will be living in interesting times, and those you meet are more likely to try and kill or enslave you than anything else, and who knows what supernatural powers may come to bear against you; no matter how powerful you are there should be at least some things that threaten or inconvenience you. Still don't slaughter them all, some could be friends and allies.

War-Slave (+300 CP): Someone, or something, precious has been stolen from you. They are no more capable of taking care of themselves than a young child, no more capable of self-defense, and no harder to destroy. Maybe they are your child, maybe they're a companion who has been reduced to the state of being as helpless as an ordinary kindergarten child, maybe it's some artifact that contains your life force. Whatever it is it is precious to you, and doubly so as should they die/be broken you will fail this jump. Someone has it, and no matter how powerful or resourceful you may be, regaining it from them will not be easy, and you can expect it to take a minimum of a year to even have an opportunity to regain it. And you need to do so before the end of the jump or else you will be staying here forever. They won't destroy it lightly, you are useful to them – and it may cause you to fail the jump but you might have long enough before being sent home to brutally murder them and all they care about – but they will should you prove too dangerous, uncontrollable, or unwilling to obey, and they will use their control over you to make you their slave and servant in their goals of world conquest and domination, or at least world-raiding and destructive pillaging of all lands far and wide.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

If you want to physically match Spear it'd take the full Neanderthal perk line (minus Tool Maker) as well as Primal Toughness.

Fang does not have Alpha, but the rest of the Dinosaur perks, as well as Primal Toughness, and probably the Viking perk. Selecting the Dinosaur background gives you an alt-form closer to one of the horned t-rexes than to Fang.

Chieftain when he was alive has Viking, Primal Toughness, and given he was able to outmatch Spear requiring either Eldar being threatened as a distraction or Fang (and to a lesser extent Mira) coming to save Spear to be beaten in a fight he probably has Primal Warrior. Chieftain as a fiery demonic creature has the Flames of Hell and Alpha perks, possibly Primal Toughness, but that's less clear given how he went down to the first attack that got a clean hit.

Kamua would be an example of a human with the Alpha perk (and Primal Toughness).

The giant spider would have the Alpha perk, but would be on the smaller end of what that perk gives you, not showing any big swelling moments.

Witch is expensive because... even the lesser witch no-sold Spear. Nothing else did that. The part about non-magic in turning into energy to dodge attacks is because the witches didn't do it against each other and it not working made more sense than just that they didn't think of it. But even then witch means you have to be killed in an ambush before you can react or by another witch or maybe Chieftain post-fire demonization. In verse it's just an overwhelming power; Spear and Fang were helpless against it even more so than the infected argentinosaurs. Even the fire demon version of Chieftain, Spear managed to take out, mostly on his own (which he needed more help to deal with when they were just normal) even if it was through an act of self-sacrifice. The witches were more powerful. No real idea if it's properly priced.

Powers from the witch perk are not tied to the alt-form. The alt-form is an optional replacement of the one you'd get normally, unless you dropped in (where you'd not normally get one) or are a dinosaur (where it's an addition because you paid for that form).

Primal Theory vs Primal Warrior: A normal person with Primal Theory would, over a long and dragged out fight for their life, surpass Primal Warrior by a small but noticeable

extent. But that's with a long and dragged out fight, so if you need that level of power, better hope you have something else (even beyond Primal Toughness) keeping you in the fight, or a good deal of sacrificial meat shields. Of course if you already were as strong as Primal Warrior, Primal Theory is going to do more for you than adding Primal Warrior on top of it.

Alpha has size shifting because depending upon the point in the fight in episode 1 the alpha's foot (which always remained smaller than its head) was the size of Fang, its head was the size of Fang, and at the beginning it was bigger than Fang but not a towering giant compared to Fang. Scale was not consistent. I don't think this was a mistake. I suspect it was an artistic choice, but it was a thing.

Alpha vs Primal Warrior/Primal Theory: A human with Alpha will be stronger than one with Primal Warrior (or Primal Theory). They won't be as fast, and given it makes you larger without directly boosting your speed might even be slower, and they won't be as good of a fighter, but they will be stronger and tougher. And that's at default size, when it pushes them even larger they'll be even stronger. It's 'strength' vs the full fighting package.

Fires of Hell doesn't offer any physical invulnerability because despite what TV Tropes says, Chieftain doesn't actually show it. As a fire demon he takes defensive action against every attack, except the thrown rock which wouldn't have done significant harm to Spear much less anything else of his size. He reacts with pain each time he hits on his way down the mountain cliff, before being unable to rise again at the end, and then reverted to human and dragged into Hell. Spear survived falling off of a waterfall and hitting multiple rocks the same way he did, and was only knocked out because one hit him on the head, and rode Chieftain down the cliff with no harm from the falls (which would have been less having a softer thing than rocks to land on but still not insignificant) only the fire burning them. The giant fire demon version of the Chieftain doesn't actually show significantly more invulnerability than Spear, or the non-giant fire demon version of the Chieftain. And one would expect being a giant to make him tougher if not the other bits.

If Fires of Hell is taken as a Night Feeder you do not need to worry about burning yourself to death by entering your fires of hell transformation; you're immune to fire. Your eyes will also adjust to its light in that form – being burning like that should leave most people blind – so you don't have to worry about that either. In fact you can probably use your oily coating as natural napalm if you desire.

The sword being early iron age or bronze age construction means while you get to pick what it is exactly, it shouldn't be a late medieval or renaissance design. It'd not be a rapier or epee, or even a katana, though maybe one of the earliest cavalry designs of what would become a katana would be applicable.

I am not giving an exact size to the Herd. T-rexes and mammoths would be at least 2 dozen and less than a hundred. Night Feeders would be less than 10, but probably above 5 (I'd actually say 6 but again actively not trying to give a hard and fast number). Something like the bat creatures or cave bears might be anywhere from 50 to substantially over a hundred.

Long Stay's stuff on drawbacks fading means that at some point over the course of the century they'll no longer be fiat backed to overcome perks, and things will become less intense and less frequent and may completely fade away at some point. Expect that to take most of a century if it happens, but maybe after a decade you might start to pick up a few words here and there with Non-Verbal, and by 90 or so years you might even be talking normally again, and maybe with Hostile World the world gets less hostile after a while with fewer threats/annoyances being generated by the drawback till eventually they stop near the end of the century. An exact time isn't given because it's your story, and it's a story prompt. If you need more than that, consult your benefactor.

On a first jump, The Evil that is Aku is probably the most dangerous drawback. That said it's also the only drawback you can out grow in power. Yeah, Plague of Madness isn't always going to be directly dangerous to you, but unless you're living in a cave in total isolation, having zombie infections pop up around you is going to be annoying. While Aku is unnaturally good at getting away – and on a first jump probably impossible to – a sufficiently powerful jumper can casually kill him and the drawback could theoretically be dealt with in 2 or 3 encounters with him *maybe* with a few days in between if he's lucky enough to hide for a while.

Unprimal doesn't necessarily make you hopeless in a fight, or unable to kill, but you can expect to hesitate in battle, and have to deal with it for at least some time. And that's in addition to losing all your real battle experience.

Primal Powers Only wouldn't let you use things from a Warhammer Fantasy jump (it's an alternate world), or a Warhammer 40K jump based on the War in Heaven (despite prehistoric Earth showing up it's primarily focused on other places) and the Bronze Age Collapse while early and not unfitting for Season 2 is still not prehistoric, but Prehistoric Earth, The Land Before Time, or even a Conan jump set in its Hyborian Age (presented

in setting as Earth before our oldest recorded history) would be applicable, as would something like Dinotopia, Arthur Conan Doyle's The Lost World, or Pellucidar by Edgar Rice Burroughs as they're all forms of Lost World fiction.

Red Mist only draws loosely from the episode, and Spear's gradual losing himself to rage in it. A lot is actually just drawn from the way so many of the enemies put bloodlust before reason. And yes the few times Spear slaughtered entire villages and towns in righteous rage ignited by self-preservation.

Hostile World scales to you to an extent. If you had nothing from out of jump, you shouldn't expect anything to much more dangerous than what Spear and Fang met (meaning upgraded chieftain and the witches, not the demi-god of Hell as he didn't directly go after them) maybe a little if you have a lot of CP from drawbacks, and it will probably be safer and easier to deal with than Aku, though expect to encounter a lot more threats and adventures than Spear and Fang did and don't expect to ever settle down safely. As you get more powerful it won't become more likely to kill you than this, but no matter how powerful you are it will at least be a problem. Not necessarily a constant threat to your life, but you can expect it to make long term plans difficult, so if you're a high-omnipotent god being who could casually destroy Aku it will be more dangerous and problematic than Aku.

There will eventually be a chance to free yourself from War Slave. It may require you to be cunning and clever and not do anything too stupid, but you will have at least one opportunity to escape, probably more. You just have to bide your time, and seize the right moment. It's far from auto failure even with only things from this jump, though you might want some intelligence, cleverness, or luck perks.

Taking War Slave with Wanderer will probably mean you're being forced to move around like Spear and Fang on the Colosseus.

Changelog:

Version 1.0.0: Released.