

10000 BC JUMP

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The year is around 10,000 BC. D'leh is a young member of the Yagahl tribe, a tribe of hunters in the Ural mountains. One day, his people come across an orphaned young girl with blue eyes and take her into their tribe. They name her Evolet and the tribe shaman has a vision of the future, where four legged demons attack their tribe and kill or kidnap their people after the last hunt. The only person who can save them is the person who marries the blue eyed girl.

A few years later, the time of the last hunt approaches and with it, the date of arrival of the four legged demons. D'leh succeeds in the competition due to sheer luck and wins the white spear and Evolet's hand in marriage. But he ends up returning the white spear and with it, his marriage with Evolet because he feels guilty. That night, men armed with metal weapons and astride horses butcher their way through the yagahl tribe and take many people as slaves, including Evolet. D'leh, along with his mentor Tik'tik and fellow hunter Ka'ren begin a journey to save their people. The rest of the story follows their journey and their fight against the slavers and their leader, the so-called Almighty.

You arrive in this world a few months before the Yagahl's last hunt as a member of a nondescript tribe in a location of your choice, you may choose to not be a part of a tribe, but remember that mankind survived in those days because they stuck together.

Take these 1000 CP and 4 tokens. All perks cost 100 CP unless specified. You can use the token to take something for free. If something costs 300 CP, you can use two tokens to get it for free.

Perks

- **Robust Immune System (Free):** You have a strong immune system, able to shrug off infections or diseases without catching them. Unless you're specifically targeted by an engineered virus or magic you'll be healthy and fit.
- **Hunting Skills:** Gives you good skills in tracking and a great stamina to follow and kill your prey. You're a pro at javelin throw, being able to kill someone 150 feet away from you and on a tall incline. You've seen the four legged demons use a weapon that launches tiny spears(bow and arrows), if only you could get your hands on them, you can learn how to use it incredibly quickly.
- **Background Narration:** There's an invisible presence following you, narrating your journey as a story and commenting about the characters' feelings, including yours. It can be heard only by you, and can be toggled off.
- **Rugged Looks:** Even though you're in 10,000 BC, you don't look dirty or ugly. You look like a Hollywood character playing the part of a prehistoric tribal person. Your appearance won't get tarnished by injuries or living conditions. Any wounds you get would fade or leave aesthetically pleasing scars. This also improves the looks of the people in future settings. (basically gives people +2 to their looks on a scale of 10).
- **Shamanism:** You have been trained by your tribe's shaman and know how to ask your ancestors for guidance. You also know how to heal people using herbs and occasionally get premonitions or foretellings (in the form of prophecies) regarding the future. You can speak with the spirits for guidance or help and they'll give it to you but they ask for some payment (like food or prayers or a contract), the spirits are ancestral spirits or nature spirits. Once every jump, you can sacrifice your life to save another (doesn't count as chain failure, but this option is better used by companions).
- **Horses didn't look like that in 10,000 BC(300 CP):** Horses weren't tamed around 10,000 BC and they looked more like smaller zebras. This perk lets you forcibly evolve a species by thousands of years, the evolution will be completely suitable to your needs and be completely loyal and submissive to you. You can choose to just evolve a few members of a species or the entire species, if you pick the second option, the perk would have a cool down of 3 years.
- **A Hero's Luck:** A hero needs luck too, like how D'leh got caught in the net for mammoth and the spear getting stuck in the rocks, leading to the mammoth being killed accidentally. Your luck would increase tremendously when you're doing something of great importance to you. For D'leh it was winning the hand of Evolet, for you it might be something else but equally important.
- **Ancient Aliens Mod or Atlantis Mod:** Everyone knows that ancient aliens or Atlantis is a myth. But this mod adds ancient aliens or Atlanteans to the setting.

They're hidden right now but you can find them. Their technology/magic is pretty advanced when compared to the baseline of the setting. There's something to be said about your species calling themselves so dumb that they couldn't have made the things their ancestors did.

- **Anachronistic Mod:** This movie is filled with historical inaccuracies. From now on, you can apply this effect to future settings. Want to see King Arthur and his knights using laser swords and bikes or the Spanish inquisition being destroyed by the Aztecs with machine guns, then this is the perk for you. You can toggle this off if you don't want historical inaccuracies or want the setting to stay as is.
- **They have Swords, Iron Swords(300 CP):** Metal swords weren't a thing in 10,000 BC, but the villains had them. From now on, your technology is more than a thousand years more advanced than the most advanced faction in a given setting. If they have well made iron swords, you'd have guns. If they have guns and tanks, you'd have laser weapons and orbital defences.
- **Find Me:** Just like how Evolet left clues for D'leh to find her, you can leave clues for someone and only the target of your clues would understand them. The clue might be anything, a piece of jewellery left in the sand, a doodle on the wall, a piece of code in a software, etc;
- **Rule of Cool :** Who cares about physics, if the result is cool enough. From now on, you can set off an effect that lets anyone ignore physics if their actions or ideas are cool. As for what qualifies as cool, it depends on the definition of cool things as determined by the majority of people in a setting. This perk affects the whole setting and you can choose whether to use it or not before every jump. A word of caution though, you can't stop the effect once you deploy the perk.
- **Patchwork Maps:** Just like how the landscape changed from the ural mountains to rainforests to Chinese forest to African desert within weeks or days, you can skip the travel when there aren't any interesting sights or something narratively significant going on. Atleast, you can travel through xianxia worlds in weeks.
- **Terror Birds didn't exist in 10,000 BC:** Want to have dinosaurs in 2024 AD? You can now. Select a species or a bunch of species at the start of a jump and they wouldn't be extinct. They might have evolved to fit the world, but this option can be toggled off if you want the authentic dinosaur experience. You can also decide if the world has adapted to their presence or if these animals stayed in a place undisturbed by civilization.
- **Animal Taming:** You have a knack for taming animals that most people consider as wild or dangerous. You can tame relatively friendly animals even more easily. A few hours with a sabertooth would let it consider you its best friend and even sacrifice its life to save you.

- **Green Thumb:** Plants grow in even the most dreadful conditions when you plant them. This perk also gives you knowledge about farming and edible plants and updates to include the knowledge in future worlds.
- **Prophesied Hero:** Stories have been decades before your birth, proclaiming you as a benevolent emperor or a dreadful tyrant, whatever the prophecy, life has a great destiny in store for you. In future settings, you can become a prophesied hero or subsume prophecies about others, if that prophecy suits your tastes more. This perk can be toggled off at will.
- **Jumper the Shipwright:** You might have learnt from a shipwrecked Atlantean or found a picture book detailing how to construct ships, but you have a deep knowledge on making ships and navigation. In future worlds, your knowledge expands to encompass whatever new knowledge is available on ships and shipbuilding in the setting. Also gives you mad skills in sailing a ship.
- **Bend but never Break:** In times of adversity, you might act subservient but you never lose that spark of defiance. Deep in your heart, a fire is blazing, a fire of freedom. No matter how many punishments or insults you take, you'll never lose hope and keep planning a way to escape your chains. This perk also lets you remember whatever slight you've faced in your life.
- **A Prophecy has many Faces:** Prophecies become less fixed when you're around. What this means is that, negative Prophecies become less sure and positive prophecies may bend so that you can fulfil them, instead of someone else. Go ahead and pull the sword in the stone to become king of Albion.
- **You're just a Savage:** People tend to underestimate you, thinking you're beneath their notice. This just gives you more opportunities to bring them down.
- **You can't have Her Either:** Your loved ones are protected from those that covet them with jealousy or try to harm them to hurt you. (Basically protection from yanderes), this protection doesn't extend to save them when they're targeted directly.

Items

All items cost 100 CP. You can buy multiple copies of the same item.

- **Seed Pouch:** Has a wide variety of seeds. If planted, they won't get infected or die and give great crops. Any seeds born of the plants you grow from these seeds have the same protection from climate and infections. Updates every jump to have seeds of edible crops and fruits or vegetables.

- ***A Pyramid of your Own:*** Who knows for what purpose it was being built. Maybe you can find out. This one isn't built by slaves though. A second purchase adds a vast complex with many rooms underground.
- ***The White Spear:*** The spear passed down through your ancestors. Blessed by the spirits, this spear hits its targets with unerring accuracy. It can tear through mammoths' thick skin and kill them with a single blow but it loses its effectiveness against anything thicker than a 2 inch metal sheet. Also gives your words an authority, making people think of you as a great leader of men.
- ***Atlantean Supply Depot:*** This ship has the latest in atlantean fashion and civilian technology. Can procure illegal stuff for a price.

Companions

Each companion option costs 100 CP unless specified. You can buy any option multiple times. The companions would appear in your tribe or a place near it depending on their backstory. The individual companions options when bought more than once give you a companion with similar but slightly different backstory, for example the ancient alien when bought for a second time would result in an alien from a different species and different technology crash landing near your tribe.

- You can freely take any of the canon cast as companions if you can convince them to come with you. For a one time payment of 100 CP, you will have many chances to make a favourable impression to all of the cast members.
- By paying 200 CP, you can import as many companions as you want. Each of them gets 600 CP to spend on perks, items or companions. They may take as many drawbacks as they want.
- ***The Green Eyed Child:*** Your childhood friend. Comes with rugged looks, shamanism and green thumb.
- ***Great Hunter Kit'Kat:*** A friend from your tribe. He's a real bro, covering for you and taking blows that might kill you. Comes with 'hunting skills', 'the white spear' and 'you're just a savage' perks.
- ***Fluffy the Sabretooth:*** You tamed this one as a kid. She listens to you and lets you ride her to battle.

- **Trevor the Terror Bird and Family:** This is Trevor, a tamed terror bird. He has a wife named Therese. You can ride him into battle or hunting and can eat their kids by making omelettes, he doesn't mind.
- **Aaru-Maito the Ancient Alien:** This one's an ancient alien. He grew up hearing about how his grandma built the stonehenge and pyramids, so he came to see the primitives. Unfortunately his spaceship got damaged and he's stuck here till it can be repaired or he can be rescued. Thankfully he has a beacon to call his friends for help. You can help take care of him and as thanks he'd come with you on your travels beyond the jump. Has the entire tech database of his race.
- **Arazni the Atlantean:** She's a young noble in Atlantis. Due to boredom, she wanted to see the surface world and escaped her marriage to a stuck up fellow noble. Can act as a diplomat but there aren't any nobles or kingdoms above ground at the moment. She can act as a diplomat to any other Atlantises you can find in your travels.
- **A Woman out of her Time:** A scientist from the far future, this woman used a time machine to reach the past. Now she's stuck here due to some malfunction of the device. You found her in a cave and brought her back to your tribe. Now she's trying to rebuild her time machine and determine if having kids in the past would have massive consequences to the future (it won't or would, depending on your choice).
- **Amazon Tribe:** An all women tribe of 25 members looking for a place to stay in, after their previous location was overrun by beasts and slavers. They've always been a small tribe but their impressive physique and keen fighting skills made up for their low numbers. Now, they came across your tribe while searching for a place to stay. They were welcomed warmly by you and your tribe, so they now took the position of being your tribe's guards and 8 of the most powerful of them being your personal guard. Each of them can fight 4 men at the same time and defeat them pretty easily. Due to some genetic quirk, any child born of the Amazon tribe is a woman and they don't lose their strengths even after generations of interbreeding with different tribes. They instead gain whatever beneficial genes and strengths from their father's side of the family.
- **Your Tribe:** A tribe of 50 followers, 25 male and 25 female of different ages. Most of the men are knowledgeable about hunting and farming, while the women have a knack for farming, raising kids and shamanistic rites and healing, but there are outliers in both sexes. Your tribe has a land big enough to feed a tribe 10 times its size. You can add more people to your tribe by making them members of your tribe. Any lands your tribe owns can be inserted in future jumps. Anything owned by your tribe by the end of a jump becomes a part of your empire and will be a warehouse attachment that can be inserted wherever you want in future jumps.
- **Mammoth Herd:** Your people have tamed mammoths and kept them around as guards or labour. If one of them dies, a new member would be added in a few days. They would also help you in hunting animals for food.

- **Drawbacks:**

Extended Stay (+100 CP): You can extend your stay by 10 years, everytime you take this drawback. Grants points only for the first five times. Companions can't take this option.

Tic'Tac(+200 CP): You have a funny name, like tic'tic or ka'ren. Others don't think it's a bad name but you cringe internally every time you hear it.

Yandere (+200 CP): Someone has an unhealthy amount of interest in you or one of your companions. They'd try to do all they can to steal their person of interest away from everyone else. If you kill the yandere, another one will take their place and target someone else in your companion group.

Cripple(+300 CP for each purchase): You don't have a limb or an eye. Pick one for 300 CP, this can be taken six times.

Unhygienic Conditions(+200 CP): The living conditions in the world are quite unhygienic, as expected of 10,000 BC. There's an increased chance of cuts getting infected and diseases spreading easily. You can try to teach your tribe members about hygiene but it'd take a long time before they can follow it everyday.

I want it Clean (+200 CP): Makes you want to clean everything you see. Everyone you encounter would be dirty and make you want to give them an earful about cleanliness and the importance of taking a bath. Spend enough time nagging them and they'd eventually clean themselves to prevent you from going on another tirade. For another 200 CP, you'd be the tribe's shaman and people would come to you about all their health problems and they forget whatever advice you've given them, right after they're healed completely.

New Members (+300 CP): Every six months or a year, new people would come to join your tribe. They'd mostly be helpful but there would be occasional fights you need to resolve. You can't decline their request to join your tribe. For 200 CP more, they'd frequently get into bloody fights with the other members of your tribe.

Unga Bunga(+400 CP/+200 CP): You're a dumb musclebrain for the duration of this jump. The mightiest fighting tactics you've found is to shout at the top of your lungs and launch yourself at an opponent. The 200 CP option makes it so you're as smart as you're usually but your tribe members are dumb, they would follow your orders but more often than not, they'd bungle them somehow. If taken with Amazon tribe the tribe would be even stronger but they're only interested in fighting or fucking. A bunch of muscle bimbos basically.

Yet another Atlantean Invasion(+500 CP): Almighty wasn't the only Atlantean survivor, there were more. Some time after his defeat, new atlantean forces come to enslave the tribes and kill anyone who opposes them.

Diseases(+200 CP): A wave of diseases sweep through your tribe and its surroundings. The diseases won't kill people most of the time but more bedridden people means less number of people gathering food or protecting the tribe.

We need more Food (+200 CP): There isn't enough food available to your tribe. If everyone makes an effort (working twelve hours a day), you'd have enough food to last a week. So, most of your effort goes towards gathering food.

Bad Weather (+300 CP): Wherever you stay, the climate is really bad, from rains to scorching heat. It varies but most of the time, you need to stay indoors or in a cave.

Beast Attacks (+300 CP): Legends tell of a tribe of dwarf people who have been targeted by a bunch of mammoths and killed to the last man. I don't know about the truth of that legend, but it's true in your case. Groups of animals bear a grudge against you and your tribe and do all they can to kill all of you. Sometimes it may seem as if they're being controlled by a higher being, but make no mistake and kill them all to save yourselves.

Weirdo (+300 CP): There is something about you that puts people on edge, maybe you're an albino or you have more fingers on your hands and feet than normal. Whatever the unique feature, people feel superstitious enough to stay away from you and interact only when it's absolutely necessary. And if anything goes wrong, they suspect you to be the cause whether due to your actions or you being a carrier of bad luck. Frequent interactions would slowly reduce people's superstitions and bad behaviour against you.

Uncooperative (+200 CP): People survived this era by cooperating with one another and setting aside their differences. You have a hard time doing that though. You always find something to disagree on in any task you do and rather than getting into a compromise and doing the task, you walk away from it and the next time they come to you for help, you'd complain about the previous time and make them leave. I hope your companions won't hate you before the jump duration is up.

A Tribe of One (+300 CP/+100 CP): You aren't a part of a tribe and you never will be. Maybe you like being alone or maybe your tribe died out and you never found a new tribe, for the duration of this jump, you have to survive on your own. Or you can go at it with just the companions bought in this jump and take 100 CP.

No Fancy Tools (+300 CP): You lose warehouse access for the duration of this jump.

No Weird Powers (+300 CP): All your out of jump powers are locked.

Enemy Tribes (+300 CP): Your tribe is being targeted for an attack by another tribe. This tribe has almost the same number of people as yours. If you don't kill them to the last man,

they'll get in contact with another tribe and start another attack against you. So, be careful when you fight them and make sure no one escapes.

Slave to the Almighty (+400 CP): Your tribe has been enslaved two years before the appearance of D'leh and his assault on the almighty. Try to survive till he saves you or create a revolt before he appears.

Jumper, Son of Coward (+200 CP): Your father or mother ran away from the tribe, leaving you behind. Now, you're known as the son of a coward and people always mock your perceived cowardly nature whenever they get a chance. Try to ignore those insults and show that you're a brave hero.

Beware the Supernatural (+300 CP): Where previously you could have lived your life without caring about the spirits, you can't do that now. For the spirits and gods are real and they hate it if you anger them, showing their wrath that can destroy your tribe effortlessly. May the ancestor spirits watch over you and protect you. You could learn to bargain with the spirits for favour but it takes a long amount of time (5 or 6 years) before you're proficient with it. If you're proficient by the time you leave, you can use this power in future worlds as it'll become fiat backed.

Four Legged Stalker (+300 CP): You've angered a wild animal and now it has made its mission to follow you and kill you when it has a chance. It won't attack unless you're alone or have only one person with you. So, try to have at least two people with you, but the drawback makes it so you're alone at least once a year. If you defeat it and show it kindness, it'll leave you forever, but if you kill it, then one of its family takes its place as your stalker.

Wrath of the Almighty (+500 CP): The Almighty, ruler of a slave nation, had a dream about you. The contents of the dream are unknown but what's known is that you've a hand in his death, so he committed a vast amount of his resources to finding and bringing you to him. He wanted to order his soldiers to kill you but he had to make sure you're dead, so he changed the orders to capture you and bring you to him, so that he can kill you in person.

Historically Accurate Appearance (+200 CP): People look more like how they used to look back then, so more ugly folk and with zero personal hygiene.

Historically Accurate Languages(+300 CP): In those days, each tribe had their own language. Your location has a bunch of different tribes, each with their own language. Situations would conspire so that you have to deal with different tribes on a constant basis, so you need to learn all the different languages and dialects to deal with them, because the other tribes don't want to learn your language or are too dumb to learn it. Your tribe has made you the chief spokesperson, so you need to do a good job learning all the languages, because the future of all the tribes depends on it.

Historically Accurate Technology (+500 CP): Your tribe has mastered the pinnacle of weapons, bone or stone tipped spears and bows and arrows that use bones or stone as arrowheads. Your tribe can't use anything other than stone age tools, even though the slavers are using iron swords.

Ryouga 10000 (+400 CP): You're the forefather of the eternally lost boy. You get lost anytime you try to go somewhere and find yourself in a different part of the world. It is known that as long as someone keeps their eye on you, you don't disappear, if they blink or turn towards something, you'll find yourself in a different place. Make sure you have clothes for different climates and a weapon to fight off anyone who will try to kill you.

Numb(+300 CP): You don't feel the pain of wounds or impacts, this isn't a perk, so make sure to check your body everyday so that you won't bleed to death or worse yet, get infected.

Weak Immune System(+300 CP): Get a cold and it stays for months, get a fever and you'd be bedridden for 2 or 3 weeks and stay weak and tired for a few weeks more.

Notes:

- Finally I made a jump for one of my favourite movies from childhood.
- Special thanks to 'Aehriman', 'Belial666' and 'Random One-shot' for their help with the drawbacks.
- Any companion can be male or female, you can ignore the wording to suit your taste.
- As for why the ancient alien companions didn't leave earth, they might be bored or didn't want to risk going back on a malfunctioning vessel.
- I saw some art of tribal women and wanted to make an Amazon tribe. These women might or might not be wonder woman's kin from a different timeline, if they are, imagine that they found a group of men who wouldn't abuse them and didn't go all straw misandrist as a result.
- The time traveller is based on a bunch of captions on deviantart.
- Beware the supernatural makes the spirits more active so there are river gods, ancestral spirits, gods of rain, winter, etc; that take an active part in people's lives but every tribe has a guardian spirit or god they worship to prevent being manipulated by other spirits. Shamanism does let you interact and create pacts with spirits but it's a long process and sometimes the spirits aren't interested in talking with you. The drawback makes them more active. If you learn how to interact with and take the help of spirits with the drawback, you'll get the same animistic magic in other settings. The spirits may not be as active as in this world, but they'll always listen and do your bidding.

