



Show by Rene Echevarria, Jump by Aehriman.

2149, the Earth is dying. Resources depleted, air choked with smog, any hope for a better future than just surviving the next week pretty much gone.

Then, sudden hope. A one-way portal to a parallel? Earth, long before man. Terra Nova. Admittedly, a world in the late Cretaceous Era has issues of its own, but even if this is the past of Earth, and they don't think it is, they should have 20 million years or so before the meteor.

The Shannon family has been through a lot since it was discovered Jim and Elizabeth broke the 'Family is Four' law and had a third child. Jim, a narcotics detective, is still in prison for resisting arrest when his wife Elizabeth tells him she's been selected to immigrate to Terra Nova as a physician, and smuggles him a laser knife. By virtual miracle the whole family is able to cross over with the Tenth Pilgrimage (wave of colonists).

But not all is well on Terra Nova. The Sixth Pilgrimage (referred to as Sixers) were entirely plants. They and a few other agents are working with corporate interests in

the 22nd Century, the Phoenix Group, who hope to make the portal two-way and strip mine Terra Nova for a quick buck. The Sixers were blown early and have their own armed camp, but raid the colony for supplies and have several moles inside. Though radio contact through the portal is possible, the military leader of the colony, Nathaniel Taylor, doesn't want their masters to know he's on to them.

Locations:

1. 22nd Century: It's full of smog and you need a breathing mask to go anywhere, but it has modern amenities.
2. Terra Nova: The colony in the Cretaceous Era, probably in a parallel timeline.
3. Sixer Base: A lot more cobbled together, and less safe. Somehow still in convenient walking distance of the Terra Nova colony.

Age, Race, Sex, Etc.

No one cares. Keep it, change it, whatever suits you.

Perks

These cost 100 points unless otherwise stated. You get 4 Template Tokens. These can be redeemed to get any base perk you want here for free.

A Whole New World: Terra Nova is a second chance for mankind. You have the skills to make a fine pioneer, understanding how to farm and perform a variety of simple crafts. You can get along just fine without modern comforts and conveniences.

Can-Do Attitude: You don't succumb to despair, you pick yourself up, take inventory, and go about fixing things. Neither do you freeze or hesitate in a moment of crisis.

Career: Choose a mundane career. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Clever Girl: You are a skilled hunter and tracker, particularly of dinosaurs.

Facer: A skill they don't have in the 21st Century. You are such a skilled plastic surgeon, you can fix one person's face and voice to mimic a given subject so closely that the person they're imitating's own mother couldn't tell them apart. Only a retinal scan might reveal an imposter who's been under your knife.

Inside the Fence: You have the skills to sneak around, smuggle goods and cultivate a variety of shady contacts, in both armed camps or even with the Phoenix Group back in the 22nd Century. You're very good at smelling when a deal is too good to be true and playing the ends against the middle.

Instinct: You have a sense for when trouble is about to go down, when a man looks like he's about to become violent, or a predator is crouching in the bushes.

Investigation: You may or may not have been a police detective like Jim Shannon, but you know how to go about finding a murderer, or the Sixer's mole.

Medic: Always in need where people gather. There's a couple doctors in Terra Nova and with the Sixers anyways, but the skills are pretty broadly applicable and valued.

Paleontology Come Alive: You are the foremost expert on dinosaurs and their behavior. Especially how to manipulate, or even domesticate them. Dinosaurs are never hostile to you unless you attack them first.

Scavenger: Use it up, wear it out, make it do or do without. You've taken these words to heart and are kind of a genius at keeping equipment running far longer than it normally could, or using improvised parts, or finding needed materials.

Second Chance: We all make mistakes, sometimes you have a third child or feed intelligence to the enemy for months. People are weirdly forgiving of your past, your background, even of your present and future mistakes if no one was seriously hurt.

Silver Tongue: You're very charismatic, easily able to make new friends or fast-talk your way out of trouble.

Stainless Steel Rat: You know all about how to get past high tech security. Hacking, cameras, laser grids, etc. You have the skills to have been a magnificent master criminal in the 22nd Century... and wreak havoc on the fledgling colony if you so choose.

Survivor: You know how to survive in a wilderness, what plants you can eat and how to test, where to find water and shelter. You could survive indefinitely in the woods, even with them being full of dinosaurs.

Time Enough: The Late Cretaceous Terra Nova is a parallel Earth, not the past of this one. They know this, because they shoved through a probe with particular isotopes they were sure would survive and be detectable to the present day in their world. But in the finale, said probe was kinda easily destroyed by a small semtex charge, so who knows? You are immune to alterations to the timeline, just in case.

Tough: Your body shrugs off infection, trauma, and toxins. You heal faster, never get sick, and can survive harsh climates, contaminated water, or minor venom. Extremely valuable in the wild.

Up the Long Ladder: You know how to quickly gain the trust and respect of your superiors, to advertise your best qualities without looking like you're showing off. Expect promotions to come quick if you dedicate yourself.

Well-Read: Maybe you liked trivia. Once a week or so, you can 'recall' some useful piece of information from any field of study, as if you'd read up on it a long time ago.

Items

You can spend tokens here too.

Chip Fabricator: A device that, fed raw materials, makes computer chips. If you don't care terribly about the quality of the end product, it can be extremely flexible in the materials needed, and even gear down to vacuum tubes.

Dinosaur Eggs: Five eggs, your choice of species, who will bond with you as their parent.

DNA Sampler: A computer that can rapidly scan any DNA sample, building a complete profile of the subject's likely appearance in moments, identifying species and individuals, and highlighting any mutations or oddities.

Laser Knife: A laser cutter that can carve through steel bars. Mostly used for precision surgery, but always handy to have.

Medical Spray: A spray of false-flesh. Very convenient for small injuries or staunching bleeding.

Rover: The jeep equivalent of Terra Nova. A fast transport with radios. Power cells never need replacing, all repairs and maintenance taken care of.



Rhino: A truck. An armored truck, rugged and dependable. Power cells never need replacing, all repairs and maintenance taken care of.

Sonic Gun: A gun that only stuns people and knocks things around, can pain dinosaurs enough to act as a deterrent, even for the really big ones.

Sonic Superweapon: (-300 cp) A pyrosonic bomb, the 22nd Century's idea of fallout-free nukes. Taylor was *probably* exaggerating when he said ten of them could clear half the (Pangean) continent of all life. I'd still try not to be anywhere nearby when it goes off.

Supplement Mode: You can choose to use this jump as a supplement and attach it to any other jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companions

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions for free, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.

Drawbacks

Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: (+0 cp) You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay: You'll spend 10 more years here. This can be taken up to six times.

Blistering Pacing: Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Warehouse Lockout: You can't access your warehouse.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

All Alone: Whoops! You're replacing Nathan Taylor as the first person through the portal. Due to some technical errors, you'll be alone for four months in the Pangea wilds before the First Pilgrimage follows.

They Have My Family: You have someone you really care about... on the wrong side of the portal, held hostage by the Phoenix Group to use against you.

End

What will you do now? Stay here? Go home? Move on to the next jump?