



*Jump by Aehriman*

*Crush it! Smash it! Move it! Lift it!*  
*Crush it! Smash it! Move it! Lift it!*  
*Build it up, Dinotrux! Let's go!*  
*Going strong, Dinotrux! Let's go!*  
*Build it up, Dinotrux! Let's go!*  
*Get it done, Dinotrux! Let's go!*

Millions of years ago, in the Mechazoic Era, the world was ruled by Dinotrux. From the humble rolladon, to the towering craneosaur, the swooping pteracopter and the mighty T-Rux, these magnificent treaded creatures roamed the primordial wilderness in search of delicious ore.

After a volcano forces a young T-Rux, Ty, from his home, he comes upon a crater with all a dinotrux could ask for, but it is already the territory of the cruel D-Structs. Ty befriends a reptool who repairs him, and becomes convinced there is a great future in store if he could befriend different species of dinotrux and reptools, really work together, what wonders could they build?

This world will be your home for ten years. Have **1,000 Construction Points** (cp) to make things easier.



# ORIGIN

**Dino Truk:** Dinosaur and construction vehicle/equipment fused into one perfect whole.

**Reptool:** Part lizard, part tool. Most live in hidden ravines, in terror of the dinotrux. Yet what they lack in size and power they often make up for in speed, agility and mechanical know-how.

**Scrappers:** Even the fierce T-Rux only eats ore. Scrappers of all types, though, take dinotrux apart. A couple seem to eat the scrap metal, most use them for building nests or huts.

# FRIENDS

**Old Friends** (-100 cp) You can import up to ten friends per purchase with 800 cp apiece to spend. Friends do not get to import friends or take drawbacks.

**New Friends** (-100 cp) You can recruit any number of Dinotrux, Reptools or others from this world to come with you when you leave this world behind.

# SPECIES

*Your form, and thus some of your abilities.*

## DINO TRUK





**T-RUX** (-100 cp) Half Tyranosaur, one quarter excavator, one quarter wrecking ball. The jaws of the T-Rux are one of the fastest pieces of digging equipment around, while the tail is truly feared. Most T-Rux are solitary bullies, claiming a wide territory and stealing from or driving off all other Dinotrux. It is worth noting the main villain has at various points swapped out his wrecking ball for a buzzsaw and grabbing claw tails, and you can do the same if you like.



**ANKLODUMP** (free) Half anklyosaur, half dump truck. Anklodumps are surprisingly speedy and have a tremendous cargo capacity.



**CRANEOSAUR** (free) Half brachiosaur, half crane. Your tongue is a hook attached to a very long and strong cable, and a single conveyor belt runs down your back.





**DOZERTOP** (free) Half triceratops, half bulldozer. Your crest has dozer blades that drop down to the ground, and your tail is tipped with a jackhammer.



**STEGARBOSAUR** (-100 cp) Half stegosaurus, half garbage truck. You eat rocks instead of ore and compact materials you eat into bricks, and your thagomizer is a grabbing arm. Your back plates can be launched as an attack.



**ROLLODON** (free) Half centrosaur, half steamroller. Rollodons don't seem to be sapient, and normally can't speak except to repeat "Roll" over and over. This is not assumed to apply to you, unless you take a drawback. But wherever they go, they leave paved surfaces.





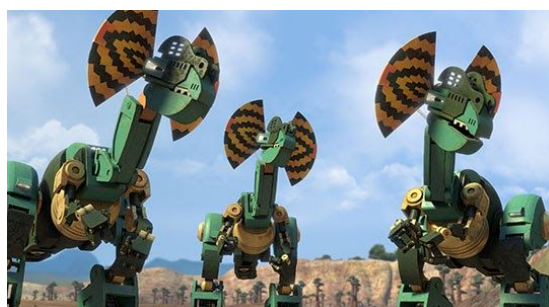
**SAWMETRODON** (free) Half dimetrodon, half... uh, giant buzzsaws. Solitary Trux, the only one we've met was a real jerk.



**POUNDERASAUROLOPHUS** (free) Half parasaurolophus, half piledriver. Have a reputation for trying to pound everything flat. Most dinotrux will prefer to flee rather than risk encountering a Pounder.



**Cementasaur** (free) Half pachycephalosaur, half cement truck. In the show they're bideal, but the toy is not. The other dinotrux that eats rocks, you can turn any form of stone into cement and spray it from your tail.





**Gluphosaur** (-100 cp) A much smaller form of truk, half diplosaur, half hot glue gun. With speed, agility and their glue-spitting attack, they can easily disable far larger dinotrux.



**Pteracopter** (-100 cp) Dinotrux of the sky! What more is there to say, really?



**Dreadtrux** (-600 cp) Half Dreadnoughtus, half mining excavator, Dreadtrux are easily ten times larger and stronger than any other dinotrux, even the babies being the size of an adult craneosaur. Rumored to hibernate underground for one hundred years, then emerge to devastate the land in search of ore, they're actually rock-eaters.

## REPTOOL



**Rotillian** (free) A power-drill gecko with a measuring tape tongue. You are covered in



drill-bits with internal space for twice as many, and can launch them as a range attack, scale most any surface especially with magnetic feet.



**Tortool** (free) Half tortoise, half spray-can with buffer feet, perfect for any aesthetic fix or alteration. Tortools can also serve as a jack thanks to their extending belly rods.



**Picktool** (free) Walking icepicks, keep to the arctic regions for the most part.



**Junktool** (free) Much bigger than most reptools, Junktools are extremely stealthy and clever. Almost scrappers, but they recycle parts into useful things and don't rip apart living Trux.





**Wrench Tool** (free) A lizard that is also a wrench. Great for tightening or loosening bolts.



**Slamtool** (free) Lizards that are hammers. Most steal their ore from other reptools or sleeping dinotrux. One wonders how, since they slam into the ground whenever they walk.



**Towaconstrictor** (free) Half snake, half towline. Extendible, with a hook at the end of the tail.

## SCRAPPER



**Scraptool** (free) Like a reptool, but more focused on tearing things apart and building a nest of scrap and parts. Your



body is mostly a switchblade or pocket knife, with a blowtorch tail for sneaking up on sleeping trux to tear pieces off.



**Scrapadactyl** (-100 cp) Flying scrappers, scrapadactyls make their nest on the highest point available.



**Scraptor** (free) fast, lean predators with pack tactics and launching grabbing claws on cables.



**Shockarachnid** (-100 cp) Giant spiders, essentially. Crawl up anything, have electrified mandibles and magnetized wire webbing. Can grow to be bigger than an anklyodump, with a cable webbing that is nearly indestructible.





**Shredadon** (free) A far more intelligent and articulate scrapper, straddling the line between them and dinotrux, a Shredadon eats scrap and produces shredded metal.

## OTHER

Say there's a type we missed, or you have your own really cool concept for a Dinotrux. Buy it here for 100 cp.



## PERKS

**Mechazoic Physiology** (free) You are a mechanical being, who subsists on ore dug up from the ground. You can project light from your eyes, and somehow see by it. You can be bothered by an itch, or tickled, but dismemberment isn't particularly painful. If a Dino Truk or a Scrapper, you have a working engine, but need no fuel, you just get tired in the motor after using it all day.



After this jump, this becomes an alt-form for you.

**Horn** (-100 cp, free Dino Truk) Can't be a dinosaur without a mighty roar. Well, you probably can, but nevertheless, have a really loud horn-roar to let people know to clear the area.

**Dudes!** (-200 cp, discount Dino Truk) People will overlook your insane or annoying habits, as long as you treat them like a real friend or are useful to them in some way, whether that's racing around, annoying humming, pet names... you'd be surprised how far you can push this, just keep in mind there are limits.

**Let's Trux It Up!** (-200 cp, discount Dino Truk) When you and some friends really commit to a build, you work together smoothly and rapidly, without tripping each other up. Problems are minimized and the work is done with astonishing speed.

**We'll Talk To The Crazy One** (-400 cp, discount Dino Truk) You have an amazing ability to make lifelong friends, even of people who'd really rather not talk to you in the first place. Circumstances align so you can prove your worth, and the inevitable disagreements will only make your friendship stronger after you overcome them. Only actually abusive behavior from you can drive your friends away.



**Building Expert** (-600 cp, discount Dino Truk) Don't you know you can't lift a Dino truk with just vines? Well, the series is actually really inconsistent on that one. Still! You have an innate sense for how much weight or stress a given material or object can take, how to position things so they won't blow over in a strong wind, even without mortar. You'd make a fantastic engineer. More, the things you build do not wear down with time and seem much stronger, so that wooden drawbridge can carry a convoy of Dino Trux sliding a small mountain on a platform.

**Here's What We're Going To Do** (-100 cp, free Reptool) You can easily visualize complex devices and flawlessly etch plans for them.

**Logically Speaking** (-100 cp, free Reptool) Hey, you're actually really clever! Trained in formal logic, you make deductions and notice details really easily.

**Speed, Agility** (-200 cp, discount Reptool) You are very fast and agile, easily able to avoid attacks, scurry up a tree or infiltrate a Dino Truk's innards for repairs or sabotage.

**Kaflurthoodigen** (-200 cp, discount Reptool) You have incredibly refined instincts, always know when you're being watched, when to charge out and when to wait, and which path to take. You can also



communicate basic ideas to or soothe animals by making special noises.

**Overlooked** (-400 cp, discount Reptool) It is easy for a Reptool to go unnoticed by the titans roaring above, especially if they put a little effort into stealth. You also know how to find safe nooks or hidden spaces no one would think to look. With a day or two, you could hide an entire community.

**Mechanical Know-How** (-600 cp, discount Reptool) You intuitively understand how technology works and goes together, Even a completely strange thing like a Dreadtrux engine you can figure out in moments. Anything loose, out of place or wrong sticks out to you. With just natural materials, you could build a hydraulic lift, hot-air balloon or a car-wash. Even a computer or an engine, though you'll probably need to smelt metals for those, you know how.

**Scrap-It!** (-100 cp, free Scrapper) You know how to efficiently strip down and tear apart machinery.

**Toady** (-100 cp, free Scrapper) Who doesn't like to have their ego fluffed a bit? You know what people like to hear, and how to speak or act towards a powerful predator to not get crushed for at least one more day while you provide a useful service to them.

**Instinct** (-200 cp, discount Scrapper) You have greatly increased senses, and an



instinct for when you are being watched. Anyone trying to hunt you had best beware as you lead them into ambush instead.

**Camouflage** (-200 cp, discount Scrapper)

You can make yourself incredibly hard to notice, and never get bored or distracted while waiting for your prey of choice.

**Terror** (-400 cp, discount Scrapper) Your treads shake the earth, sometimes literally. The best way to get to your prey is get inside their heads, make them paralyzed with fear. You know how to move and speak in such a way as to terrify others in every way, to feature in their nightmares for weeks to come.

**Fortune** (-600 cp, discount Scrapper)

Sometimes it really is the bad guys who get all the luck, like having a case of supercharger sparkbugs dumped right in their lap. You always seem to find what you're looking for, or something better, and chance always favors you. Your enemies might fall into a deep pit without you needing to lift a claw.



# ITEMS



**Etchings** (free) A series of stone plates, with the blueprints for every build in the franchise.

**Dinotrux** (free) The complete range of Dinotrux books, episodes and toys.

**Facilities** (-100 cp) You already have the garage, ore station, race track and truk wash completed on insertion. Save you a bit of time and work.

**Dinotrux Hatchery** (-200 cp) Eggs of any common Dino Truk and Reptool, letting you bring the majesty and wonder of these creatures to future worlds. Replenishes each Jump.

**Dreadtrux Egg** (-400 cp) An egg inside a lump of ore, and within it, the most feared Dino Truk of all, prepared to consider you their parent.

**Green Ore** (-100 cp, free Dinotrux) Most Dino Trux aren't picky about the ore they eat, but meteorite ore is by far the tastiest of all. You get a regenerating node that is restored nightly, think of it as a delicious irony.

**Supercharged!** (-400 cp, discount Dinotrux) A jar of seven supercharger spark bugs that refills every night. Plugged into a dinotrux, a supercharger will really rev up their engines, making them over four times faster and stronger, but also more precise, able to casually make difficult throws or



shots at speed. Be careful, though, as spark bugs are temperamental and will always burn out within a day or so, much faster the more you strain and push at your expanded limits.

After this Jump, sparkbugs can be used to supercharge any form of machinery.

**Bit Bugs** (-100 cp, free Reptool) But where do the bolts and screws and little gears, drillheads etc. all *come from*? Well, in this era, such things have wings and buzz around. Reptools eat them and spit up the bit. You have a captive swarm in a jar, and when you pop the lid you always release just the bit(s) you needed. Have fun catching it!

**Dragoncopter** (-200 cp, discount Reptool) These dragonflies can carry reptools around like a kind of reverse-mount. Or be trained to fetch small items.

**Diamond Bit of Antiquity** (-400 cp, discount Reptool) A bit or bits said to be able to cut and drill through anything. And what do you know, they really can!

**Junk Heap** (-100 cp, free Scrapper) A pile of scrap, in shapes that can easily be assembled into a den or a collection. Every so often you'll find something really valuable inside.

**Shockarachnid Web** (-200 cp, discount Scrapper) A replenishing stock of very



strong cable that can easily be magnetized. Excellent for traps, towing and other purposes.

**Scraptor Valley** (-400 cp, discount Scrapper) A valley full of Scraptors who see you as their leader. Other Dinotrux will be terrified to go near this place, making it a safe and cozy place to set up, and who knows what use you may have for a large pack of Scraptors?



## DRAWBACKS

**Skya** (+100 cp) You have a paralyzing terror of heights, but with time and effort may be able to overcome it.

**\*Keech\*** (+100 cp) You have a habitual twitch/seizing every few minutes, and it's really annoying. This is especially pronounced any time you try and lie.

**Roll** (+100 cp) Like the Rolladons, you now speak exclusively by speaking the name for your type of Dino Truk/Reptool/Scrapper, or part of it.



**Screwsquito Bait (+100 cp)** These irritating flying screws with the itchy bite seem drawn to you. You won't stumble onto them everywhere, but wherever there's a swarm they'll go for you over your friends.

**Downshift (+200 cp incompatible with Reptool)** When you get angry, your engine overheats dangerously, potentially causing serious damage. Try not to blow a gasket.

**I Don't Share (+200 cp)** It may be that you're evil, or just hopelessly edgy, but you can't find it in you to share or cooperate with anyone else, even your trusted Companions.

**Super Awesome Ton-Ton Juice! (+200 cp)** In another era, you'd be diagnosed with ADHD. You're bursting with energy, impatient, impulsive and oh so very easy to distract.

**Click-Clack (+300 cp)** You're just terrified of absolutely everything, aren't you? Living life in a constant state of anxiety and dread as you imagine everything that could go wrong for you. Did you really want the points this badly?

**D-Structs & D-Stroy (+300 cp)** D-Structs, the main villain, is now fixated on you instead of Ty, is as competent and malevolent as he was at the end of the series, and assisted by his brother D-Stroy, both supercharged, Skrap-It was struck by lightning and generally they're all as dangerous as they ever could be. Have fun!



**Primeval Engines (+300 cp)** Out of Jump powers would be terribly off-theme, this is a story about dinosaurs who are also trucks, about building things and the power of friendship. So, you can make do with what you purchase in this document, thank you very much.

**END**

**We're Going Someplace Else** - There are lots of other places to have adventures and make friends, maybe it's time to find a new one?

**We're Here To Stay** - What could be cooler than this place? Now, uh, about that asteroid deflection device...

**Home Is Where The Heart Is** - Time you were getting yourself home.