“Welcome to Jurassic Park”

That line may have been the single most amazing and iconic line in cinema history, and it came to my mind that paleontology is… a little underrated by the whole Jumpchain community. Which is one of the reasons this was created. You can call me Spinozilla, I have only one other creation seen by the Jumpchain community which was the ability to alter traits of jumpdocs. Well, it changes now, as I have always had an interest in the “Celestial” documents such as the Forge, Grimoire and especially the Menagerie. Well, now I introduce you to my own version of those, with the themes of non-avian archosaurs, paleontology as a whole and of course a little bit of sci-fi bs for good measure, so Welcome to the…

🦖CELESTIAL SORNA🦕

-By The God of Monsters, Spinozilla

The organization is kinda messy, but I hope you can understand the final result. The rules may be just the classic, no different from the typical Celestial Forge (Gain 100 CP every 1000 words you write, whenever you gain those you go to a category and roll for a perk/item, if you can purchase it you obtain it, if not your CP is saved and stacks for the next roll), but i have some changes that i personally like:

If you become a Jumper through a mean that changes the rules of your chain, such as the Jump-Kun Compass found in a Gift of Faves by Sleepywriter, or have the Blessing of Spinozilla Perk, you may opt to gain CP through a different mean than the usual 100 per 1000 words written, such as instead gaining varied amounts by completing “Quests” which grant CP as a reward or exchanging any form of currency you may have for it in a 1 to 1 conversion rate. You may also start with 1.000 CP normally, or 50.000 if you have the Jump-Kun Compass. Some of the sections will include origins, but only if said class feels like it has a reason to be included like PRIMITIVE from Baki Hanma, if you want to go that way i suppose Outsider from Cadillacs & Dinosaurs will count as the Drop-In for the 🦖Celestial Sorna🦕.

As a final note before we start, any origin; perk or similar that changes your species or biology to a drastic degree will be considered an alt form if you wish, and non-Jumpers using the Celestial Sorna🦕 can have a different set of rules i guess.

1 Baki Hanma Section: This will include the PRIMITIVE origin (representing Pickle) and all the General perks, plus the ones discounted by said origin. There are 20 roll results in this section.

1 PRIMITIVE (500 CP): Preserved in crystallized saline for over 200 million years, akin to your contemporary Pickle. You have awoken in the modern day. The strength, stamina, speed, and toughness of your primitive body puts modern animals to shame, let alone humans. Steel tears like paper and bullets are a minor annoyance. Back in the cretaceous era, you made meals of some of history’s greatest predators. In comparison, the fighters called “masters” in this era may be impressive for their size, but only true legends can be called an actual threat to you. Though technique can go a long way in closing that gap. Your

physiology is distinct not only in your physical output, but in your skeletal structure. You're able to switch between bipedal and quadrupedal at will, and your thick vertebrae makes you almost immune to concussions. **If you get this origin from the 🦖Celestial Sorna🦕, you automatically gain the Aries version of Mind Over Muscle and all the perks that cost 100 or less CP in this section. All free.**

2 Imagination has no Limits (Free): This world has a particular style: exaggerated proportions, bulging muscles, emphasized kinetic motion, etc. Some may call it grotesque, others beautiful, but you're stuck with it for the next 10 years, after which it's togglable. Nobody will find it strange if you don't make note of it first.

3 If it Costs You Your Health (Free): Nobody here is completely sane. This is a world where head pats and biting someone's finger off are equally valid shows of respect. You know intuitively what actions are seen as polite or rude, when among companies who are clearly insane, even with no evidence to base those judgements on. This is naturally ineffective on sane individuals.

4 If it brings you to Death's Door (Free) Like many fighters, you possess a body that stubbornly refuses to die. Damage that should cripple you only bruises, damage that should kill you only cripples. Broken spine, severed hand, slit throat, these things don't kill you nearly as fast as they should, and as long as you have all the pieces, any above-average surgeon can put you back together, good as new. Naturally, you can still be killed by a truly excessive amount of violence.

5 If it Makes you Stronger, It's What you Do (Varies): You can't expect to get involved without some fighting ability. You may choose how this boosts your combat ability, whether you specialize in technique, brute strength, mobility, trickery, willpower, etc. For 0cp you'd be able to handle almost any pro boxer 1-on-1. For 200cp, you receive an enormous boost putting you on the level of Retsu Kaioh or Katsumi Oorochi. For each additional 50cp, you may learn a particular cannon technique, or provide a boost to a particular body part that grows alongside your overall abilities. Any one of these options comes with a personalized stance and experience in a mundane fighting style of your choice.

6 A Truly Abnormal Specimen (Varies): Whether by freak mutation, surgery, or the wear of a lifetime of combat, some part of your body is simply abnormal. For 50cp, this is purely aesthetic, and neither helps nor hurts your performance, even if it logically should. For 100cp, this deformity provides a slight boost to actions related to that body part. Maybe a spine that helps with sword swings, back muscles to help with strikes, long legs to help with running. For 200cp, your whole stature is affected, whether it makes you abnormally tall, your arms abnormally thick, your shoulders abnormally wide, etc. With a matching boost to your overall strength.

7 Behind-the-Scenes (50 CP): You have a knack for finding experts and talking them into 1-on-1 interviews on whatever the topic of focus is. This even works if said topic is extremely illegal. However, should you intend to use this to blackmail or snitch, the perk will become ineffective until the next jump.

8 Natural Elegance (50 CP): You possess impeccable manners, allowing you to fit in and thrive in any formal setting, even as a towering mound of muscle and bloodlust. This also

lets you effortlessly handle any elaborate upkeep on your appearance, whether it be your wardrobe, makeup, hairstyle, etc.

9 Dragon Lover (100 CP): You have an odd affinity with “eating”. You have a ravenous appetite, letting you blissfully gorge yourself on junk food, but you also appreciate the nuances of foreign flavors or high-class delicacies. This also acts as an affinity for gluttons, letting you hit it off almost instantly with others with a similar love and passion for eating and biting, whatever form that may take.

10 Ladies’ Man (Varies): If ever a true alpha male existed, you’d be a top contender. You possess an animalistic charisma. Sufficient displays of dominance and aggression engender a blend of fear, awe, and desire in onlookers. For 150cp, this could help you easily have bystanders thanking you for letting them witness a street fight, befriend weak opponents, and maybe even score a date. However, for 300cp, this reaches a new extreme, threatening to rape someone could have them fall for you on the spot, you could kill someone’s loved one, but they’ll still feel a deep respect for you, killing a woman’s husband on their wedding night might just get them ready to have your child instead, though extreme cases like that are one in-a-thousand (Note from Marvelous/Spinozilla: And no, you can't use it to make a yandere or simmilarly devoted partners unfaithful, if you try your chain will be considered a failure and your ending will make Diavolo glad he isn't you). Of course, the effectiveness of this all depends on a person-by-person basis, and only if your action is sufficiently extreme, and how terrified they are of you.

11 It’s Too Bright (Varies): Word of you spreads fast. Even if there were hardly any witnesses to your most impressive feats, somehow word will spread around. For 100cp, you can quickly become an urban legend, with just enough details wrong to protect your privacy, but enough right for you to take credit for it later. If you pay 200cp instead, your legend could spread globally, potentially making you an object of reverence across cultures. You may even find vague prophecies of your glory - Varies

12 An Endless Banquet (150 CP): What’s the point of strength with nobody to fight? With this, you’ll never be short on over-confident delinquents or mutated beasts that just can’t help picking fights with you.

13 It is Called “Solidity” (200 CP): The destructive power of a punch can be thought of as weight X speed X grip = destructive force. Your grip allows you to fold a coin like paper or rip the middle out of a full deck of cards. Think of this like 3 boosts to your hands from If it Makes you Stronger, That’s What you Do. Not only does this make your grip strength scale to always be disproportionately strong to the rest of your body, but also provides a massive boost to any and all destructive acts involving your hands. A punch could shatter stone, a sword could slice through metal, a grab could crumple nails into a perfect sphere, maybe even your shooting is a bit more accurate, and the results only become more intense as your grip gets stronger.

14 Mind Over Matter Over Muscle (Free): As of late, fighters have begun turning to the mind to transcend the limits of their flesh. Whether that be controlling their biochemistry, creating illusionary items or opponents that others can see and even feel, or tricking their body to exhibit inhuman strength or speed. You possess the base potential to learn or develop any such techniques, but doing so from scratch takes talent, inspiration, and years of hard work.

You may choose one or more specialties below to determine what techniques naturally come easy to you.

● Aries – You have an easier time replicating animals through your mind. Any technique, whether it be opponents for shadowboxing, or developing new stances and techniques, etc. so long as you draw primary inspiration from an animal, maybe even extinct or fictional animals as well.

● Leo – You specialize in projecting your imagination over a long distance. Perhaps your illusions can affect those for miles around you or be perceived indirectly through video. However, this doesn't help you much with creating techniques to project in the first place.

● Sagittarius – You can use your imagination to trick your body to exhibit inhuman feats of strength or speed. There is almost no limit to how far this can go but pushing past your limits like this could cause severe and permanent damage if your body isn't strong enough to handle it.

● Taurus - Perhaps this is a more straightforward use of willpower. You have a stubborn resistance to influences on your mind. You won't be sucked into your enemies' illusions as easily, and even drugs struggle to affect your mind. This specialty is lacking in versatility.

● Virgo – You have a talent for projecting, well, yourself. You could say you leave an impression on someone's psyche. Maybe you're able to enhance your aura to intimidate enemies or influence your allies to see a phantom of you to give emotional support when they're struggling.

● Capricorn – A useful form of pessimism. You don't pull any punches with your psyche. This could entail adding imaginary weights when you run, or imaginary opponents that won't show you any more mercy than the real thing. Naturally this provides a very real boost to your training.

● Gemini – By seeing someone fight, you are able to get a feel for their aura. With that you can replicate them as an opponent to shadowbox, with all their techniques, habits, and power intact. However, you won't be able to copy the aura if the gap between you and them is far too wide.

● Libra – You subconsciously craftprophetic visions based on your sixth sense and personal experience, such as impending danger, or an opponent's value, or their fighting style, long before you could have consciously learned them. Rarely, this can cause others near you to see visions of their own.

● Aquarius – You are able to develop techniques to force your body to release biochemicals, like adrenaline or dopamine at will. Techniques of this nature can't be finalized without some substantial mental shock, making them harder to develop than other mental techniques.

● Cancer – Through inhuman willpower, you can fight against your body's own reflexes and warning signs. Letting you keep fighting, even through extreme agony, or follow through with attacks you know will result in injury. As long as you can still move, you can still fight at max output.

● Scorpio – You specialize in weapons. With any weapon you have sufficient mastery of, you can create illusions of it so realistic that even those who have never been cut can feel your blade slice through them, and it'll hurt just as much as the real thing.

● Pisces – Your imagination defies logic, literally. You have a special talent for creating imaginary constructs that are difficult to even conceptualize, like a rikishi who "falls in every direction" or a liquid that is boiling hot and freezing cold at the same time.

15 Wilderness, it's a Funny Thing (50 CP): Before humans became so reliant on fire, they couldn't be too picky about their diet. You have a body that can digest raw meat without issue, regardless of source. Really, you can pop just about anything from nature into your mouth, and unless it's poisonous enough to instantly drop a lion, you won't face any health issues from it.

16 Welcome to the Future (50 CP): You'd think being frozen in crystalized saline for eons would have severe after-effects, but apparently not. You recover abnormally well from being frozen. Getting your life signs working is another matter, but if they can get your heart pumping again after carving you out of ice, and you'd be able to stand up like you just took an extra-long nap.

17 An Unsolved Puzzle (100 CP): You may be seen as primitive, but human intelligence and an animal's intuition is a frightening combo. Even through a language barrier, you can easily intuit someone's feelings. It's usually something vague like "this person doesn't like me" and "This person likes me a lot". This sense is always honest and can't be fooled by flowery words, or deceptive body language, or anything less than godly acting.

18 Playmates, Opponents, & Prey (200 CP): A beast is at their strongest when starving. Rather than fatiguing your body, the craving makes your movement and senses sharper than ever, though it still impedes your rational thinking somewhat. When your body feels like it has reached its limit, the presence of food can let you tap into deep stores of strength and energy you didn't know you had.

19 Truly Grotesque (300 CP): As a hunter, you seem to have grown fond of a particular simple attack. It could be a tackle, a swipe, a stomp, etc. Whatever it is, you developed a kind of transformation. Your muscles tense and your bones relocate, shaping your body into a form that lets you focus 150% of all the power in your body into that specific attack. It's somewhat tiring and painful, so you'd do well to save it as a last resort.

20 The Cretaceous Man (400 CP): You are someone who can call the likes of Dinosaurs your prey, and your rivals, and it shows. If its bite is weaker than a tyrannosaurus, you can survive it, if it flies slower than a pterodactyl, you can catch it, if it's less sturdy than a triceratops, you can break it. An opponent who cannot rival or surpass the might of the monsters you've already felled can hardly challenge you. Of course, this hardly impacts a foe who relies on trickery, weapons, or techniques well beyond anything the Cretaceous period could muster.

2 Cadillacs and Dinosaurs Section: The 100 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. If you get multiple perks that would give you an alt-form

(including Thinks Like a Grith as a Wild Child) you will gain a single alt-form that combines all of them (details of such combinations are up to you), or will gain each perk's individual alt-form as a separate one as well. There are 54 roll results in this section.

● Origins:

1 Outsider: Whether you're from Wassoon, the City in the Sea, or somewhere further afield and stranger still, you are not from your starting location, but a traveler far afield and without local allies or support. You might have some back home, but you may use this as the drop-in origin if you would prefer to have no background memories or connections. Gets the "Ambassador" Perk and "Sailboat" Item for free.

2 City Dweller: Cities remain as, if not more, essential to human life than ever. While the Old Blood mechanics live somewhat aloof from most of humanity, you are part of the heart of the tribe. You might be a hunter, farmer, or even a poacher, but you seem more suited for a position of leadership and authority, or perhaps you will be the scientific genius to restore humanity to the top of the food chain where it belongs. You remember little of the Machinata Vitae which grew to govern the vaults, looking more to the present, and the possibilities that civilization has to offer once more. Get the "We Need This Scum Alive... For Now" Perk and the "Magnum Rifle" Item for Free.

3 Mechanic: The Old Blood mechanics, direct descendants of those who maintained and repaired the machinery of the vaults, have lost much of the influence and control they had during the Times of Fire in the century since leaving the vaults. Even now, though, they serve as shamans who bridge the wild and civilization, and help balance the machinery of life keeping humanity from causing a second Cataclysm. Whether you're a true Old Blood like Jack Tenrec, an engineer from outside of one of these noble lineages like Mustapha Cairo, or merely someone who helps such an individual with grunt work, you've got experience around machines, and at least a basic understanding of the philosophy of the Machinata Vitae. Get the "ZNOZOIC Driver" Perk and "Cadillac" Item for free.

4 Wild Child: You might not actually be an abandoned child raised in the wild, but you're outside of human society; maybe you're merely an outcast living beyond the edge of human society, or perhaps you possess a connection to the grith. What's certain is if the shaman mechanics of the Old Blood represent a bridge between human civilization and the wild, you've passed to the other side of that bridge. If taken along with Thinks Like a Grith you can be one of the mysterious grith, saurian anthropoids who have dwelt underground in harmony with nature since before mankind evolved unnoticed until they aided the Old Blood mechanics in preserving humanity throughout the Times of Fire and taught them what would become the core of the Machinata Vitae, yourself. In this case your new grith form will become an alt-form post jump, and it will not give you their intuitive knowledge of ecology without the Machinery of Life perk. Get the "Xenozoic Fitness" Perk and the "Hunter Gear" Perk for Free.

5 Slither: You are definitely not a human. You are an animal, specifically a prehistoric one. You're probably some sort of dinosaur, but you could be another sort of non-avian archosaur like a pteranodon or crocodile, a marine reptile, or one of what was called mammal-like reptiles. Whatever you are, you are a, likely dangerous, wild animal not merely outside of

human society, but outside of anthropomorphism completely. Get the "Dinosaur" Perk and the "Chew Toy" Item for free.

● General Perks:

6 Guide (Free): While anyone in the Xenozoic Age has some modicum of wilderness survival skills, you go beyond the norm. You are a skilled tracker, and survivalist, capable of following someone through the jungles of the interior, leading a group of individuals on safari through it, and leaving human society and living off the land is a very real possibility. This comes with some basic knowledge about Xenozoic animals and their behavior, and how to avoid them, as well as basic skill with a gun and knowing what sort of gun is needed to take out what sort of beast. You might not quite be Jack Tenrec's equal, but you're close; at least when it comes to basic wilderness survival skills, don't expect this to put you close to surviving a close encounter with an angry shivat with a wounded leg and no weapon.

7 Brainie (200 CP): Like the individuals who made up Fessenden's expedition, you have begun a miraculous transformation. While you will not necessarily begin the jump as such, you are able to have your brain ooze out of your eyes, and become a tentacle bearing swamp creature. Besides being naturally adapted to survival in a tropical swampland, capable of surviving and thriving spending large amounts of time in fresh water, and having much lower metabolic requirements than humans, you are able to grow long masses of tentacles capable of connecting and piloting a human skeleton, or similar structure such as a towering theropod dinosaur's skeleton, like some sort of personal mecha with somewhat more than human strength, but suffering in manual dexterity. You are more akin to Fessenden himself than the other brainies, as your brain-form will grow beyond the size of a human brain, and will not suffer from degraded intelligence. During this jump leaving your body is irreversible barring active shape changing abilities, but post-jump this brainie form simply becomes an alt-form. You won't show the full telepathic abilities the brainies did, unless you pay an additional 200 CP (this upgrade is Free with Thinks Like a Grith). If you do, you will possess the ability to command swamp dwelling reptilian creations up to and including non-avian dinosaurs from afar, commanding their actions towards your will - such as protect this area, do not attack me, attack this person, etc. Going beyond a Grith's empathic abilities you can make predator and prey cooperate at your will, and completely override their nature. You also possess the ability to communicate telepathically with others, even non-telepathic individuals, and to release a telepathic 'scream' which manifests as a painful and disorienting ringing sound in the minds of others.

8 All I Want from Jumper is… (300 CP): They might claim many things, but really it's pretty clear what they want from you. You have quite your way with your preferred gender. Though really you don't really seem to have to even do anything except not actively mistreat them to get them throwing themselves at you. Maybe it's raw animal magnetism. Even treating them like a side piece isn't a definite deal breaker; they won't be happy about it, and might get jealous of each other, but it won't really do anything to hamper their attraction to you.

9 Hobb's Touch (300 CP): Like the Grith leader in the cartoon, you possess the ability to heal wounds through some form of psychic power. By simply waving your hand over a wound, and focusing this power you can cause a wound to swiftly heal itself. This won't work on anything that the target couldn't recover from on its own with time, and tire both you and the

recipient to some extent. Taken with Thinks Like a Grith you will find that your empathic powers from that perk have improved. You can now fully project words into the minds of others. Beyond that you are now able to use this power to heal less physical wounds. Some mental trauma or illness may be beyond this, but if therapy could cure it this could if given (far less) sufficient time and effort.

10 Android (600 CP): You are not actually a biological being but instead a highly advanced military robot. Your computerized memory is capable of perfect recall of details. Your superhuman physique makes you strong enough to knock down a T-Rex and push it or catch a Stegosaurus's swinging tail and use it to knock down the Stegosaurus, and tough enough to be bitten by a t-rex with no signs of damage; you probably don't want to let one use you as a chew toy but they're more likely to chip a tooth than penetrate you badly. Beyond merely possessing a metal body covered in synthetic flesh, and a computer for a brain, you possess many built in weapons. This includes beam weapons capable of cutting through stone several feet thick, and missiles (standard trajectory, heat-seeking, and motion tracking modes available) in each limb. You also possess sensors capable of detecting approaching vehicles and slithers in the jungle at distances further than the human ear would (reliably) do so.

11 Now a Children's Cartoon (800 CP): Xenozoic Tales began as an independent 80s comic book. Even before it was its own comic you had people's brains oozing out of their heads, and an on page death, in the very first issue Jack Tenrec sicced a dinosaur lethally on someone, his favorite past time seemed to be setting up poachers to have a karmic death at the hands of slithers, the villains were eager to shoot people, and for all of its environmentalist themes and messages Jack Tenrec is called out by another Old Blood mechanic as having caused Scharnhorst's rise to power with his overzealously restrictive version of the Machinato Vitae. In the cartoon guns never seem to shoot bullets, Jack is willing to risk his life to save poachers from the animals they were trying to kill, we're reminded again and again that despite the damage to a settlement fortunately no one was killed this time, and while Hannah sometimes questions Jack's stance on things he's consistently proven to be always right. Now you can wilfully shift the tone of a setting between these two extremes at the start of a jump. You can choose to enter into a Saturday morning cartoon version of a setting where morality is more black and white, violence and especially death is toned down, people are boiled down to a more simplified and usually more idealistic version of themselves, and everything is generally lighter and softer, or to the 80s Indie Comics version of a universe where morality is made murkier, things are 'grittier' with people and their motivations often being more complicated, life is cheaper, and everything is more cynical. This will of course be relative to the world you enter; the 80s Indie Comics version of the smurfs is still gonna be pretty light and soft, and the Saturday Morning Cartoon Show version of Warhammer 40K is still going to be a rather nasty place to live.

● Outsider Perks:

12 Ambassador (100 CP): You have the most important traits for an ambassador to another tribe. Namely you look good, easily among the most aesthetically attractive individuals in the east coast of what used to be the United States, and quite possibly what's left in the world. Beyond having a very attractive figure, you do not seem to suffer aesthetically or hygienically

from roughing it through a tropic jungle as much as one would expect. And of course being an ambassador is about more than just looks, you're quick with verbal comebacks and snark, able to think up responses on the fly with ease.

13 Damn Good Shot (200 CP): Whether with a bow, a crossbow, or a gun you're an expert marksman. This goes well beyond having a basic handle on how to use a gun; you could shoot a charging dinosaur in the eye with a pistol, and would have a very real chance of taking out a dinosaur with just a bow and arrow by putting the arrows in the right places. You'll find it easy to reach a similar level of proficiency with other hand held projectile launchers.

14 I'm Familiar With All the Ancient Scripts (400 CP): How an oral society that doesn't have old writings produces people more familiar with 20th century English and French than the one that has such scripts is a bit odd, but whether you're from Wassoon or not you understand the ancient scripts and can read any 'extinct' languages of the setting. This will update with future jumps; you aren't paying to remember how to read English. You're also skilled at memorizing books and oral histories verbatim. Besides helping your ability to quote stories, texts, or even people, this sort of highly developed memory is useful in picking up new skills and makes you a very quick learner.

15 Foundling Child (600 CP): Well you might not have even existed as a child, but you possess a similar plot significance as a foundling child in this world might. You seem to have a tendency to become the main character not so much because of what you do or your abilities, but because you're at the right place, at the right time, and important to the right individuals. Ultimately this is 3 separate abilities, each of which can be toggled on and off separately. First, you have a tendency to have important and exciting events happen around you. This won't cause anything too overarchingly important to the world or setting to happen, but it will increase your chances of being there when it does, or it happening closer to you. It will, though, cause exciting events and potentially important things to happen around you, as well as making you more likely to be in the right place for ones that already were happening. Second, you seem to attract the attention of important individuals and entities. This isn't always good attention, but there's something about you that makes you stand out as special or at least interesting to people and entities who are important whether because of social influence, personal power, or special destiny. Finally, this does seem to help protect you a bit. You're unlikely to die from accidental injury or random chance. Well more unlikely than you would be. A building falling on you is more likely to trap you in a pocket of air under the rubble than directly crush you, and you're more likely to walk away from a car crash with a concussion than dead. It's still only unlikely not impossible, so don't go crashing cars for fun, but dangerous situations are a fair bit less dangerous for you.

City Dweller Perk:

16 We Need this Scum Alive… For Now (100 CP): You're an expert at recognizing who could prove useful to your plans, and identifying how. This isn't some psychic power, it won't feed you information from thin air, but you have a good inclination of if someone's skill set or personality would be useful to your goals, if someone's skill set is indispensable enough that you need them alive even if they oppose you, and of course when someone has outlived their usefulness to you and your goals and can be safely disposed of.

17 Evidence What Evidence (200 CP): Evidence of your wrong doings has a way of disappearing, or falling into your hands. What's more you tend to be made aware of the evidence before the proper authorities are. Maybe your enemies decide to gloat about it, or blackmail you, before ensuring that it gets into the proper hands, giving you the chance to act before it's too late. This has limits, if you openly perform a coup and rule a city openly as a dictator for a month people it won't help you, but you put a device on a shivat that makes it go berserk? Something will happen which will give you a very good chance to destroy it before it gets made widely public. This doesn't erase eye witnesses or their memories, though; you'll have to track them down and deal with them yourself.

18 Governor (400 CP): The city is a jungle ruled by greed, fear, and intimidation, and you are fit to be king of this jungle. You possess the skills and talents necessary to become one in this world gone mad. You possess the administrative skills necessary to be the executive in charge of a post-apocalyptic city-state and its surrounding and outlying lands; not all your administrative plans will go as intended, but you're good enough to run such a society in a manner where it survives and even grows. Beyond administrative skills, you possess the necessary skills at social manipulation, wheeling and dealing, public politics and backroom deal-making, black mail, and the whole suite of political skills needed to gain such a position of power and to hold it.

19 Scientific Mind (600 CP): PhDs and scientific knowledge is a dime a dozen in Jumpchain. You aren't getting either of those here. Instead this grants you a scientific mind; the kind of mind that can observe an effect and start to back work it to a cause, that can device experiments, and can unravel the mysteries of science. You're brilliant enough to recreate some of the principles of aerodynamics from observing pteranodons flying, and the design layout of a glider, to be able to work out how to make plants more capable of surviving in the new tropical swamps, or with some mechanical engineering knowledge begin to recreate the wonders of the twentieth century. This doesn't make you a brilliant engineer capable of creating technology that defies physics, but it might make you the next Isaac Newton, Nicola Tesla, Max Planck, or Albert Einstein capable of moving human understanding forward and redefining their understanding of a scientific field.

Mecanic Perks:

20 ZNOZOIC Driver (100 CP): You are a highly skilled driver. This won't help you - at all - with traffic laws, but you know how to drive a car through the slither infested terrain of the interior, whether desert badlands, or the thick and sweltering jungles. In fact terrain seems to affect ground vehicles you drive less than it should; you still won't be able to drive a car through the densest part of a jungle, but you can expect your rides to be less bumpy, and your tires to pop a lot less when driving a car, cadillac or otherwise, off road. This goes so far as to let you drive over bridges, natural rock or otherwise, and surfaces that would normally be not quite able to support your vehicle's weight, or up inclines which should be too much for it; this also ensures that your vehicle can jump a bit when driving over a ledge in case you wanted to try and jump a canyon without a ramp of some sort.

21 Old Blood (200 CP): You might not actually be an old blood, and you're not an inventor or scientist pushing forward technology to new levels, but you are a highly skilled machinist. You know your way around the machinery needed to keep the world running, whether the

machinery that had operated in the vaults, or how to make boilers, engines, and more from materials available on the surface. You're especially good at keeping machinery running, such as keeping high maintenance cars running in a post-apocalyptic jungle, but you do know how to build it from scratch. This also includes knowledge of how to obtain or substitute materials from the ground up using natural resources such as identifying and extract rubber from trees, or creating a suitable fuel from animal guano. And naturally being good at maintaining machines and keeping them running also helps you at identifying means to sabotage them to stop them running.

22 Move Like a Cat in the Jungle (400 CP): You could perform a single man crusade against poachers, or threaten a fortified base with just yourself. You're not some super soldier who can walk into a crowded room and take out 10 armed men without breaking a sweat. Instead you are a highly capable guerilla combatant, possessing an excellent aptitude for stealth and ambush. More than just being good at hiding, you know how to pick enemies off, and make the best use of your environment, using every aspect of it to your advantage whether it's artificial or natural. And while you're not likely to take a group in a direct fight, you could probably manage to escape a hungry shivat while your leg was injured with your wits, and rival predators.

23 Never Expect Anything of Jumper Just Trust Them (600 CP): You ooze competence, causing people who meet you to quickly develop faith in your judgment, and abilities. People view you as objective, fair, honest, and exceedingly capable, someone who could be relied upon in nearly any situation, and who can easily be trusted to play the role of leader even in the hardest of times. Not everyone will naturally defer to you, but they will see you as highly competent and capable as long as you don't disabuse them of the notion. Overt dishonesty and unfairness, or abject failure can disillusion people, but even then people tend towards giving you the benefit of the doubt; just don't give speeches about how the most devastating storms in living memory that just wrecked an area weren't that bad and are nothing to be concerned about or unusual during a public election. Actually showing these traits will see things quickly go from strangers being somewhat deferential to people putting their entire faith in your unspoken plans, or simply in your ability to see yourself (and others) through a situation even without one.

● Wild Child Perks:

Xenozoic Fitness (100 CP): You have the 24 fitness needed to really survive the wild without human civilization to rely on. This doesn't give you the skills, but you're exceedingly fit and athletic, with a highly developed all around physical capability. You are generally as physically fit as the cartoon version of Jack Tenrec. You won't be wrestling a cutter into submission, but you might be able to jump on the back of a raging shivat and rip a control module implanted in its spine off. This does go beyond strength, agility, acrobatics, and general athleticism. It includes excellent senses (by human standards), and a truly impressive immune system. Most jungle illnesses will be near meaningless to you, and you can reliably expect not to have to deal with mundane diseases unless you put yourself into particularly high risk situations.

25 Beast Rider (200 CP): You are an expert rider of any animal you care to name. When you ride a beast it's almost like controlling your own body, the animal responding to your

thoughts and guidance as if it was a part of you. This does require it to be a willing mount, but once it is willing to accept you as a rider you can guide your mount as if it was part of you. And you're good at getting animals to accept you as a rider. You seem to be able to convince even normally intractable and wild beasts to accept you. It won't be instant, this isn't mind control, but you can convince them even if it normally would be impossible; and if you do have empathic, or telepathic it will become much easier than it otherwise would be, and you might even manage to tap into their proprioception and senses while you ride them.

26 Machinery of Life (400 CP): You possess a knowledge and understanding of ecology, climatology, and nature that rivals that of the grith. You can easily predict natural weather patterns, as well as such things as earthquakes and other natural disasters well in advance, and have an intuitive knowledge of ecology and ecological balance. While you won't immediately understand every aspect of an ecological system you find yourself in, you will quickly begin to understand it, how it works, and the most likely outcomes of any change you (or another) make to it. Unfortunately while this is excellent for predicting the responses of animals, how fauna and flora will react, if a certain mutation will lead to an excess of success which creates an ecological collapse and a dominoing series of (localized) extinctions, and even how natural cycles like the water cycle or the nitrogen cycle will be affected, it is not useful for predicting 'rational' creatures and 'sapient' beings, and while you can quickly come to recognize the ecology existing in an artificial environment, it will not help you predict an artificial weather cycle nor can it predict out of context issues such as a meteor strike.

27 Thinks Like a Grith (600 CP): You may or may not be a grith, and you may or may not truly think on the same alien pattern that comes from a truly non-human society and civilization, but your brain does seem to work in a lot of ways like theirs. You possess the ability to sense and project emotions. This can allow you to feel minds even before you can see or hear them, as well as getting a general feel for their intentions, desires, and emotional state; you won't know exact intent, but you could tell the difference between greed for power and wealth and someone acting out of fear of disaster or concern fairly easily. Your emotional projection ability is powerful enough to influence human behavior, making people uneasy, jumpy, or even prone to seeing shapes in shadows that aren't really there by projecting fear into them, or project relaxation making them calmer and less stressed. It's not powerful enough, however, to directly control human action, and it's possible for such a 'rational' and 'sapient' being to overcome such emotional influence. It is better at influencing simpler, animalistic minds, however. While it still doesn't reach true micromanaged control you are able to effectively drive animals away, or get them to follow where you would lead. Powerful instinctive behaviors or drives can still overcome this; a hungry enough predator will still eat its preferred prey species even if you tell it not to, but you could easily protect yourself from any but the most starving predator, or keep a human safe while walking alone and unarmed through the jungle. This empathic projection isn't limited to a single individual at a time, either, able to affect entire groups. You can even broadcast it to only certain individuals, or all but certain ones; for example you could keep a person safe by turning away every animal that they'd encounter with a feeling of fear leading them to retreat without ever affecting the person. With skill and effort it might even be possible to project multiple different emotions to different groups of individuals at once. This also includes enough telepathic aptitude to pick up the meaning of words, though it will not allow you to transmit words of your own into most minds, nor can you read thoughts. It would be possible to (fairly

easily) form a telepathic language with this ability and another similar empath or telepath, however.

● Slither Perks:

28 Dinosaur (100 CP): Well it doesn't have to be a dinosaur proper, but you are a variety of (real world) prehistoric macrofauna, up to the size of a cutter for a land or marine predator (allosaurus), wahonchuck (stegosaurus) for land or marine herbivore, and a zeke (small pteranodon) if airborne, . Post jump this becomes an alt-form. You cannot choose a hominid even though they include several forms of real world prehistoric macrofauna. For an additional cost of extra 100 CP you can be any real world prehistoric macrofauna (other than hominids) regardless of their size. Alternatively you can be one of the harvestmen, giant arthropods that live deep underground at pressures substantially higher than sea level. While unable to survive at sea level pressures, harvestmen naturally produce oxygen into the environment, as well as several useful oils, and every part of them is useful for human civilization.

29 Hermetic (200 CP): When you're changing bodies, there's not always a guarantee that wet wear of other species will be fully compatible, or you might get injected with an imperfect formula that turns you into a telepathic swamp brain that's not quite the equal to a human intellectually. Now, though, you seem to be immune to species/race/kind based intellectual limitations. Turn into a dinosaur with a brain the size of a walnut and you'll still be just as capable of full human cognizance as before. This won't protect you from brain damage or its effects, but as long as it's fully functional for what it is supposed to be it will be as fully functional as your human brain. You are also protected from negative instincts and compulsions associated with your species/race/kind. Being a dragon wouldn't compel you to be greedy, and a demon wouldn't have to be evil. Again this doesn't protect you from outside compulsions, only those inherent in the kind of being you are.

30 Nose for Danger (400 CP): In the wild there is no safety. There is no single peak of the food chain where no more danger needs to be feared. To survive requires a good instinct, and yours seems to border on an extra sense. You possess a feeling for when enemies are observing you and preparing to attack. This nose for danger goes well beyond the limits of your nose, and seems to work even if you shouldn't be able to see or hear them, just a tingle down your spine that speaks of danger, though it does include a small warning as to the direction it might be so it may allow you to see them where they are hiding.

31 Maneater (600 CP): A freak mutation has made you vastly more dangerous than normal for your species. You are stronger than you should be for your species, noticeably so. But it's more than an increase in strength. Your hide is tougher than it should be; as a small slither you'd need the sort of firepower brought to bear against shivats to bring down, as one of those kings of the Earth even the strongest guns of the Xenozoic, guns made for the specific purpose of bringing down large dinosaurs, wouldn't hurt you unless they hit you in a particularly critical place. Even as a human, light pistols would be near useless against you, and heavier calibers significantly slowed by your skin. Your flesh and hair, or scales and feathers, also possesses a chameleon-like ability to blend in with your surroundings. It's far from perfect, not a match for an octopus's color changing and a far cry from invisibility, but your skin can change hue and color to an extent, enough to aid you in blending in with your

surroundings. These traits are inheritable, and if you were to reproduce you might upturn the entire natural balance and send the local ecosystem into disarray.

● General Items:

32 Credits (100 CP): You get 4 credits daily. Each credit is redeemable - normally from the tribe's government in the City in the Sea - for one meal's worth of rations. Yours however you can redeem simply by willing it, getting a basic, uncooked rations style meal enough to sustain an adult on 2 such meals a day in a mix of fruits, vegetables, (sometimes dried usually fresh) and meat (sometimes dinosaur usually fish). You will also find that other people will accept them as being a trade item with the value of a basic meal or the purchasing power to buy the ingredients for a cheap meal.

33 Dynamite (100 CP): Three to five sticks of dynamite strapped together. Nothing particularly special about them, but if they're destroyed or used, you'll find them replaced within no longer than 8 hours.

34 Farm Dog (100 CP): Stock dog, guard dog, hunting dog, retriever, all in one. This dog is brave enough to stand up to a man sized raptor and dangerous enough to hold it off, even wound it, and survive though unlikely to win if the fight went to the finish. Still only a starving animal would risk injury like that. It's a very clever, and loyal dog. If something does happen to it, you'll get a new dog equally clever and loyal within 1 month.

35 Shivat Gonads (100 CP): A highly valuable black market commodity in this setting, though it won't necessarily maintain this value post jump. You get a pair of shivat gonads weekly. Their value comes from being used to make aphrodisiacs, and while the efficacy of them is not shown, you can rest assured those in your possession can be powdered to make a highly effective aphrodisiac.

36 Grenade Launcher (200 CP): A weapon similar toNitro Express, the gun which Jack Tenrec uses in the cartoon show. This is a large weapon, presumably gas propelled, which is capable of shooting a variety of rounds including smoke bombs, knockout gas grenades, and explosives. It doesn't come with a tangible source of ammo, but seems to automatically reload itself at the same rate you could load it. This still won't be instant, but it'll be as fast as if you stopped to reload it personally.

37 Fortress on Wheels (400 CP): Almost a land battleship, this is a super-massive tank. Several stories tall, wider than it is tall, and at least a hundred feet long, this mobile fortress is covered in heavy armor plating, and carries numerous gun emplacements including a large, main, forward facing cannon, and in total possesses enough power to level the City in the Sea. It will slowly resupply its fuel when not in use, and likewise restocks munitions over time when not in use. It will also repair damage over time when not in use, and if destroyed will be replaced within 1 year.

38 Shelter (400 CP): A fully functional, intact, and brand new shelter as it would have been produced in 2020 before the times of fire. This is a sealed, self-sustaining environment capable of hosting a stable population of people for generations, and a replica of those that the inhabitants of this world survived in when for generations the surface became uninhabitable. It won't last 450 years without the help of the Grith and harvestmen, and even

with their help a full one will be desperate and need to open and get out after 450 years, but hopefully you won't be forced to stay in one for centuries on end. Doesn't come with a library, or really anything not absolutely essential to survival, but there are machines, and technology.

39 Death Ray (600 CP): Consisting of two parts, a fairly large control station, and a solar powered military laser satellite in geosynchronous orbit. The satellite is capable of creating small craters with low powered attacks, could completely destroy a large building in a single attack on a higher setting. It does have a charge up period, longer for higher powered attacks. The satellite can angle for a fairly wide range of shots, and can move somewhat in orbit, shifting to other positions with built in systems; it will take time for it to reposition to strike a distant target, but you are not limited to its firing arc from a single orbital position.

● Outsider Items:

40 Sailboat (100 CP): This is a small boat, designed to be run and sailed by a single individual if need be. It is however very well made, and capable of going from Wassoon to the City in the Sea, as long as you avoid the deeper waters where the threshers live. It is self-maintaining and self-repairing, and if lost, destroyed, or simply left in the wrong position, you'll find the sailboat being replaced within a week.

41 Zeke Nest (200 CP): This skyscraper has had a group of zekes take up residence in it. The airborne scavengers will continue to be self-sufficient, somehow, no matter where this tower is placed even if it is far from their ordinary habitat of the sea coast. These zekes have a combination of keen senses and some special instinct which warns them of danger coming towards them and their nest. By observing the zekes you can tell if an area within their range is about to be in danger of an attack, either by predators or humans. While not exceedingly long, this is warning enough to be able to call back a fishing fleet before threshers attack it. Their behavior can also be observed to predict particularly nasty storms ahead of time. The skyscraper itself is empty and rather badly gutted, though it will retain modifications made to it between jumps, though can be reset to its base state at the start of any jump (in case it was destroyed for example).

42 Tribe (400 CP): You might not be the only outsider around here any more. This is your very own Xenozoic tribe. Roughly equivalent to Wassoon in size, and technology, meaning it does fall behind the City in the Sea with its vaults, this tribe may simply be a place you can consider home and where you are a respected member of society, or you can, at your option, be its (de facto and/or de jure) head of government and/or head of state. The exact details are up to you, if you wanted it could be the ruins of a major real world city, even another archipelago of stone in the form of a flooded city like the City in the Sea, but unless you also purchase the Vault it doesn't come with a vault of pre-cataclysm technology though. If you want it can be all female like the Sylvan based tribe that showed in the Topps comics run, or all male, or some other similar demographic choice. The tribe does not come with any major ancillary settlements. Therefore while this tribe most likely has some small independent farmers, and enough fishers/hunters/farmers to be self-sufficient, this doesn't come with anything like the copper mine, the experimental farms, research outputs, an Old Blood mechanic fortress, or the full fledged settlements of the cartoon. The tribe will retain

modifications made to it between jumps, though can be reset to its base state at the start of any jump (in case it was destroyed for example).

● City Dweller Items:

43 Magnum Rifle (100 CP): One of the strongest rifles of the Xenozoic age, more than large enough to scare a large slither off, it is the sort of gun you'd bring with you if you were attempting to hunt a shivat or one of the larger plant eaters. It won't take down a shivat in a single hit unless you hit it in a good spot, but given we're talking about downing animals that make elephants look small it's still a powerful weapon that makes elephant guns look weak. It doesn't come with a tangible source of ammo, but seems to automatically reload itself at the same rate you could load it. This still won't be instant, but it'll be as fast as if you stopped to reload it personally.

44 Mechanical Mole (200 CP): This is a remote controlled treads mounted mining robot with a drill and a buzz saw. You only get one, but unlike the canon version yours is not completely haywire. This robot is capable of easily demolishing even thick walls, digging out of a cave-in within minutes, or digging through stone and performing similar excavation tasks. It isn't really made for combat, but being a heavy duty mining robot capable of surviving rockslides and cave ins it can be rather dangerous. Can run on electricity, gas, or slither guano.

45 Vault (400 CP): Or more vaults. This is several underground chambers, beneath sea level by default though with machinery to keep water from flooding them. A sealed environment, it contains books and technology from the late 20th century/early 21st century. It only contains one example of each book or piece of technology, making it a valuable stockpile of 20th century gear and equipment which could quickly jumpstart a civilization, and many of the books are scientific in their nature and intent. It's not a complete record of past technology, but it's a good start. In future jumps the Vault updates to books and common technology from before another society destroying cataclysm. In a jump set in the real world it might be a cache of Bronze Age writing and tools or a library like that in Herculaneum but intact enough to read and working examples of technology such as the components for old Roman concrete. In Lord of the Rings it would likely be Numenorean goods and writings explaining their special forging techniques. In Star Trek it might be technology from the Eugenics Wars, and in 40K as a human you might have a vault of Dark Age of Technology technology that had been untouched since that time. While the vault itself is fiat backed, and ensured to have such contents at the start of a jump, the contents are not, being completely identical to examples you could find in the setting (if you could manage to find them at all).

● Mechanic Items:

46 Cadillac (100 CP): A top of the line Cadillac car from the late 20th century. This car seems to be truly top of the line in all aspects as if it had been painstakingly customized and modified for higher performance, and is especially capable of running through hostile environments like going off-road through rocky badlands, jungles, swamps, or deserts. This car is self-maintaining and self-repairing, refueling itself with slither guano based fuel when not in use; and if lost, destroyed, or simply abandoned you will find it replaced within 1 week.

47 Greek God (200 CP): This young cutter, or other similarly sized dinosaur, has taken a liking to you; maybe you raised it from its egg. It's highly intelligent, for a slither at least, as

well as being loyal, brave, and obedient almost like a well trained dog, and holds you in great affection. Even when it reaches maturity it will continue to be your loyal, and obedient companion, willing to risk death to protect you. If the worst does happen and it dies, you will soon find another egg containing a dinosaur of the same variety which will be as intelligent, loyal, and brave, naturally developing training as it ages and grows.

48 Garage (400 CP): A mechanic's fortress. Similar to Jack's Garage, this is a fortified building which could hold off a small army with someone there to defend it. If a lone man was trying to sneak in, it might take him a week to borrow into place unnoticed, and even then probably would need to have had you let it get run down by the elements. The garage comes with a small fleet of cars, all of which will possess the qualities of a Cadillac above if bought together with it otherwise will only respawn at the start of each jump, and will update to include hangars, garage space, or moorings and even a dry dock for any CP backed vehicles you possess. It comes with a supply of fuel for any such vehicles as well, enough to maintain them in regular use, as well as a bit extra to supply other similar vehicles, this includes enough slither guano to fuel a fleet of cars. It also possesses facilities for the repair, and construction, of vehicles and their parts, as well as a small but replenishing supply of parts for any vehicles you know how to construct, or possess a CP backed copy of; this won't include any one of a kind artifacts or the like, unless you happen to need one to repair a CP backed vehicle. It is all powered by a geo-thermal generator in the basement which allows for clean energy. In future jumps the Garage's fortifications will automatically update to be fortified by the current jump's standards, though it will never downgrade below its initial starting point in this jump.

● Wild Child Items:

49 Hunter's Gear (100 CP): This is a small kit of gear including a cloak, flint and steel, knife, spear, and a bow with a quiver of arrows which recover on their own over time. All of these tools will repair and maintain themselves over time, and if lost will be replaced within 24 hours. You can replace the bow with a crossbow that can load and fire 2 bolts if preferred.

50 Harvestman Corpses (200 CP): This is a regularly appearing supply of giant arthropod corpses. These corpses possess many organs and materials that have medicinal properties, as well as being able to provide useful oils, and their shells make strong building materials. These corpses even seem to produce some oxygen, and provide air scrubbing qualities, as well. They appear by default in your warehouse, though you may have them appear elsewhere instead.

51 Archeoplasm (400 CP): The elixir vitae, archeoplasm is a plasmagel that looks like both algae and mold. This living slime will seek out water if possible where it can begin to do its work. An evolutionary accelerant which possesses within it the seeds of life, it is capable of building an ecosystem from the ground up once it is inside of water. Introduced into a watering hole it could create a thriving ecosystem within a matter of days, and could develop vertebrate life from nothing in weeks, faster if you introduced additional energy sources such as a rotting carcass, and given time could take a barren, near lifeless poisoned planet, and have it be a world-wide Jurassic jungle once more, though that might take centuries. Strangely, it doesn't seem to create new species which are adapted to the specific environment, but to recreate species - extinct or extant - which fit a similar ecological niche

already within the pre-existing tree of life. It will default to creating life along the evolutionary lines which Earth followed, unless the water source being used is contaminated with examples of an alien tree of life which will cause it to veer towards the evolutionary path of that world.

● Slither Items:

52 Chew Toy (100 CP): This is a large, metal ‘bone’ or club. It is far sturdier than it should be, being virtually indestructible, at least to traditional attempts to break it with raw physical force. If it is lost or somehow destroyed it will be replaced within 24 hours.

53 Slither Herd (200 CP): If bought with the Dinosaur perk this will be a whole herd, or hunting pack, of whatever species you selected for that perk. More than half a dozen adult shivats or other carnivorous theropods, and more than twice that number of herbivores or smaller scavengers. If bought with the Dinosaur perk they will also benefit from the Nose for Danger and/or Man Eater perks if you took them. This herd will naturally recognize you as their alpha when you are in your Dinosaur alt-form. If bought without the Dinosaur perk you may select any prehistoric macrofauna that could be selected with the unupgraded version of that perk.

54 Xenozoic Hunting Range (400 CP): This is an area of territory, about 400 square miles, which is populated by xenozoic flora and fauna. The ecosystem seems to be (bizarrely) self-supporting, capable of supporting almost a dozen adult shivats, and naturally veering back towards a pre-Tertiary jungle regardless of surrounding environment and climate, though it can only do so much (place it in the arctic and it might have problems). This territory is ‘yours’ on a metaphysical level, and not only do you find it easy to memorize the area, and recognize the patterns of natural life within it, while in wilderness within this area of territory you seem to be faster, stronger, and substantially stealthier.

3 Camp Cretaceous Gauntlet Section: While other sections were taken from propper Jumps; this section was taken from a gauntlet, but what makes this section truly unique is including scenario rewards from the gauntlet, tho with a price of 200 CP each, while the Gauntlet Reward costs 1000. There are 29 roll results in this section.

● Perks:

1 Bloodless Carnage (Free): For those of you who are squeamish, this perk causes all violent deaths and maiming’s to happen just out of sight. Truthfully it’s just a series of coincidences that cause that big fern to block your view of a man's arm being chewed off, still this should greatly reduce the stress upon your psyche.

2 Dino Nerd (100 CP): In order to survive on a dinosaur infested island, it’d be useful to know about different dinosaurs. Not only do you have encyclopaedic knowledge about prehistoric creatures, but you’re capable of identifying them from nothing more than a footprint, scale, or even a cry they make.

3 Corporate Heir (100 CP): Born with a silver spoon in hand, you’ve enjoyed the finer things in life, including previous access to the island and certain off-limits locations that the average

guest wouldn’t visit. You have VIP access codes that’ll allow you to enter places you normally wouldn’t be able to, use them wisely.

4 Athlete (100 CP): Not only are you in great shape, you also cannot run out of stamina, which is incredibly important when it comes to outrunning various dinosaurs. While you won’t always be faster than the animals, humans are persistence predators, and you are the apex of our kind.

5 Rancher (100 CP): You belong to one of the families that supplies Jurassic World with dinosaur food. Not only do you have encyclopaedic knowledge when it comes to raising livestock, you also know exactly what kinds of foods various dinosaur species prefer.

6 Dinosaur Wrangler (200 CP): Knowing lots about dinosaurs is great and all but being able to ensure you can survive around them is even better. Luckily, you’ve read the Jurassic World and DWP field manuals for handling dinosaurs, whether that be the best spots to shoot them with tranquilizer, or the easiest way to get them into a cargo container. You know exactly how to take down a dinosaur.

7 Free Climbing (200 CP): Despite the multitude of flying dinosaurs, a general rule of thumb is that the higher you go, the safer you’ll be. You can climb even the sheerest of surfaces safely. A cliffside? Piece of cake. Giant redwood trees? No problem! A flat metal plate? Despite the lack of handholds, yes you can climb it.

8 Survivalist (200 CP): You’re amazing at surviving anywhere you go and can learn new survival techniques by observing the animals around you. Even if those techniques should be impossible for a human to survive with.

9 Career Unboxing (400 CP): A career in journalism was not what you expected to stumble into. But it has prepared you to ferret out people's secrets and knowledge of common hidey holes that people use. Expect to be able to find leads to nearly every secret that Isla Nublar holds, and a few that the rest of the world does.

10 Social Media Personality (400 CP): Ah social media, the new source of news and publicity. You’re quite the personality, making videos for almost everything under the sun. As such you have a wide eclectic assortment of skills available to you. In practice, you’re capable of using any skill you could possibly learn from a 5-minute video with a certain level of proficiency.

11 Psychologist (400 CP): On an island filled with dinosaurs and top secret research, they need a lot of psychological evaluations done. And in the aftermath of dinosaurs escaping, people will need therapy more than ever. Luckily for them you have a doctorate in psychology and can soothe people's reasonable fears after dealing with such fearsome beasts.

12 Copyright Infringement (400 CP): You know just what sort of information will sell to the right buyers, who those buyers are, and what you’d need to steal in order to get the proper compensation. But knowing is just half the battle, so you’re also a masterclass thief with a specialization in corporate espionage.

13 Dinosaur Taming (400 CP): Dinosaurs just seem to like you. They'll let you get much closer to them than they would others. You're also more perceptive when it comes to which dinosaurs would have the right disposition to be tamed or even domesticated. With enough time you could tame any dinosaur on the island!

● Items:

14 Carob Bars (50 CP): I feel bad even making you spend precious cp on these, but they're highly nutritious and will help you survive so… You have an unlimited supply of carob bars in any flavour you could imagine, though the dryness and sand-like texture cannot be changed. You'll never go hungry again as you can pull as many of these as you like from your pockets.

15 Dino Walkie-Talkies (50 CP): A pair of children's short range radios in the shape of a dinosaur of your choice. They will play a pre-recorded dinosaur roar when first turned on and after every third press of the talk button. Do be careful as the noise can attract nearby dinosaurs.

16 Shelter (100 CP): A small shelter from the world outside, this can either be a tent or a construct made of demolished building materials. For 50cp more this can be a series of incredibly well made tents that are weatherproof and tear resistant or an intact building that wasn't meant for habitation. And for a final 50cp on top of that you can gain access to one of the few VIP rooms remaining in decent shape.

17 Transportation (100 CP): Jurassic World has many types of transportation for their guests and staff. You've stolen one of these vehicles from their, likely dead, owners. It has enough fuel to cross the island but it won't last forever. You may decide what type of vehicle this is, you can even take one of the Gyrospheres if you really want.

18 Anti-Dinosaur Weaponry (200 CP): Jurassic world certainly prepared for breakouts. You've stumbled upon a small armoury filled with non-lethal dinosaur combat equipment. Everything from gas grenades, to nets, to dart guns, to taser rods.

● Companions:

19 Baby Dinosaur (100 CP): A baby dinosaur of a species of your choice that will imprint on you. Love and cherish it jumper, and it will love and cherish you. If you decide to take a named dinosaur like Bumpy, or Firecracker, or the others, this option is discounted.

20 B.R.A.D. (100 CP): Having a companion that's hard to hurt and can actually damage dinosaurs can be a lifesaver so you turned it on, and by some miracle it booted up. This robotic dog/dinosaur is something you found washed up on the beach, or maybe it was in a scrap heap. It's not as fast as others of its kind and its power source is limited, only having a fraction of its intended battery life, but at least it can recharge via a few solar panels.

● Scenario Rewards (The scenario rewards normally have no price so i will count all of them as being 200 CP perks/items/companions each):

21 Prehistoric Architect: You excel at building complex tools, structures, and vehicles from things discarded. Whether you're building a shelter from an abandoned compound, or

carving tools from dinosaur bones, anything you build with previously used materials will be more effective at their primary function.

22 The Nublar Six: These six courageous survivors that you've lived, learned, and fought alongside for months have agreed to follow you on your journeys. Not only that but they take up one companion slot together and have been granted a one time offer to regain any limbs they've lost in the course of their miraculous survival.

23 Private Island Facility: This island facility has five sections to it, five perfectly enclosed biomes for the study of de-extinction technology. Each of the biome sections contains a hidden observation room and feed area. All sections are connected to a central area containing a control room, medical facility, and BRAD maintenance shop.

24 Dinosaur Vocabulary Index: Comes preloaded with vocabulary from every species of dinosaur Mantahcorp had access to. In future jumps it will update itself with the most basic "words" of unique animal species in the setting. Further vocabulary can be added manually.

25 Poachers Empire: You've taken over as head of the various poaching groups and black markets selling genetic goods. It'd be a shame for all that hard work to go to waste. As such youbnow have a worldwide empire of poachers and the goods they produce is at your fingertips. You want to snort powdered Triceratops horn? You want to dine on Galimimus sausage? You know just who to contact. In future worlds this will extend to the local wildlife, not just dinosaurs.

26 Dinosaur Cloning Facilities: These are quite rare, despite how many are seen in the series. You have a state of the art genetics and cloning laboratory hidden underneath an innocuous building of your choice. Completely independent from any energy or water grids that would give away the location of the lab. All cloning and genetic work done here will occur twice as fast, and you automatically know the effects of any mutations discovered here.

27 Dark Jurassic: A website dedicated to exposing the hidden truths behind companies like InGen and BioSyn. While you might need to dig a little for the relevant information, all of the theories posted have more truth to them than people are entirely comfortable with. It also functions as an excellent untraceable chat room.

28 Baby Dinosaurs: Since you've been so active preserving dinosaur life, you can take any of the named dinosaurs with you. What's special about these, compared to the purchasable ones, is that they can freely switch back to their infant forms for storage and maneuverability. Should you have purchased any named dinosaurs you'll be refunded the CP.

● Gauntlet Reward (As the ultimate reward of the gauntlet, it will count as a 1000 CP perk):

29 Camp Cretaceous: A seasonal campground meant to teach all about the wonders of dinosaurs. Suspended high in the treetops, the largest tree has an elevator in its trunk, allowing campers to safely ascend to their cabins. There are walkways between the redwoods connecting the cabins. Each cabin is furnished with no expense spared, harkening back to the original park with its aesthetic. Comes with two NPC camp counselors to look

after the place and any residents. Should more campers reside there, more staff shall appear.

4 Dial Section: This is among the shortest sections due to very few things from the Dial jump fitting the 🦖Celestial Sorna🦕. There are only six roll results in this section.

● Races/Species:

1 Saur-Lords (100 CP): The Saur-Lords are a reptilian species known for their fierce and regal nature. Standing tall with muscular bodies and scaly skin, they possess a natural strength and agility that sets them apart. They typically resemble various species of dinosaurs. Some common variants include T-Rex, Raptors, Pterosaurs, Brontosaurus, and Triceratops. Regardless of which type they are, their reptilian features include sharp claws, a long tail, and a snout-like face with sharp teeth. Saur-Lords are known for their exceptional combat skills and are often regarded as formidable warriors.

2 Dinosaur (100 CP): The world of dinosaurs, shrouded in mystery and hidden in secret locations, offers you the opportunity to embody these magnificent creatures. At the basic level of 100 CP, you gain the ability to become a standard dinosaur, allowing you to experience life as one of these prehistoric marvels. You can choose from a diverse range of species, including the mighty Mapusaurus, a theropod surpassing even the size of T-Rex and Gigantosaurus.

> Enhanced Dino (200 CP): For those seeking an even more extraordinary transformation, the enhanced dinosaur option at 200 CP awaits. With this choice, you ascend to the ranks of unique beings such as Devil Dinosaur, possessing enhanced abilities and standing on par with legendary creatures. Command the power and distinctiveness of these remarkable beings as you navigate their world.

3 Kinecelerans (300 CP): Kinecelerans are a swift and agile species originating from the planet Kinet. They possess a slender and streamlined body, ideal for swift movement and aerodynamics. Their bodies are covered in a smooth exoskeleton, providing them with enhanced protection and reducing air resistance when they are in motion. One of the most notable traits of Kinecelerans is their incredible speed. They can move at extraordinary velocities, capable of running faster than the eye can perceive. Their reflexes and reaction times are also heightened, allowing them to swiftly dodge attacks and react to their surroundings in the blink of an eye. Kinecelerans can effortlessly perform acrobatic maneuvers, leaping great distances and traversing challenging terrains with ease. In addition to their speed, Kinecelerans possess retractable sharp claws on their hands and feet, which they can utilize for both offense and defense. These razor-sharp claws allow them to cling to surfaces, scale walls, and even deliver swift and precise strikes in combat.

● Powers:

4 Reptilian Adaptation (400 CP): Unlock the incredible powers of Reptil, the young hero with the ability to transform into mighty dinosaurs. Through your Reptilian Adaptation, you can assume the form of various dinosaurs, gaining their immense strength, speed, and agility. Become the towering Tyrannosaurus Rex, striking fear into the hearts of your enemies, or transform into the swift Velociraptor, darting across the battlefield with unparalleled agility.

You also possess the resilience and defensive capabilities of dinosaurs like the Triceratops, making you virtually impervious to harm. Lastly, aside from standard dinosaurs you will also gain the powers of dinosaur-like beings such as the Earth Dragon Hauser.

5 Sauron's Legacy (400 CP): Embrace the legacy of Sauron, the fearsome mutant supervillain known for his reptilian form and vampiric powers. With this perk, you inherit his immense physical prowess, gaining superhuman strength, agility, and durability. Your predatory instincts are heightened, granting you an uncanny ability to track and hunt your targets. Harnessing Sauron's vampiric abilities, you can drain the life force and vitality of others, replenishing your own power. Additionally, you have the power to transform into a monstrous pterodactyl-like creature, taking flight and unleashing devastating attacks from above. Embrace the dark power of Sauron and become an apex predator in any conflict.

● Items:

6 The Savage City (400 CP): In the uncharted depths of this world, lies the mysterious and untamed region known as the Savage Lands. A primal and prehistoric wilderness teeming with danger and ancient secrets. Within this treacherous landscape, you have the opportunity to establish a Saurian City, a thriving metropolis built by and for the Saurian race. The Savage Lands are home to these reptilian beings, whose formidable physical prowess and innate connection to the natural world make them fearsome allies and formidable adversaries. As the leader of the Saurian City, you hold dominion over a realm that exists in harmony with the savage environment. Harness the power and wisdom of the Saurians to unlock the full potential of this hidden realm and carve out your own destiny amidst the untamed wilderness.

5 Dino Crisis Section: There won't be any origins in this section because all of them are simmilar enough to the ones present in others like Cadilacs & Dinosaurs Section. In fact, a lot of things of things are simmilar in those sections. This section has 36 roll results.

● Perks:

1 It's a Dinosaur! (100 CP): For most people, a dinosaur is something that has to be seen to be believed. In this day and age most people would disregard talk about a living breathing dinosaur, after all, they're supposed to be extinct. For over 65 million years. But you've got a special weight to your words that people know when you're being serious, and they'll take you seriously in turn. After all, if it's coming from you, there has to be some merit to it right? You'll also find that out in the wild, when you do encounter an odd creature who shouldn't exist, studying them quickly will be enough to give you a rough idea of what kind of threat you are dealing with, and what major risks you have to take into consideration if they're around.

2 Peaceful Coexistence (200 CP): When the team from 2055 realized that they were trapped in the time pocket, they attempted to ensure that their progeny would be able to survive in the time distortion, and given that the dinosaurs were the biggest threat outside of the environment, the scientists decided that they needed to find a way so that the children and the dinosaurs could coexist. Their plan was sound, but the execution ran into problems, creating children that couldn't speak properly and were instinctively driven to protect dinosaurs even at the expense of other, “foreign” humans. Thankfully, you don't have the

same limitations – for one thing you didn't need to learn how to get along with other species through an AI gone rogue and a defective growth chamber. You just need to come off as friendly or welcoming, and most dinosaurs will pause to regard you as a curiosity rather than a meal. If you put in the effort, you could probably get them to follow you around too, though teaching them not to attack other humans or reacting to humans attacking them may be a challenge. Even with the species which are extremely large, you don't have too much of a problem, though for the most part they'll just ignore you whenever possible.

3 Where Are You Keeping All of That? (400 CP): For some odd reason, the people still alive in each isolated pocket of time don't seem to have any issues when it comes to grabbing supplies and staying on the move. Even if you get the chance to investigate them up close, they don't have any sort of futuristic technology that helps them store the various med packs, guns, and bullets they gather up. It certainly won't stop them from whipping a four shot missile pod out of nowhere when they need to fight off several annoying Allosaurus though. Well at least now you'll know their secret – the things that they're gathering up are being stored in a nebulous space that they can access so long as they're not engaged in any strenuous activity. Unfortunately, while this space is perfect for storing up large piles of ammunition and supplies, it can get cluttered rather easily if you're just throwing everything you find inside and organizing the space will take a fair bit of time if you have too much inside. If it does get too cluttered, in the heat of battle you might end up pulling out something that doesn't help with the problem at hand.

4 Time Slip – Splitting Seconds (600 CP): By 2055, scientists generally agreed that messing with time any further would spell humanity's doom. But despite the consensus, scientists can't actually pinpoint what degree of time manipulation causes a major flaw. Well, as an anomaly, you can directly manipulate the flow of time, but the time frame you're able to manipulate is short enough that it shouldn't cause any major problems – unlike dragging dinosaurs from 65 millions ago forward to the modern day. Specifically this allows you to exert the same effect as technology which will eventually be developed by the 2055 research team. Originally, this would have involved “pausing” time momentarily to make minor changes within the affected area. However, because you're the one actualizing this, and you happen to be in the area – this will result in time appearing frozen to you. The things around you can be manipulated and moved about, and inanimate objects can even be removed – like making a couple bullets vanish. However, because the area of effect uses you as the epicenter, only things within your field of vision can be influenced. At first, you'll probably only be able to sustain this for a span of seconds, and without adapting to it, this might be difficult to utilize effectively. You can, with enough practice and repetition, extend the period of time where you can freely manipulate the environment around you, but keep one point in mind. This isn't something that you'd want to use over and over again, lest you create rifts in space time akin to a Third Energy incident. Depending on where you are, you might accidentally pull a dinosaur through time if you abuse this.

5 Covert Operations Specialist (100 CP): As part of the team investigating the Third Energy Anomaly, there's only one thing you need to understand: the world isn't ready to handle knowledge of the Third Energy going public, so every aspect of the operation needs to be kept under layers of black tape. Your assignment as far as it pertains to the Third Energy, doesn't exist, and as far as the government is concerned, there was no mission. To this end you've been given the training necessary to keep this mission under wraps. Whatever it

takes in order to maintain the veil of secrecy. To some people it means getting in, getting the information and getting out undetected. To others, it means making sure that there aren't any loose ends to risk exposure. Given that you're the one who is going on the field, you can decide what type of black ops training suits you best.

6 Combat Supply Assembly (200): Given the nature of the operation, you're not likely going to be sent in with a great deal of supplies. The conditions at the area of operations are unknown, and truthfully speaking, not everyone is expected to return home in one piece. Unfortunately this means you're eventually going to have to rely on your own skills to maintain a stock of supplies. Thankfully, there's enough material, whether in the abandoned laboratories or out in the not so Cretaceous jungle that you can use to great effect. You have a knack for manually combining things together which have no business being combined by hand. If you can find medical supplies for instance, generally they'll stock medical anesthestics and sleeping aids – you can mix these with ammunition to create special rounds, or mix them together to make first aid packs. Out in the forest you'll most likely have to do some experimentation to see what effects various plants might have, but around Port Edward there are some poisonous plants which you could use to great effect. Dinosaurs might have thick hides, but they aren't particularly resistant against poison.

7 Bring Down the Beast (400 CP): The dinosaurs that have been shuttled forward in time are surprisingly resilient. There's some evidence to suggest that these dinosaurs have been tampered with (and considering these are featherless lizards for the most part, perhaps they were heavily tampered with, but then again, who knows?), but you'll find during your time here that dinosaurs will often shrug off wounds from conventional weapons, even if shots land directly to their skull. But if it isn't them dying, it's likely going to be you that dies, so there's no point in holding back. Using whatever weapons you have at your disposal, you'll find that when you successfully wound a creature, they're definitely going to feel it. Often times, this isn't just a matter of the creature staggering from the force, but they'll sustain wounds that require expert medical attention if they don't want to eventually die from their wounds. Even the breeds that are particularly resilient, such as the Triceratops and the T-Rex seem to fall much quicker than normal – the damage may not be apparent just by looking at them, but their movements will get sluggish and their aggressiveness will gradually fade as their body weakens.

8 It's Time For Heroics (600 CP): With so few survivors remaining in the area of operations (survivors that anyone knows of anyways), it's important to band together and help each other survive – having an extra person can help, even if ultimately you only consider them as sacrificial t-rex fodder. But with so many dinosaurs around, securing survivors often means direct intervention on your behalf. But you won't have any problems in that regard, a rocket launcher will help, but you don't need one if you're looking to draw a T-Rex's attention away from a pair of survivors over to you. You're basically a lightning rod for aggression. Take heart, as playing the hero will also improve your capabilities, at least until you get in the clear yourself. Whether you're looking to outrun a dinosaur, outsmart a modified dinosaur, or you just need that sudden burst of strength to make it through a collapsing building, desperate times will awaken a desperate strength within you, allowing you to achieve superhuman feats until the danger has passed. This doesn't actually prevent you from dying however – it can delay it, but if you run headfirst into a T-Rex's mouth and let it eat you, you're not likely to survive. Know when discretion is the better part of valour, and don't tempt fate too hard.

9 Locks & Keys (100 CP): When it comes to leading edge research, secrecy is essential if you're planning on being the first to reach a breakthrough. Whether it is proper security protocols or strict file management, removing potential leaks ahead of time goes a long ways towards avoiding future headaches and mishaps. You're a scientist, not a security penetration tester, but you can give them a run for their money with the security protocols you devise. From cryptic digital locks that use alphanumeric puzzles following arbitrary logic to physical locks that require enough colored keys to fill the rainbow, you've got all the means at your disposal to ensure that people will have better luck destroying your data than access it without your permission. Of course, cryptography and locksmithing aren't things that only work in one direction – so with your improvements, you'll find that you can also break security with greater ease as well.

10 Convenient Fatality (200 CP): With knowledge like yours, there are a lot of major players who would be interested in acquiring your services, and not all of them will consider asking you nicely. If you get a little bit too popular, you may want to consider exercising this option, which lets you well...conveniently fall off the public registry by “dying”. Naturally you won't actually die, though it would help if you were to get into an accident – just that once you pretend to be dead, as far as the world is concerned that's what you'll be, and they won't bother disturbing your body either. This should give you the opportunity to fade into obscurity. In the event that you do want to resurface, you can do so really at any given time, though there's also the chance of it happening if you get involved in something that attracts too much attention. But if you can set up one convenient accident, then surely it can't be that difficult to set up another?

11 [Dino Files] (400 CP): Somewhere along this world's overly convoluted timeline, people took a look at dinosaurs and decided that they might as well tamper with the genetic material. We know this, because there are records of genetically modified dinosaurs, and because the 2055 team eventually came to the conclusion that humans and dinosaurs couldn't coexist very well. It's somewhat peculiar why it took them decades to reach that conclusion, but while they may be dead, their research is still alive, and you've got the know how to make use of it. Strewn out across the different temporal anomalies are data files on dinosaurs. With these, you'll have the knowledge base necessary to recreate and tamper with the species, thoughbyou'll want to get better equipment than what is available on the two islands if it's at all possible. The more information you have on the target creature such as physical traits, behavioural traits, communal tendencies and such, the less likely you'll run into problems during the genetic modification process. And this isn't strictly limited to dinosaurs – it just so happens that the researchers in the anomalies were quite interested in the breeds, as there wasn't much else to study when it came to wildlife. When it comes to utilizing other species, you'll have to compile data yourself, or obtain it elsewhere. Just don't follow in the path taken by the 2055 team's management AI. Its “intelligent” and “resilient” dinosaurs are indeed capable of exceeding human intelligence and several times more versatile than what could be expected of a dinosaur (seriously, how does a jet black tyrannosaurus survive a torrent of missiles to the head and just shrug it off?), but the AI had seemingly no concept of restraint in its genetic modification ventures – creating abominations that posed a threat to every living creature, even other dinosaurs.

12 Third Energy Research (600 CP): The Third Energy was originally intended to bring upon a paradigm shift in the energy sector. Successfully controlled, it would have achieved

something unmatched by any form of energy generation, not for the next several centuries. But of course, as everyone in the next several decades are aware, the trials with Third Energy went awry – between government interests and a lack of caution, the entire endeavour opened the door to humanity's annihilation instead of opening the door to a world where air could be freely converted into energy. It doesn't have to be that way – you have the knowledge to utilize Third Energy and develop new technology with it, you just need the restraint to handle and contain the Third Energy. By now you should be well aware what a runaway Third Energy reaction is capable of. It may have just been coincidence, but 65 million years is quite a long time to reach back with a wormhole. But if you maintain a stable Third Energy reactor, something that doesn't go into an overload, you'll be able to generate a steady flow of energy so long as there is air within the reactor. The Third Energy reaction converts standard atmospheric gases into ozone, but even a room's worth of air is enough to create energy capable of powering an entire island without risk of destabilization or exhaustion. If you do somehow cause the reaction to enter an overload pattern, keep in mind that even after the reactor is shut off, the consequences of a Third Energy Instability remains. You'll have to figure out how to fix these temporal issues, so it's best if you never let it get to that point. DINOSAUR Only the Dinosaur background can purchase the 100 tier more than once.

13 Resident Dino (100 CP): You're a dinosaur! But what kind of dinosaur are you? Figuring out the type of dinosaur is the first step to understanding how you're going to survive in this world, as different species have different strategies when it comes to evading predators and hunting prey. The following list is the species which have been confirmed to exist as a result of the Third Energy Accident. However, if you're a “native” dinosaur, and for some odd reason you realized that you're not just one species, you'll have to figure out what kind of Third Energy Freakshow you've become and how that changes your physiology, if it does at all.

14 Convenient Ambush (200 CP): The concept of hunting is fundamentally different for dinosaurs as it is for humans, but taken out of their natural environment and having made adaptations for this strange new world, the dinosaurs have found new ways to abuse the element of surprise. People might expect you to be lurking behind a door, but they won't possibly anticipate that you would drop out of a ventilation shaft, or leap out from within the wall. If the opportunity to hide and set up a trap presents itself to you, even if it would normally be a rather tight squeeze you won't have any problems getting in and out. And as long as you're hiding, your location won't be apparent to any bystanders either – no vent bulging because you're too big, no odd creaking or groaning to give your position away. The only sound that anyone will hear are the screams when you spring the trap.

15 Impossibly Relentless Pursuer (400 CP): Most dinosaurs tend to be driven by the need to fill their stomachs, but on occasion, there'll be one – like you – that relentlessly hunts its prey for the thrill of the hunt. Predators like you redefine tenacity, and it doesn't matter if there are stacks of cargo containers or multiple reinforced concrete walls in the way, you'll make a path to reach them. Once you've decided on your target of obsession, you'll always have an inkling of where they are. They can run into underground bunkers, hide behind electric fences, and while putting distance does make your “prey sense” less accurate, you'll still know which general heading to follow if you are to catch up with them. Of course, every now and then you'll run into prey that prefer to fight back, and humans have these nasty gadgets

called rocket launchers that could potentially take out an eye. As long as you remain fixated on your target though, you'll brush off most annoyances so long as they aren't immediately fatal. Things don't hurt nearly as much as they normally would, and it' nalmost like your hide hardens. And hey, maybe you're not stalking them to eat them? Maybe you just want to show your appreciation and they're fundamentally misunderstanding you? There has to be one or two dinosaurs that aren't out to gnaw on human bones, right?

16 Apex Predator (600 CP): There's only one fundamental law among dinosaurs, and that law is especially true for the group that found themselves dragged through time: if you're bigger than your prey, then you're higher up on the food chain. Back in the Cretaceous, there may have been cases of smaller dinosaurs fighting off bigger predators, but that certainly doesn't apply to you. The bigger the size difference between you and your prey, the more easily you dominate them, regardless of what natural countermeasures they may possess. Spiked horns, armoured backs, or just thick hide? You can shear through those without much of a problem, and if they're strong enough to retaliate, the damage you take will be severely reduced. And given that a dinosaur's main objective is to secure the next meal, you'll find that having an increased size also means a bigger mouth and a more versatile stomach: you can pretty much eat anything given the opportunity. Were a paleontologist to study you, they'd also note that you seem to be an anomaly within your species, given that you're larger than others within the same species as you. Your base size is effectively increased by a quarter, so you won't have to worry about others within your species dominating you in size.

>Gigantism (100 CP): But...just in case you are in fact wary of potential giants around you, you could subject yourself to some experiments and such – accordingly, each time this is taken, your base size will increase by a quarter yet again. As your size grows, your physical capabilities will improve as well, so you don't need to worry about your body falling behind in terms of speed or dexterity.

17 Unnatural Order (100 CP): In the wild, it is rare to see a predator willingly give up on its prey, especially when they have a clear advantage. Generally it only happens when the predator catches the scent of a more dangerous predator or the terrain makes the hunt impossible. But among the dinosaurs, there are some who have gotten a little too smart, and this has caused them to adopt strange tactics. One of the most notable is a speciment only known as “Trinity” based on the 2055 team's scientific records. Now, you may not be a dinosaur, but you have an ability similar to Trinity's, in that you can forcefully command the creatures around you to follow your orders, even if that means behaving out of the norm. Need to get a pack of velociraptors to withdraw? This can make it possible. However, this being wild dinosaurs that we're talking about, there's a good chance that they'll attempt to resist you, and if your force of will isn't strong enough, you won't be able to command them as you please – especially if you're up against a large crowd.

18 Minimal Consumption (200 CP): When you find yourself thrown into a mysterious forest from a different time with plants that spew poison and insects about the size of your hand, figuring out what is safe to eat from your surroundings can pose a severe challenge. Sure, you could eat dinosaur meat, but that would involve killing a dinosaur and preparing the carcasse without drawing the attention of the many other carnivores around. Thankfully, like the others who have survived, you don't actually need to eat all that much in stay in top

condition. So long as you're not severely injured, your stamina drains at an exceptionally slow rate and a couple snacks can last you through weeks of trekking through the jungle. Hopefully you don't need that long to find supplies, but at least you don't need to worry over which plants are edible anymore. When you do eat, you'll find that regardless of what you eat, it tends to have a substantial effect on helping you recover.

19 Run Run Away (200 CP): With supplies limited and the situation completely out of hand, there's a strong case to be made for running away rather than burning through ammunition and medical supplies fighting against what may as well be an endless flock of dinosaurs. But should you choose to run, you'll notice something odd in the behaviour of the dinosaurs, or if you're getting chased by people for some reason, them too. Namely, once you manage to get through a door and put some kind of solid obstacle between you and your assailant...well, they just sort of lose interest in pursuing you, as if the door was all it took to drain their motivation away.

20 Third Energy Anomaly – Rapid Reorientation (200 CP): People who are well travelled will typically be able to get a general sense of how far they've gone on a given trip. Those who repeat a task over and over again tend to develop a strong sense for how much time it takes. But time travel isn't really something that anyone would develop a “sense” for, it's not only difficult for your average person to practice time travelling, but often time travel is the sort of affair which happens against one's will and leaves the subject greatly disoriented. This “countermeasure” will mitigate the consequences of unwanted temporal manipulation, whether you are drawn in against your will or you choose to let it influence you. No more feeling disoriented, falling victim to time sickness, or finding yourself moving at a different speed from the world around you. Of course, there might be times when allowing yourself to be temporally manipulated could come in handy, and this won't interfere with that. But this comes with the “experience” you'll need to develop the ability for approximating time travel. Like how a traveller can gauge distance in terms of miles walked, you can gauge time travelled in terms of years and the general direction. It's still an approximation at the end of the day, but it should be accurate enough that you don't need to worry about walking into a random time wormhole and having no clue when you ended up re-appearing.

21 Third Energy Anomaly – The Other (You) (300 CP): By now you should realize full well that Third Energy isn't something that anyone should casually tamper with. Perhaps you have the wisdom to know how to use it responsibly, but the scientists of this century certainly don't, and being in this world has had an odd effect on you, something that can potentially “haunt” you, even as you venture to other places which should be unaffected by the Third Energy blunder. The Third Energy's influence on time has led to the creation of another (you). To be precise, it isn't the (you) of the present, but the (you) which belongs to the past or the future, wherever you happen to be. As far as anyone can tell, their actions don't have any influence on the timeline except in one specific case: information. Both past and future you are aware of what you're capable of, but you and your temporal clones can't ever meet up within the same time, suggesting that perhaps they're not in the same timeline to begin with, but perhaps a “parallel” one that mimics the one you're in. As one would expect, being from the “past” and the “future”, your temporal clones have access to information that may be unavailable to you in the present. The “past” you can attempt to hand you this via “temporal dead drops” – leaving behind notes or clues for you to stumble across. On the other hand the “future” you may establish contact in a more direct manner, hijacking

communication devices to get in touch. Timelines being what they are, your actions will likely influence events, sometimes in both directions depending on your capabilities. Be wary that it may take time for the other (you)s to catch up in this regard, but should the timeline change, eventually the past and future (you)s will follow suit.

● Items:

22 Dinosaur Bait (50 CP): It's hard to tell what is inside this box, but it is extremely effective at attracting animals, most notably dinosaurs. Regardless of whether they're carnivores or herbivores, dinosaurs nearby will be drawn to the scent and come to investigate. Be wary that this doesn't make them docile, which means that in most cases, you'll want to stay away from the bait once I it is placed. This is particularly effective on carnivores, which seem to assume that there's a meal inside the box. With all the corpses lying around, maybe there's one inside the box?

23 Energy Rigging (50 CP): Normally built in to a wall, this utility device comes in pairs, and functions by creating a steady flow of energy between the two terminals, which effectively creates a makeshift fence. In corridors and tight space this is particularly effective, and unlike the standard wall mounted assemblies there's no switch to turn it off from the other side, so it isn't solely effective against dinosaurs. Of course, against a large sized dinosaur like the tyrannosaurus, it loses much of its effectiveness. But you probably wouldn't want to stick around when a tyrannosaurus is on the hunt anyways. You can turn this on and off remotely by voice command, and assembly is just a matter of finding two suitable walls to slap the rigging on. There's a limit to how far the fence can extend however, so keep that in mind if you're looking to cordone off an area.

24 A Pair of Carnotaurus (100 CP): Carnotaurus are large bipedal carnivores with very distinctive horns on their heads. While it doesn't seem like they always operate in pairs, this pair is inseperable, and has seemingly adapted to pair hunting tactics. Like many of the dinosaurs affected by the Third Energy Instability, this pair is extremely resilient, but most distinctive is their ability to learn and adapt to new circumstances. They certainly aren't your companions, but they aren't your enemies either. On occasion, if you're in a pinch, they might show up to help out, but otherwise they seem rather content to follow you from world to world, going about their own business once they've arrived. Unfortunately, being Carnotaurus means that “their own business” generally involves eating things such as humans. This naturally puts them at odds with human populations, but even if they happen to be killed, they'll eventually reappear. Maybe you could teach them not to eat people and find something else to live off of instead? Oh, this happens to be a breeding pair. That could lead to complications, so keep it in mind.

25 An esthetic Aid/Intensifier Synthesis Process (100 CP): A process which teaches you how to use regular scraps to create Anesthetic Aid and Intensifier drugs. These two drugs have a similar function in terms of enhancing the properties of other objects, but of the two the anesthetic aid has a more specific purpose. The Anesthetic Aid is used to imbue other objects with the capability to tranquilize affected targets, and it is most effective when used to enhance ammunition and drugs. The Intensifier, as the name implies, increases the natural effects of whatever it happens to be mixed with. While neither of these drugs are

particularly effective alone, they're very convenient when you're low on supplies and need to make every last bit count.

26 Basic Weapon (Modification Optional) (100/ 50 CP): If you don't have a weapon it might be worth picking one from here. While many of these weapons are quite mundane, there's a common trait shared between all of them in that they hold an abnormal amount of ammunition and reloading isn't a normal process. Rather than feeding in clips or rounds, these weapons are “recharged” after expending their ammunition. This process requires energy input and takes a fair bit of time. Across Edward Island, there are odd terminals set up to do exactly this, but terminals shouldn't be necessary if you have a stable power source of some sort. If you already have a weapon, this option can be used to modify your weapons to take on the functions of the associated weapon type. Naturally, it works best for firearms and other ranged weapons.

27 DDK Formatter (100 CP): If you have a pesky key that you can't find the door for, or a door that you don't have the right key for, this device might come in handy. Granted, it really only works for digital locks, but it can turn a digital key such as a card key into an electronic skeleton key of sorts, allowing it to open compatible doors. It also prints out card keys in the event that you don't have one, but its use is somewhat limited due to only printing out keys for digital locks.

28 Emergency Box Manufacturing Principle (100 CP): The Borginians had a rather interesting storage system implemented within their facilities, which used a set of storage boxes all connected to a central storage system. What made it unique was that the individual boxes could be scattered all over a large area, but they would still remain interconnected, with the central storage system being hidden away completely. This allows you to recreate the same technology. Manufacturing boxes resembling wall safes, you can place these in various locations, tying all of the boxes back to a central storage of your designation. Things that are placed inside the box are automatically sent to this storage, but things in the storage can be accessed via the box. For additional security purposes, the box can be locked with special plug keys, though it would be wise to implement your own security system on top of this.

29 EPS Card (100 CP): Though it resembles a credit card, this doesn't function in exactly the way a credit card would. You can use it to purchase things, but in order to build up credit, you need to go out and kill things. Well, there are plenty of dinosaurs around, and this card is compatible with the terminals set up on Edward Island, keeping track of your kills. For every creature you kill, the card will accumulate credits that you can use for purchasing items. The more difficult the creature is to kill, the more credits you'll earn, and should you kill creatures in rapid succession, the credits you earn will increase as well. Other shops outside of the terminals on Edward Island will accept this card as well, recognizing it as a normal credit card.

30 Stungun Multitool (100 CP): Originally just a simple baton, this was modified to carry an electrical charge strong enough to tranquilize a dinosaur even through its thick hide. Granted, against bigger dinosaurs you're probably going to need a direct hit on the head or many consecutive strikes to numb an area. But it has been designed so that it can also be used to open or lock electric gates, and interact with anything that runs on electricity. It would

seem that this tool was commissioned after a field agent ran into extensive problems with digital locks and dinosaurs on her last mission.

31 Large Containment Unit (200 CP): In anticipation of the Third Energy initiative to send the dinosaurs back home, these containment units were designed to isolate and contain dinosaurs up to the largest species sighted: the Gigantosaurus. Unfortunately, while they had no problems creating a containment mechanism, tracking and corralling the dinosaurs proved to be a challenge... especially when a second Third Energy Instability sent the entire team forward into the future. This containment unit will effortlessly pacify and contain dinosaurs, regardless of whether they're carnivores or herbivores. The catch is that you need to find a way to lure them into the unit – most likely using food. Once the target is inside, the unit confines them using pulse fencing, which deters them from even approaching the exit. There are additional access points, in the event that you want to enter the containment without lowering the fencing.

32 Life Preservation Cell (200 CP): These specialized hibernation chambers were made to provide creatures with a safe growth environment, in which they would sleep and be taught everything they needed to know through pre-programmed packages or alternatively an AI. Unlike cryogenic freezing, the intention was to facilitate growth even in harsh environments, and acclimate the host to the dangers of the world outside the cell. The cell will provide the host with all the nutrients necessary to grow in a healthy manner while processing waste and keeping the host docile, and the independent power supply means you don't need to worry about power outage incidents. Even wounded individuals can be tossed in here to recover, especially if their injuries are critical. Thankfully, this preservation cell doesn't take away the patient's ability to speak. While intended to fit an adult human, there's no reason why you couldn't throw in something of a similar size – and simply stop the cell's operation before the host grows too big.

33 Mother Simulation Environment (200 CP): No one knows who designed this program, but it was most likely intended to be part of the fallback plan in the event that the Third Energy Experiment was to fail. Unfortunately, while it was developed, it was never properly deployed as most of the research team died after the second Third Energy Instability incident. Once installed somewhere, the program creates a virtual simulation space and has data relevant to the dinosaurs which appeared as part of the Third Energy incidents. The simulations appear to have been calibrated for the sake of teaching people how to coexist with dinosaurs – but there's also a secondary function, one which allows the user to put dinosaurs against one another; even “become” a dinosaur in a virtual coliseum. The master control intelligence that supervises the environment is a bit peculiar, perhaps this was a reflection of its original programmer, or perhaps the AI script wasn't very well written. But if you leave it to its own devices and provide it with tools, it'll try a wide range of experiments on creatures, preferring dinosaurs. Just make sure you lay down clear boundaries about what it can and can't do if you don't want to micromanage the AI. In all likelihood this program was meant to teach people how to coexist with dinosaurs, and if the people in the Edward Island AO are any sign, it succeeded...to some extent. The question remains, even if the program could teach humans how to work with dinosaurs, how did the program make the dinosaurs disregard specific humans?

34 Tank (200 CP): It's a standard military tank, with a turret that doesn't seem to run out of ammunition but has a noticeable delay between each shot, and a gun turret that works well against smaller dinosaurs but doesn't have much of an effect against larger ones. While steering the tank can be troublesome, it can accelerate fairly quickly, and the armour plating is thick enough to resist concentrated attacks from a tyrannosaurus rex. You probably don't want to live in here, but as far as travelling on land goes, you'll be hard pressed to find anything safer than this.

35 TRAT Landing Boat (200 CP): A standard assault vessel used by special operation teams, for the purpose of the Edward Island investigation the ship was overhauled and a miniature Third Energy Reactor was installed in order to facilitate opening a wormhole. However, unlike a proper Third Energy Gateway, this reactor only facilitates jumping into an existing wormhole – granted, it isn't only restricted to wormholes in between time frames, and can make the jump between dimensional wormholes as well if the need arises. There's a terminal that has been built in with a small fabricator, in case you need to restock on supplies and ammunition. It has enough room to carry a full landing squad along with their gear, but it wasn't designed to be a living space, so you might need to put in a bit of work to make it livable if you intend to use this as a home base.

36 Prototype Ark Gate (300 CP): Developed as part of the plan in 2055 to save humanity by sending the dinosaurs back to their original time, this massive gateway was the first device built with the intention of harnessing Third Energy for time travel rather than energy creation. Unfortunately with the inherent volatility of Third Energy, testing the prototype wasn't an option, and when the team started up the production model, it accidentally created the second Third Energy Instability incident when the timelines overlapped. The team from 2055 were unable to restart the Ark Gate following the destabilization of time...and well, the dinosaurs got to them first. Being a prototype, this Third Energy Gateway doesn't have the necessary output to create a disaster on the level of an Instability Incident, so you don't need to worry about starting it up and accidentally flinging yourself three million years into the future. However, it also doesn't open a stable wormhole between two points in time. Rather, it yanks things randomly from different eras into your current time – and while you can send them back, it's hard to specify the exact time frame as you can only target a general era range. Maybe with a fair bit of experimentation you can refine the gate's targeting system, but that'll undoubtedly take extensive experiments – make sure you set up a containment site just in case you get some unexpected dinosaur time tourists.

6 Dinosaur King Section: Your first roll/purchase in this section gives you the Dino Bracer item; one dinosaur card of each element (minus Secret) (specifically: Mini King for Lightning, Acrocanthosaurus for Fire, Majungasaurus for Wind, Irritator for Water, Maiasaura for Grass and Kentrosaurus for Earth) and one move card for each dinosaur. There are 32 roll results.

● Origins:

1 D-Team (Free): You are well-acquianted with the D-Team and perhaps you might even be part of the main trio, depending on your age. Either way, you can call yourself a good friend of theirs and they can count on you as someone they can rely on. Comes with the "He Follow Us Home" Perk and the "Diamond Amber" Item for Free.

2 Alpha Gang (Free): Through one way or another, you have become part of the strange group known only as the Alpha Gang. Perhaps you were with them when they found themselves stranded in time or maybe you just washed up on their island one day. Nevertheless, you are one of them now and despite their misgivings, they are surprisingly loyal. Comes with the "I am ***NOT*** an Old Lady!" Perk and the "Alpha Metal" Item for free.

● Perks:

3 Cartoon Body (Free): I'm sure you'll notice that the people of this world are a bit different. They're just a bit stronger, a bit more durable and their emotions seem to be more exaggerated. If you wish, you can choose to be like them by taking this perk. After taking this perk, you'll be just a bit more durable and just a bit stronger, much like the people here. At will, you may also decide whether the emotions you display are exaggerated in nature. No one will find this weird,no matter where you go.

4 Dinosaur (200 CP): Millions of years ago, dinosaurs roamed the Earth. During that time, dinosaurs were the dominant species of the world. As such, it is only fitting that one such as you have the opportunity to become such a creature. By purchasing this perk, you have gained the ability to transform into one real-life dinosaur of your choosing. Your physical attributes as a dinosaur are greater than the real version and if your base form becomes stronger, so too will your dinosaur form. You also have the ability to transform into a chibi version of your dinosaur as well. Let the world hear you roar.

5 Android (300 CP): As time moves ever forward, so will the ingenuity of man. The android is one such example of mankind's ingenuity,a creation of man built to resemble mankind. As of now, the androids built by man are little more than pale imitations, their machinery obvious even from a great distance. You are not one of those androids. You are an android of the future and you do not share in their weaknesses. You would have to cut a part in order for one to see that you are not truly human. As an android, you need no sustenance while your strength and speed are unmatched by any natural being. You could even fight against the dinosaurs of this land to a standstill. Show the world mankind's future.

6 Dinosaur King (500 CP): You are something truly special. Long ago, before even the time of the dinosaurs, there was anenormous explosion. The remnantsof thatexplosion, the energy it left behind, has touched you, imprinted itself upon you. It has changed you and bestowed upon you three boons. You have been granted the ability to generate and manipulate the six Elements: Fire,Water,Grass, Earth, Lightning & Wind. You may be a merennovice but time will see your abilities grow to amazing heights. The second boon the energy has granted you is the ability to bring a battlefield to any of your fights. Now, whenever you fight, you have the option to start warping time and space around you and your opponents,changing the battlefield to one that suits you more. Eventually, you may even be able to transport you and your opponents to another battlefield altogether. Of course, once the battle ends, you and your opponents will return to your

original locations. The final gift you have been granted is a simple one. You have been made better than you were before. All of your attributes, physical and mental, have improved by half as much as they were and any future improvements to those attributes will take only half as long.

7 Patience is Key (100 CP): There are times when, in order to achieve something, one must do nothing, nothing but wait. Thankfully, you have no problems with waiting. In fact, patience is something you have in spades. Your patience is nigh-legendary, capable of allowing you to wait for opportune moments practically indefinitely, even for thousands of years. Infact,your skills and abilities will never see even the slightest degradation, no matter how much your patience is put to the test. Of course, never forget that you can't just wait forever. There are times where you must act.

8 Spectral Wings (200 CP): Are you truly human? If so, why do you have a pair of bat-like wings on your back? In any case, it doesn't matter why you have wings. What does matter is what you can do with said wings. With these wings, you now have the ability to fly at speeds twice as fast as you could normally run. There's no need to tell you how useful these can be. Of course, should the wings prove to be an inconvenience, you can always retract them, hiding them within and away from prying eyes.

9 Hidden Depths (400 CP): No matter your eccentricities, you'll find that joining a group is particularly easy for you.So long as you meet the basic requirements of the group and are not already an enemy of said group, membership is practically yours already, if you actually apply. But this is not all this perk does. Once you are part of a group, it is child's play for you to be trusted by its members. You could become one of their most trusted allies in only a few short months. Any members of any group you join would never dream that you would ever betray them. You wouldn't do that, right? Would you?

10 Spectral Engineering (600 CP): Mankind has created many marvels. Is it any wonder that you've become so skilled in studying them, so skilled in recreating them? You have been granted a simple but powerful talent, reverse-engineering. In the art of reverse-engineering, you have no equal. So long as you have the original object, even merely fragments of it, you will be able to create your own version of the item. In time, you may even be able to create replicas that possess over twenty times the power of the originals. There will be nothing that you cannot learn, nothing you cannot recreate.

● D-Team Perks:

11 He Followed Us Home (100 CP): It looks like animals and other similar creatures have taken quite a liking to you. They're friendly to you and they won't harm you until you hurt them first. In fact, they're even willing to help you out. They'll give you food, guide you to places you want to go and even more. Of course, you also know how to return the favor. You can train animals quite easily and any animals you train will be perfectly loyal to you. You also know how to be an effective doctor for any animal you encounter. Treat nature well, Jumper, and it shall treat you well in return.

12 Welcome to the Team (200 CP): Making friendships can be hard sometimes. There could be a whole host of problems that could occur. Luckily for you, you find yourself never having to deal with any of those problems. You make friendships easily with people and they're always willing to look past their prejudices when it comes to you. You just have a certain aura around you that makes people like you. Do keep in mind that just because they like you doesn't mean they'll ignore your shortcomings. This just gives a foot in the door. It won't carry you all the way through. That's up to you.

13 Prehystory in the Making (400 CP): This is something different. You possess a rather strange talent. You have the ability to see into the future and into the past. At first, you will only be able to use this ability while in your sleep, seeing only glimpses of either the pastor's future. In time however, with more training, you will soon be able to use this ability at will, whenever you wish. There are a few limitations however, mostly regarding seeing the future. The future is quite capable of changing, especially once one starts interfering with it. Use this ability wisely.

14 Fusion Move: Friendship (600 CP): There is no force greater on this world than the power of friendship, the power of unity. This is something you know all too well, something engraved deep into the core of your heart. Now, whenever you fight alongside those you call true friends, you and your allies will become far better. You and your allies are faster, stronger, and more durable, nearly twice as much as before. Even your teamwork becomes all but perfect, as if you had worked together countless times beforehand. This effect only becomes moreband more potent the more friends you have, reaching its maximum potential at fourteen people. Alone, you are strong. Together, you will be unstoppable.

● Alpha Gang Perks:

15 "I am ***NOT*** an Old Lady!" (100 CP): This is an interesting talent you have. Now, whenever someone insults you, you will be able to know exactly where the insult was said and what the insult was, so long as you were in the same dimension. It may not be a flashy talent, but it should hopefully prove useful. Just don't get too focused on whoever insulted you. There are times when you should just let it go.

16 Child Genius (200 CP): You're quite smart, aren't you? Some people might even say that you're a genius. Regardless of what other people say, calling you a genius would be an understatement. You can learn anything at a rate far faster than any other. Where it would takeother people years, it would only take you months or even weeks. Sadly, however, this does not affect physical training. It'll still take you however long it would've taken you normally to see advancements in that regard.

17 Our Fearsome Leader (400 CP): Despite one's efforts, one cannot truly thrive on their own. In orde rto truly succeed in life, one needs friends or, in your case, minions.Now, so long as you are the leader of a group or organization, you will never have trouble finding any people to work under you. You could need a hundred people for a job and by the end ofthe day, you'd have over a hundred applicants. Of course, having minions just isn't enough if you can't guarantee their loyalty. Thankfully, you have no problem in that regard. Anyone who works under you will be perfectly loyal, never seeking to betray you.

18 Alpha Engineering (600 CP): There are many wonders created by man in this world. In every era, past, present, or future, the wonder of mankind's works are clear to all. And you are no different. The technology of this world is now available to you. You know how to build them, how they work, and why they work. That isn't all. Whatever you build now takes half as long to build than before with no loss in effectiveness orbeauty. Of course, there is something to be said about originality. Now, you will never run out of ideas. You have an endless font of creativity now. There will always be something new for you to create and enjoy.

● Items:

19 Dino Bracer (Free): Many of the battles in this world revolves around the use of dinosaurs. As such, it is only proper that you receive a device capable of calling them forth and unlike the D-Team, you will instead be receiving an upgraded version known as the Dino Bracer. The Dino Bracer is worn on the wrist and is capable of functioning as a highly advanced phone. It comes with a digital map of the world you are in, has perfect calling capabilities, both audio and video, alongwith many apps for youto use. If you wish,you may even import a previous phone you own into this device. Unlike the Dino Bracers and Holders of this world, yours is special. It will function even without an Elemental Stone, is completely unbreakable, cannot be lost to you, appearing on your wrist whenever you need it and can also summon other card-based beings, not just Dinosaurs. As a bonus, you will also receive a Dino Gadget, a little device that can hold an endless amount of cards and can eject thes pecific card you need.

20 Elemental Booster Dino Tector (400 CP): There are times when one's own strength is not enough to succeed, not enough to triumph over their foes. In such times, one can turn to technology in order to achieve victory. In your hands, you now hold an example of such technology. The device is small enough that you can easily hold it with only three fingers, but its appearance belies its true power. Upon activating the device, armor will start forming on your body, its design based on whatever element you wish at the time. This armor will boost all your physical attributes by half as much as they were before, and it'll even double the potency of all your elemental and energy attacks. Technology is useful indeed.

21 Dinosaur Bones (100 CP): You have a small box filled with an endless amount of small dinosaur bones. Unlike actual dinosaur bones however, these bones are special. By using these bones alongside a world map, you will be able to figure out the location of anything you desire. Of course, there are a few limitations to this. The ritual required to figure out the location will take you at least thirty minutes while the location provided won't be very precise, around the size of a small city, and you won't exactly be provided an image of what you're looking for. Nevertheless, these bones are sure to be a useful tool for you.

22 Gel Jarks (200 CP): These robots are clearly not made by human hands. Made out of a substance closer to goo than anything solid, these robots are capable of shifting their form very effectively, even capable of taking on the appearance of people or chibi dinosaurs. They do have a weakness, however. The robots dissolve upon contact with large amounts of salt. Still, these machines should not be underestimated. You receive two hundred fifty Gel Jarks along with the blueprints regarding their creation.

23 Move Cards (400 CP): In this world, Move Cards are items used in order to allow Dinosaurs to perform more powerful attacks. These cards.are not those cards. Instead, these cards are blank cards that can be infused with any attack you are capable of perfoming. Doing so will in turn will change how the card looks and give anyone carrying the card the ability to perform those attacks, regardless of their capabilities. Anyone will be able to infuse the cards. You start off with ten such cards along with a manual detailing how to create the cards.

24 Spectral Ship (600 CP): This is a ship, one capable of traveling through time and space at speeds beyond imagining. It may not be built by humans but it is certainly no less effective.

This ship is quite different from the Backlander, coming equipped with laser weaponry along with a docking bay filled wih several small pod ships. They do still have a few similarities. The Spectral Ship comes with a cloaking ability and has the same ability to revert the damage that occured since its arrival. I'm sure this will be useful indeed.

●D-Team Items:

25 Dinomond Ambar (100 CP): Dinomond Amber are large pieces of amber with a certain peculiar quality. The amber produces a large amount of energy, one that can quite easily be harnessed. A chunkof it the sizeof a hand might not be enough to power a spaceship capable of traveling through time, but it is better than anything else in the modern world as of now. You get a chunk of amber the size of a normal man's hand every month, for you to either stockpile or use.

26 Time Positioning System (200 CP): This is just like a GPS, but for time. This nifty little device has a few functions and it performs those functions very well. First of all, the TPS acts as GPS for you, allowingyou to determine your location on a world and what time period you're in. After that, the TPS is able to track any pre-programmed object across all of time and space. To program it to detect an object or being, you will need a sample of the original object, whether it be a small fragment of it or the energy it releases. The TPS is also capable of viewing the past or future of your current location. You'll neverget lost withth isi n your hands.

27 Dinosaur World (400 CP): Inside of your Warehouse is a door, a door that will lead you to a time long past, to a world when dinosaurs ruled the Earth. This is a worldof Dinosaurs, one you own. You have access to an entire prehistoric planet. In here you will be able to find all the naturally occurring resources in this universe along with dinosaurs of every shape and size. Of course, this is not everything this world can give you. Now, for every world you go to, the naturally occurring resources of those worlds will a ppear in this land alongside the natural creatures that inhabit them. This is your world Jumper. It is up to you how you use it.

28 D-Lab (600 CP): A proper scientist needs a lab and what better laboratory could one ask for than this one? Designed to your liking and topped with some of the most advanced technology in the modern age, this lab of yours is truly one of a kind. The lab even has a teleporter quite capable of teleporting you to any location within a radius of one mile. It's not just technology the laboratory provides for you. Whenever you work in the laboratory, you'll find that your efficiency has been massively boosted. You could finish your creations and research in a quarter of the time it would have normally taken. This lab can be attached to your Warehouse or dropped off in al ocation of your choosing.

●Alpha Gang Items:

29 Alpha Metal (100 CP): Alpha Metal is a rare metal that forms within the Earth. It is a naturally occurring alloy used in much of the Alpha Gang's creations. In appearance, it is silvery with either a purple tint or glittering like a rainbow. Of course, the Alpha Gang doesn't use it just because it's pretty. The Alpha Gang uses it because Alpha Metal is a highly adaptive alloy, able to be used in almost any type of machinery and improving them in the process. You receive a chunk of refined Alpha Metal the size of a hand every month. You may use or stockpile it at your leisure.

30 Alpha Droids (200 CP): Used by the Alpha Gang in their various schemes, Alpha Droids are robots that come in many different varieties. They may not be powerful enough to stand against Dinosaurs and their ilk on their own but they're more than enough to handle normal humans. Just keep in mind that they aren't very smart, at least not without additional programming. You receive one hundred of each variety of Alpha Droids shown in the series along with the blueprints for each type.

31 Super Alpha Controller (400 CP): This massive machine, around twice the size of an ordinary elephant, is quite a useful machine indeed. And unlike its original counterpart, it has a special function. It is capable of turning defeated or willing beings into cards, cards that can be used by your Dino Holder. Thankfully, the machine is capable of rocket-propelled flight, ensuring that you won't personally have to lug it around everywhere. Once turned into cards, the Super Alpha Controller can allow you modify the being's personality and control them to your whims. The machine is also able to upgrade the being into an Alpha Version of the original, nearly doubling their power and providing them with more energy to use said power. They may even be able to freely use techniques that previously had requirements for it.

32 Backlander (600 CP): Created over a hundred years into the future, the Backlander is an amazing invention. It is a spaceship large enough to encompass a massive part of a city in its shadow, one capable of traveling through time just as well as it can through space. As for its capabilities beyond traveling through time & space, it has many. The Backlander is capable of cloaking itself, rendering it completely invisible. For weaponry, it is able to generate sound waves and with those sound waves, the Backlander can cause earthquakes across the world. Last but certainly not least, is its ability to repair all the damage that has occurred since its arrival in a certain time period.

7 Dinotrux Section: Whatever species you may obtain becomes an alt form. Any first purchase in this category gives the Mechazoic Perk, it is a freebie anyways. Any perks obtained in this section go to the most fitting alt forms you may have. There are 37 roll results in this section.

● Origins (To get an origin in this section you need to purchase/roll one of it's species):

Dino Truk: Dinosaur and construction vehicle/equipment fused into one perfect whole. Comes with the "Horn" Perk for free.

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. This origin comes with the "Here's What We're Going To Do" Perk for free.

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. This origin comes with the "Instinct" perk for free.

● Species (Dinotruk):

1 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.

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

3 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.

4 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.

5 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.

6 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.

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

8 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.

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

10 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.

11 Pteracopter (100 CP) Dinotrux of the sky! What more is there to say, really?

12 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.

● Species (Reptool):

13 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.

14 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.

15 Picktool (Free) Walking icepicks, keep to the arctic regions for the most part.

16 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.

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

18 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.

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

● Species (Scrapper):

20 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.

21 Scrapadactyl (100 CP) Flying scrappers, scrapadactyls make their nest on the highest point available.

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

23 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.

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

● Perks:

25 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.

26 Horn (100 CP): 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.

27 Dudes! (200 CP): 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.

28 Let's Trux It Up! (200 CP): 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.

29 We'll Talk To The Crazy One (400 CP): 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.

30 Building Expert (600 CP): 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.

31 Here's What We're Going To Do (100 CP): You can easily visualize complex devices and flawlessly etch plans for them.

32 Logically Speaking (100 CP): Hey, you're actually really clever! Trained in formal logic, you make deductions and notice details really easily.

33 Speed, Agility (200 CP): 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.

34 Kaflurtihoodigen (200 CP): 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 instinct when you are being watched. Anyone trying to hunt you had best beware as you lead them into ambush instead.

35 Camouflage (200 CP): You can make yourself incredibly hard to notice, and never get bored or distracted while waiting for your prey of choice.

36 Terror (400 CP): 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.

37 Fortune (600 CP): 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.

8 Fossil Fighters Section: This section will only grant one unique origin. Upon your first purchase in this section, you may gain a single Dino Medal of your choice that is present in the Fossil Fighter games (as long as the vivosaur chosen is not a unique individual like

Guvhorn; Guvlith; Guvweep; Igno or Frigi and is part of one of the five elements) (Your purchased fossil medals are guaranteed to have the maximum potential for said Vivosaur meaning you have revived them from the full skeleton) as well as getting the free items. This section has 43 items.

● Origin:

1 Dinaurian (200CP) Oh, perhaps you aren't quite what you'd expect, here on earth? The lizard people, almost all left in stone sleep, lay dormant in a quiet orbit of planet Earth. While your prime objective calls for the destruction of humanity in order to facilitate your races rebirth, perhaps you might choose a different path? Get the "Dinaurian Body" Perk and "Cloaking Device" Item for Free.

● Perks:

2 Fossil Sense (100 CP): You have an odd ability to sense underground objects in a fifty meter radius in the form of mental "blips". More specifically, fossil rocks. While admittedly useless outside of the areas of paleontology, you won't have to bother with those pesky sonars. Hey, digging will be easier at least, right?

3 Jumper Richmond (200 CP): If you couldn't tell by the name, you're a rich one. While not necessarily related to the Richmond family (although you may if you wish) you're known to be tied to an incredibly wealthy family. This comes with the prestige that is associated with such things, along with the weight of your family's name behind you. While you certainly won't be bluffing your way into military compounds alone, it's still a considerable thing to keep in mind. You may become associated with a different family pertaining to the world you're currently in to receive similar benefits. As a bonus, if you take this perk you may add being in your family as a part of your background, free of charge.

4 Dinoglot (400 CP): Odd talent you have there Jumper. You have the inherent ability to understand Vivosaurs. While this does help incredibly in communicating strategy, do keep in mind that in the end they are very big, sometimes very dumb lizards. Don't expect scintillating conversation unless they happen to be an outlier or otherwise different from the rest. This works on any ancient creature, provided that they aren't smart enough to have a complex spoken language.

5 The Firehose of Knowledge, Straight IntobYour Brain! (600 CP): An odd technique, taught from an odd man in Rivet Ravine. After doing an odd dance and chant the user spreads their arms, causing lightning to strike a willing target. While the lightning does no real damage aside from a slight headache, its purpose is in that it instantly teaches a concept to another upon usage. Use it to identify fossil rocks, solve math problems, understand the diameter of a black hole, all information is valid as long as it covers a single subject. Does not give people the capacity to perform these tasks automatically, they merely have an extensive knowledge on how they would. Has a two day recharge after the first usage.

6 Fighter's Instinct (100 CP): You've got it down when it comes to fossil fighting, Jumper. An education on the ins and outs of the sport along with an innate sense on how to use the Vivosaurs at your disposal to the best of your ability will surely be able to take you far. Be

warned, instinct will always be trumped by legitimate strategy, go in without a plan to the wrong fight and you'll soon be looking at the defeat screen.

7 The Silent Romancer (200 CP): You know, you're oddly charming. I say odd because you barely have to do anything to woo anyone. Spending a good amount of time with anyone, regardless of the amount or depth of communication you have with them, is now a surefire way for them to develop romantic feelings for you. The interactions between them and you could just be your answering "Yes" or "No" but by around a few months time expect confessions. Can be turned off if you'd like.

8 Master Cleaner (400 CP): Those fossil won't clean themselves. After all, damaged goods mean that Vivosaurs won't be performing at maximum power. With hands like a surgeon, you're an absolute master at breaking open even the most ridiculously shaped fossil rocks without a single chip or dent coming upon the actual bones. This might not seem like much, but in a world like this it is certainly a sought after skill.

9 King of the Vivosaurs (600 CP): People don't seem to understand the courage it takes to be a Fossil Fighter. Regardless of how lighthearted the world may seem, in essence the job consists of training apex predators and creatures with the power to flatten humans instantly to fight for their enjoyment. This is no longer an issue for you. When training a species considered to be superior to yours to respect your orders you exert an aura of domination and authority, as though you were the alpha of a very motley pack of ancient beasts. As an added effect even the most difficult creatures will initially have at least a grudging respect towards to you work with, recognizing your abilities.

10 Professor of Vivosaurs (100 CP): The professor title isn't for show. You have a doctorate in Paleontology, along with an extensive knowledge on the history of this worlds Dinosaurs and Vivosaurs. Good for winning trivia quizzes, along for qualifying yourself for related positions.

11 Scatterbrained Resilience (200 CP): People might say that you're not paying attention, and they aren't exactly wrong. However, that doesn't mean that you're not working on the current task. Lapsing off into a separate train of thought will have you returning to a sudden new idea to the problem you were dealing with before, instead of completely losing track as to what you were going to say before. Great for problem solving, but after the third precognition or other such magics, only a push in the right direction upon returning to the subject at hand.

12 Hands Off Guidance (400 CP): If the BB Bandits are Team Rocket Ripoffs, then you're Professor Oak. Send kids on quests off on quests and you can be confident that while they'll run into trouble along the way, they'll grow as a person as long as the task wasn't too pointless or outright impossible/dangerous. You also have an impeccable sense of timing as to when your quester is in need of a specific item that you can provide them, making convenient coincidences to provide them what they need to continue on their quest. Can be toggled on and off, if you wish.

13 The Crazed Inventor (600 CP): You aren't crazy, but the situations you survive might be. Kidnapped by a criminal organization? They left a rusty piece of metal nearby and you barely manage to escape, pursued by your captors. Sent back in time by an evil alien lizard? You

can just barely manage to survive for years before encountering one of their spacecraft and fossilizing yourself for a companion to revive you. Keep in mind this won't keep you out of danger or even guarantee your success, merely open up the window of opportunity if you have the right skills. That would be too easy, otherwise.

14 B-B-B-B-B-BB BANDITS!! (100 CP): Do you...have a speech impediment? Maybe, maybe not. Regardless, people think you're still scary. You could run around in tight purple spandex and people would take you completely serious on your intentions, even if you look like the most ridiculous mix between a supervillain and a skier. Doesn't come with the ability to live with yourself for it, though.

15 It's a Dog? (200 CP): It is! And its pink, too! Maybe not though. With this, you may become an animal of your choice, as long as it's currently not extinct and smaller or equal to human size. Along with keeping your sentience, when in this form people tend to underestimate you which can lead to some easy scores in your line of work. Also comes with a disproportionately large amount of strength, so you can bowl aside those pesky humans aside. I'll throw in the ability to speak in normal human languages for free, and it'll become an alt-form.

16 (Evil) Teamwork is the Dreamwork (400 CP): These guys act like an off brand Team Rocket, but you'd be surprised. They're surprisingly competent, after all. Working with teammates is much easier than you'd expect, as long as those involved have known each other for enough time for some sort of relationship to be established. Even the most bumbling idiots could pull off feats such as breaking into a protected pyramid, although hijinks along the ways would be expected. Works best in groups of three, with the effects tapering off the more or less people you have from that number.

17 Mastermind in Disguise (600 CP): Nobody would suspect you Jumper. After all, you know better to let them suspect otherwise. Along with the skills and charisma required to run a vast criminal organization, you also gain the skill to lie perfectly to others in relation to others becoming suspicious on your true identity, even as the evidence stares right in the face and most times that will be taken at face value. Only the most damning or obscure means could expose who you really are.

18 Dinaurian Body (200 CP): You are a Dinaurian, a nonhuman species. While still appearing humanoid in nature, you are now a bipedal blue skinned creature, with hair likely in some shade of pink, blue or white. Aside from being obnoxiously bright in color, you also are naturally faster and stronger than the average human. Don't expect to be holding off any vivosaurs on your own without something else to back you up, however.

19 Mysterious Mystery (100 CP): But who WAS Jumper? Nobody knows until this day. You're a master of mystery and disguise, able to flawlessly pull off a disguise and pose as a character in order to further your goals. Even if you do make minor slip ups, often it will simply be passed off as strange behavior inherent to your character. Don't mess up too bad though, or the illusion will fade away.

20 Battle Form (200 CP): Looking a little beastly, hmm? Through the power of Dinaurian science, you may transform into a Vivosaur form. The average Dinaurian takes on a form with the maximum size of a raptor, although their sharp claws and such tend to make that a

non-issue. Upon taking this perk you may choose an elemental typing for your Battle Form, allowing it to be themed towards that.

21 Alien Adversary (400 CP): You wouldn't fit the alien stereotype if you couldn't even use your own otherworldly technology, now would you? Good thing you don't have to worry about that. You're well versed in technology native to the Dinaurians, such as rays which revert evolution and mechanized robots to do your bidding. Aside from behind adept at using such features and not blowing your head off as a result, you're also a dab hand at creating such things given the right materials. With time, it's quite possible you could begin to integrate this technology into other branches of science, or perhaps the reverse.

22 Monarch's Elite (600 CP): Oh wow, you're really up there in the ranks, aren't you? Somehow either a member of the royal family or at least beholden to them as one of the best. Regardless, you've come into greater power. With your Battle Form now being at the maximum size of a large class Vivosaur, you also gain the odd ability to shoot antimatter beams from your mouth in a method similar to a breath attack at high energy costs. Yes, antimatter. Do try and not blow up the earth.

● Items:

23 Pickaxe, Fossil Case and Sonar (Free): Exactly what it sounds like. The Pickaxe is

guaranteed to never break as long as it's used for its purpose, and the Fossil Case and Sonar are fully upgraded as to detect all fossils and carry a grand total of 64 fossil rocks within its hammerspace.

24 Cleaning Tools (Free): A hammer and drill, of fine make. They aren't the greatest tools, but they'll get the job done if you're trying to do some work on Dino bones.

25 Box of Masks (100 CP): A box of the masks available to the MC in the original Fossil Fighters game. They range from cool looking to ridiculous, and can be easily put on no matter how improbable it seems to be able to do so. Be careful with some of these masks though, people might mistake you for others if you wear them.

26 Fossil Point Card (200 CP): A strange credit card-like device, with seemingly no purpose. However, upon cleaning a fossil and activating the card, you may disintegrate the bones in exchange for creating a single point on the card. These points can be spent via activation of any terminal, which opens a site that instantly teleports fossil rocks to your location in exchange for a large amount of points. Updates to include fossils from other races in other jumps.

27 Revival Setup (400 CP): A fossil revival machine, cleaning table and integration machine that come as a single set. Together they can be used to seamlessly go through the process needed to revive old bones into Vivosaurs. Doesn't rely on any power source and self cleans away any debris left over after cleaning. As a bonus, it doesn't have the odd 90 second limit to clean fossils like the in jump one does.

28 Fossil Shop (600 CP): A small cylindrical shop, staffed by three NPCs. The First is the Fossil Dealer, who will sell incredibly rare and hard to find fossils, provided you have the gold

for it. The next is the Info Broker, who from time to time will pick up on a hip and happening rumor to put you in the right direction for a certain subject if you ask him. Lastly is the Mask Lady, who has a curious talent for making masks with themes related to those you have met in the past. In all the place turns a decent profit to you as the owner, however you'll still need to buy anything from it if you want to keep it for yourself. No such thing as free fossils. Appears within ten miles of your starting point as a newly opened location.

29 Better Tools (100 CP): Nobody wants to deal with those terrible starter tools, right? You can do better. The Hyper Hammer is an incredibly powerful tool of mass destruction (to rocks) and can also pack a punch if used as a melee weapon. The Super Drill is an incredibly fast working fine cleaning instrument, able to get the fine layers of rock off a bone almost instantly. Guaranteed to never break, comes with a free cleaning kit as well to keep them in tip top shape.

30 Dino Medals (200 CP): This world eat, sleeps and drinks these things. Small discs that could easily be mistaken for a medal, and actually can be strung like one, when thrown it releases your own personal Vivosaur, loyal to you alone. All Dino Medals are based off of the Dinosaur they were revived from, albeit with rather colorful bodies and often shortened names. Regardless, they are rather powerful even at low levels due to their nature and have potential for growth, just as any Vivosaur.

30 Digsite Speedboat (400 CP): Ever wonder how a Fossil Fighter gets around from digsite to digsite, with all of the treacherous terrain around? They don't, quite frankly. At least, not without one of these. A speedboat with a T-Rex motif, it can comfortably seat eight and travels at around 60mph with an incredibly smooth ride. Comes with an autopilot which will guide the boat to the destination as long as the coordinates have been properly entered.

31 Dark Fossil Supply (600 CP): People would kill for these. Strange fossil rocks that cannot be scanned via x-ray or any other such abilities, they are a deep black in order to prevent their typing or fossil from being known and are known for being notoriously difficult to crack open. However, inside they have special red bones, which when used for a Vivosaur can cause them to reach beyond their maximum potential if integrated. One of these will show up in your warehouse every week, however it won't come with the knowledge of what kind it is.

32 Sandal Fossil (100 CP): Not necessarily a sandal, this odd fossil appears to be a version of one of your old footwear if it were buried in stone for several millennia. While quite dirty looking and certainly having none of the properties it might have had, it is certainly an interesting keepsake. Or a conversation piece, who knows.

33 VMM (200 CP): A green machine that looks suspiciously like an ATM, but instead stores fossils. By accessing this you may store any revived Vivosaurs not currently in your party, as well as preserve any fossils that have yet to be used for a revival. Also has connection to the internet, if you don't mind using a touch screen.

34 KL-33N (400 CP): A semi-sentient robot, built solely for cleaning. It takes the shape of a lightbulb-esque looking robot with long arms and a slowly rotating drill on its head. While more of a pet than a companion and absolutely useless in combat, it is able to learn from your cleaning skills and eventually will be able to clean fossils automatically up to your level

of expertise, with the sole requirement of you having cleaned one just like it first. Can also hold its own in a conversation, if you're feeling chatty.

35 Not! Vivosaur Island (600 CP): What, seriously? We're offering this? Alright then, I suppose it had to be coming. You get your own copy of Vivosaur Island, of which you are the owner of. Populated by generic NPC's, some of which are eerily familiar to people you may know if they were parodized, it has all the associated dig sites and areas you might find on the actual island. Self sustains so there's no need for upkeep, and can turn a profit if opened up to the public. Post just it will appear off the coast of wherever you first end up, or inside your warehouse as a separate world connected by a door if inapplicable.

36 BB Suit (100CP): A purple suit with the logo of the BB Bandits on it, standard attire for the organization. While it's rather tacky,the suit is also lightweight helps the user sneak around successfully by a small margin.

37 Tools For Crime (200 CP): Every criminal needs their tricks of the trade. Thankfully, you've got it right in your hands. Well, sort of. Coming in the form of a toolbelt, reaching into it will manifest a tool to commit whatever mischief you are up to, as long as it could reasonably fit into a tool belt and relatively mundane in nature. These tools never break, but after five minutes disappear into thin air as though they never existed.

38 Imperva-Ray (400 CP): A ray gun that looks like it might belong in a 90's Saturday cartoon. Firing it at an inanimate object will make it "impenetrable" although in reality it just bestows an incredible amount of durability that can't be shattered by any of this jumps current technology. Comes with a reverse setting that will revert the changes done.

39 JJ Base (600 CP): A small and shady island, on which a large metal fortress looms with your insignia emblazoned across it. Large enough to house an entire criminal organization comfortably, you'll find that it becomes incredibly hard for others to find it when your organization is actively being investigated by law enforcement. It also has a few fossils along its sandy beaches, if you're into that sort of thing.

40 Cloaking Device (100 CP): A holographic device that when worn, covers all of your lizard bits so you look human. Be an edgy teenager or a ripoff of Luna Lovegood with longer hair, it doesn't matter as long as you program it beforehand. It's made for humanoids though, so it'll deactivate if you shift into a form that doesn't fall into that category. Comes as a.small disc that can be worn as a bracelet or attached to clothes.

41 Dinaurian Battle Gear (200 CP): A blue skintight bodysuit, with light blue and purple highlights wherever you choose. Aside from being incredibly comfy, as well as generally indestructible, it morphs along with your body if you go Dino with it (or any other mode, quite frankly).

42 Dinomaton (400 CP): A large metal robot in the shape of the Vivosaur Zino. Its claws are razor sharp and can be controlled remotely for use both inside and outside of fossil battles. Has an odd habit to do a dance-like movement when it isn't being ordered to do anything. Can be shifted into a Dino-Medal form for safe storage.

43 Dinaurian Spaceship (600 CP): A copy of the spaceship owned by Dynal, minus the regression ray that turns entire planets to rats. Quite fast and able to house an entire fleeing civilization in stone sleep, it is manned by NPC Dinaurians who will recognize you as the captain if encountered. May or may not cause the current members of the race to freak out when they realized others survived the planet's destruction.

9 Zyuranger/Abaranger Section: This section is weird as it mixes traita from to jumps, specifically Heisei Super Sentai Part 1 and Part 3. This section has 31 roll results.

● Perks:

1 Brachio-Singing (100 CP): Like a certain Bakuryuu you have a talent for reciting "poems", in fact just like him you are great at creating poems based on puns relating to songs you know. You also just so happen to know the themes and songs for every sentai from Zyuranger through Abaranger. This comes with the ability to play your own personal set of themes, and all the songs of Zyuranger through Abaranger as background music that you can toggle and choose if others can hear.

2 Adapting to the Times (100 CP): Despite coming from very far in the past, you easily adapt to modern culture. No matter how strange, alien, or advanced a locale you find yourself you learn the local culture and customs much fast than you otherwise would. This also applies to standard technology, such as television and computers in the "modern" day compared to the time of the ancient tribes.

3 Paleo Jumper (100 CP): Hailing from ancient times, you retain some the the traits and skills that helped you thrive in the prehistoric world. You are more muscular and possess greater endurance than most modern people. You recall how to hunt and gather as you did in those ancient times, and can read the script of the ancient tribes. Your familiarity with the ancient script makes it easier to translate other ancient writings you encounter.

4 To Save the Future (200 CP): The goal of a hero, and something one should never lose sight of. Of course those you fight alongside may not be able to maintain focus on the things that matter. So when an ally strays, seeking vengeance for themselves of such, you can create all manner of plots both convoluted and simple to return them to the "correct" path.

5 Warrior of Hope (200 CP): Some may say you act a lot younger than you should, but that's your secret. You have near-boundless enthusiasm and optimism, youthful energy that helps you keep moving forward. You are unlikely to give into despair, and it will be hard to sway you from a righteous path.

6 Lithia Tribe Archery (400 CP): Like the Lithia Tribe Princess, you have exceptional training with the bow and arrow. Your aim is impeccable, even over great distances and in strong winds or other problematic situations. You can utilise bows with immense pull strength, and are a gifted hunter, tracker and trapper.

7 Ancient Sage (400 CP): You were once apprenticed to a powerful wizard of the ancient tribes, but lack much of their true power. You do have a vastly increased lifespan, magic to put people into stasis and revive them from such, and a sealing spell. The sealing spell is a

lengthy ritual, but can seal a large amount of beings within a single container. The container cannot become locked, and those sealed within will be released if it is ever opened.

8 Angel's Blessing (600 CP): It seems you have acquired the powers of a particular angel from around these parts. Specifically the power to grant intelligent non-humans, such as a Bakuryuu, a human form. Unfortunately they lose all of their inhuman powers while in a human form, but can abandon their human form to regain their powers. If they abandon their human form you will have to transform them into a human again if they so wish. The process is simple and requires little energy, but the target must be willing. Just don't let Kami-sama catch you.

9 Arise, Beast Knight! (600 CP): A power from the ancient past, before the meteor split the world of men and the world of dinosaurs. It was lost on the dino-earth until now, being dragged into this world by your arrival. An ivory dino buckle with a titanosaurus dino coin, it has chosen you to become the TitanoRanger. As TitanoRanger you can use the buckle to summon a modified strengthening suit that grows you to 9 feet tall, and provides incredible strength and durability. As TitanoRanger you have a Thunder Slinger, a slingshot-like energy weapon capable of incinerating even upgraded foot soldiers with a single shot. Unfortunately there is only one of this artefact, so only one person among you and your companions may purchase this.

10 Fairy Tribesman (600 CP): You are not one of the ancient human tribes, instead you are of the fairy tribes. You have an appearance akin to some form of mythical "fairy", such as a gnome, small elf, cait sith, etc. You are physically comparable to several footsoldier kaijin, and have a single fairy power. Your power could be to control plants, or capturing objects within jars.

11 Holy Warrior (600 CP): A champion of the ancient tribes chosen by Daizyuzin, god of the tribes. You are spiritually connected to a guardian beast and possess that beast's dino medal. You can have a medal of any prehistoric creature other than a T-rex, Triceratops, Mammoth, Sabertooth Tiger, Pterodactyl, or Titanosaur. You have a dino buckle for use with your dino medal, through which you can access your strengthening suit. The suit grants incredible strength, speed, durability and the ability to resist temperatures between 2000 and -180 degrees centigrade. It comes paired with a "legendary weapon", a weapon based off of your guardian beast and has two modes of use. This could be an axe-canon, a stave that splits into two weapons, or a sword that fires energy slashes for example.

12 An Infusion of Guts (100 CP): The power that lies dormant within you has warmed your heart, in spite of any past you may have. You are capable of being incredibly friendly, warm, and loving no matter the circumstance. And despite some's outlook on life you will never be chastised or thought less of because of your good nature.

13 Self Proclaimed* (100 CP): Like Emiri Sanjyou, the self-proclaimed AbarePink, you have incredible talent at naming teams, gear, mecha, moves and the like. You also have incredible skill at creating costumes, like her AbarePink outfit.

14 Gifted Genius (200cp): Like most members of the Abarangers you have an incredible mind. Your intellect and creativity has taken a sharp boost, a med-school at age ten level

boost. Who knows what you could do with a mind like this, hopefully something better than Mikoto Nakadai aka AbareKiller.

15 “Dull Goodies” (200 CP): It seems you crave excitement, and why shouldn’t you? Living in a city while it’s under siege by giants monsters does nothing to strike fear into your heart, seeing it more as entertainment. In fact knowing your transformation is going to blow you up the next time you use it would leave you ecstatic. You won’t necessarily do anything you wouldn’t do before, and you can still understand danger but the thrill of it will keep you going.

16 Hearing the Call (400 CP): The core members of the Abaranger team were not the only ones who answered the call of the Dino Guts. Although Ryunosuke’s and Emiri’s bodies could not handle the transformation they still heard the call. Now you too will hear the call, no matter its source. Whenever a “call” would be put out for new heroes, chosen ones, etc. you will literally hear it and be able to follow it to its source. Should you get there fast enough it is likely you would be the one to receive what it’s giving, or at least a piece.

17 A Man of Influence (400 CP): Like Yukito Sanjyou you are a man of great influence, in this world there are all manner of people in high places that owe you or would like you to owe them a favour. Reaching out to all manner of contacts and convincing them to do what you want is child’s play. In this and future jumps people will be much more willing to hand out favours to you, and if you have already helped them the favours they may be willing to give could be quite large. Like borrowing some secret agents or rebuilding your mecha.

18 Dimensional Drifter (600cp): This is hardly the first time this world has been invaded by another dimension, and in such cases it can be hard taking the fight to the invaders. However it seems you have a measure of the power possessed by Lije. You can send people a handful at a time, including yourself, into nearby dimensions. Naturally this can’t send you into other jumps, only the local multiverse and until the correct era comes around there’s no heading over to the Kyuranger universe. Post-spark this limitation is removed.

19 Filled with Dino Guts (600 CP): It seems you are full of the energy known as Dino Guts. Dino Guts is a spiritual energy that exists in the ground and within all beings, and is the energy of survival. This energy allows beings to achieve great things, the large amounts within you allowing you to use the technology that relies on Dino Guts and communicate with the Bakuryuu, even those which have yet to hatch. This applies to all dinosaurs and dinosaur descended/born lifeforms across the multiverse such as the Guardian Beasts of Zyuranger. Dino Guts energy can also destroy the parasitic/absorbing cells of Evolians and similar lifeforms and your natural supply protects you from such infections. You have also been granted your very own custom Dino Commander Brace and Harp Key which when combined will summon your own “Attack Banded Resistance Suit” or AbareSuit. This suit channels your Dino Guts into enhanced physical attributes, and can even pull more dino guts energy from the earth to enter into “Abare Mode”. Abare Mode is a powered up violent state where blades/spikes extend from the suit. Your Bakuryuu allies can communicate with you long distance through the brace. It also comes with a custom weapon based on a single dinosaur, which can have various special abilities such as elemental modes or alternate ranged/melee modes and the ability to write in the air or similar.

● Items:

20 Tribal Garb (100 CP): A fanciful collection of clothing, although most of them would not resemble what you would think “prehistoric man” would wear. This includes outfits like that of Burai, resembling traditional silken suits in east asia, and those like Sage Barza, adorned with beads and a cloak.

21 Zaurer Machine (200 CP): A high quality motorcycle, based on either your Guardian Beast or an ancient creature of your choice if you lack one. It handles well and has a top speed of 320km/h. A machine gun is equipped on its front, and it may have a sidecar if you so wish.

22 Dinosaur Eggs (400 CP): A pair of dinosaur eggs, although the life within need not be a dinosaur. When hatched they can produce a mal and a female of any prehistoric animal of your choice. They take a long while to hatch, but once they do you will receive another pair in your warehouse.

23 Treasures of the Yamato Tribe (600 CP): The sacred treasures of the Yamato Tribe, or copies at least. First is the Dragon Armour, comprised of a gold collar and arm bands that grants incredible defence. If paired with a strengthening suit it would grant strength to destroy a tank with your bare hands. Secondly is the Zyusouken, a dagger-flute. Besides being a fare weapon in combat it can be used to summon and control the third treasure of the tribe: the Dragon Caesar. This godzilla-like mecha is powerful on it’s own, but can serve as the body for a combining mecha or as additional armour and armament on any mecha.

24 Baku Laser (600 CP): A weapon which resembles the aba laser, but with crystalline blue components. It can assume both a sword and gun form like the aba laser, but the Baku Laser’s true power lies not in its nature as a weapon. This weapon generates Dino Guts on its own, and can summon a pair of powerful Bakuryuu, CarnoRyutus and ChasmoShieldon. They have the physical capabilities one would expect from a Carnotaurus and a Chasmosaurus as well as freezing breath attacks. The two can combine together in order to become BakurenOh, a powerful humanoid mecha which wields a sword and shield. The Baku Laser’s second power is that once per jump you can infuse the weapon with your lifeforce in order to seal away a foe. Powerful beings may resist this, and your lifeforce can only take being used in this manner oncer per jump but takes nothing from you other than leaving you tired after use.

25 Ride Raptor (100 CP): A velociraptor-like creature that is not as intelligent as a Bakuryuu, and is instead closer to a horse in intelligence and even eats hay. It is a colour of your choice, likely your colour if you are a sentai, and is a well trained and fast mount. For some reason it makes the same sound as the kaiju Gigan.

26 AbaLaser (200 CP): A sidearm that can take the form of a gun or a sword. In gun mode it fires an energy bullet that can pierce a meter of concrete and in sword mode can slice through 50cm of iron.

27 Dino Curry (400 CP): Dino Curry is a restaurant run by an older gentleman named Ryunosuke, who had the dino guts to become an abaranger but his body could not handle the transformation. Instead he allowed the abarangers to use his restaurant as a base of operations. After the events of abaranger Dino Curry became a very popular brand and spread across the earth, and its various locations have been visited by all manner of sentai.

You know own your own small franchise of Dino Curries all across japan, and they will continue to follow you into future jumps if you so wish. They will always make some money without you having to do anything, and they make great hideouts.

28 StyRiser (600 CP): A shield which resembles the head of some form of dinosaur, and can extend a sword from it's top. This shield can be used to absorb the Dino Guts of others who give it willingly to enhance the powers given by a transformation device. It provides greater armouring on the transformation and turns the device in question golden. In the enhanced form provided by the StyRiser you can perform a special technique wherein you pull an opponent into a small pocket dimension under your control which can be manipulated to aid in the destruction of a foe. If you lack allies to draw additional Dino Guts from it can pull from the earth, but will take a while to charge up. The StyRiser comes with a Sty Bakuryuu, the same kind as the shield is shaped after, and a DinoCarry weapons platform. This specific Bakuryuu can assume a humanoid form by combining with the DinoCarry which becomes the lower body and provides a pair of special melee weapons which can be combined in a variety of ways and a helmet. This combined mecha can combine with other mecha (requiring at least four others) to become an even greater mecha.

● Mecha:

29 Guardian Beast (400 CP): Not just a simple machine, Guardian Beats are physical incarnations of the divine in mecha form. They take the forms of prehistoric animals and possess incredible sacred powers. Examples include a powerful sonic blast or projecting a freezing gas.They have a will and intelligence of their own, but are simple and do not count as companions. If you have purchased Holy Warrior you are given a free Guardian Beast type, the same as your dino medal and a dino gem to summon control.

30 Bakuryuu (400 CP): Mechanical dinosaur-like life forms from dino-earth. A Bakuryuu has the traits one would expect from a dinosaur and an additional trait such as a drill tail. Bakuryuu can combine in three or even two part combinations. Each Bakuryuu comes with a faceplate which can be placed on a Dino Commander to summon them. If you purchase the purchased "Filled With Dino-Guts" Perk you receive a Bakuryuu for free.

31 Beast Knight God King Brachion (400 CP): This large, intelligent titanosaur themed mecha has a set of cannon built into its chest and tails. It is very powerful on its own, capable of taking on a tank-like formation, and can serve as a mount to another mecha. If you also possess Dragon Caesar or another similar mecha and a fully combined mecha, all three can be combined to serve as a massive and powerful mobile weapons platform. This mecha comes free with the "Arise, Beast Knight" Perk.

10 Jurassic Loli Section: Most of the jumps based on the Jurassic franchise were very... repetitive may be a good word. So i decided to use only the ones i found most intresting or unique, of course that includes Jurassic Loli, because what is better than dinosaurs? Headpattable Dinosaurs of course! This section has 30 roll results.

● Perks:

1 Loli Fanatic (100 CP): Pick a topic, you're now a trivia master. ...What? Thats it, thats all this does. Be it Lolis or Dinos, or something else entirely, you're a master of trivia. Okay, fine. Two fields, such as Lolis AND Dinos! Or something else, you plebeian.

2 AAAAAAHHHHHH!!!!! (200 CP): The first park collapsed before it ever properly opened, thankfully. As a result, civilian casualties were basically nonexistent. So, as befitting someone who has no relation to this mess, I give you - the power to run away! You're just a tiny bit faster, luckier, more intuitive when trying to run away or escape from an event you didn't cause.

3 We Need More Teeth (400 CP): While you aren't that good at making plans yourself, what with not knowing a damn thing about what's going on behind the scenes, you're great at saying things that give others a eureka moment. You know, like 'We need more teeth' giving someone the brilliant idea to let the Trex loose so they can out-rampage one of the other Lolis.

4 Background Character (600 CP): You just aren't important, it seems. As a result, you're utterly bland and will go unnoticed more often than not. If you wanted to, you could just walk out of a hostage situation because they didn't pay attention to you. If the Loli's were to get lose, they'd chase after literally anyone but you, so long as there's even a single person to chase after. If you're the only one available, you aren't really part of the background anymore, but until then you'll literally be the last person to get injured.

5 Still Not A Navajo (100 CP): You are excellent at all this outdoors stuff. You could survive in a jungle for a few days with nothing but a knife, and have better than average tracking skills. You also have decent animal handling skills, letting you get in close to the Lolis without to much fear.

6 Pediatrician (200 CP): Everything a growing Loli needs, you can provide. From a small talent at medicine to child rearing, and especially at keeping the wilder Lolis from biting you in the shins, you've got it all. Also applies to actual dinos, since that's vaguely relevant.

7 Loli Response Team (400 CP): The Lolis are kinda destructive, you know? They all want to go outside and run about, and make adorable stomping and rawring noises as they smash things. You on the other hand, are verified, certified, whateverified to be qualified to handle them. You always know the best ways to put Lolis (and other things, like dinosaurs) in time out. Like how many men to take, and how much tranquilizer to use. Or if you should use milk and cookies instead of tranqs.

8 Onii Chan! (600 CP): I'm not entirely sure how to phrase this, it's like you have some sort of type advantage against Lolis. They all seem to think that you're just ridiculously cool and awesome and nice and amazing at headpats even though they really don't like headpats at all I mean it stop headpatting me Onii Chan! Of course, this won't help much when they're fully worked up and in stomping mode, but even then you can still talk them down better than anybody else.

9 The Comfiest Chair (100 CP): You just have no regards for office policies do you? Your workspace is a mess, that tshirt of the original park is offensive, and why do you have toy lolis all over the place? Whatever. As long as you get a decent amount of your work done -

let's say half of what you were supposed to do - you're more or less immune to being fired over said untidy habits or even not doing all the work. Basically, you've got a guaranteed job. Until things go belly up at least.

10 I Give You… Loli (200 CP): Okay, so. I'm going to be honest, i'm not sure how you turned Loli into some sort of worldwide fetish that people far and wide would come to visit you damn amusement park about it. But nonetheless, you have. Pick a theme of some sort - no more than, shall we say three? As long as it relates to at least one of your themes, your skills at selling to the masses gets a major upgrade, and the more the better. Lolis are okay, Dinos are wicked, and Loli Dinogirls are - SHUT UP AND TAKE MY MONEY!

11 Entrepreneur (400 CP): Ah, funding. That could be a problem. Well, for anybody but you. Your companies, or maybe just those you work for, never seem to hit any major financial issues. You can be a bit low, but they'll pop back in the coming months. Investors are willinging to give 'donations' for minimal return, and miscalculations seem to be in your favor. You still have to work for it, but not nearly as much as you would have otherwise.

12 The Real Monsters (600 CP): Of course, being a park dedicated to Lolis, it's inevitable that the whole thing come crashing down. And when it does, you won't be out of a job for very long. See, there's this thing people are obsessed with called 'Blame', usually involved in how this shit happened. But you? You're just the guy who makes Lolis, what people do with them afterwards isn't your problem or your fault. You have godly skills at not taking the blame, and when successful, can find similar positions at other companies with ease.

13 Star Attraction (100 CP): You are just the cutest little thing ever! Pick a theme of some sort, cute, sexy, handsome, etc, and People just gush over your for hours if given a chance. Whatever you choose, you now exemplify, with literally everything you do seeming more so than any other Loli. Look at you go with those cute little rawrs!

14 Loli Squad (200 CP): What the only thing cuter than one Loli? Two Loli! No, nonono, three Loli! Whatever number you choose, you now have a damn near supernatural ability to get along with people similar to you - if your handsome, you get along with handsome people. If you're cute, you get along with cute people. If you're a Loli, you get along with Lolis. You also get a small bonus to various hunting/stalking type activities when in a group of at least three.

15 Not The Shins! (400 CP): Normal children just love to kick people in the shins. Loli's on the other hand, love to bit people in the shins. As a result, your super sharp teeth made specifically for biting (or not, but this still works) are guaranteed to break the skin of whomever you're biting, and for it to be way more painful than it ought to be. Be careful though, as you aren't guaranteed to get through any armor they may be wearing. And you might hurt your teeth like that!

16 Loli Finds A Way (600 CP): All those nasty mean people who keep trying to put you in time out and don't want you to go outside so you can rawrmapge with your friends! You'll show them! You're gonna bit so many shins! See, when it comes to escaping, you are just crazy lucky. Whether this is one of your friends breaking out and then coming back for you, or an equipment malfunction on the part of the staff, or just a guard being distracted by a box

of donuts for ten minutes, opportunities for you to slip away - or just break out - seem depressingly common.

17 Mechanic (100 CP) Stranded in the middle of the park with two broken cars, and what do you do? Break one down to fix the other! While you aren't a professional, you do have enough skill to make a working car out of maybe two or three broken ones, as unlikely as that seems. Just be careful, the roar of the engine might not be what you want when trying to hide.

18 Wulike (200 CP): So, I take it you work under Doctor Wu? Or maybe a former student? Rival? Well, I suppose it doesn't matter, just so long as you have the right skillset. You now have a job with somebody - possibly the Jurassic World crew, possibly a rival, cloning the dinosaurs. You also have a bit more skill than you actually need, seeing as you're moderately talented at mixing and matching things to alter their appearance - nowhere near Wu and his hybrid freak, but it's a start. You also have a degree saying you're a proper geneticists, since that's probably relevant in later jumps.

19 True Loli (300 CP): Isn't it odd? That somehow, Dinogirl Lolis have their own amusement park? What if this wasn't something strange, what if thats just how they were? What if the dinosaurs were Lolis? Well, now they are. You may, within the first day of the jump, choose to make any group of monstrous creatures - such as godzilla - into qt girls. Younger ones will of course be Loli, while the older ones will have an actual chest. What a disappointment. Or if you prefer, they could grow back up into their monstrous forms? That'd be one hell of a good way to tell if it's safe to give headpats.

● Items:

20 Milk And Cookies (100 CP): The perfect tool to control Lolis, a seemingly endless supply of milk (cool or warm) and chocolate chip cookies. Always at a pleasant 'just out of the oven' melty gooeyness, but not hot enough to burn your mouth or fingers. ...Also comes with a tranq gun, for emergencies. And, because why not, a special tranq that leave them with the sensation of just having eaten milk and cookies. It's a strange side effect, but that's about it.

21 Motorcycle (200 CP): You've upped your coolness factor with this classic motorcycle. It's loud, it's noisey, it's hella sweet, and the Loli's just love to run alongside you when you ride it. While it does run out of gas, it will also slowly refill itself over the course of a few hours. Also comes with a bunch of tools and spare parts so that you can customize it to your liking.

22 Experimental Loli Containment Area (400 CP): Ah, here we go. The time out room! ...you know, where you put all the misbehaving Lolis that can't be trusted near the crowds? Anyways, these 'cells' are all specially designed for each type of dinosaur Loli, and are incredibly hard to break out of. Mind you, that's assuming you just leave them alone. And while the system is automated enough to do so for a few days at a time, that'll just make them even crankier.

23 Dosh (100 CP): It's not a donation, it's an investment! ...No, actually it is a donation. Well, actually, you can rationalize it however you want. One year it's winning the lottery, the next it's a bonus for good work, and the year after that it's a finders fee for some rich dude's car. Either way, you have a so called 'allowance' of half a million dollars a year. Obviously you

can funnel this into your company to grease some wheels, or maybe just to buy some neat toys.

24 Helicopter (200 CP): Hey, have you been taking lessons? ...Did your instructor just throw up? Huh. Moving on! You've got a helicopter, and your choice of a chauffeur or a license to fly yourself. And that license comes with the relevant skills, yes. Adds the appropriate fuels to your warehouse, as well as parts and tools to work on it.

25 Biotech Inc (400 CP): Are you too busy to make Loli's yourself? ...With science, dude. With science. Anyways, are you too busy to clone Lolis to populate your park? Are you just not a science person? Well, never fear, this item is for you! This team of morally dubious scientists (and support staff, and labs and whatnot) is everything you need in order to, well, not build it yourself, but everything you need to make them do it.

26 Night Vision Headset (100 CP): It's a bunch of strange hats? People seem to want you to wear it whenever you go out - or rather, when ever they let you out. It's actually a night vision camera, with a tracker built in. It lets people watch whatever you're doing on camera. Comes with 8 spares, and they all resize to fit whoever wears them.

27 Everything A Growing Girl Needs (200 CP): Meat! Probably! Anyways, do you have a special dietary requirement of some kind? I'm assuming it's meat, but you could be a herbivore? Anyways, if you do, then this food item will cover it. Its a bit oddly specific - if you need three grams of a certain mineral per day, it'll spit food out to meet that demand, but if you want literally anything else it's probably not going to give it to you.

28 Playground! (400;CP): You've got… A part of the amusement park? Specifically, a decently sized exhibit filled with Lolis of whatever species you are (or just one if you're human or hybrid). In future jumps, this is represented by a much smaller island with just one species of Loli on it.

29 Petting Zoo (Free): Aw, isn't that just adorable… it's a whole bunch of little Lolis, before they hit their rebellious stage! They're all cute as a button and totally into the whole cuddles and headpats thing, so you can fawn over them as much as you like and they won't try to bite you. Well, they might if you accidentally hurt them, but if you did that you kinda deserve it.

30 Genetics Lab (400 CP): Okay, here we go. So, I'm assuming you know your way around a laboratory? Because here you go, your very own genetics lab. Comes stocked with everything you'd need to grow a brand new dino, up to twelve a year, and various other supplies for whatever side projects you might have.

11 Jurassic World Evolution Section: Most of the jumps based on the Jurassic franchise were very... repetitive may be a good word. So i decided to use only the ones i found most intresting or unique, which includes Jurassic World Evolution because it is far more intresting for something like the 🦖Celestial Sorna🦕. This section has 46 roll results.

● Perks:

1 Artistic License (100 CP): This setting has always had a somewhat flexible view of physics and genetics. Normally a flying creature the size of a medium sized bird wouldn't be able to lift another creature three times its weight. For that matter a T-rex would have hollow bones that would snap if it got anywhere near sixty miles an hour. By buying this perk you can take that flexibility with you - certain physical laws, especially aerodynamics & the square cube law, are much more flexible when it comes to you, and you can largely ignore or stretch things much further than should be possible under ‘hard' physics when it comes to your body or the species you might create through genetic engineering.

2 Living in the Tropics (Free): Living organisms tend to adapt to their environments. It’s kind of what they do. Now, you adapt faster. Humans will rapidly adjust to living and working on a tropical island, and dinos will be perfectly adapted to it, even if they originally evolved in radically different climates. And if you have to change environments for whatever reason, you’ll adapt to it fast enough that environmental changes won’t kill you quite so easily.

3 Anti Micro Managing (300 CP): Sometimes common sense isn’t actually common. Sometimes you have seemingly suicidal morons working for you, like when they try to slowly drive a jeep into a sleeping Indominus Rex’s face. And sure, while you could yell at them to stop doing the stupid thing, or taking over yourself, you simply don’t have time for that. Literally, even with all sorts of time manipulation stuff, you still wouldn’t have enough time to counter all stupidity. But now, you don’t have to. Any employee, minion, follower, slave, pack mate, etc that looks up to you for leadership, authority and/or guidance will know what you would do in a situation, and pick whichever is the smarter option for the situation. If you benefit from anything that would affect your decision making process for the better, then they will also benefit from such. Well, as long as they call you boss/leader/teacher/whatever.

4 Overlay Vision (100 CP): You know what people need and want, and now you can see this at a glance. You can now see how much power is needed and where the lines are, how far is too far for visitors to get food or drinks, if they have enough opportunities for fun and shopping, where they can reliably see the dinosaurs. You can even see what facilities are being profitable at a glance, and if you need to change or remove them. You can also tell what areas needs additional protection from all kinds of things, such as if dinosaurs get loose, or if bad weather occurs.

5 Commanding Presence (200 CP): You know how to command others, and get them to follow your commands. Sending ACU to handle a roaming dinosaur, or having the Rangers go refill the feeder in the super-predator’s pen. Even park visitors will head to the shelters when you tell them to, and they might even leave their drinks behind.

6 The Art of Communication (400 CP): ... is the language of leadership. And now, any organization you are a part will be a paragon of it. All members of any organization you are involved in will be knowledgeable of what the rules and protocols are, who they should go to in just about any situation, where are the relevant items are, and so on. If there’s a problem, the people who need to know will be informed quickly and calmly. Functionally, this means the organization will be running smoothly, and any major mistakes will be prevented, while minor ones get quickly caught and resolved.

7 Mr/Ms DNA (600 CP): You’ve got the knowledge and skills in genetic analysis and modification that you could in time, rival and possibly even surpass Dr Henry Wu. You can

figure out how to access usable amounts of DNA from samples that frankly should be completely impractical to use. You can even plug in DNA from other organisms to repair a specimen's genetic viability, or even to enhance it. With the right tools and workspace, you'll be able to quickly go from putting together genetic samples, to incubating a new creature, to releasing it for all the world to see.

8 Knowing the Symptoms & Cures (100 CP): You've got the uncanny ability to determine illness at a glance, and know the right medicines to use to counteract it. You also have the same skills regarding poisons. This even works with negative health effects you haven't seen before.

9 Stay in the Car (200C P): So long as you are in a vehicle with a rigid frame, you will be alright. You could drive towards a tornado in an open jeep and all you will have to worry about is losing control of the vehicle. A T-rex could ram your jeep and both the jeep and you would be fine. And even smaller predators wouldn't be able to reach in and drag you out. Also, this comes with the ability to masterfully drive a SUV.

10 Provider (400 CP): You know exactly what the organisms under your care need to be properly nourished, and have the ability to get it for them. All you have to do is spend the money, either yours or the company's (that you work for), and the supplies will be available in a convenient. pick-up location. You can also somehow carry as much as you need to to restock a feeder, even if that means you somehow have 10 adult goats in a single Jeep Wrangler.

11 Quick Fix (600 CP): Rangers are the real reason this park runs as smoothly as it does. You can immediately assess and fix nearby damage and sabotage, and all it costs you is money. You get to skip any time cost, which is good when an Indo-Raptor is recaptured and being flown back to its enclosure, and you really don't want to be waiting on the concrete to set when that.thing wakes up.

12 Majesty (100 CP): You are a awe-inspiring member of your kind, and everyone knows it. If there were potential mates around, you'd be the prime candidate for breeding. But since there's just humans around, well, at least they know you are something to behold and will hold sufficient reverence for your apex form. You'll be the star of any show, and there is safety in popularity.

13 All That You Need (200 CP): So long as you are able to consume a sufficient quantity of food, you will not suffer from any other lacking things. Minerals, vitamins, amino acids, all are provided by whatever you eat already. If you are a predator, you still won't be eating tree bark, but at least you don't need to be concerned with eating food rich in something like Lysine.

14 Use Your Head (400 CP): Unlike the humans, you don't need tools, you just use your head. And body. You can figure out the weak points of walls, barriers and obstructions, and break through them. You don't even need any tools, even just throwing yourself at the weak spot will eventually break it. And once you do break something, it won't be you; you'll be just fine and able to go wandering around, maybe snack on a few tasty primates.

15 Finishing The Fight (600 CP): When you get in a fight, if you survive long enough, you will eventually figure out the best available method to beat your opponent. If it's a fight to the death, why not grip their skull and snap their neck? You must first manage to hang on in the fight until you can figure out what the finisher can be, and keep in mind that this only tells you the method, it doesn't help you accomplish it - even the best odds may still be poor.

● Items:

16 Enclosure (100 CP): Every species has different requirements when it comes to their personal needs, and this enclosure can now fulfill every one. Space, specific geography, shelter, etc. It's so comfortable for them, if there was ever a point where they could leave their enclosure, they're half likely to stay put. The enclosure can contain and fit as many creatures as can get along, and have similar needs. Any of the Indo-hybrids would still murder anything else in their space, but you could have a huge herd of highly social animals together. You also gain the plans to build more examples of this structure, if you so desire. In future settings, you can use this to display/store appropriate species to the locals, or just have any amount of Enclosures attached to your Warehouse.

17 Aviary (100 CP): The park has a new enclosure type that allows it to showcase a new category of not-exactly-dinosaur. Now, flying non-avian archosaurs can be shown off in the park! These aviaries have high ceilings that allow the animals inside to comfortably fly around, and ensure that the animals are as low stress from their environment as possible. As long as it's appropriate to guest safety, you can choose whether or not the flyers can interact with the guests, or if the guests would need to stay in the various viewing decks. You also gain the plans to build more examples of this structure, if you so desire. In future settings, you can use this to display/store appropriate species to the locals, or just have any amount of Aviaries attached to your Warehouse

18 Lagoon (100CP): The park has a new enclosure type that allows it to showcase a new category of not-exactly-dinosaur. Now, aquatic animals can be shown off in the park! Each lagoon can be either adapted from a natural terrain feature, or artificially created. Either way, it will be as deep as needed for the animals health, and can have whatever viewing options integrated into it that you want (and are still keeping the guests safe). Any design feature used by any aquarium can be used here. You also gain the plans to build more examples of this structure, if you so desire. In future settings, you can use this to display/store appropriate species to the locals, or just have any amount of Lagoons attached to your warehouse.

19 Hammond Creation Lab (200 CP): This facility has 5 hatchery bays that would allow you to incubate and raise a cloned creature. There's also a small paddock with a gate that lets you release them into an enclosure (enclosure not included). Since you are buying this here, it will also come with a complete Genetic database with all normal species shown in the dinosaur list here. Hybrids or custom dino species not included.

20 Expedition & Fossil Center (200 CP): This combined facility is home to several archaeology teams, and you can send them anywhere in the world to look for fossils and amber. In addition, once they find them, this same facility also has the equipment to extract DNA from those items, and add it to your genetic profiles so you can clone creatures. And the more complete the genetic structure, the healthier the cloned creature. You could even

add genetic sequences to the creature if you had the skill. And if you are really good, or have somewhere to work off of, you could make your own custom hybrid creatures. Who wants more teeth now?

21 Power Outfit (100CP): When a leader needs to lead, they need an appropriate uniform. And your uniform is both iconic and a warning symbol to others, saying “don’t waste my time, don’t risk my anger, and I’m the one in charge”. Pick some sort of theme, and your outfit will be the highest quality of that theme, and will stay pristine and appropriate for your station. You also have 13 other versions of outfits of the theme, with the exact same benefits. You can choose to import any sort of outfit or clothing into this item, and they will adjust to fit the theme.

22 Gyro-Sphere (200 CP): When you are dealing with animals in the multi- to tens- of tons range, you need to make sure your guests are safe. You now have a set of vehicles that look like a giant hamster ball that can fit 2 people inside, go about 5 miles an hour, and will never break when attacked by animals, as long as there are passengers inside. They will also never lose power. Lastly, you have blueprints so that more of these vehicles can be made.

23 Main Street (400 CP): Dinosaurs are great and all, but visitors need more than just something to look at. Take this centrally located street, complete with a wide selection of food, drink, shopping and entertainment options. The theme and contents will match whatever setting they are in, like being dinosaur based in the park. Main Street will be a great starting point for a park, under normal situations, and will be constantly fully manned, managed and supplied. You can choose to include this in your Warehouse with a portal that goes to the local setting, or have Main Street manifested somewhere centrally located.

24 Jurassic Genetics database (600 CP): You have some serious connections to some very well informed people. You now have a very secure database of genetic information for all extinct species recovered and/or raised in any Jurassic Park/World setting. This also includes the genetics for all genetically-enhanced animals and Hybrids (of which there are far more than just the Indominus types), and a library of techniques to properly raise them, depending on what you plan to do with them. This does not include the facilities to create, hatch and/or raise them. At least you don’t need to use the archaeology teams to recover genetics you should already have access to from the prior parks, right?

25 Instruments of Healing (100 CP): No one likes shots, even when they are good for you. That’s especially relevant when your patients can include animals weighing tens of tons, and can’t visit you at the veterinarian's hospital. You now have a compressed air syringe rifle, with syringes that fit enough medicine to fully treat the condition of any animal, regardless of size. And since you will be in the field, the rifle and ammunition will be durable enough for field work. No worries if a brachiosaurus happens to step on it, just pull it out of the dirt and go treat the big guy/gal’s bracken poisoning. Lastly, if you already have Instruments of Safety Keeping, you may take this for free, and alternatively, combine these two items together.

26 Jeep Wrangler (200 CP): You know the best part about being an employee of one of the best known parks in the world? Companies are willing to bend over backwards to fulfill your special requirements. Jurassic World has custom Jeep Wranglers for their Ranger teams. They’ve got whisper quiet electric motors with high power and capacity, custom tires that never lose grip, and plenty of shock absorbers to take any sudden jumps. The frame is

durable enough to take a rampaging T-Rex, or a giant herbivore's tail swipe. You get your own version that never needs recharging, maintains and repairs itself, and your choice of colors: solid blue, solid red, gray with blue trim, or gray with red trim. You also get the bonus features of it being sealed to water, the engine never gets flooded out, and will be buoyant enough not to sink in water.

27 Caregiver Scent (400CP): Animals know who they can trust, and you've proven yourself to be a caregiver. You now have an infinite spray bottle of a particular scent. Any animal that detects it will know you are not there with the intent to harm, and will leave you in peace. As long as you do not intend to harm them, or are at least neutral, you will be able to enter any animal's territory without impedance. However, make a hostile move, and you will only have a single chance to leave before they treat you as hostile. Even Hybrids know not to harm the ones that keep them healthy.

28 Ranger Badge (600 CP): As an animal expert, you need to get to your animals before you can treat them. Now, you have an access badge that grants you whatever access you need to get to and take care of your patients. Even the most stubborn of obstructionist protestors or overriding bosses will stand aside for you. You'll also be able to use the badge to open any lock or encumbrance between you and your patient.

29 Instruments of Safety Keeping (100 CP): You are entrusted with the safety of every man, woman and child in this park, and these will be the tools you use to keep them that way. You have a high-powered compressed air dart gun, with a perfectly aligned sight and scope, and a replenishing array of tranquilizers effective on any target you aim at. You also have a shock prod for close range work, and it's both highly durable, and very unpleasant for anything hit by it. Even animals will quickly learn they don't like your big stick. Lastly, if you already have Instruments Of Healing, you may take this for free, and alternatively, combine these two items together.

30 Aerial Response (200 CP): When an agitated animal is on the loose, you can't afford to waste time getting to their location to safely capture them. You have your own helicopter and flight/gunnery crew in order to contain any situations. The helo will always be fully maintained and fueled, and will always stay in the air in bad weather. The safety of those in your care is paramount, and this steed will always stay true.

31 Heavy Lift Company (400 CP): This company is based offshore, and you can call in three of their heavy lift choppers whenever you need them. A single one can lift up to 70 tons. And the carry harness is quickly and securely fastened to whatever needs lifting. Dinosaur, freight, construction materials, whatever.

32 Jurassic Ark (600 CP): Funny name aside, this ship is meant for a very serious purpose. The vessel is meant to hold and transport an entire park's amount of animals in the event of an emergency. With enough food, water, and tranquilizers to safely make any journey, the animals can be transported in a safe and calm manner. You could also use it for transporting any number of animals less than the full park if you want. Also, in an emergency, it can also be used as an emergency evacuation method for the park's total number of staff and guests. No, you can't tranquilize the more annoying humans when they complain about the cramped space. The Ark comes with several hangars and landing pads for any heavy lift helicopters

to operate from, and also has at least one adequate port facility for it at any desired (appropriate) destination.

● Genetic Quirks (technically not perks so if you have something that specifically affects perks they won't be affected. If you have a companion/follower/pet/etc that is a member of (or inspired by) a normally non-sentient species you are able to give them anything you obtain in this section):

33 Beast of Unusual Size (Free): The geneticists misplaced a few things. Maybe they misunderstood how big your species truly got, maybe your genetic code had an odd reaction to one of your spliced samples? Either way, you grow 2-3 times larger than an average member of your species.

34 Thick Skin (100 CP): Your skin layer nearly triples in durability and in resistance to cutting or piercing wounds. Your appearance is unchanged, and your skin works the same in all other functions.

35 Thermal Resistances (100 CP): You can now endure a much greater range of hot and cold, allowing you to potentially survive and thrive in a wider range of climates. You are also more energetic than cold-blooded creatures.

36 Hibernation (100 CP): Looks like some bear genes somehow made their way into you. You can fall into a hibernation sleep, which drastically reduces how much food you need. As a bonus, you can make it so that, if your personal space is disturbed, you wake up much faster than a normal hibernating animal.

37 Better Lungs (100 CP): You now have much better lung efficiency and capacity. This enables you to operate at much higher and lower altitudes than before, and maybe lets you spend more time underwater, if you can somehow move around down there.

38 Webbing (100 CP): You now have webbing in between your claws, toes, and whatever the appropriate word for your form is. This allows you to swim/tread water easier.

39 Best Dental (100 CP): Thanks to some shark donors, you now constantly grow and replace your teeth. Always have the best smile in the room, or a souvenir for friends!

40 Intensive Repair (200 CP): This gene from the Anole Lizard (that can regrow lost tails) significantly promotes your healthy tissue regeneration. If you lose a limb, you will regrow it back over the course of 60 days. Miscellaneous tissue loss is healed 3x as fast as normal.

41 Eagle Vision (200 CP): You now have vision 8 times greater than a human. You could spot a rabbit up to 2 miles away, and can now see ultraviolet light.

42 Venomous (200 CP): It’s a bit strange for a dinosaur to have this trait. But just like the feared Troodon and Dilophosaurus, you too have a venom of choice. How severe the venom is is up to you. But for comparison sake, Troodon venom is a powerful neurotoxin that causes hallucinations and ultimately convulsions and death, the Dilophosaurus could spit its venom, and the tiny Procompsognathus species had venom with large amounts of serotonin in it, leading a victim to feel sleepy and drowsy and content, all while being devoured alive.

43 Electroreception (400 CP): Those sharks really have some of the best tricks, don't they? You now have electroreceptors lined most of your body, allowing you to detect the natural electric signals producing by living organisms, either to help you see in no-light scenarios, or to detect prey. While most examples of animals with this ability are aquatic (sea water is more conductive than air), you can use this ability in air or water.

43 Chameleon Skin (400 CP): Not sure if this is coming from chameleon or cephalopod DNA. Ah well! Your skin can change color on command, or auto-adjust to break up your outline. It's not true invisibility, so a watchful eye can potentially spot you.

44 Echolocation (400 CP): Many animal species have this trait, from bats to whales and dolphins, even some humans. Now, so do you. You can emit a pulse of sound, and use the returning sound wave to determine where things are. You can choose to emit the sound yourself like a bat or dolphin, or make it somehow, like blind humans do.

45 Gills (600 CP): Looks like you now have gills somewhere on your body. You can now pull oxygen out of the water you are in, letting you function underwater. As a bonus, you will never have to worry about being harmed by the liquid flowing through your gills.

46 Genetic Tree (800 CP): You now possess complete and total knowledge of your genetics, and can access the abilities/benefits of anything apart of or related to your genetics. This applies to whatever your current form is, unless some form of alt-form mixer is used.

12 Primal Rage Section: . Rolling from this section gives you access to a monster/Primal God altform, which may be either a dinosaur/reptile or primate or even something else, but will always be of a simmilar size to the ones present in the game like Sauron; Blizzard and Diablo depending on what rolls you get. Everything obtained in this section can be given to your Primal God form instead of your base form. There are 34 roll results in this section.

● Primal God Form Customization:

1 Natural Origin (Free): Chose a creature that lived on earth at some point in history. You are now a large sized, semi-immortal, god-like being of said creature. Your height and length will average between 15 and 30 feet give or take a few feet. Dinosaurs and Mammals are encouraged.

2 Mystical Origin (50 CP): You can instead choose a creature that hasn't lived on earth at some point in history but made its mark. Chimera, Sphinx, Hydra, Kitsune, Eldritch Horrors and more. Your height and length will average between 15 and 30 feet give or take a few feet. This is your chance to play a character like Vertigo, the snake-raptor thing or one of the legends of old. (Note: This is just a shape option. You don't get associated powers related to your form so no driving anyone who looks at you mad if you are an Eldritch Horror.)

3 Elemental Infusion (200 CP): You can now chose a classic aspect of nature such as fire, water or earth to infuse yourself with. This will open a wide variety of new attacks and defenses for you. Breath fire, make ice shields, or discharge lightning. You can also choose aspects of nature such as plants or decay.

4 Magical Aura (200): Gain magical powers! Or maybe they are psychic powers? You decide! This lets you fill in the gaps left by Elemental Infusion by giving you Telekinesis to hurl objects, Voodoo to summon undead, or even gain a paralyzing gaze to turn the weak into stone. This gives you a wide variety of options to attack and depend with. Generally make the best kind of Finishers.

5 Balanced Body (Free): Your body has an over all balance to it with no single aspect that really outshines the others. This is the standard body type you can start with for free.

6 Hulking Brute (100 CP): This options grants a slight size increase of about 5ft in height and 10ft in width and the muscle to show for it. You'd speed drops significantly but you make up for it in extra toughness too.

7 Serpentine Swift (100 CP): This option grants a decent increase in size of about 15ft which can be body length or extra reach. You also gain a significant speed boost to lay down a flurry of attacks at the cost of reduced strength which weakens your attacks.

8 Lithe Lightweight (100 CP): This option will significantly reduce your size and basically cut it in half. Everyone else will be nearly twice your size which would normally put you at a disadvantage but in the loss of mass you gain a significant boost to mobility. You can jump higher, move faster and dodge quicker then those who are larger then you. This comes with reduced strength but a decent speed boost to help make up for it.

● Perks:

9 Consume the Weak (Free): You can consume your enemies worshipers or variations there of to regain health and energy. Eating your own Worshipers is nourishing and heals a tiny portion of your health but doesn't net you any prayer

power.

10 Hear Our Cries! (Free): Those that pray to you give you power. Only true prayer from the bottom of the heart count. Prayers from mind-controlled slaves is just meaningless lip-service. The more prayer power you have the stronger you get as you see a growing increase in size, strength, speed and awareness. If you get strong enough you may even be able to kill a rival god.

11 !!EXTINCTION!! (100 CP): A Fatality notice. When someone is close to death, you gain a notice its time to finish them off. Doing so lets you do it in the most cinematic way possible such as turning them to stone and shattering them or punching out all their blood.

12 HEART GUAGE (200 CP): A visual representation of your health in the form of a beating heart with red veins extending out of it. Should the bar ever shorten enough to reach your heart it will then explode—this signals deaths.

13 Masters of Urth (400 CP): Your might gives you a kind of magnetic presence that draws people and animals to you. The stronger you are, the wider this effects reaches. Those inclined to follow you will and those that wouldn't will at least respect you. This isn't magical a effect; beings are drawn to strength.

14 Bonds of Forbidding (800 CP): The same spell that held the gods in place for so long is now in your hands---sort of. You gain a minor form of the spell that lets you banish/imprison a defeated foe instead of killing them when beaten. This places them in stasis a maximum of 1 year and you may release them at any time. The perfect ability for a pacifist or if you just need to make someone disappear for a short while. Powerful foes may figure out how to break free.

15 Inspire (100 CP): You can inspire those that follow you to great heights. They become more active, more creative and more inventive. The effect of your presence on your followers is that of a Muse.

16 Harmony (200 CP): The territory under your control takes on a balanced cycle of life and death. Bountiful Springs and Summers and paired with grueling Falls and Winters. This promotes survival and perseverance in all that livenunder you and its reflected in everything. Plants and animals grow larger and the people gain longevity.nIts not always peaceful or pleasant in your lands but those that strive for a better living reap the benefits.

17 Hold Your Ground (400 CP): As long as you are fighting on territory collectively acknowledged as belonging to you, its much harder to take from you. Nature itself seems to fight your enemies as they find their travel impeded by stinging biting insects, rain storms, and various other detrimental environmental effects. You are also aware of the most strategically defensive positions available to you at all times so you can chose the high ground in a fight.

18 Avatar of Balance (800 CP): Can infuse a single Human with your Primal God powers in an equal balance of offense and defense. When needed, you can go into a semi-dormant state and channel your powers into a single chosen Human who represents you. The more power your channel into your representative, the more dormant you become until the point you enter a deep slumber and they become a replica of your Primal God Form. The more power you channel through your representative, the more they change to reflect you thus gaining size, speed and strength. This only channels energy and the powers from your Primal Form. This does not share perks except those gained here.

19 Enrapture (100 CP): Your form is awe-inspiring. Followers find your presence to bring great calm to their hearts. They will also find a heightened sense of spiritual awareness, wholesomeness and one-ness with their surroundings and fellow followers.

20 Hallow Lands (200 CP): Territory belonging to you takes on stable form that promotes growth. Plants grow faster, animals grow larger, and everything is more bountiful. Seasons also pass by gently so you will rarely have to worry about scorching Summers or dire Winters.

21 Protect & Serve (400 CP): When fighting in the defense of something, you will find you can draw upon vast reserves of strength. This applies both to fighting on your own territory and that of others as long as you are fighting for a cause that can be considered Virtuous. Your powers of defense, healing and protection all gain a significant boost.

22 Avatar of Protection (800 CP): Can infuse a single Human with your Primal God powers and they gain a significant boost to their defensive prows. When needed, you can go into a

semi-dormant state and channel your powers into a single chosen Human who represents you. The more power your channel into your representative, the more dormant you become until the point you enter a deep slumber and they become a replica of your Primal God Form. The more power you channel through your representative, the more they change to reflect you thus gaining size, speed and strength. This only channels energy and the powers from your Primal Form. This does not share perks except those gained here.

23 Terrorize (100 CP): You inspire fear and respect in those who follow you. Everyone fights and works harder to appease you least they draw your attention and wrath.

24 Corrupted Lands (200 CP): Territory belonging to you takes on a chaotic form that promotes brutal cunning and strength. Caustic rains, horrific storms, sweeping plagues and more bring strife and ruin to your lands. It kills the weak and makes the strong struggle to survive. Animals become extremely feral and large with placid herbivores becoming frenzied carnivores in time.

25 Blood Frenzy (400 CP): When fighting for territory or control of something, the more blood your spill the stronger you get. Slaughtering hundreds of your enemies followers is enough to give you a significant power boost that lasts for a couple hours. Killing a rival Primal God and consuming them will give you a massive boost in strength and energy that is enough to heal you of most if not all of your wounds in a matters of hours; moreover, you can run on the power high for days which is hopefully long enough to cross the lands and challenge another God before your power starts to quickly wane.

26 Avatar of Destruction (800 CP): Can infuse a single Human with your Primal God powers with a significant boost to their offensive strength. When needed, you can go into a semi-dormant state and channel your powers into a single chosen Human who represents you. The more power your channel into your representative, the more dormant you become until the point you enter a deep slumber and they become a replica of your Primal God Form. The more power you channel through your representative, the more they change to reflect you thus gaining size, speed and strength. This only channels energy and the powers from your Primal Form. This does not share perks except those gained here.

● Items:

27 The Boom Box (Free): An ancient Boom Box that never seems to run out of power. It plays a custom theme song made of a lot of drum and flute for your Primal Form and will cycle through various other songs if you want it to, applying a theme song to other power figures. You can turn it on and off with a thought. When turned on it seemingly disappears until you want to turn it off but will continue to play music. If lost or broken, the pieces disappear and a new one shows up within a week some place nearby and obvious or within your Warehouse. Also seems to change to match and amplify other background music effects.

28 The Arcade Machine (50 CP): A simple machine that contains not one but TWO games on it. Both the original Primal Rage and the unreleased Primal Rage 2 in its finished form. Never needs power, can't be tampered with and will fix itself if broken.

29 Treasure Hoard (400 CP): A physical storage site for excess prayer power. It can hold more power the more precious materials stored here with the added benefit of feeling great to sleep on. After the Jump, it can be moved into the Warehouse or become an add-on to the Warehouse as a large vault or cavern filled with your Hoard.

30 Offering Plate (400 CP): A physical storage site for excess prayer power in the form of an altar or similar collection site. Can gain immediate benefits from meaningful offerings such as hand made works of art and burnt offerings. A dollar earned through hard work and sweat is worth more then a million dollars flippantly offered. After the Jump, it can be moved into the Warehouse or become an add-on to the Warehouse as a large church or cavern filled with your offerings and followers.

31 Sacrificial Alter (400 CP): A physical storage site for excess prayer power. Can gain immediate benefits from living sacrifices – Meaningful sacrifices hold more power. A million cloned animals has only a fraction of the prayer power an animal raised with loving effort would hold. After the Jump, it can be moved into the Warehouse or become an add-on to the Warehouse as a large altar or cavern filled with your sacrifices.

32 Human Tribe (200 CP): You gain a group of primitive humans that appear at the start of each Jump to assist you. They don't learn to well and its impossible to teach them how to use technology. Mostly they are here to worship you and be used as emergency snacks. If abused too much or if they begin to doubt your godly status they will disappear. You can chose one of the three following groups:

> Followers: Those drawn to strength for mutual benefit. They pray and work for you for protection. Great at farming and other physical labors.

> Worshipers: Religious worshipers who pray to your for guidance and spread your message. Knowledgeable in reading and writing a language of your choice. Great at making art and transcribing your teachings.

> Cultists: Crazed fanatics who would do anything to appease you. Your word is all that matters. A wide assortment of insane followers with no real skills. Can easily be incited into a mod frenzy in your name. Throw very wild parties.

33 Livestock (200 CP): Herds or packs of livestock that changes to reflect who you are. Virtuous Gods gain placid herbivores that bring plentiful meat the likes of cows or triceratops. Destructive Gods gain packs of predators such as giant wolves, large cats and cunning raptors. Neutral Gods gain sturdy herd animals the likes of mammoths and horses that can be used for work. Such a herd can never be fully killed off unless you absolutely intend to and in time will always repopulate. When Jumping to a new world, the Livestock will follow you and start growing there or new animals native to that world fall under your sway.

34 Secluded Lair (200 CP): It may be a cave deep underground, a bone-yard in the middle of a jungle or maybe a nest built atop a storm swept mountain. Whatever it is, it's a place to call home that will always be fairly difficult to get to except for yourself. It's less of a structure or building and more of a location.

13 Reptilicus Section: A mid 20th century low budget psuedo-dinosaur/monster film? Always good to see one of those. Only one especially intresting origin available for being rolled in this section. There are 30 roll results in this section.

● Origin:

1 Monster (200 CP): You aren't human. You are a massive, serpentine creatures with small, apparently vestigial wings, and short, stubby hands and feet used less for carrying your body and more for minor acts of manipulation or to pull yourself free of a

particularly difficult spot of ground. 90 to 110 ft long, you are powerful enough to crush buildings with your sheer size and strength. Armoring scales cover your body and while you will need other perks to match Reptilicus's superhard scales able to survive light artillery and tanks, you are still a 100-ft long reptile, possessing hard scales that will protect you if some scientist decides to try and attack you with a pistol for some reason. You get the "Amphibious" Perk for free.

● Perks:

2 Mining Experience (100 CP): You have the training and experience of the leader of a mining crew, maybe even one who has drilled all across the world, giving you full training in working the machines necessary, safety precautions, knowledge how to prospect sites to determine if they'd have the metals you are looking for, and more. This comes with a full education in the field and the equivalent to at least a decade (the 50s) of working the job.

3 As An American You Have Drilled All Across the World (200 CP): People seem to believe you have a wide spanning experience as a world-traveler. While they will not automatically default to considering you an expert opinion on any topic, you can expect to be considered to be likely to have more than average knowledge on any topic that there are no experts present for. This doesn't give you knowledge, but just an air which makes people, even strangers, assume you do, and to respect your opinion in lieu of an actual expert.

4 Accepted Presence (400 CP): Your father is an important scientist, or maybe you found

the monster's tail, but why are you in the top level military briefing? You find that your presence in places, even ones that should be relatively closed off, is accepted by others. People won't question your presence in military briefings as long as you aren't directly making a nuisance of yourself, and it's not top secret. Even if it should be secret, you find people accept your presence in places easily as long as you have some connection or excuse; your father is an important scientist involved and they won't question your presence sitting in on things that he'd have the classification to attend, or maybe you accidentally unleashed the monster so they will let you stay until the monster is dealt with. Now, this won't make your enemies accept your presence, but you can expect people to be more willing to just let you be there. And if you do prove useful this will help expand this further and further, until you're just allowed to walk around the military base without clearance.

5 Dig Up the Bizarre (600 CP): The scientists might have thawed and regrown the creature, but it was a simple miner who found the monster and kicked off the entire chain of events. Now you share this special kind of 'luck'. You have a tendency to find things that were long

lost and that you were not actually looking for. Sometimes these might be valuable things; this power could lead you to buried treasure rather literally. Other times they may be dangerous things; like Reptilicus. These things may be pre-existing elements of the setting, things that were confirmed to be here; you might find the site of an old neolithic human settlement. However these things can also be supernatural or paranormal elements, in a supernatural setting they will usually be related to its existing supernatural systems. Reptilicus, though, is an example of what might be found in a mundane setting. More than anything these finds will be a key to potential adventure and excitement, a gateway to interesting times; they may help you or hurt you in the long term, but they won't leave you with a dull time. If you decide you want a dull time, you can toggle this off but it won't put anything back in the Earth. Despite the name and examples this perk doesn't exclusively work for digging things up. You can find such oddities and excitement in other ways. However as it is things that were long lost, it generally requires you to go poking around at places which have remained undisturbed for living memory…like places that are buried.

6 Command Experience (100 CP): You have the equivalent of the full training of a military officer from a military academy, as well as several years of military experience during World War II.

7 Other People are Stubborn I'm Firm (200 CP): You know how to set in your heels and having made up your mind hold yourself to it. You have a trained, some might say military, discipline and when a kaiju is approaching the line you won't be the one shooting without orders.

8 Known for Leading in the Battle of the Bulge (400 CP): Do you have a military reputation? Well you do now. You will find that some version of your military history in past jumps is echoed here in this one. It won't be exactly the same as it will be modified to fit the setting; if you lead an alliance of elves and men against Sauron as their great warrior king who all respected and obeyed you might in this jump have replaced Dwight D. Eisenhower as the leader of the allied forces in the European theater of WWII. This will be roughly equivalent to what you were before. In future jumps you can import a version of your military history modified to fit that jump and your position in it.

9 Maybe There's Another Way (600 CP): The giant monster's scales make it immune to field artillery? Well then use a flamethrower. Can't kill the monster in a way that scatters its body? Shoot it with a gallon of tranquilizer… in its mouth because of those scales. When fighting something that traditional military tactics and tools do not work against you are the man to call as you can quickly think of ways to circumvent such defenses or exploit potential weaknesses in a creature's form. You are good at figuring out how to fight enemies which exist outside of human limits and technology with what tools you have available.

10 Scientific Education (100 CP): You have a decade of training and experience in a scientific field of your choice. Maybe you're a paleontologist, or a geologist, or maybe you've attended the local university's chemistry department and know how to synthesize chemicals.

11 Unaccustomed Sight (200 CP): You look good, real good. You look almost like you had a professional team doing your hair and your make up. While it's possible for this to get messed up, it is highly resistant to such and you can do the work of an hour to fix it up in a few minutes.

12 Accidental Discovery (400 CP): If Reptilicus's tail hadn't been accidentally thawed out they might never have discovered its great regenerative capability, or that the creature was still - potentially - alive. And as dangerous as Reptilicus was the scientific possibilities they could learn from such a creature might eventually save or make possible lives beyond counting. You will find that when you work in a lab you have a tendency towards accidental discoveries. If you try and aim for it you will find your number of worthless accidents increasing, but even without aiming every once and a while you will find yourself accidentally making some mistake which leads you to a discovery, or shows you how you were on the wrong path. You might accidentally forget your half-eaten lunch in the lab for a week and come back to discover penicillin.

13 Monster Behavior Expert (600 CP): What is your field, again? It doesn't matter. You are an expert on monster behavior. You are skilled at predicting how inhuman creatures will behave, able to know from minimal information when a monster will return to where it was 'born', or will go to ground, or how quickly it might take for a monster to attack again after hiding to recover from being burned with a flamethrower and then possibly hit by an unconfirmed depth charge bombardment. This will help you understand how any monster will behave, but it will be better at predicting those of animal-like intelligence; those with human-like intelligence will be harder to predict this way, but you will be able to do so with some reliability.

14 Amphibious (100 CP): You are a creature of the sea as much as land. You are able to swim like a fish, moving through the water with ease, and your eyes and ears are now designed to function underwater allowing you to see clearly underwater, and to hear identifiable sounds. You are more resistant to the crushing effects of water pressure, able to survive lairing on the seafloor off of Denmark, and can hold your breath much longer than would normally be expected; as a Monster you could hold your breath for days maybe weeks, though as a human this would merely be hours.

15 Acidic Spit (200 CP): You possess acidic saliva which you are able to spit outwards in a projectile fashion. This acid can burn through human flesh. As a Monster you could expect to be able to spit at targets more than a hundred feet away, with a jet of the stuff large enough to cover multiple people or a military vehicle, and possibly even melt through the vehicle to reach the people inside. As a human your spit is theoretically just as capable of eating through flesh or metal, but you'd have a mere normal human quantity; though you could spit it quite a distance.

16 It Can Fly (200 CP): Maybe those wings aren't so vestigial after all. Or maybe you have wings? If you didn't already you possess a pair of wings able to fold up to a small size. Innaddition despite the aerodynamic impossibility of a human, or 100 ft snake, flying you are able to unfold these wings and fly. You don't even seem to have to flap them, merely spreading them and taking off.

17 We Didn't Even Dent Him (400 CP): A 100 ft serpent would be expected to be fairly resilient, but mortar shells, tank rounds, and artillery failed to put a scratch on Reptilicus. You are now similarly hardy and resilient, any scales, exoskeleton, or even just skin you have being substantially more resilient than you would normally expect. As a human you'd not be bulletproof, but your skin would be much harder to break than you would normally expect. If

you were some sort of lizardman you might actually be bulletproof, your scales now more than equal to a suit of armor. As a Monster while high explosives and bombs could probably blow you apart, you could withstand tanks, bazookas, and field artillery without being hurt. Doesn't help you against flamethrowers, and your insides are still relatively vulnerable.

18 Open Doors and Power Outages (600 CP): When you are dead or trapped you will find that luck and opportunity seems to fall into place to help you escape and/or revive. This won't do all the work for you, but a power outage might strike when it would be most opportune for you, or if someone didn't know thawing you out would revive you they might fall asleep and accidentally leave the door open to the room keeping your remains on ice. This opportunity and luck will only stretch so far, and an enemy that knows you are a threat and is keeping a tight enough guard could overcome it. Except once per jump you will find that luck and opportunity conspire a bit better. Instead of an opportunity, this is a golden opportunity, one almost guaranteed to let you escape from one predicament you are trapped in, or one situation which would prevent you from reviving yourself. This won't help you if you were killed in a way that you can't ever revive from, but if something was keeping you from reviving (such as being frozen solid) it would help you.

19 From a Tail (800 CP): You possess immense regenerative capabilities. While Reptilicus was regrown in a nutrient bath, their fear of leaving any parts of him indicate that Reptilicus could have regrown without it. You could regrow your entire body from as little as a single hand, or a hunk of tail, possibly even a finger. And this could, in theory, grow clones of you off of lost body parts. Of course while they'd have a version of your brain they'd not have your memories, or the specific nurture that made you, but if they were to remove your hand it would grow into your own clone. And while this regeneration is not quick enough to heal limbs in the middle of combat, you could regrow a hand - even at the size of Reptilicus - in days, or grow again from your tail in weeks.

● Items:

20 Tourism Book (200 CP): Just because there is a giant monster involved, that's no excuse to visit some night clubs to help you get settled in. And this book will help you to find the good ones. This is a book that seems to be designed for a tourist visiting any country, region, or planet you go to. It doesn't have the best survival tips, but it has travelers' statements about clubs, restaurants, and hotels, telling you which ones are good, and which ones have lounge singers who could use replacement. It will update for wherever you go that has actual tourism, and it will be at least up to date enough not to point you to places that closed down years ago.

21 Chemistry Lab (400 CP): This is a university chemistry lab. While relatively well-supplied for a university chemistry lab, it contains nothing that would be unlikely to be held in a university chemistry lab at the beginning of the 1960s. It will automatically resupply itself, and you find chemicals produced in this lab to be produced more quickly than normal. It attaches to your warehouse, or imports into jump by your preference.

22 Mining Corporation (600 CP): You might not be a mere bystander anymore. You seem to be an industrial magnate. Or well maybe not that big, but you now are the proud CEO of a large scale mining corporation, which could be expected to be digging for precious metals or rare earth metals or even oil in various sites across the world. This corporation will typically

be able to make more than enough to keep itself going, even without your direct oversight, as well as provide you with a steady and sizable profit; that is if you don't have another use for industrial scale mining. It will appear in future jumps, already set up with infrastructure and mining sites, though at your discretion it can either always be roughly what it was here, an international mining corporation, or will scale to the setting meaning in a medieval setting focused on a single country it would be much smaller than in post-WWII globalization, perhaps even only a single mine worked by hand, but in a space opera setting it would possibly be spread throughout a galactic empire with entire planets being strip mined by its fleet.

23 Battlefield Map (200 CP): This is a large map of the surrounding countryside. Not necessarily Copenhagen. Whenever you unfurl this map it will be a high quality map - at the scale and size you need - of the surrounding countryside, at least by the standards of high quality maps you would have available to you either through your military organization (if you are part of one) or by buying a civilian map. If you provide markers or representations of forces it will move them in real-time to update for information you receive.

24 Tranquilizer Bazooka (400 CP): This is a bazooka that has had the explosives removed from its warhead and had them replaced with almost a gallon of tranquilizer. This is kaiju strength tranquilizer, powerful enough to take down a creature at least as large as Reptilicus. You just need to hit them somewhere that it can reach their bloodstream. If you shot it you will get a reload 1 hour later. It could also be used to shoot normal rockets with explosive warheads, but you'll have to provide the ammo yourself in that case.

25 Military Task Force (600 CP): Oh… here's the ammo. This is a military force equal to that General Grayson was provided with to deal with the Reptilicus situation. Enough tanks and light artillery to form a perimeter around Copenhagen, several military ships capable of performing depth charges, and there were heavier bombs and artillery waiting in reserve, along with men and transportation vehicles. They come fully equipped and fueled, with enough supplies for several weeks of operational time, though if you want to use them for longer than that you will have to provide supplies. This military force will appear when you desire it in a jump over the course of a few days, remaining until you dismiss it. Once dismissed you need to wait at least 2 years or until the start of the next jump (whichever is first) to call it again, but it will appear re-supplied with all men replaced.

26 Regeneration Tank (200 CP): This is a nutrient bath tank with IVs. If someone rests in it, as long as the IVs are kept supplied with nutrients, they will recover at several times their normal natural recovery rate.

27 Aquarium (400 CP): This is not a tank you put fish in. This is a large facility for the study and research of marine life forms and biology. Though if you'd prefer another field of biological research it could be retooled for that. You will find that this aquarium is funded by a variety of wealthy patrons and/or the public government, but allowed to research mostly in peace and possesses an excellent reputation which attracts respected and capable biologists from across the world to apply for work here. You may be an employee, a member of the board, or the head of the facility as you please (or just have it exist in setting).

28 Monster Sample (600 CP): This item takes the form of several feet of frozen monster tail, potentially a second reptilicus if you do not handle it with care. It is your own research

material to do with as you please. Comes with a refrigerated room, attached to your warehouse or a property of your choice, to keep it in.

29 Hunting Grounds (400 CP): A monster sized beast is liable to have a monster sized appetite. This is a several square mile pocket dimension attached to your warehouse consisting of a mixture of ocean and coast lands which is stocked by the Jumpchain game and fish organization so that it always has a large enough supply of food to allow a reptilicus or similar small kaiju to hunt for enough food to survive on in a reasonable amount of time. Or you could feed a large tribe of hunter-gatherers instead.

● Companion:

30 Reptilicus (200 CP): The main character and reason you're here. The massive reptile has taken a liking to you, and while only possessing a bestial intelligence (if you don't do something about it) it will join you as your companion.

14 SCP Foundation Section: For obvious reasons, this section will only include the perks related to the Mobile Task Force Phi-2, also known as Clever Girls, a division of the foundation focused on dealing with anomalous prehistoric lifeforms. This section has only 5 roll results but they are all extremely useful ones.

● Perks:

1 Ooga Booga (100): you are trained in combat against entities that have existed in the periods generally defined as 'prehistoric', including dinosaurs, giant arthropods, and long-extinct species of mammals.

2 Prehistorian (200): with but a glance, you can identify what kind of prehistoric creature you're up against, as well as their strengths and weaknesses.

3 Under Restoration (300): by touching an object or a person, you can reverse the effects time had on them. If something is broken, you can put it back together by rewinding it to its previous temporal state, or if someone is poisoned, you can cure them by rewinding their state back to when they weren't poisoned. This could probably be weaponized, like turning someone into an infant, or disintegrating something, but beware - the further back you rewind something, the more effort it takes. (CRAZY DIAMOND!)

4 Jurassic (400): Everyone agrees that cloning dinosaurs is a good idea. Or, well, a cool one at least. You can now do this. You possess enough understanding of technology to bring back extinct species, even without their genetic samples. While yes, this includes velociraptors, megalodons, sabrecat, Neanderthals, wooly mammoths, etc., this also includes ancient microbes and viruses. And, I mean, who knows what kind of crazy anomalous critters existed before humanity came along? Go nuts and open an amusement park or something. (Note: It should not be named that, the name Jurassic comes from a geological formation in France, saying it is about dinosaurs is like calling Planet of the Apes the Pleistocene Planet. It can only be forgiven because it is arguably the best perk in the whole 🦖Celestial Sorna🦕)

5 Rex (600): you can control various prehistoric lifeforms (E.g., mammoths, saber-tooth tigers, etc.). You control them to do your bidding, either by taking over their body directly, or issuing mental commands. You can see through the eyes of these lifeforms, as well experience any of their senses, form complex bonds with them, and understand them perfectly if you choose to grant them autonomy. If you do grant them autonomy, then you can also telepathically communicate with each of them over vast distances.

15 Darling in the Franxx Section: This section is mostly for the companions rather than anything else, but i suppose having space dino powers and a mech is also very good. This section has 36 roll results.

● Origins:

1 Human - Klaxo Sapiens Hybrid (100 CP): You're one of the Nines, a group of hybrids cloned from Zero Two's cells. While you lack her Klaxo Sapiens blood, you still possess noticeable superhuman physicalnabilities. You're stronger and more agile than a fully-grown adult, and have mildly superhuman senses. You also have absolute control over your metabolism, meaning you don't need to eat, use the restroom, or bathe. However, your genetics were never meant to coexist, and have been imperfectly combined due to you being a second generation clone. You'll need to undergo regular maintenance in order to keep your body from weakening and failing. Without this tune-up, you'll grow more frail and sickly, until finally dying after a few weeks.

2 Klaxo Sapiens (500 CP): There was only supposed to be one Klaxo Sapiens left in existence, the Klaxosaur Princess. After centuries of fighting, there was nothing left of her race beyond magma energy and the Klaxosaurs. But now, there was one other survivor. You have blue skin and two blue horns, but other than that you're remarkably similar to a human. You're 60 million years old, having survived alongside your ruler since the prehistoric battle to await the second war against VIRM. Why you're still here is anyone's guess, but the war is coming whether you're ready for it or not. You can take the perks Eternal Mind, Absolute Metabolic Control, Adaptive Piloting, and Klaxosaur Blood for free.

● Companions:

3 Pait or Stamen (200 CP): A girl (Pait) or boy (Stamen) about your age, who's been with you as far back as either of you can remember. You grew up with them in the Garden, were always close, and you've recently been paired with her to pilot a FRANXX. The two of you get along incredibly well, and while you sometimes fight, it only brings you closer in the end. You get one free with a FRANXX. (Note: The two options were close enough for me to mix into one)

4 Klaxosaur Princess (200 CP): The last living Klaxo Sapiens, and the leader of the Klaxosaurs. For reasons entirely her own, she chose not to kill you when you came to Gran Crevasse. Maybe she saw something in you that reminded her of all the people she'd lost so long ago, something the other humans don't have anymore. When you came back, she was more than surprised, but willing to hear you out as to your reasons. The third time, she actually opened up to you, but in her endearingly haughty manner as always. She told you about who she is, and why she's waited for so long. You know she enjoys your company by now, even though she'd never admit it, but has lived as nothing more than a warrior for a

very long time. It'll take a lot to show her how to live again, but once you do she'll never forget what you gave her. If you're a Klaxo Sapiens yourself, you have a long history with the Princess, and a much closer starting relationship. She's still set on the last stand against VIRM, though, at least for now.

5 Zero Two (200 CP): Years ago, when you were just a little kid, you saw a strange girl with horns and red skin. She lived alone in a locked room, in between being painfully experimented on by the doctors. It broke your heart to see it, so you took it upon yourself to free her. Together, the two of you made a break for freedom into the snowy trees. It couldn't last though, and the adults found you eventually. They brought you back and suppressed your memories, and fed you back into the Parasite system to be paired with someone else. Ever since that day, your potential as a Parasite has only gone downhill, and all you have are hazy memories of walking through the trees with someone as to why. But then you ran into the girl with horns again. She was very affectionate towards you, asking you if you could be her "Darling", but was taken away by her handlers before you could find out why she liked you so much. You didn't see her again until the Klaxosaur attack on the Plantation. Her partner had died, and she was standing against the Klaxosaur alone. The sight struck a chord in you. You didn't know what it was, but you couldn't let her fight alone anymore. Not when you were there to fight beside her, and give each other your strength. You joined her in Strelizia, and when you kissed the connection made your heart race like never before. You don't really remember what happened after that, but now she won't stop following you around and calling you Darling. She's known as the Partner Killer, and your friends keep warning you about riding with her, but you aren't worried. You know you can trust her with your life. Note that her blood mixed with yours when you met as kids, and while riding with her won't kill you it will eventually cause you to undergo Saurification. You'll grow horns and get coloration around your eyes, if you aren't already a Klaxo. Intensity of your connection speeds up the process.

6 03 (200 CP): Zero Two wasn't the only successful clone of the Klaxosaur Princess. There was another survivor, a girl who'd come to be known as Code 03. She was considered a reserve to use in case 02 failed or was killed in battle, and so she grew up away from the torture and experimentation her clone-sister suffered. However, she also lacks a lot of the worldly and combat experience Zero Two has. As such, 03 is pretty naive about a lot of things, but is always hopelessly optimistic and easily excitable. Just, don't leave her alone for too long. She spent a long time without anyone else, and has a fear of going back to that. You ran into her by accident when she was being transferred, and she quickly grew attached to you as one of the first people her age she's met. The adults agreed to allow the two of you to pilot a FRANXX, and 03 was overjoyed. Due to a genetic mutation she has cyan horns and eye coloration. If taken multiple time it will result in 04, 05 and so on, all with custom different personalities.

7 Klaxosaur Army (600 CP): A legion of hundreds of Klaxosaurs, the enormous war machines born eons ago out of the Klaxo Sapiens race. These living mechas are capable of rampaging through human settlements and shrugging off all but the most powerful human weapons, and just one would be sufficient to wipe out entire cities before being stopped. The Klaxosaurs normally act passively, preferring to sleep deep beneath the Earth alongside the planet's lifeforce, but won't hesitate to take action if the safety or stability of the planet is threatened. They take all kinds of forms, from a miles-long worm to tiny agile chargers to a

composite Klaxosaur that dwarfs even others of its kind, ensuring that they always have just the right tool for the job. If you qualify as Klaxosaur royalty (see the notes), they recognize you as their leader and will follow any orders you give them.

● Perks:

8 Eternal Mind (300 CP): The endless marches of time are hardly a problem for you now. Ages come and eons pass, and you're still the same. Your memory can hold as much of the worlds as you can see, never fading or growing dim with time, and your personality won't be eroded away or twisted into something incomprehensible between the mega-anna. You can always find something new to experience, something new to enjoy, and every new day is a new adventure. Or another day to sit alone in the darkness until it's time to make your dramatic reappearance, if that's more your style. You aren't quite immune to boredom per say, but tedium and ennui no longer have any hold over you, and your patience is just as boundless. Whether you're alone for millions of years with nothing to do but wait, watching everyone around you grow old and die as the generations pass around you, or living in close proximity to the same people doing the same things day in and day out, you'll always be able to pass the epochs of time and repetition as if it had gone by in the blink of an eye.

9 Physical Fortress (300 CP): Your mind and soul is just that. Yours. Unless you allow it, it can't be removed from your body by any means, even if you aren't expecting the attack. VIRM can't draw out your essence to assimilate you into their hive mind, and piloting an Agath Apus-form FRANXX wouldn't pull your mind into the machine unless you go willingly. If you don't want to leave your body, nothing short of killing you can get you out.

10 Protocol 32 (400 CP): You can remotely initiate a self-destruct in technology that you've built or were in charge of the creation of. You made it, after all, regardless of how many other people you allow to use it, and you can do as you please with your own technology. If that means turning whole squads of FRANXX or even the Plantations you're supposed to be protecting into explosive weaponry to be used in your own selfish war, well. All those people you just blew up should have thought twice before giving you free reign to govern their existences so thoroughly.

11 Grounded in Reality (400 CP): Not everything here is entirely... practical. Pistils and Stamen connect through yellow blood cells, so why exactly do they need to pilot their FRANXX doggy style? And why do the mechas and Pistil suits all have high heels? Because Dr. FRANXX is a pervert, basically, but if it's really bothering you I'll iron out the wrinkles and make things more serious. You can take this to future jumps too, and the more nonsensical parts won't be present.

12 More than a Name (400 CP): You'd be surprised how important a name can be to someone who grew up being identified as a number serial. It's a label that marks them as unique, proof that they're an individual with their own will and future instead of just another tool to be used and discarded. You're able to show people this individuality after they've been raised to believe otherwise, and heal the wounds they've accumulated through a life of fighting. You can teach those who've only ever known battle how to live as people, heal any mental trauma they've been scarred with and return them to a healthy state of mind, and lead people who have been broken down into becoming happy and recovered individuals.

13 Individuality (400 CP): Your identity is your own, and no one else's. Nobody can take it away from you, or reduce you to losing who you are. Attempts to harm your sense of self don't catch, breaking down your identity over time is bound to fail, and even if a hive mind forcibly assimilated you and tried to incorporate you into itself as just another drone, all it would accomplish would be giving you the opportunity to fight back and take control of the hive mind yourself.

14 Fight to Live (600 CP): Life isn't about fighting. Fighting's about life, about protecting the people you love and defending your own identity from those who would grind it into the dirt. You can always see the best out of life, even if you were raised only knowing how to fight and die for others' sake, and you never lose sight of your hope for the future. You can teach this to others as well, how to overcome a life of violence the same way. Someone who'd spent millions of years dedicated to nothing but warfare and mutual annihilation could be convinced to take your side of peace, as long as you're willing to give them a chance and show them a better future to protect.

15 Absolute Metabolic Control (100 CP): You have total control over your metabolism. You can consciously regulate your heartbeat, sweat, and digestion, so that you have no need to eat, use the restroom, or even bathe. Unless you want to, that is. It might help you feel more human.

16 Adaptive Piloting (100 CP): Your metabolism wasn't your only inheritance from 01, although you did get something that even Zero Two didn't have. You can take on the role of either sex, fulfilling the requirements of and gaining the benefits of both. When you pilot a FRANXX you can be either a Stamen or a Pistil, increasing the amount of partners you can ride with. This can also include whether or not your appearance matches your sex.

17 Multi-Partner Piloting (200): You can ride with multiple people at the same time. Don't ask me how that's supposed to work. You have two hands, figure it out for yourself. Other things that are normally only two people can be done with more than one and everyone will treat it as perfectly normal, although this doesn't necessarily make them any more effective. Yes, this is the harem perk, no, you can't game it to supercharge your FRANXX just by stuffing a dozen waifus inside.

18 Wait For Me (300 CP): Nothing can keep you and your darling apart. You'll never be truly unable to make it back to your partner after you've been separated from them, even if the whole world is against you. You can always find the path that leads you to them, a way around whatever obstacle is standing in your way, or discover where they've been hidden away by your enemies. Whatever stands between you and your love, whether it's distance, walls and guards, or simple deception, as long as you don't give up hope you'll be reunited in time to write your happy ending.

19 The Beast Princess (300 CP): Growing up, you had a very special book. It was beautifully illustrated, and the words spoke to you like no other book has. It was everything you hated about your life, and everything you dreamed you could have. It was so important to you that your subconscious has since taken on the form of this storybook. In moments of extreme stress or emotional turmoil, you can retreat to your inner mind to calm down and recenter yourself. It appears like the pictures from the book, and anyone entering your mind such as through yellow blood cells or with psychic powers is able to see your mind in the same way.

20 Klaxosaur Blood (400 CP): You were one of two surviving clones that Dr. FRANXX created using DNA from the Klaxosaur Princess. Like your clone-sister Zero Two, you possess horns, fangs, coloration around your eyes, a small healing factor, and superhuman strength and senses, as well as the ability to pilot a FRANXX solo by consuming the lifeforce of your partners. You're strong enough to leap ten feet and throw a grown man across a room as a teenager, and your senses are so sharp you can tell someone's hiding a big secret by licking them or take their temperature within a decimal point of accuracy by touching your forehead to theirs. If you don't want your horns to grow out, you'll have to keep them filed down. Your horns and eye coloration are either blue, or a different color due to a genetic mutation.

21 The Power of Love (400 CP): Love is a powerful force. The love between two people destined for each other, the love for one's family and friends, the love for life itself, it can lift you up and carry you farther than you ever thought possible. Zero Two was a match for most Klaxosaurs on her own, but it wasn't until she finally reunited with Hiro that she was able to unlock Strelizia's full potential and blow away the opposition. Whenever you're acting to save or protect the ones you love, your abilities seem to increase for a time, to rival the strength of your bonds with them. And when you're fighting alongside someone you're deeply in love with? You can take each other far beyond your normal limits. Opponents you had trouble with by yourself wouldn't even slow you down when you're together, and enemies that would be able to trounce you before will have to watch themselves lest they get taken apart just as easily. This also makes activating a FRANXX's XX and Golden forms much easier, if you have one with those forms available.

22 Saurification (600 CP): Hiro was the only one that Zero Two was able to ride with who she didn't kill after three battles. Maybe it was the Klaxosaur blood he'd ingested years ago that saved him, maybe it really was true love, but the fact remains that the more he rode with her the more he became like her, eventually fully transforming into another Klaxo Sapiens hybrid. The same will happen to anyone who rides with you. Giving someone a sample of your blood, and then connecting to each other with yellow blood cells (or just doing what we both know they were a euphemism for), will gradually convert your partner from their original species into yours over the course of a few months. The process might cause symptoms like discolored swelling and painful aching, but the symptoms are only transitory and they'll be perfectly healthy by the end. Congratulations, you can now give people Dino AIDS.

23 Two of a Kind (600 CP): In the same vein as the above, ingesting someone's blood and then riding with them will transform you into a member of their species over time. You might have to deal with uncomfortable growing pains, depending on how much your original and new physiologies clash with each other, but this will only last as long as the saurification or equivalent transformation lasts. You do have to keep up with it or the process will stop halfway, but I'm sure you won't have any problems in that regard.

24 Precursor Race (100 CP): Despite all evidence of the existence of Klaxo Sapiens having vanished long before the arrival of humans, their descendants the Klaxosaurs and the war machines they'd merged with didn't seem to mind waiting millions of years in the Earth's core. When the sanctity of the planet was threatened they awoke and went right back to fighting, as if no time at all had passed. You learned a lot of important lessons in the war with VIRM, and now you can apply the same principles to your own creations regardless of their

purpose. Your technology and creations are built to last, and won't wear down just from the passage of time. They'll still be as functional millions of years later as the day they were made.

25 Evolution: Tails (100 CP): You have a tail coming from your back that can be split apart into up to eight thinner tails at will. They're fully dextrous and can extend up to dozens of meters long, with enough speed to impale any humans unfortunate enough to have angered you. As a part of your body, they benefit from any superhuman strength or technopathy abilities you might have.

26 Evolution: Strength (200 CP): Your body is significantly stronger than the rest of your race. You're able to shatter concrete with your bare hands without exerting much effort, and can move faster than most people's eyes can register.

27 Evolution: System Override (200 CP): You can take over almost any technological system just by making physical contact, giving you full administration privileges as if it'd been designed from the ground up for your use. Focusing on it will let you upgrade it to make it more versatile and powerful, such as giving a FRANXX extra limbs and increasing it's combat power enough to fight a whole team of normal mechas. The tech you take over will take on a color scheme that matches your own. This doesn't let you control it any better, but it does let you bypass security measures and failsafes, and remove most inherent weaknesses.

28 The Fate of the Living (300): You carry the mantle of the arbiter of the fate of life on Earth. As one of the last survivors of the original inhabitants of the planet, the responsibility of guiding and protecting Earth falls on your shoulders. Alongside Klaxo Hime, you're recognized as the true authority over Earth by aliens, the planet itself, and other such entities. You can also pass this mantle onto another species once per jump, granting them rightful dominion over the world in your absence.

29 Three Klaxosaurs in a Trenchcoat (300 CP): One of the most dangerous abilities Klaxosaurs have shown was the power for smaller units to combine into a single, more powerful form. A whole legion of small Klaxosaurs couldn't do much against a Plantation even when working together, but pooling their strength as one allowed them to strike with the force of a walking mountain. Taking inspiration from this tactic, you've learned how to combine your minions into singular, more powerful versions of themselves, with the combined strength and traits of its component soldiers. Fused soldiers can split out of and reform into their merged forms as needed, if one form would be more advantageous over the other depending on the situation.

30 Evolution: Telepathy (400 CP): You're able to project your thought waves into the minds of others', to read their intentions and communicate with them without speaking. You can also hijack someone's mind after mentally connecting your minds, controlling them remotely and using them as a signal amplifier to forcibly take control of others without being near them yourself. This ability allows you to connect to other potential FRANXX pilots without yellow blood cells, and even without the FRANXX to act as a medium. Your range caps out at a few cities' distance, although after possessing them you can maintain it at any range.

31 Evolution: Technopathy (400 CP): By making physical contact with technology, you can take control of it and bend it to your will. This lets you operate it semi-autonomously, making use of any and all of its functions with masterful precision with only a touch. Same as with Evolution: System Override, you're only able to target technology that makes sense to you, so no hijacking Green Lantern rings or anything like that, but your available targets will increase significantly with a higher intelligence and more experience.

32 Live to Fight (600 CP: Millions of years ago, the Klaxo Sapiens were faced with a grim choice: fight, or be killed. They chose to fight, and in doing so their survival cost them everything. They gave up their identities and their civilization in order to become powerful enough to defeat VIRM. You've chosen to walk the same path as your kin. The longer you fight, the more your strength and power will grow, to the exclusion of all else. Distractions, doubts and fears of failure that would hold you back, and unnecessary non-combat related skills will fade into the background, bringing your instincts and reflexes to the forefront and sharpening them to superhuman levels and beyond. On the physical level, you can merge with your weapons, armor, and vehicles, taking on their forms and then enhancing their power even further at the cost of your original body. These changes aren't permanent, and can be undone with some effort, but this will reset any gains in strength you've made. A living being transforming themselves into a living weapon might be able to tear through armies and devastate civilizations after years of war, but going in the opposite direction will require a sacrifice of power in return for your humanity.

33 Individual Adaptation (600 CP): Initially, the Klaxo Sapiens were no match for VIRM. Countless innocents died, and their cities burned. The hive mind attacked with a vicious ferocity, and the Klaxos didn't have any time to evolve that they didn't take for themselves. This forced them to adapt to their new existence of warfare, doing away with their weaknesses and vulnerabilities and creating new strengths just so they could survive. In the years since you've discovered a way to take on the best of both worlds, combining evolution and adaptation into a greater whole. When faced with adversity your body evolves as if you were a whole species unto yourself, discarding traits that will hold you back and developing beneficial ones to help you overcome your challenges. Normally this takes weeks at a time to see major changes, but you can speed up the process down to days and hours by enhancing your evolution with technology and science. You are able to control what traits you gain and lose, as you still have one hand on the steering wheel. Given how varied and distinct the different Klaxosaurs were able to become, the sky's the limit when it comes to where you can take yourself when push comes to shove.

● Items:

34 Franxx Pilot Suit Chamber (100 CP): A portable version of the chamber that attaches your Parasite suit. Just place it on flat ground and unfold the frame holding the machinery, and it's ready for you to use. The suit itself is sprayed on, and if you're a Pistil the mechanical components are attached after. The suit reads your biometrics and helps you connect to your partner when piloting a FRANXX.

35 FRANXX Squad (600 CP): Mecha standing over 90 meters tall, FRANXX are some of the strongest weapons in humanities' arsenal and are the primary defense against the Klaxosaurs. To pilot them, a male and female with functioning sex organs enter the depths of

each others' minds and work in unison to control the robot. You get a squad of five FRANXX, and ten generic Parasites to pilot them. They’re unquestioningly loyal to you as their team leader, and have great battlefield synergy.

36 Star Entity (600 CP): Star Entity is a colossal FRANXX buried in the depths of Gran Crevasse. Technically a huge composite Klaxosaur that’s lacking a core, it’s the ultimate weapon of the Klaxosaurs to be used against VIRM. Unknown to them, it was sabotaged by Papa, although that won’t be a problem if you buy it here. Rivalling Hringhorni for the largest and most powerful weapon on Earth, it requires either Strelizia or a FRANXX with the Star Entity Control Unit modification to pilot now, but you’d be able to build your own control system with a lot of time and ingenuity. Star Entity runs on a unique power source, and never needs to be recharged.