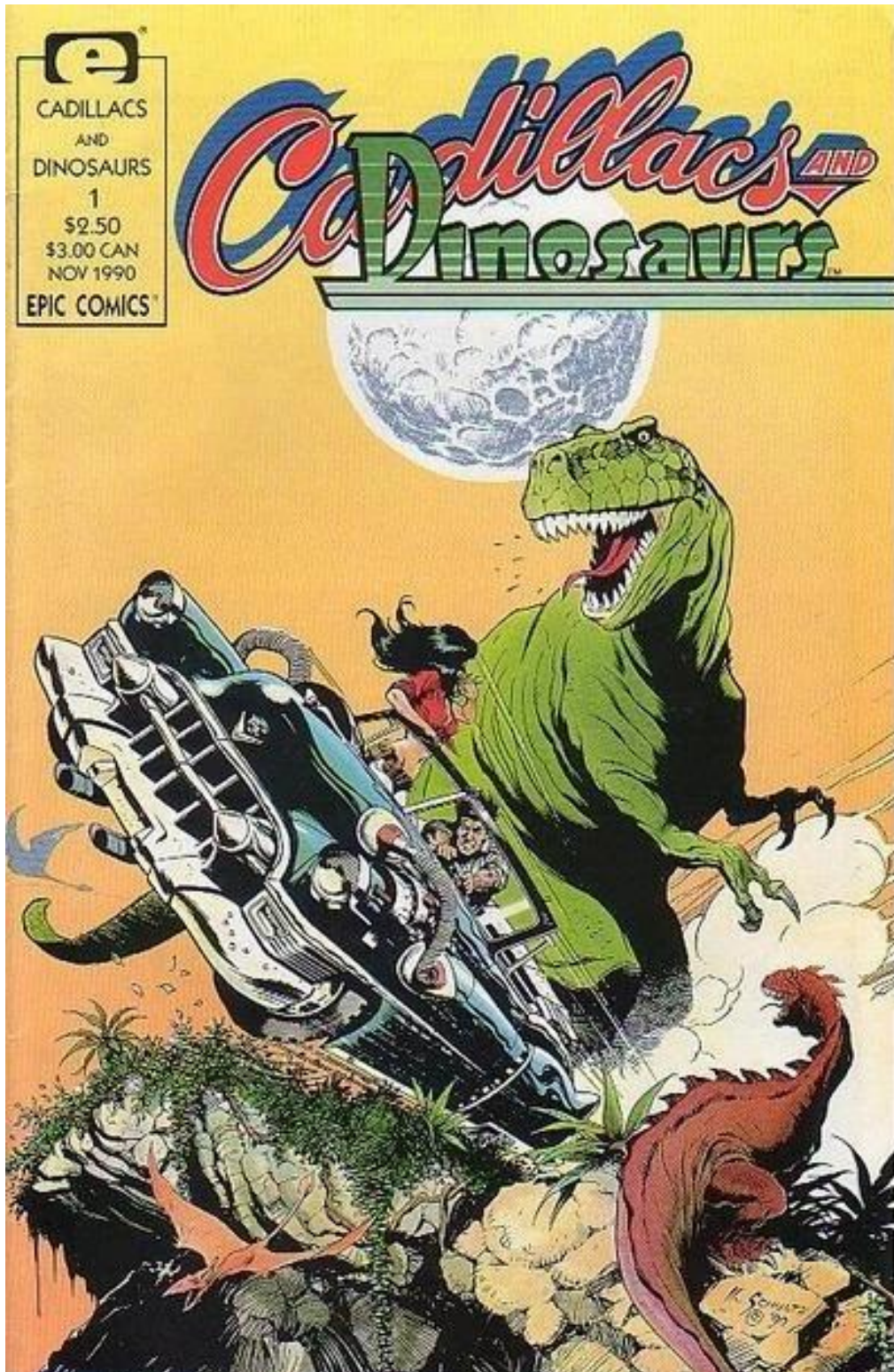


Xenozoic Tales Jump

Version 1.0.0



*Welcome to the **future** and an age growing out of the **dust** of our current world. Welcome to the **strange** new age where nature has reasserted itself and the world **swarms** with the living evidence of a billion years of evolution! Welcome to an age where a **million** bizarre mysteries abound, where **man** is hunted as often as he is the hunter. Welcome to the*

Xenozoic.

In this age mankind faces an epic struggle for survival. The forces of nature have spun wildly out of control, mighty cities have crumbled, and the dinosaurs have returned to reclaim the Earth. Rising from their underground vaults after centuries, people have found a home in the skyscrapers of the old city of Manhattan, their lower stories submerged under the risen sea levels, and the city itself renamed the city in the sea. Soon the southern Wassoon tribe, operating out of the ruins of a city of white marble from which they draw their name, will make contact with the City in the Sea. You will find yourself arriving at the beginning of either the comic or the cartoon, depending upon which continuity you choose to follow. It is a world gone mad, where only the strong survive, so you'll need these:

+1000 CP

Will Jumper stand alone? Will they defend humanity? Or will you cause a second great cataclysm?

Location:

The only locations really shown exist along the east coast of what was once the United States of America. You can arrive in the City in the Sea, one of its surrounding localities such as Fessenden's or another research station, the Calhoon copper mine, or experimental farms, Wassoon, or anywhere else that makes sense for your background. This could even be among another tribe which did not make contact with the City in the Sea.

Age and Gender:

Your age and gender are your own, unless you drop-in you may choose them as you will. Perhaps stick to the prime of life for your species though. If you drop-in your age and gender remain as they were.

Origins:

Select a single origin. It will determine who (and potentially what) you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead; Slither has no 100 CP perk but instead a perk restricted only to it.

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.

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.

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.

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.

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.

Perks:

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 take 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), and post jump will gain each perk's individual alt-form as a separate one as well.

Guide (Free to Jumper/100 CP to Companions): 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.

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.

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.

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.

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.

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

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.

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.

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.

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 Perks

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.

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.

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.

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.

Mechanic Perks

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.

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.

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.

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 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.

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.

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.

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

Dinosaur (Free and Restricted to Slither): 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 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.

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.

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.

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.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

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

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.

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.

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.

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.

Grenade Launcher (200 CP): A weapon similar to that 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.

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.

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.

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

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.

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).

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

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.

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.

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

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.

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.

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

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.

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.

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

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.

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.

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.

Companions:

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

Companions imported or created this way may trade their free 100 CP perk from their background to gain **Guide** as a free perk.

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

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

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Canon? (Toggle): The jump draws on the TV show, both the Kitchen Sink and Topps comics, and even a little bit from the RPG. There are also video games. While the jump defaults to the original Kitchen Sink Press comics, this toggle is there for if you want to visit the (substantially different) TV show, follow the Topps comics and add more time between Scharnhorst becoming a governor and Tenrec being driven out of the City in the Sea, or I didn't play the video games to say what happens in them.

All That You Can Hold (+100 CP): You're an alcoholic, and you've lost any special immunity you might have had to getting drunk. You find yourself eager for a drink, and when you're not half-drunk you've most likely got a case of the shakes from withdrawal. You can find a happy medium where you're (most) functional, but even then the alcohol will be affecting you, and you will want more.

An Old Blood Cannot Take a Life (+100 CP): You cannot kill, either a human or an animal, except for food. You can knock out individuals, take them prisoner, but you cannot intentionally cause the loss of a life either human or animal, and will find yourself going to lengths to avoid accidentally doing so either. Small insects are exempt.

Are You Sure You Know How to Drive (+100 CP): Any vehicle you drive ends up crashed, and totalled, sooner than later. Fiat backed vehicles destroyed this way will not repair themselves or be automatically replaced during this jump.

Clan Slayer (+100 CP): You killed someone, or shortly will, a vile low life scum, but a vile low life scum with a big family. No matter how many you kill there always seems to be another one and they'll keep coming at you to take revenge; usually one at a time thankfully.

Come Here and Read This (+100 CP): You are completely illiterate and cannot learn to read during this jump; you might be able to learn to spell your own name or that of a hated rival though the later is doubtful. Your companions and followers will be partially affected by this as well. While they'll still be able to read simple words and texts, they will have to do so slowly and it will be performed with difficulty on their part.

Getting What You Deserve (+100 CP): Nature in this world has a way of biting back. Wild animals seem to like trying to kill you, especially in ironic ways, and you can expect to have them attack you in some way several times during your stay even if you stay as far from the wilderness as possible, and have to deal with hostile (or simply stampeding) animals on most trips into the wilderness.

If taken with **Ecological Disruption** you will occasionally encounter animals that are simply more dangerous and powerful than they should be. While they won't directly scale to equal you, these will include at least a few animals that are a threat (even if only a small one) to your life no matter how powerful you are.

Swarming Biting Bugs (+100 CP): Mosquitos, ticks, and similar insects really seem to like you, or at least feeding on you, and are more common than they'd normally be. You will also find that even if you'd normally be immune to pain, or have too thick skin for them to bite through, their bites and stings will hurt and itch like you were an ordinary human. They won't necessarily be dangerous to you, but you'll feel it at least.

Problems with Authority (+100 CP): You will inevitably end up butting heads with any (other) local authority figures nearby. While this doesn't guarantee outright hostilities, you can expect them to work against you, attempt to sabotage you, or at least attempt to use you in unfair and uneven ways no matter what you do.

If taken with **Ecological Disruption** they will now actively work with the grith against you in a united front.

Ecological Disruption (+200 CP): Somehow the grith are certain that your existence is a threat to the ecological balance of this world, and endanger all lives everywhere. As such the grith want you destroyed. Expect them to manipulate both humanity and wild animals to see it done, influencing things with their empathic powers, and their globe spanning hidden underground civilization. Their population also seems to be more spread out, and numerous than normal, with grith nests spread all throughout the world, and ready to reinforce each other if you wipe them out in an area.

I Hate Scientists Even More than I Hate Politicians (+200 CP): You are distrustful of anything that tries to change or improve the world. Not only does this mean you will attempt to not introduce any wide sweeping changes, such as new technology (beyond personal use), social reform, or changing the ecosystem, you will actively attempt to oppose such change on principle even if it shows no signs of hurting anyone or anything.

Just What the World Needs A Nice Little War (+200 CP): While Xenozoic Tales ends mid-story arc as Wassoon prepares for war with the City in the Sea, the tribes of the xenozoic age do not particularly seem eager for war; they are too spaced out, and too beset by the wilderness to normally butt heads in such a manner. Now, however, you will find that war has come to this world. Human settlements seem to be more common and closer together, but also far more belligerent, with raiders, and would be world conquerors common across the world.

Preserving Nature's Balance (+200 CP): Your, and your companions', out of jump perks, powers, and items are disabled for the duration of the jump. Even your warehouse access is cut off, until the last week of the jump. You will have to survive this Xenozoic Age with only what you obtain here.

Donkyu De La Marches (+300 CP): You are convinced you are living out a Spanish chivalric romance, that you are a knight, and everything else in the world is translated in your mind - and only in your mind - to the tropes and settings of a chivalric romance. Slithers might be demons called up by sorcerers, those who oppose you are usually sorcerers, and ... you're pretty much Don Quixote. You live in a world of delusion, and will attempt to right wrongs and perform all sorts of knight errantry. Expect to try and fight slithers with lances while riding anything that even resembles a horse, beat up anyone who doesn't treat you with the respect a knight is due, ask random tavern owners to dub you a knight, and generally make a violent ass of yourself. This delusion might lead to you getting beaten, and injured, but except at such worst of times you will at least be having a marvelously good time of it all in the name of a 'noble lady' you've never even talked to and never will.

Nightmares of Guilt (+300 CP): You suffer from chronic insomnia, and if you didn't need to sleep before you do now. When you do manage to sleep it will be haunted by nightmares of your failures, past or imagined, and you will often find yourself going without sleep until you simply pass out, after a period in which sleep deprivation has left you suggestible, and on the verge of hallucinating or all the way into such delusional episodes.

Years of Fire (+300 CP): You don't start at the start of the series. You start years earlier in the early 2020s when the doors to the last shelters have closed. The Earth is boiling and undergoing a mass extinction which, if not for supplies of Archeoplasm recreating an ecosystem would see life on the surface completely wiped out. Even in the underground shelters survival is only possible due to the help of the Grith. After 450 years humanity will begin to move back onto the surface. You'll be staying here for a full 600 years

though. This does not provide you with agelessness, and any personal realities, dimensions, or properties you possess will be inaccessible for the first 450 years. You'll have to find a safe place to stay with your own power, and as a note this cataclysm was bad enough that it somehow managed to crack the moon and lead to there being a second smaller moon and rendered the surface uninhabitable for 450 years.

Outro:

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

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

Issue 15: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

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

Notes:

Jump by Fafnir's Foe

Epic Comics (Marvel imprint) reprint's cover was used for the front of the doc because it fit as the meeting point between the original Xenozoic Tales comics and the Cadillacs and Dinosaurs cartoon show, being a colored reprint of the original which was renamed Cadillacs and Dinosaurs.

Guide is Free to jumpers, and companions can trade their freebie perk for it, because Jack Tenrec, Hannah Dundee, and the Wild Child all pretty much have it in both the comic and cartoon. These are the primary source for 3 of the 5 backgrounds, with another of the backgrounds being 'wild animal' which while not exactly the same has equivalent wilderness survival skills though Hermes was raised in captivity so might not. That said many of the side characters that would still fit those backgrounds do lack it (Mustapha Cairo, the other mechanics, Wassoon might be split into City Dwellers with the one hunter guy who would probably have it, but his attendants don't seem to be at its level) so it felt appropriate to make it free to the Main Character (Jumper) and not to side characters (Companions).

I split the brainies' physical and telepathic abilities because the telepathy perk ultimately represented the Grith, the Wild Child, and even works or the brainies as shown in the first story, but the Topps Comics series added many traits to the Brainies making them worth including as their own perk, but instead of forcing you to buy their telepathy (and thus make them more expensive) I just added the new telepathic capabilities if you bought their physique.

The alien tree of life part in Archeoplasm is pure fanwank. I had to decide whether it'd impose Earth biomes on existing ones making it useful for terraforming already inhabited worlds, or if it didn't include anything alien because it was exposed to Earth life forms and would default to whatever 'naturally' belonged there making it better for revitalizing worlds... given it was originally discovered in a meteorite, was on the grith tree, and narratively was used for revitalizing the world, I went with the latter.

What Dino is Which

Cutter = Allosaurus.

Shivat = Tyrannosaurus Rex.

Zeke = Smaller breeds of pteranodon (another name came up for the larger ones in the comics but doesn't show in the jump).

Wahonchuck = Stegosaurus.

Thresher = Mosasaurus.

Changelog:

Version 1.0.0: Released.