

# DINOTOPIA



**Jumpchain Compliant v1.0**

**By Jane Doe**

Welcome, Jumper, to the island nation of Dinotopia. This isolated island, a few hundred miles across, has a variety of terrains and is surrounded by the deadly Razor Reef and year-round storms. These obstacles make it impossible to leave Dinotopia—but really, why would anyone want to? This tropical paradise is home to dinosaurs that survived the mass extinction at the end of the Mesozoic Era by taking shelter in a system of caves under the island. Later, humans came to live in Dinotopia and helped to create a harmonious and peaceful land. Dolphin-backs—those humans who have washed ashore instead of being born in Dinotopia—are the only source of knowledge of the outside world, and the last one to arrive was in 1944.

Take caution, Jumper. While staying to the settlements will ensure your safety, Carnivores roam the unsettled areas and have no problems with snatching up the unwary. The Dinotopians are vegetarian pacifists that seek to flee or appease Carnivores during an attack instead of fighting.

You arrive on January 1, 2000 at your starting location with your purchased gear. A few years after you arrive, a pair of Dolphin-backs named David and Carl Scott will wash up and be found by Cyrus Crabb. They soon find themselves caught up in what very well may be the end of Dinotopia, with the sunstones failing and Carnivores attacking more frequently than ever.

Whatever you decide to do, you'll need something to help you with it. Have 1000cp to spend on the abilities and items below.

## Backgrounds

**Age & Gender**—Your gender is the same as in the previous Jump. Your age is equal to 1d8+20. Alternately, you may freely choose both for 50cp.

**Drop-In** (Free)--No new memories, no records of your existence, you just wake up alone in your Starting Location out of sight of anyone else. Most folks here will assume that you're a Dolphin-back

**Dolphin-back** (Free)--You grew up in the outside world, and through a series of unfortunate events ended up on this Island. You likely have a family to get back to, and while the locals are initially welcoming, they can quickly turn if you don't fit in.

**Dinotopian** (100cp)--You're a human born and raised in Dinotopia. While you have a deep understanding of how this island works, you're completely ignorant of the outside world and rather set in your ways. Outsiders might find you arrogant and condescending.

**Dinosaur** (200cp)--You're a dinosaur born and raised in Dinotopia. Your species may be chosen freely from any of those shown, or imported for no additional CP if you already have a dinosaur alternate form. You have fearsome strength, but may not be able to speak human languages very well. If you choose to be a carnivore, you may choose to start in the Rainy Basin for free.

## Starting Location

Roll 1d8 to determine where you start your adventure in this universe, or choose one for 50cp.

- 1—**Waterfall City**—This beautiful city is the seat of Dinotopian government, full of people, dinosaurs, and culture.
- 2—**Vadabba**—This simple farming village produces half the food for Waterfall City, hosts a Hatchery, and has a quiet, relaxing atmosphere.
- 3—**Canyon City**—This city, carved into the wall of a 6000-foot-deep canyon, is home to the Skybax Academy. Be mindful of the Pteradons that live below the line of sunstone-equipped statues.
- 4—**The Rainy Basin**—Careful now, Jumper, this is Carnivore territory. Bus convoys sometimes move through here, but no large settlements exist. Carnivorous dinosaurs may choose this location for Free.
- 5—**The Beach**—You wake up to find yourself sprawled on one of the many beaches of Dinotopia. You don't see anyone around, but it shouldn't take long to find someone.
- 6—**Volcaneum**—This factory town was built in the caldera of an active volcano in the far west of Dinotopia. Most of Dinotopia's metal and manufactured goods are produced here.
- 7—**Free Pick**—Lucky you! You may choose any place on Dinotopia to be your Starting Location.
- 8—**The World Beneath**—This system of subterranean tunnels runs the length and breadth of Dinotopia, and according to legend is where Dinosaurs and Humans waited out the vast climate changes after a meteor or some such struck the Earth. There are three main entrances, all guarded by Carnivores. Don't let anyone know you were here, though—the locals consider this place sacred ground and forbid anyone from entering it.

## Perks

- Observe, Listen, and Learn** (100cp, Discount Drop-In)--By observing someone perform a task or skill, you gain an innate understanding of it, and can perform the same task or skill after a few tries. This does not grant any physical strength or endurance.
- Culture Shock** (100cp, Free Dolphin-back)--Some people easily “go native” when they encounter a new culture. Not you. You hold onto your own culture and values no matter your surroundings, and those around you will give you some leeway.
- Trade Craft** (100cp, Free Dinotopian)--You gain a complete knowledge and intimate understanding of a single profession, such as blacksmithing, farming, or politicking.
- Scaly Tongue** (100cp, Free Dinosaur)--You are fluent in three additional languages, including at least one Saurian language. After this Jump, you will be able to read or understand any language, though you may not be able to speak it without the appropriate anatomy.
- Strict Vegetarian** (300cp, Discount Drop-In)--No matter what form you are in, you can subsist completely on fruits and vegetables. You must still consume the same amount of food as you would normally.
- Outsider's Perspective** (300cp, Discount Dolphin-back)--You have a talent for seeing the whole of a situation without being blinded by any prejudices. You can easily understand all sides of an argument and find solutions to problems that natives may not even know exist.
- Rider** (300cp, Discount Dinotopian)--You gain the skill to ride any animal, with a saddle or without, so long as the animal in question is able to support your weight.
- Do One Thing at a Time** (300cp, Discount Dinosaur)--When you focus yourself on doing a single task, your skill and efficiency doubles. Material requirements are unaffected, but time taken is halved and quality is doubled.
- What Code?** (600cp, Discount Drop-In)--So long as the end result of your actions is positive to the majority of people, you can escape long-term punishment for any laws you may break in the process. The end result must be proportionally better the more trouble you cause.
- One Raindrop Raises the Sea** (600cp, Discount Dolphin-back)--Changes to your reputation are now inversely proportional to how many people you work with. The more people you perform a feat with, the less you may be singled out and remembered, but if you do something noticeable—whether it be good or bad—by yourself, that act can make or break you in the public eye.
- Destiny** (600cp, Discount Dinotopian)--You have an air of serenity around you that comes from you knowing what you are meant to do. You have a sort of mental checklist that gives you a general idea of what needs to be done to accomplish any goal you may have, though not necessarily how to go about doing it.
- I Hope You Choke on It!** (600cp, Discount Dinosaur)--You can now willingly detach any of your limbs (including tails, if you have any) without suffering ill effects. The detached limb takes a week to regrow, and any other injuries heal at a substantially accelerated rate.

## Items

**Set of Clothing** (50cp)--A single set of clothing made from all-natural materials. They fit well and are comfortable in any weather. First purchase is Free for all backgrounds except Drop-In.

**Coin-purse** (50cp)--A small pouch that contains enough money for a nice meal and a night at an inn.

**Bag of Ping-Pong Balls** (100cp, Discount Drop-In)--A small pouch full of a dozen regulation ping-pong balls. Refills weekly and comes with a paddle.

**Encyclopedia Sauria** (100cp, Free Dolphin-back)--A book or scroll (your choice) with physiological and cultural information of all the Dinosaur species on Dinotopia. In later Jumps, it updates to include any large reptiles you encounter.

**Stamp Kit** (100cp, Free Dinotopian)--A small box containing a set of ever-lasting ink-pads and a stamp to help you with Footprint Language. The stamp will magically change to hold any symbol you need when using it.

**Postal Bird** (100cp, Free Dinosaur)--This brightly-colored avian is employed by the locals as a messenger. He can fly long distances, remember several locations, and deliver spoken messages verbatim. In future Jumps he may need some time with an atlas to be able to find unfamiliar places. He does not count as a Companion, but comes with an appropriately-sized aviator's cap and automatically knows the primary language of wherever he finds himself.

**Radio** (200cp, Discount Drop-In)--This mundane-seeming boom-box looks like it belongs in a nineties rap video. Surprisingly, it can pick up a signal no matter where it is, and you can set it to a variety of music and news stations. It also never seems to run out of battery power.

**Boat** (200cp, Discount Dolphin-back)--A small dinghy of a sailboat, stocked with a week's supply of dried foods. Good for trips along the coast or attempts to escape the island. When sailing, you find that you always have a favorable wind.

**Riding Gear** (200cp, Discount Dinotopian)--A saddle made for a specific type of dinosaur, along with padding and saddle bags for the rider.

**Reading Treadmill** (200cp, Discount Dinosaur)--Dinosaurs don't like to stay still. This nifty but purely-mechanical treadmill has a gear system that moves a scroll so they can walk and read at the same time. Sized to fit you. When you go to another world, it self-updates to a state-of-the-art electronic version with a wifi-capable computer replacing the scroll mechanism.

**Helicoid Geochronograph** (200cp)--This is a table-top replica of the water-powered spiral clock in Waterfall City. To the Dinotopians, it represents the idea that while time moves ever onward it does have cycles within it. By gazing into the pool at the bottom of this spiral clock, you may look into but not interact with other points in time, both in the past and in the future.

**Submersible** (400cp, Discount Drop-In)--A three-man submersible, powered by sunstones. Able to reach the ocean floor, but only carries about twelve hours of compressed air for three people. Unlike Denison's original submersible, this can use any sunstone of sufficient size, even if it isn't precisely cut.

**Pilot Charts** (400cp, Discount Dolphin-back)--this book of maps, charts, and other navigational data shows a safe path through the Razor Reef. In later Jumps, this book updates to show the safest route out of any building, dungeon, or other area you find yourself in.

**Sunstone Pendant** (400cp, Discount Dinotopian)--A thumb-sized sunstone fixed to a chain. It emits light and repels but does not harm dangerous creatures. Once per day, you may will the pendant to emit an impenetrable spherical shield centered on it for ten minutes.

**Armor** (400cp, Discount Dinosaur)--Durable armor fitted to you and meant to protect you from carnivore attack. Made from leather or steel and decorated with your choice of design.

**Skimmer** (400cp)--This metal cart shaped like a trilobite can hold four human adults or two small theropods and can fly at low altitudes. Like the submersible, it is powered by any sunstone of sufficient size, but in keeping with Dinotopian philosophy it is unarmed. Its anti-gravity engines will fail if exposed to an excess of salt water.

## **Companions**

**Import** (100cp, 300cp)--With this option, you may Import any existing Companions you have for 100cp each, or up to 8 for 300cp. Each Companion receives 300cp to spend on Perks, and may take any Background for free.

**Life Partner (200cp)**--Congratulations! With this option, you find yourself paired with your Saurian Life Partner (or your Human Life Partner, if you are a Dinosaur). Your Partner's specifics are up to you, so long as they fit the demographics for their Background. They also receive 500cp to spend on Perks and Items and will follow you on your travels after this Jump is complete.

## Complications

You may take up to +600cp of Complications.

**The Original is Always Better (+0)**--Oh. It seems instead of the date above, you find yourself waking up on January 1, 1870. The Island itself will mostly be the same, but instead of the Scott brothers, Arthur Denison and his son Will shall be shipwrecked later this year. If you like, you can even join them in their explorations of the World Beneath—until all of their notes are stolen and locked away by the locals.

**Damn Scalies (+100cp)**--You find yourself intolerant towards dinosaurs (or humans, if you are a dinosaur). You won't be able to work with them in anything but catastrophic circumstances.

**Eat to Live, Don't Live to Eat (+100)**--You are always hungry. No matter how much you eat, it never feels like enough. Even if you're human, you may very quickly find yourself as large as a dinosaur!

**Carnivore Bait (+200)**--For some reason, carnivores find you especially attractive. It seems you can't set foot outside of a settlement without something trying to eat you.

**Weapons are Enemies, Even to Their Owners (+200/+300)**--The Dinotopians are pacifists and don't use weapons. For the duration of this Jump, neither will you. Any time you try to use a weapon, or anything as a weapon, it will break, misfire, or otherwise malfunction to make it unusable. For an extra +100cp, there's a 50/50 chance that the malfunction hurts you when it occurs.

**Tabula Rasa(+200/+400)**--All of your memories and Perks from before this Jump are locked while you're here. Memories from your background are unaffected, and you still have your Warehouse Key. For an additional +200, your Warehouse Key disappears until the end of the Jump.

**Who and Goliath?(+400)**--The Scotts never make it to shore, and won't be able to help save Dinotopia when the sunstones fail. Unless you act, the sunstone barriers will all collapse, and the Carnivores will run amok and bring about the end of Dinotopia within three years.

## Ending

After ten years, your time in this beautiful land has come to an end. If you chose to be a dinosaur, it becomes an alternate form you may shift into at any time, and if you bought a Life Partner they may come with you as a Companion and take up one Companion slot. Finally, you have three options from which to choose.

**Stay Here**--You know what? This place is kinda nice. You choose to stay here among the idealistic people of Dinotopia.

**Go Home**--The ride's been fun, but all this peaceful utopia has done is make you homesick. You choose to go back home and keep all of your accumulated abilities and items.

**Move On**--The ride's been fun, and there's even more fun to be had in the next! You choose to move on to your next Jump.

**Notes**

Dinosaurs shown in the mini-series include: Ankylosaurus, Brachiosaurus, Parasauroluphus, Tyrannosaurus Rex, Quetzalcoatlus (Skybax), Triceratops, Troodon, Stegosaurus, Chasmosaurus, Pteranodon, Dimorphodon.

Sunstones are Dinotopia's source of power. These luminescent crystals come in a variety of sizes and are used to create barriers that keep Carnivores out of the settlements, as well as light and heat their buildings.