



Written In Red

The Jump [The Others series by Anne Bishop]
v1.0

by Vegetable

Long ago, Namid gave birth to all kinds of life, including the beings known as humans. She gave the humans fertile pieces of herself, and she gave them good water. Understanding their nature and the nature

of her other offspring, she also gave them enough isolation that they would have a chance to survive and grow. And they did.

They learned to build fires and shelters. They learned to farm and build cities. They built boats and fished in the Mediterranean and Black seas. They bred and spread throughout their pieces of the world until they pushed into the wild places. That's when they discovered that Namid's other offspring already claimed the rest of the world.

The Others looked at humans and did not see conquerors. They saw a new kind of meat.

Wars were fought to possess the wild places. Sometimes the humans won and spread their seed a little farther. More often, pieces of civilization disappeared, and fearful survivors tried not to shiver when a howl went up in the night or a man, wandering too far from the safety of stout doors and light, was found the next morning drained of blood.

Centuries passed, and the humans built larger ships and sailed across the Atlantik Ocean. When they found virgin land, they built a settlement near the shore. Then they discovered that this land was also claimed by the *terra indigene*, the earth natives. The Others.

The *terra indigene* who ruled the continent called Thaisia became angry when the humans cut down trees and put a plow to land that was not theirs. So the Others ate the settlers and learned the shape of this particular meat, just as they had done many times in the past.

The second wave of explorers and settlers found the abandoned settlement and, once more, tried to claim the land as their own.

The Others ate them too.

The third wave of settlers had a leader who was smarter than his predecessors. He offered the Others warm blankets and lengths of cloth for clothes and interesting bits of shiny in exchange for being allowed to live in the settlement and have enough land to grow crops. The Others thought this was a fair exchange and walked off the boundaries of the land that the humans could use. More gifts were exchanged for hunting and fishing privileges. This arrangement

satisfied both sides, even if one side regarded its new neighbors with snarling tolerance and the other side swallowed fear and made sure its people were safely inside the settlement's walls before nightfall.

Years passed and more settlers arrived. Many died, but enough humans prospered. Settlements grew into villages, which grew into towns, which grew into cities. Little by little, humans moved across Thaisia, spreading out as much as they could on the land they were allowed to use.

Centuries passed. Humans were smart. So were the Others. Humans invented electricity and plumbing. The Others controlled all the rivers that could power the generators and all the lakes that supplied fresh drinking water. Humans invented steam engines and central heating. The Others controlled all the fuel needed to run the engines and heat the buildings. Humans invented and manufactured products. The Others controlled all the natural resources, thereby deciding what would and wouldn't be made in their part of the world.

There were collisions, of course, and some places became dark memorials for the dead. Those memorials finally made it clear to human government that the *terra indigene* ruled Thaisia, and nothing short of the end of the world would change that.

So it comes to this current age. Small human villages exist within vast tracts of land that belong to the Others. And in larger human cities, there are fenced parks called Courtyards that are inhabited by the Others who have the task of keeping watch over the city's residents and enforcing the agreements the humans made with the *terra indigene*.

There is still sharp-toothed tolerance on one side and fear of what walks in the dark on the other. But if they are careful, the humans survive.

Most of the time, they survive.

Take **1000 Choice Points** to fund your adventures.

Starting Location

*Roll a **1d8** to determine where you start, otherwise pay 50 CP to choose your Starting Location.*

Lakeside

City midwestern part on the Thaisia continent.

Toland

Big port city on east coast of Thaisia

Podunk

Nowhere on Thasia

Sparkletown

Big city on west coast of Thaisia

Tallulah Falls

City near great lakes on Thaisia

Ferryman's Landing

Little town near Tallulah Falls

Shikago

City on a great lake coast.

Free choice

You are free to choose where you choose from the available options.

Age and Gender

You need to roll your age using a **1d20 + 1d8**.

By default your gender is whatever you were previously.

It is **50 CP** each to freely choose your own age or gender.

Origins

Drop-In [Free]

You are dropped in this new universe with no background , memories, or documentation.

Intuit [100 CP]

Human with intuitive feelings that often manifest in physical itch/sense of foreboding.

Terra Indigene - animal shifter [200 CP]

Namids creations that have taken animal form as first form.

Terra Indigene - elemental [1000 CP]

Namids creations that have taken elemental form as first form.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Bad Hair Day [Free]

Once a week have a bad hair day and get a lucky encounter with an interesting person in the setting. What you do with this chance is in your hands.

I am sleepy [100 CP]

Have good dreams and restful nights sleep after emotional hardship.

I read it somewhere [200 CP]

Have an easier time to find information in books.

Bookworm [400 CP]

Your memory is upgraded and protected against erasure.

Drop-In

My hobby is... [100 CP | Discounted for Drop-In]

Choose one hobby and have skill in it.

Don't mind me [200 CP | Discounted for Drop-In]

You are less noticeable to others.

Profesion[400 CP | Discounted for Drop-In]

You have skills and knowledge in a mundane profession.

Intuit

Jam&Honey[100 CP | Discounted for Intuit]

Have passable skills in the kitchen.

Intuit [200 CP | Discounted for Intuit]

Have intuition for changes that affect you.

Truth or lies [400 CP | Discounted for Intuit]

Have a sense when people tell lies to you.

Terra Indigene - animal shifter

Animal Form [100 CP | Discounted for Terra Indigene A]

Easily change in your chosen animal form that is a bit larger than normal animals.

Battle Form[200 CP | Discounted for Terra Indigene A]

Change in between animal and human form that is stronger than human.

Speak! [400 CP | Discounted for Terra Indigene A]

Have mental communication form with others Terra indigene and your companions.

Terra Indigene - elemental

Element [100 CP | Discounted for Terra Indigene E]

Have great understanding and control of your element and at the end of the Jump absolute understanding and control. (Air, Water, Fire, Earth)

Season Elemental [200 CP | Discounted for Terra Indigene E]

Be Winter, Spring, Summer or Autumn taken form. After Jump, weakness of being asleep when not your season in the world, ends.

Great Ocean Elemental [400 CP | Discounted for Terra Indigene E]

Be one of the ocean elemental, have command over all living things in the ocean.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Survival bag [Free]

Contains water, toilet paper for a week.

Survival bag 2.0 [100 CP]

Bag with food, water for three persons, medicinal kit, toiletries, tarp, hand ax, swiss knife, rope and seven woolen socks.

Bicycle [200 CP]

Mundane bicycle comes with a small maintenance kit.

Drop-In

Bus Pass [100 CP | Discounted for Drop-In]

50% of fare for travel between cities on a bus. One ride free a day on in city travel.

Room [200 CP | Discounted for Drop-In]

Free room in a 3 bedroom flat in a quiet neighborhood. Flatmates are shy university students.

Account [400 CP | Discounted for Drop-In]

Account with 2 millions .

Intuit

Horse [100 CP | Discounted for Intuit]

Good horse for all jobs, comes with a saddle.

Cottage [200 CP | Discounted for Intuit]

Small cottage with vegetable garden and shed for horse.

Boat [400 CP | Discounted for Intuit]

Small river fishing boat, indestructible.

Terra Indigene-animal shifter

Harness [100 CP | Discounted for Terra Indigene A]

For your animal form to take your mobile phone with you.

Apartament[200 CP | Discounted for Terra Indigene A]

Two bedroom apartment in courtyard.

Forest [400 CP | Discounted for Terra Indigene A]

Big forest, untamed and without humans.

Terra Indigene-elemental

Map [100 CP | Discounted for Terra Indigene E]

Updating map of the continent.

Manitoulin Island [200 CP | Discounted for Terra Indigene E]

Island in Lake Huron.

Barn [400 CP | Discounted for Terra Indigene E]

Barn with 4 elemental ponies (Thunder, Twister, Fog, Whirlpool)

Companions

Companions can purchase more companions.

Companion Import [50-200]

Well import a single companion into any origin and race for 50cp each or eight for 200cp. Get 600 cp to spend, can't take drawbacks.

Canon Companion [100]

So you want to take any other existing character from this world. Well then this option is for you.

Simon Wolfsguard [100 CP]

Alpha and leader of Lakeside Courtyard.

Tess [200]

Harvester, likes baking, wants companionship with other Terra indigene.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years.

More animalistic (+200 CP)

You have trouble controlling your animalistic side and don't like to be in human form.

Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

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