

Introduction

(To Be Added)

All companions & pod followers gain a human form they can switch to at will.

You gain with 1000cp to start with.

Starting Locations

Roll a 1D16 for your starting location. Remember this is just where you start not where you're stuck.

1. The Woods of Turan Choks - Prehistoric

A mild climate and good range of sight make this a great beginner's area. This was the first island explored on the new planet. Turan Choks, named for the captain of the science vessel to discover the planet, is a hilly wooded area populated by a variety of dinosaurs.

2. Basmachee Rocks - Prehistoric

This area is a good challenge for beginning hunters. The exact origin of this island remains a mystery. Its unique topography of deserts, mountains, and lakes makes for a challenging area to hunt in. High hills can be a great place to perch in wait, or hide a dinosaur from sight.

3. The Jungles of Gravitsappa - Prehistoric

A fantastic area for beginning hunters. Lava-filled cracks show prior seismic activity on this island. The tropical jungles on the rest of the island are teeming with dinosaurs, hiding in the ground mists or around the rolling hills.

4. The Ancient Temple - Prehistoric

With only a small temple as a safe zone, this is a area for advanced hunters. The temple, located in the center of the island remains one of the biggest mysteries on the planet. Hieroglyphs on the wall indicate a worship of the Velociraptor, calling the beast "fast as the wind, with teeth sharper than any blade."

5. The Pyramids of Shmu-Hadron - Prehistoric

This is a area for experienced hunters. These Pyramids in the desert terrain of this area were built by a long-gone race, and their use remains unknown. These structures are ideal for hunting and hiding around, but beware; predators can climb the pyramids too.

6. The Great Lake - Prehistoric

For expert hunters only! Surrounded by an impassible wall of mountains, this is the most difficult terrain to hunt on the planet. The giant meteor-made lake in the center is the only obstacle on this barren, desolate island.

7. Delphaeus Hills - Prehistoric

The smallest island of the hunting grounds. The rolling hills surround an enormous bay. Impassible mountains make deadly traps for the unwary. In the center of the island is a large chasm of unknown origin, and the deserted remains of an archaeology outpost.

8. Fort Ciskin - Prehistoric

An area consisting of dense pine forests encircling a murky swamp. In the southwest corner lies an abandoned settlement guarded by a towering "Dinosaur Wall", that now lies in ruins from the fury of a T-Rex.

9. Vengar Fjords - Prehistoric

Lush pockets of vegetation, and thousands of inlets cover this area. This beautiful but treacherous piece of land includes an ancient volcano. Be careful when wandering the virtual maze of water and mountains created by glaciers millions of years ago.

10. Manya Jungle - Prehistoric

Ringed with snow-capped mountains, this hunting area is rumored to be a nesting ground for some of the larger dinosaurs. Muddy marshes to the southwest, and a long abandoned "Dinosaur Wall" make this one of the most mysterious areas on the hunting grounds.

11. Mount Ravan - Prehistoric

This island, broken by waterways and mountains is the most difficult by far. The frozen peaks of Mt. Ravan overlook a thick tropical forest that may quickly become a deadly maze where hidden danger abounds. Be careful of the active lavaflow to the south as well.

12. McRath Island - Arctic

Icy cliffs line the northwest side of this small island. Rolling hills covered in sparse vegetation and deep snowdrifts make this a relatively safe and open area for newer hunters.

13. Ravaren's Bridge - Arctic

This series of islands covered with lakes and frigid swamps is connected by an elevated bridge system. Pine trees cover this otherwise barren area, making good cover for hunter and prey alike.

14. Ring of Infernus - Arctic

Naturally secluded by a ring of extinct volcanoes, this area is a unique blend of desolate tundras and beaches that contrast sharply with the snow covered peaks.

15. Dry Nodus Lake - Arctic

Small mounds and swamp are all that remain of a disappearing lake on this snowy island. Cut by glaciers into treacherous canyons and rivers, an unwary hunter can easily become trapped in the narrow areas.

16. The Giant's Boot - Arctic

This area is named for the boot print shaped lake in the western part of the island. Thick forests and numerous rolling hills make perfect hiding spots for dangerous prey. It is the most dangerous island available for arctic hunting.

Origin

Roll a 1D10+20 for your age.

Drop-in

You arrive on a small shuttle inbound for FMM UV-32. The Shuttle is on auto-pilot to your location and will arrive shortly.

Hunter

A registered hunter at DinoHunt Corp., as such you're able to receive transport to and from FMM UV-32. You probably already have experience hunting big game or at least in using a gun.

Agent

Someone has to keep the settlements under control, unfortunately it has to be you. Creating Bounties on dinosaur species, either dead or alive and managing the resources of the settlement are your main job. However the need to actually be on the colony to do so is quite a drawback. Dinosaurs see it as an easy meal and some people just can't work together.

Survivalist

The "Civilized" people of society bore you. You've instead opted to live in the wilds where no others are anywhere near you. Sure it's a dangerous life but you enjoy it. With the discovery of FMM UV-32, you've decided to make it a challenge.

Pretty Perks

Impressive - 100 (Free Drop-in)

That Tyrannosaurus Skull on your wall there looks amazing doesn't it? Well other people think so too. Whenever you display your achievements people will be inclined to feel a little more respect toward you, or maybe something a little more. This can even work with fake trophies but at a reduced effect. That box of sunflower seed that you got for killing the duke of the sunken cup does seem kinda impressive right?

Kill Spot - 100 (Free Hunter)

Everything has a weak-spot, even dinosaurs. You've either been trained to find them or have a natural talent to see them. When you hit one of these weak-spots the damage taken is doubled and may stun

the enemy if it hurts enough. To clarify this does not only apply to the dinosaur but to everything you care to look for them on.

The Courier - 100 (Free Agent)

When it comes to gets A safely to B you're at the top of the competition. Whether weapons, animals or people you know exactly how dangerous the route is and what precautions you need to take for a safe trip. In-addition you can easily find out about stow-aways if you look around, you don't even need to meet them face to face which is useful if they turn out to be dangerous.

They Don't Want to Be Fed, They Want To Hunt - 100 (Free Survivalist)

As someone who lives their life in the wilderness you need to know how to survive there. Finding food, acquiring water, constructing shelter, they're all very important skills one needs to have in order to survive. You've mastered these skills farther than most and have almost no trouble finding the three necessities no matter where you go.

My Favorite Food - 200 (Discount Drop-in)

Cows, Pigs, Chickens, they're all low class foods. You're much too good for such basic meats right? Well it's a good thing you now have an infinite supply of the meat of any creature you've killed now. That's right, Tyrannosaurs, Raptors, even that Mammoth. Maybe you should retire from hunting and open a restaurant.

Group Gaming - 200 (Discount Hunter)

Not every target can be taken down all by your lonesome. Some require numbers and team work, you're great at both those. With the charisma to convince others to join you and the strategic skill to put them to use you and your team can take down even the biggest and most dangerous predators on this rock. But beware, some people won't fight for free even with your silver tongue.

Spared No Expense - 200 (Discount Agent)

It takes a number of skills to manage a business. You need good communication, financial skills, and most of all, you need charisma. Luckily you order these in bulk. People are always willing to listen to you and you instinctively know what kind of work they're best at. With this you could easily manage a town.

Avoidance - 200 (Discount Survivalist)

Being surrounded by big hulking dinosaurs can be a deterrent to your health sometimes, what with all the hungry carnivores around. You however have found a way to get most of them to completely ignore you. I don't know if its something genetic, a certain technique, or just a general feel you give off but all but the most vicious and starving dinosaurs ignore you. This can work on other creatures, even humans aswell, Allowing you to appear as if your not even there.

Bring Me My Gloves - 400 (Discount Drop-in)

Most hunters use guns, and for good reason. When going up against a three ton animal there isn't any room for an honorable duel, or so it is for people other than you. When going up against anything bigger than yourself your speed, strength, and reflexes are increased x2 the normal level. Using this boost you could out maneuver and best some of the dangerous predators of this world without even breaking a sweat.

Just Like Old Times - 400 (Discount Hunter)

Time moves forward, people get older, and they can't do some of the things they could when they were younger. Not you though, no matter how much time passes your skills never deteriorate and your body never weakens. You could come back here when you're 90 and still be the sharp-shooter you were when you were 20.

Prehistoric Park - 400 (Discount Agent)

You're an employee to a mega-corporation or maybe just a hunter going around for dinosaurs. Either way there's one obvious thing that everyone's thinking, "I Should Make A Dinosaur Park." Well lucky you have that amazing Warehouse right? With this you get an addition to it, a zoo, cool right? If you can knockout a creature without killing it, you may put it into the park. The Exhibit it's put in will automatically design itself to be the perfect living space for the animal, with plants or small animals for food and everything. The park itself will never run out of power and there's no tropical storms or anything so don't worry about the creatures escaping.

I Hate The Cold - 400 (Discount Survivalist)

You don't always crash land in a forest far away from civilization. Sometimes its the frozen tundra or in a bloody desert. With this you at least don't have to worry about extreme tempatures. While normal people have techniques for surviving such wastelands you just naturally adapt to them. Walking about in only a loincloth at anartical or skinny dipping in boiling water is quite normal to you.

Honorable Duel - 600 (Discount Drop-in)

You're an honorable Sir or Madam right? No need for guns or this so called "hunting" sport. Just walk right up the the opponent & declare a duel. One-on-one, no tricks or weaponry only your fists, and jaws if they lack the fists. They can't refuse and anyone can be challenged.

Just A Tranquilizer - 600 (Discount Hunter)

You don't always want to kill whatever you're shooting, that's why tranquilizers exist after all. It's kinda a shame that they don't pack much of a punch though. Then again you don't even need darts to sedate an animal. All your guns can at will only disable whatever they hit. From your fists to a dinky little pistol or even carpet bombs. It seems to always be the perfect dosage as well so there's no need to worry about putting people into long term comas.

Supplied - 600 (Discount Agent)

Whether it's food or ammo being under supplied can be a dangerous thing. You however have some freaky ability to somehow always find more supplies. A buried box of ammo to a giant animal's fresh corpse for food you seem to always find something you need and up to a quantity fit for an entire army division for a week. You could probably wage a war with the stuff you get from this.

He likes me, His name is Clarence - 600 (Discount Survivalist)

Making friends is great. It's even better if those friends are bigger than a tank. Now even if their your friends they won't just lay down and die if you try attacking them for food or something but, most animals will try to help you to their best abilities if you ask. They might even agree to be "modified" if you ask, though this isn't always going to happen. Of course making friends is alittle bit harder if you can't communicate very well so you can talk to most creatures. Prehistoric, Magical, Alien, it don't matter you can understand each other. Be careful though, a T-rex might just try to eat you out of desperation if it's hungry enough.

Wicked Weapons

Pistol - Free

It has fast shooting rate, but its low accuracy at long ranges limits its usage to close combat. The pistol will scare Herbivores, but the noise will alert dangerous carnivores so tread with caution.

Shotgun - 100 (Discount Hunter)

The Shotgun is a very powerful weapon that uses buck-shot bullets as an ammunition. The grouping of shots decreases on farther distances. However shooting from this weapon requires less precise aiming due to its grouping of shots.

Double-Barreled Shotgun - 100

While basically the same as shotgun this can make two shots simultaneously. However, it makes a lot of noise, so it will scare all plant eaters and some small carnivores, causing them to run away. Bigger carnivores however will be drawn to the loud noises, so watch your back.

Crossbow - 100

The Crossbow has two target areas, called aiming pins. The top pin is sighted in for 40 meters, and the bottom pin is sighted for 80 meters. It is relatively silent, and can be shot several times without alerting dinosaurs.

Rifle - 100 (Discount Hunter)

Although a powerful weapon, you should aim your shot well, as while the rifle will scare plant eaters, causing them to scatter, the noise will alert larger and more dangerous carnivores.

Sniper Rifle - 100

As usual it's a very accurate gun, and will shoot exactly where the crosshairs are placed. Its range goes as far as the binoculars in your headset, but is narrow. This is not a weapon for a charging meat eater, but fantastic for distance shots.

Sonic Blaster - 200

It fires three rings (an outer, inner, and center) of concentrated infrasonic sound waves to hammer the dinosaurs. The rings will fade if they miss their target, and upon contact they disperse like a dust cloud. This weapon is primarily a stun weapon, using a few times will stun dinosaurs quickly however sustained

fire will eventually kill them.

Electron Gun - 200

This weapon fires charged electrons, stunning the target. You probably shouldn't use this while in water, as the charge will revert back to the user.

Shrink Ray - 300

With this you don't need to be intimidated by the size of monstrous dinosaurs. Shrink them down to a more manageable size, then knock them out or whatever you wish. Comes with a reverse setting.

Stasis Gun - 300

A very useful weapon if proper tactics and accuracy are applied. Upon impact, a large purple shockwave will detonate on the target, sending it into momentary shock. The dinosaur will continue moving, but will begin slowing down until it stops, frozen in its tracks. From here, the dinosaur can be captured or shot at until it is dead. Be warned, the dinosaur will only remain in stasis for about 30 seconds, so bring a powerful backup weapon if the target needs to be killed.

2mm Rail Gun - 500

The ultimate for killing. Once fired, it creates a red shockwave, and the tiny projectiles fired leave a red trail as they tear straight through their target. Hitting the target in the main body usually results in an instant kill, depending on the dinosaur. If it does not kill, it causes the dinosaur to bleed heavily.

Helpful Hunting Gear

Holographic Headset - Free

The newest invention from DinoHunt Corp. Featuring multiple functions including a Map, Dinosaur Call Box, Nightvision, Camera mode, Radio, Wind Indicator, And a Compass.

DinoHunt Corp.'s Premium Gold Plating Kit - 50 (Free Hunter)

Observation Orb - 100 (Discount Agent)

Use the Observation Orb to familiarize yourself with dinosaur behavior and different terrain. Please note that no weapons and accessories are equipped to the orb except binoculars and area map.

Clover Scent - 100 (Discount Survivalist)

This item allows you to mask your scent from all dinosaurs reducing the likelihood of you being noticed by the animal's due to your smell. Note: not made with real clovers.

Ghillie suit - 200 (Discount Survivalist)

This suit decreases the dinosaur's ability to detect you through sight. Utilizing a Cloaking device Similar in function to a chameleon's skin the user may blend in with their surroundings almost perfectly.

Radar - 200 (Discount Agent)

Thanks to our top scientists over at DinoHunt Corp. This little device allows you to view the dinosaur locations on the map during your hunt. A dinosaur is depicted on the map as a dot of customizable color. Your location is shown as the red dot with the circle surrounding it. Previous models have the map show only the dinosaurs you are hunting. All other dinosaurs being masked. However this new and improved version allows you to either hide other dinosaurs or color them different allowing you to watch your back even without eyes in the back of your head.

Dropship - 300 - (Discount Drop-in)

A standard type of dropship used for collecting trophies from FMM UV-32 for the hunters. This one however has been modified to store not only multiple trophies but also prepare them for display in your trophy room. Aswell as a small living area capable of sustaining ten people.

Drawbacks

Sharks + 0

Instead of Dinosaurs and other prehistoric Mammals your hunt turns aquatic. Sharks, Dolphins, Whales, even some of the prehistoric aquatic creatures are the target of this jump. Good luck, And good hunting.all equipment are naturally waterproof but this modifies them to be able to fire underwater more effectively.

Smell Good + 100

You have a Certain smell that the carnivores on this planet seem to love. They will almost always attack you first and can follow your smell for longer than usual. Not to mention that it's quite easy for them to notice you from the smell.

You got the Glow + 100

You haven't mastered some martial art or anything You just glow, like a firefly. Animals are sure to notice you at night and predators will probably attack you if they do. it can't be covered up by cloths as it shines through but it can't be seen through solid walls.

Stranded + 200

You've safely arrived on FMM UV-32 just as you planned, your ship however had not. Whether it was a malfunction or an act of violence you are now stranded on a planet full of dangerous prehistoric animals with no way to communicate with civilization. Good hunting.

Hunted + 200

It seems you've attracted the attention of one of the most dangerous creatures on this planet. The Dinocroc. It's a Mutation of the Spinosaurus lacking the fin usually seen on the back, aswell as twice as durable, faster on land and sea, and VERY hungry. You'll need something on the level of a rocket launcher to even slow it down.

They Walk + 300

It seems Billions of years of evolution has effected these dinosaur. No-longer do they walk on all fours and no-longer do they think like animals. Biped, Humanoid, Reptilian Dinosaurs. It's not just big game hunting anymore, it's a war.

Dinosaur + 300

Well it seems you're no-longer human. When coming to this world you seem to have had a mix-up, and are now a dinosaur. Now being a dinosaur, while really awesome, is a very dangerous existence. Hunters constantly roam the lands and few use tranquilizers. Carnivorous dinosaurs stalk the forest hunting for food. Be careful lest the hunter become the hunted. All the equipment you bought are redesigned into attachments that are hooked onto you. If you also took the "They Walk" drawback you are still a primitive dinosaur but gain the ability to talk normally again.

Crisis + 600

Congratulations Traveler! You're well on your way to the magnificent paradise that is FMM UV-32. Here you will have the chance to see Dinosaurs! Creatures that lived on earth a long-ass time ago. Please ignore the alarms everything is fine. As a special gift for being on the first flight there we have saw fit to allow rapid entry and landing on the planet. I hope you enjoy your stay, we will send one of our top interviewers to your location after your 10 year tour so that you may give us feedback on how to improve this magnificent place.