



So maybe this is your first shot at taking a jump or maybe not. Regardless, for the next ten years of your life, time is not going to flow as it normally should. Sorry, just for you and not for the world around you at any rate. For you, you'll be living it out battling throughout time and space against foes that are known to you and those you may have never seen before. Welcome to the Lost Land, we hope you enjoy your stay.

Origin

You may retain your physical appearance and gender and roll 2d10+15 for age. You can choose age and gender for +50CP

Drop - In (Free): You find yourself within the starting location you have selected without any ties or connections. The future is free for you to choose.

Soldier (-100CP): There are many names for what you do. Soldier is mostly applicable but others such as hunter, poacher, and guardian also work. Your focus is the Martial.

Sorcerer/Shaman (-100CP): Despite many of the greatest achievements and woes of the Lost Land being in the realms of science, your skill lies in the art of the arcane.

A Son/Daughter of Stone (-200CP) You now belong to the long line of warriors that defend the lost land and earth from malignant forces.

Racial Origin

There are many races within the lost land and here is where you can choose them. All racial origin perks are discounted based on chosen race.

Human (Free): You are a bog standard member of the race known as Homo Sapiens. Your kind are numerous within the Earth and the Lost Land.

Dinosoid (Free): You now belong to a divergent evolutionary species of Lizard known as the Dinsoids. These beings were descended from the dinosaurs of old are a near universal threat

across the lost land. Jumpers who choose this origin can pick between three species of Dinosoid-Bionosaur (Cybernetically augmented raptor) Raptoid (Bipedal simian-esque raptor) Endtrail (Bipedal descendant of the Tyrannosaurus Rex)

Purr-lin (-50CP): Missing links in the human evolutionary chain, the Purr-lin are a brutal species of ape-like creatures that tower over the tallest of men. They predominantly make their home within an area of the lost lands known as the Death Marshes

Mantids (-50CP): You now belong to the technologically advanced hive based race of insectoid marauders known as the Mantids. Your species intended goal is to serve the queen in all her needs, but maybe you are different.

Flesh Eaters (-100CP (Cannot Be Taken with Son/Daughter of Stone): This cyclopean and terrifying race is a relatively new inhabitant of the lost land. Focusing on creating as much chaos and destruction as possible, this race focuses on weapons developments for darker purposes...

Adon's Species (-100CP): You now belong to the near human unnamed species of sentinels that aid those who bear the light burden in their deeds. Choosing this race means you either have sky blue skin, pale hair and pale eyes, or terracotta skin with blue hair as well as granting you a free height increase to the upper 6ft range that can follow you in every jump after. If your chosen origin post jump grants your height above that, you'll be even bigger than your peers.

Location

Roll 1d12 for your location or choose for -50CP

- 1) **Phoenix, Arizona:** Not an exciting place but it's earth and the Fireseed's should be living within either the state or the immediate 3 states that make up the four corners.
- 2) **Top Secret Military Base:** Not the most welcoming of places. This military base has access to all sorts of strange facilities that deal with weapons R&D and biotech research.
- 3) **Lost Land Wilds:** Ever seen 'The Land that Time Forgot'? You're basically there with more science. Civilization isn't too far away and there are ruined cities abound, but you'll have to fight your way through various flora and fauna. These may include man eating plants, poachers, Insects of unusual size and raptors. Did I mention these raptors have cybernetic augments? As a bonus to you, you can choose whether you would like to be in a jungle valley or arid land just outside a great but ruined technological fortress.
- 4) **Ancient City:** An ancient city located deep within the lost lands. It's generally quiet all though there sorcerers and giant insects present.
- 5) **Port of Adia:** You now start in the human controlled Port city of Adia. It's a relatively peaceful place to start... it may not stay that way for long mind you.
- 6) **Araissi:** You begin inside the martially focused and mighty citystate of Araissi located on the banks of the River of Souls.
- 7) **The Death Marshes:** These dark and foreboding series of marshes are home to danger a plenty. While not nearly as peaceful as the previous two locations, the Death marshes

have been receiving caches of weapons and other military equipment from a malevolent backer. Be a shame if someone took it for themselves.

- 8) **Lair of the Blind Ones:** Tread extremely carefully here friend. The lair of the blind ones is located within the deepest depths of the Lost Land and is home to many creatures. While these creatures lack the ability to see, they're hearing has been honed to a far greater degree than possible. While they may not be able to see, that doesn't mean they aren't sensitive to light.
- 9) **Primagen's Lightship:** Well, you must be a badass to start here. The Primagen's lightship is an ancient technologically godlike ship that caused the big bang on its maiden voyage. While the ship acts as a prison for the telepathic techno god, The primagen, it can be traversed freely by you and your companions. However it is staffed by his biomechanical horrors and automated defenses, so unless you can take the hits and keep coming, get out as soon as possible.
- 10) **The Nexus Wasteland:** A sort of bridge between Earth and the Lost Land, this place is a meeting of refuse and forgotten things that have started their journey to or from the Lost Land but never made it. You can escape this place should you find a rift but don't expect it to be easy... the locals aren't the most welcoming of folk.
- 11) **Oblivion's Realm:** This place is the realm of the ancient Eldritch Horror known as Oblivion. While Oblivion is too weak to chase you directly, it's spawn is numerous enough to come after in force.
- 12) **Free Choice**

Perks Section

Origin Perks

I am TUROK!!! (FREE all races and origins): Say it with me now. You can now shout either your name or title when performing a great deed or when you acquire an item of power. This shout can boost your allies' morale and demoralize your enemies.

Sounds of Stone (-100CP, Free Drop-In): You now have a kickass soundtrack that follows you wherever you go. It's not going to distract, just get you in a better mood

Tek Armorer (-200CP, Discount Drop-In): You can now craft basicTek armor from materials found on Earth and the Lost Land.

Soul Inoculated (-400CP, Discount Drop-In): You have become immune to the life sapping forces of the River of Souls. You won't need talismans to take a dip in it now.

Temporal Dissonance (-600CP, Discount Drop-In): Your existence doesn't make sense in the context of this universe. Any method of predicting your future actions will fail to most who try. Beings of sufficient power may attempt the act but come up with various choices that will confuse them.

Survival Skills (-100CP, Free Soldier): You now can survive basic environmental hazards and issues within the wilderness. With this skill, you can also scavenge meat and other parts from your kills. Should you kill a cyborg, you can successfully remove these parts easily.

Cool Heads in the Face of Destruction (-200CP, Discount Soldier): Your training has afforded the mental fortitude to keep yourself focused in the midst of battle. This does not mean you won't suffer mental damage, it means that they will not interfere with your duties at inopportune times. You may also be able to stand in terms of imprisonment from enemies that seek to demean and humiliate you when you are at their mercy.

Agent of the Lazarus Concordance (-400CP, Discount Soldier): Your training has now expanded greatly from what it once was. With this perk, you are a trained commando that is second to only a select few and also gain the ability to teleport through space relative to your jump.

Campaigner (-600CP, Discount Soldier): You have been augmented by heavy cybernetic augments. You can now take an obscene amount of damage and your natural strength and jumping abilities have been augmented to 3x their original amount.

Arcane Sense (-100CP, Free Sorcerer/Shaman): You now have an innate sense for magic. You may not be able to identify what that magic is but you know magic when you see it.

Magical Skill (-200CP, Discount Sorcerer/Shaman): You now have the ability to cast basic elemental magic. Choose between Fire, Ice, Thunder, Wind, and Acid. You can ignore these abilities to choose aptitude with Necromancy.

Talisman Creation (-400CP, Discount Sorcerer/Shaman): You can now craft talismans from basic parts of animals. These talismans can have effects that you can choose and can be given to companions or other people for use.

Solar, The Mother God : (-600CP, Discount Sorcerer/Shaman) How in the hell? You now have access to a weakened version of the terrible power that was once wielded by the Lost land's Tyrant, Mother God. This power is the ability to utilize ANY form of radiation and energy for ANY purpose you see fit. While weak now, training can increase its potency to the point where you can be considered the second coming of The Mother God or Solar, the Man of Atom.

Will of Stone (-100CP, Free Son/Daughter of Stone): With this, you now have immense willpower, enough to battle through hordes of monstrous creatures and humans without even skipping a beat. Greatly increases your willpower and mental stability.

The Tongue and Sight of Tal'Set (-200CP, Discount Son/Daughter of Stone): With this, you can now speak, understand, and read in any language in the universe, regardless of their origin and effects. This means that even the most blasphemous and insanity inducing things spoken or printed can be read by you without any negative effects.

Temporal Inertia (-400CP, Discount Son/Daughter of Stone): Time is always in flux within the Lost Lands and this will never be a problem for you. With this, any time you travel through time, you'll know exactly when you are. As a bonus, ambient temporal effects will never bother you.

The Burden of Light (-600CP, Discount Son/Daughter of Stone): Throughout your lineage your ancestors have held the awesome power of the big bang within their very hands. While you may not always carry the Light Burden with you, any object of great power can be held by and used by you should you have the inclination for it and you will not suffer any complications from wielding these artifacts of power.

Racial Perks

These perks are for each of the racial classes in this jump. All discounts are 50% off

Adaptability (Free Humans, -100CP For all other races): Humans are naturally adaptive creatures, with this perk you can react and adapt to situations with greater ease. It's not perfect but it's there.

We're Everywhere (-200CP, Discount Humans): Humans are naturally a far reaching species. This perk allows you to blend in easily with any human civilization you come across as long as you play along.

To Draw Blood from the Stone (-400CP, Discount): Humanity began to conquer the Earth's ecosystem with nothing more than stone spears, hatchets, and clubs. With this perk you become a master with any weapon that can be considered primitive. Should you need to make a weapon on the fly, your understanding will allow you to make a simple design into a masterwork.

Pack Understanding (Free Dinosoid -100CP): As a Dinosoid, there are complicated pack politics everywhere you look. This perk gives you the innate understanding of where you are in the hierarchy of an organized group and who is at the top and bottom.

Fireborn (-200CP Discount Dinosoid): Dinosoids are an incredibly adaptive species that rivals humanity. With this in mind, your experiences have led to you adapting to and surviving in the hellish conditions of active volcanoes and subterranean lava chambers. Your skin has now taken on a dark color and a rock like exterior and you can produce fireballs with your bare hands. If you did not take the Dinosoid origin, this appearance change carries over directly to whatever origin you picked. If your human for example, your skin changes as stated and your hair takes on a fiery appearance.

Monarch's Legacy (-400CP, Discount Dinosoid): Regardless of what type of Dinosoid position you have chosen to be, you have been born of the lineage of the Bionosaur Raptor

named Monarch. As a result, you are much bigger and stronger than your fellows and can take any form of cyber augmentation much more easily.

Triumph of Evolution (Free Purr-lin, 100CP Discount): The standard physiological nature of the Purr-Lin is not the best for fine tuned actions. In fact, despite your body's great strength, this body is primarily hunched over with wide inarticulate fingers. With this perk, your body shifts to a more streamlined and efficient appearance akin to that of a Purr-Lin Juggernaut. Post jump, your base form will gain these traits.

Hazardous Handler (-200CP Discount Purr-Lin): The Lost Land is home to a lot of nasty critters both big and small. With this perk, you can domesticate non sentient life forms that are smaller than you into acting out roles that most animals on earth would normally do.

This is my Swamp! (-400CP Discount Purr-Lin): The Death Marshes are not called that without reason. Your living here has afforded you immunity against poisons, diseases, and toxins. Congrats, now the Death Marshes are your swamp.

Individuality (Free/Mandatory-Mantids Only): You may have been a part of the hive, and you still are but with this perk, should your queen fall, you can still act organized and rationally in your day to day situations. Mantids will look to you for guidance and you may be considered queen material yourself.

Advanced Molting/Evolution (-100CP Discount Mantids): You can move up the ranks of mantid physiological hierarchy more quickly than you could before. If your mantid form is an alt form, this perk affects your base form by improving your physical body at a slower rate, improving your body's capabilities based on the activities you force upon it.

Organic Technology (-200CP, Discount Mantids): You now know how to make and/or operate any form of technology created from purely organic components. This proficiency is up to and including super computers.

The Hidden Hive (-400CP, Discount Mantids): You may work all day and night, but your existence holds a secret. You can become the central mind behind any hive species that you enter into. By extension, you can, with some difficulty, begin to subvert the mantid hive for your own purposes.

The Path of Gluttony (Free Flesh Eaters, -100CP): Doesn't matter what state the food is in, as long as it has a form of meat within, you can eat without a care in the world.

The Armor of Fear (-100CP, Discount Flesh Eaters): You now have the knowledge to create the gruesome and edgy (Get it, cause there are a lot of spikes and edges on it... okay I'll walk away now.) armor that is used by the higher ranking members of the Flesh Eater species. This perk gives any armor you create with this evil design feature in mind an aura of intimidation and

fear. Weak willed enemies will flee from your visage and moderately willed beings will instinctively bow before you.

The Blade of Torment (-200CP Discount Flesh Eater): You now have training in the unique art of swordsmanship belonging to the Flesh Eaters as well as a great understanding of anatomy. This is a style that exclusively emphasizes heavy, damaging strikes on vital areas especially those that are known for producing great amounts of blood.

The Will of Flesh (-400CP Discount Flesh Eaters): Your existence is one of great turmoil, pain, and peril and you will overcome it all. This perk allows you to increase your capability on the path of becoming a Lord of Flesh at a much faster rate than your peers. It will also provide the added benefit of making you a universal organ recipient. Lords of Flesh are much, much stronger and resilient than their lessers and are capable of channeling a form of energy to focus into a bolt based energy attack.

The Essence of Sin (-600CP Flesh Eaters Only): Your existence is tied more closely to Oblivion than thought possible and is not solely bound to your physical core. Should you fall in battle, your essence can leave your remains and force itself into another host. Over time this host body will alter to resemble your original body and any benefits and training that body may have had will also be yours. This ability can only be used once per jump and after this jump, Essence of Sin is tied to your chosen base form.

Regeneration (Free Adon's Species, -100CP): With this perk, you now have a slow but incredibly thorough regenerative capacity capable of healing damages to your own DNA if given the opportunity. .

Esoteric Weapon and Armor Mastery (-100CP, Discount Adon's Species): You now have complete mastery and understanding in how to create and utilize Tek based equipment. As a bonus, you can now recreate and improve any other version of Personal Defense technology that you have come across during your previous and future jumps.

Seer Understanding (-200CP, Discount Adon's Species): It doesn't matter what kind of prophecy is given to or seen by you, nor does it matter whether or not you have meta knowledge, you will understand it implicitly and be able to tell anyone regardless of who tries to stop you.

Ignorance, Understanding, Freedom (-400CP, Discount Adon's Species): Adon once stood against the power and the might of the Lazarus Concordance Council of Voices. In this, she showed uncontrollable free will and capacity for action. Now you can too. No matter what any force tries, the only way you can follow orders is if you're willing to. Nothing else can sway your will beyond your own desire.

Items

General Items, though mostly armor, to help you along the way. No weapons here though, that comes later.

Ammo Cache (-50CP): You can start with full ammo in every weapon you own as opposed to the basic amount.

Backpack (-50CP): A sturdy canvas backpack that can allow you to carry many things but most importantly ammo. This backpack ups your ammo supply by 2x it's current amount and the best part is that most people will just assume it's a regular backpack.

Scope Band (-50CP): You now get a sweet headband that comes with a scoped lens. Perfect for the long shots and not having a scoped weapon to do so.

Small Rebreather (-50CP): You now have a small rebreather that can fit in your hand. It has enough air for five minutes and can be refilled by just opening the valves on either side.

Warp Portal Detector (-100CP): A small device that can lead you to warp portal generators. Post jump, this device can find any type of portal.

Port of Adia/Araissi Armor: (-100CP): This romanesque future armor is the main staple of several city states within the Lost Land. It offers decent protection from melee and conventional weapons. It falls short when faced with plasma weaponry.

Tek Armor (-150CP): This form fitting black armor, once fielded by the elite members of the Campaigner's army, offers fantastic protection against most dangers in the Lost Lands. It can degrade quickly though and must be repaired regularly to maintain protection.

Ancestral Armor: (-200CP): This outfit is designed by you the jumper and can reflect any armor from your past jumps or your family background from whatever corner of the earth you came from. While acting as a middle ground between the Araissi armor and the Tek Armor, the Ancestral Armor will never degrade. If you want, you can import a chosen suit of armor into this item.

Weapons

You can't venture into the Lost Land without some items. Due to the amount of items available, you've been given a budget of 1000 WP (Weapon Points). For ammunition tied to the three super weapons, each month a single round will appear in your warehouse.

Starting Kit (Free all Origins and Races): Your standard equipment for your time here. This includes.

1. A **one handed short weapon** of your choice (Examples-Knives, Tomahawks, Clubs etc..)
2. A **Tek Bow:** A metal bow constructed through unknown means. It contains a scope, unbreakable string, hidden blade in the grip and the capacity to fire Tek Arrows,

specialized arrows with high explosive warheads that can be set to explode on contact or after a slight delay. ANY arrows fired from this bow will never break allowing you to recover and reuse as many arrows as you can.

3. **Flare Gun:** It's... not actually a pistol. This handheld flare gun has unlimited ammunition and can light up areas in a soft green light that doesn't hurt your eyes.
4. **Light Pack:** A satchel that you can hold all your equipment and items in. Don't ask how it works, it just does.

War Blade (-50 WP): An upgrade to whatever melee weapon your starter kit has, the war blade is a gauntlet type weapon that produces two incredibly sharp and durable blades over your forearm and wrist. It can be swung or thrust for any situation. It can be upgraded for an additional 50WP into...

1. **Endtrail Wrist Weapon System (-50WP):** You now have access to an Endtrail's wrist weapon system. The blades are sharper and even stronger, can fire a short range plasma bolt and can be set for self-destruction by the user.

Pistol (-50 WP): A standard high caliber pistol in the Lost Land and Earth. It's not special but is always helpful to have around. For an Additional 50 WP you can upgrade the pistol down two paths.

1. **MAG 60 (-50WP):** A variant that hits harder and is capable of a Three round burst.
2. **Silenced w/ Laser Sight (-50WP):** A variant that hits harder and comes with a non degradable silencer and laser sight.

Shotgun (-50WP): A single barrel pump action shotgun chambered in 12 Gauge buck shot. It's not a special weapon but you can't go wrong with one in your inventory. All shotguns can take explosive shells alongside standard buckshot. You can upgrade your shotgun selection for additional WP

1. **AutoShotgun (-50WP):** This variant trades its pump for an auto chambering wheel and carry handle and hits harder than the single pump.
2. **Double Barreled Pump (-50WP):** Not as fast firing as the AutoShotgun but it hits way harder. This beast of a shotgun fires two blasts per pump and has a noise that unmistakably badass.
3. **Quad Shot (-100WP):** For when you want point blank to mean absolute gibbitude. This circular upgrade that is fitted on the front end of your shotgun allows for you to chamber four shots at once and then fire at the same time.
4. **Fireswarm (-100WP)** When you want to piss off the Geneva conventions on two fronts. The fireswarm is an upgrade that turns all shotgun gun rounds into incendiary shot menace. The flames produced by these shots clings to walls and targets for lingering burn damage.
5. **C-37 Shredder (-150WP):** Like the Auto Shotgun's nastier older brother. This upgrade transforms your shotgun into a semi-automatic weapon capable of transmuting shotgun shells into blue highly lethal lasers. Oh did I mention these lasers can ricochet? Oh oh! Did I also mention this gun can still take explosive rounds and ricochet?

Tranquilizer Rifle (-50 WP): This item is useful if you want to sneak around undetected. It fires fast acting trangs that can drop medium to large sized enemies quickly. However if you were to attack them in this state, they would wake up incredibly quickly. You can upgrade this weapon... if you want to be a bastard.

1. **Charge Dart Rifle (-50WP)** Yeah, you're not winning any popularity awards for this. While this upgrade doesn't put enemies to sleep, it does cause massive non-lethal neurological spasms throughout the body and will drop an enemy quickly. They will still be conscious the whole time. Just think about that.

Jungle Carbine (-50 WP): A bog standard assault rifle locked to three round burst. Can appear as either an AK variant, G3, or a weird M16 knock off with a vented barrel. For an additional - 50WP...

1. **Anti-Material Rifle:** This beast of bolt action rifle is now your own. Modelled off the Barrett M95, this gun holds five rounds of .50BMG/12.7x99mm ammunition.

Plasma Weapons (-100WP): You can choose one three types of plasma rifles to start your journey with; A **Pulse Rifle** that fires fast moving balls of plasma, A slow firing but devastating semi automatic **Plasma Rifle** perfect for sniping, and a **Plasma cannon** which while weaker than the other two variants, can fire faster and can utilize special lens to create chain lightning effects between foes.

Grenade Launcher (-100WP) A futuristic pump action grenade launcher. It's not a special thing but it is effective. It can be upgraded in two different ways

1. **Sticky Shot (-50WP):** All shots have a delayed timer and can cling to surfaces, and opponents without fail.
2. **RPG(-50WP):** Now you have a single shot low yield and fast firing rocket launcher. Don't worry about backdraft, it won't affect you.

Flame Thrower (-100WP): A rifle styled flamethrower that shots relatively straight at short ranges. It's a threat to most enemies and absolutely lethal to smaller ones.

PFM Layer (-100WP): This weapon is a futuristic mine layer. The mines have a large radius of effect and can be fired quickly and accurately

Firestorm Cannon (-200WP): You can now start your journey with a minigun that fires bolts of plasma.

Purr-Lin Juggernaut Sword (-200WP): You can now have in your inventory a sword belonging to a Purr-Lin juggernaut scaled to your size. This massive blade is incredibly durable and can produce energy blasts when it strikes the ground in a slamming strike.

Cerebral Bore (-200WP): You knew this list wouldn't be complete without this heinous weapon. The cerebral bore appears as a shell like device that one must use both hands to operate. When in use, the weapon locks on to the brainwaves of whatever you're fighting and launches a

guided drill that bores into their skulls. After several seconds, this drill will detonate leaving nothing behind. It can be upgraded into...

1. **Cerebral Possessor (-100WP):** When you want to be that much more of a bastard. The cerebral possessor takes the above features, increases the detonation timer by several more seconds and allows the wielder to use the now 'bored' victim as a walking bomb. Someone is probably going to arrest you for war crimes if they catch you using this.

Particle Accelerator (-200WP): This futuristic weapon can be charged to release a dual stream of particles that when striking a target, breaks down their atomic structure and carbonizes their bodies. It's relatively accurate and if charged enough, can pass through multiple targets.

Vampire Gun (-200WP): This isn't so much a gun as it is a symbiotic creature. Worn on the dominant hand like a glove, this leech like weapon bonds with the user and can drain life energy from foes. While it feeds on the life energy, it also passes some of it onto you, healing whatever wounds you may have sustained up until that point.

Alien Weapon (-200WP): Unoriginal weapon name sure, but there was no other way of identifying this weapon other than that. This weapon can be considered a stronger variant to the plasma rifles. Why isn't it an upgrade? Because, while it functions similarly, it fires anti-matter instead of plasma. When the anti-matter hits a target, it will tear through them with ease and remain where it lands, leaving enough of the original shot to act as a low yield explosive.

Scorpion Launcher (-200 WP): Now here's a real rocket launcher. This weapon fires three rockets that home in on a target designated by the wielder. They will hit one after the other and even bounce the target several times should they survive the initial hit.

Sunfire Pods (-200WP): Like flash bangs on steroids. These balls of cooled lava somehow carry within them the light of the sun. When they make contact with a surface at a sufficient force to crack their shell, the energy released creates a massive flash. This flash can temporarily blind enemies and even kill enemies that are weak to bright lights.

Razor Wind (-300WP): This chakram-like throwing weapon is almost boringly basic when you compare it to everything on this list, except that when thrown it can cut through just about anything, never break or dull, and will always return to you safely. A perfectly deadly way of conserving ammunition.

Fusion Cannon (-300 WP): In most instances, this would be your BFG 9000 and it certainly looks like it. It's just that there are other things that are above this but still, this is not something to scoff at. What you have in your hands is a short ranged nuclear cannon. The projectile will have a travel time of a few seconds once fired so you'd best get behind cover unless you can tank a point blank nuclear blast... doubt your enemies will.

The Nuke (-600WP): The love child between the particle accelerator and the fusion cannon. The Nuke is an experimental Flesh Eater weapon that utilizes a customizable IFF signature

system to fire a short range beam of nuclear energy. This beam then draws in energy from the surrounding area in a fission reaction. When this reaction reaches critical mass, the energy is released carbonizing all non friendlies who then explode a short time afterward for added effect.

PSG or Portable Singularity Generator (-600WP): This... this is a weird one. Possibly developed on earth, the PSG generates and fires small black holes with lives that only last seconds. Still, they will draw in and consume everything around them warping the surviving environment before detonating in a massive explosion.

Chronoscepter (-800WP): This is a truly ancient weapon. Originally created by the Lazarus Concordance and then shattered out of fear, the Chronoscepter is an onyx staff with a blue crystal inlaid at the tip. When charged up, the scepter will release a stream of energy that creates micro tears in the fabric of space and time. These tears release an unholy amount of energy and disrupt matter at the most basic of focal points. Do NOT be in the blast radius.

Companions

If you don't want to be alone during your time here.

Import Option (-50CP-200CP): You can now import 1-8 of your previous companions. Each is awarded 600CP and 600WP to select their items and perks with.

Hunter/Poacher/Soldier (-100CP): Male or female, these guys are your bog standard humans within the Lost Land. They're not special but they know the lay of the land well enough and maybe be able to get you into certain circles more easily.

Dinosoid, Purr-Lin, Mantid (-200CP): Somehow, you managed to convince either a dinosoid, Purr-lin or Mantid to join your cause. While they will be steadfast and loyal to a fault, unless you are a part of their race, expect a lot of insults to come your way. Dinosoids hate everyone and everything not saurian and will remind you of their superiority. Purr-Lin will call you a weakling despite possibly having the power of a god. Mantids will treat you with thinly veiled contempt unless you offer them something worthwhile.

Tricera-Mounts (-300CP): You now have a scaly herbivorous buddy that is trained to carry you and a massive gun mount on it's back. What's that? What about ammo? You're riding a triceratops and blasting monsters with twin grenade launchers and a high powered rifle, stop asking questions and appreciate the awesome.

Flesh Eater Grunt (-400CP): You now have a basic Flesh Eater Grunt following you now. You must have quite the body count to gain that loyalty. Flesh Eaters have a hard time communicating verbally and so they mostly express their intentions through body language. They are brutal, cruel, and efficient.

Lazarus Agent (-400CP): From across time and space you now have an alien friend willing to help on your travels. They are monstrous fighters and unlike the flesh eaters, these agents have

a strong moral code and focus primarily on saving as many people as possible. They do not believe in collateral damage and have access to things like ammunition caches and health stations if you cannot reach your warehouse or heal yourself.

Son of Stone (-500CP): You have one of the Turoks fighting alongside you. At this cost, they gain all the Son/Daughter of Stone perks for free as well as the items Ancestral armor, and Scope band. Weapons they start with include the starter kit, Mag 60, a shotgun and upgrade based on which Turok you choose, and a pulse rifle. Those who bear the light burden are legendary and must not to be taken lightly at all.

Drawbacks

You all knew these were coming... Drawbacks will be split into CP and WP drawbacks. There is no CP limit.

General

Silent as the Night (+100CP): Like with Tal'Set and Joshua in their initial outings, you don't speak. You can physically express your sentiments though with body language and written words.

Gourand Mode (+100CP): Man just what did you do last night? For the next ten years every natural color has been replaced by blocky overdone colors. This includes you as well and no, no one will talk about it. Hope you don't mind having the world have the color palette of a mass of playdough.

Darkness (+100CP): Are your eyes dimming? No? Oh that's just the world then. Everywhere you go, it seems things have gotten much darker, hindering how far you can see.

A Blind One (+100CP): Regardless of your origin, you are now blind. You can still aim and shoot with accuracy, it's just that you'll be relying on your sense of hearing to sight your targets.

Jurassic Land (+100CP): There are a lot of dinosaurs in the Lost Land and something about you is like bait in shark infested waters. Depending on where you are signifies what kind of dinosaurs you'll be dealing with greater rates.

Whiskey Company (+200CP): What? Were expecting battles through times and lands unknown with weapons great and powerful? Sorry, but with this drawback, you're relegated to the world of Turok 2008. Enjoy the bland weaponry!

Long Tracks (+200CP): Remember what they said about the most dangerous game? Well, now you have the long hunter and his two goons hunting and you think you're the ultimate prey. The Longhunter is a human male in peak physical condition armed with a pulse rifle and grenades. His goons are two randos who believe in drive by shootings with mounted weapons in armored humvees.

Into the depths (+200CP): Take a d12 and roll. Whatever number it lands on is the month in which you will be carried off into the Lair of the Blind Ones. You must fight your way out if you wish to survive. It doesn't matter where and when you are, a blind one will drag you away.

Portal Madness (+200CP) For the next ten years, Warp Portals act a little glitchy around you. That being said, taking a warp portal now means that you'll go to where you want or be sent to another portal you have previously visited within reasonable walking distance. For an **extra +200CP**, warp portals have a chance of sending to the realm of the Flesh Eaters.

Bruckner's Revenge (+200CP): Remember Tobias Bruckner? It's okay if you don't, most people don't already. However, he seems to remember you. Now this cybernetically augmented U.S. Frontiersman is after you with a vengeance.

The Dead Lands (+300CP): The city of Araissi sits at the banks of the River of Souls. While the River is purified by the Light Totem, it has led to the unnatural formations of rifts or Soul Gates between the realms of the living and the dead. This drawback means that any place that has access to some degree of the River of Souls will have an active undead presence beyond the spawn of the Oblivion infested. These enemies predominantly manifest as whatever foes you've killed without absolute destruction. Be ready to confirm your kills.

As tradition Mandates (+300CP): Unfortunately, using godlike powers from beyond this jump just doesn't go in line with the values of those you fight alongside, besides if a highschool student could kill an eldritch abomination with in-universe powers so can you! Broad spectrum Power lockout.

The Time Bound Trove (+300CP): Your Items from your previous journeys never made it through with you and as such, you are locked out from your warehouse. **For an additional +300CP**, The Campaigner has become aware of your warehouse and wants access to it. Every month you need to defend a specialized Light Totem that denies the Campaigner's forces access. Most of these forces are average soldiers in his army but expect to see some alien foes intermixed after a while. This threat lasts until the Campaigner's death.

Dino-Rage! (+400CP): Somehow your existence has angered the dinosoid army into coming after you regardless of your starting race. This drawback is better or worse depending on your starting location, so choose wisely.

The Swarm (+400CP): Looks like The Hive of The Mantids wants a piece of you too. Expect to see more mantid soldiers than before and the queen to be extra aggressive when facing her. If you are a mantid, you will be persona non grata in the hive.

Greatest of Species (+400CP): The Purr-Lin are a species that values strength above all things and consider all other species to be lesser than themselves. You appear to be the

pinnacle of your species and as such the Purr-Lin would like a fight with you at any chance. Expect the Purr-Lin to ambush at any time as well as being trapped in veritable cage matches.

The Oblivion Crisis (+600CP): Your fate is tied to the Fireseed Family. For the next ten years you must aid them through their trials and Jumpers who take this must complete Turok's 1, Seeds of Evil, and Shadows of Oblivion. As an added trial, you must ensure that the fireseed family can live on afterwards.

To Be Silenced (+600CP): The Lazarus Concordances' Council of Voices views you as a threat to the time stream and has sent an agent to ensure your destruction. This agent is trained specifically to destroy you.

The Lightship Must Fly (+600CP): Your existence is a threat to the Primagen's plans. As a result, he will send his cyborg troopers after you. These foes make the Lords of Flesh look like pushovers and are extremely dangerous. Not only that, but any settlement you walk into, the Primagen will attempt to turn the people against via psychic projection and mental contamination. He truly wants you dead.

Beware Oblivion is at Hand (+800CP): Your existence terrifies Oblivion. Within your nature as a jumper, is the very thing that wounded the monstrous entity once and it's terrified by that fact. As a result it is going to send everything and more after you. Unlike the Primagen, Oblivion won't use subtlety to kill you, and it will tear through space and time to send it's spawn to do the deed. Whatever ordered society you were in is gone. All that remains is chaos where the dead, dying, and the machine are repurposed into Oblivion's twisted minions. This drawback voids the ten year time period. In order to leave this jump, you need to destroy Oblivion. Whether by your hand or the Fireseeds', Oblivion must die.

The Goddess Returned (+1000CP): Before most people knew Turok for the N64 game, there was a successful comic run that began in the early 90's. During this comic run, Tal'set fought many foes but alluded to one in particular, The Mother God. Born Erica Pierce, The Mother God was exposed to a massive amount of radiation in a lab accident and flung through a tear in time. Her power, which was the absolute manipulation of energy and radiation, allowed her to siphon the energies of the hole in time and become godlike. Before she was sealed in an event horizon, her goal eventually became the utter annihilation of the Multiverse and the recreation of it in her image. Your presence here has destabilized that blackhole just enough to let her out. Now free, and with very few of the original warriors left to fight her, Mother God will begin her plans anew. Many of the factions, regardless of their feelings, will bend the knee to her and be completely loyal. The Mother God must be stopped or not only will your chain end but your original world will be erased for reality.

Weapon Drawback
No WP Limit

Scrimpy scrimp-tacular (+100WP): Your enemies either dropped a reduced amount of ammo or none at all. This will force you to use your ammo judiciously and look for resupply points.

HyperTension Wire (+100WP): Your arrows break everytime they strike a target making them unrecoverable. Aim well.

Foul Ups (+200WP): In a game your weapons never jam, never break, and never need to have their sights adjusted. In reality, those are all the things you need to do. Conventional weapons will suffer from powder build up and stove pipes while energy based weapons will suffer from overheat and meltdowns.

Modern Trends (+200WP): You can now only carry 2-4 weapons on you based on their size and weight. You can hold two pistols, two smgs, two small shotguns, or a combo of them with a knife and bow. Or, you can hold two weapons of the following along with a knife and bow; one heavy machine gun, pulse cannon, rocket launcher, sniper rifle, or flamethrower.

No Upgrades (+200WP): With this drawback, you cannot buy any of the weapon upgrades available to you. You are stuck with the basic version of all purchased equipment.

Coyote Knight (+300WP): You now play in Turok 2 mode. Basically, for the next ten years, your capacity for ammunition has been severely capped. As an example, no matter how many item upgrades you bring, you can only carry a max of 20 standard shotgun shells and 10 explosive. Good luck.

Find them where they are (+300WP): The weapons you buy from the selection are scattered across your journey. By the end, you will have everything, but you will need to work for it.

Nuked (+400WP): You can no longer shrug off radiation as if it were a mild sunburn. You will suffer complications from radiation if you're not careful with your weapons.

Make every shot count (+600CP): For the next ten years, your super weapons from this jump come only with the ammo they had when either made or discovered. So save them for when it is absolutely necessary because you're not getting any more.

Decisions Afterwards

Stay: The universe of Turok is modern enough that on Earth you won't receive any forms of time shock and the Lost Lands provides a near infinite realm of time and space to explore.

Go Home: You're done with the fighting and choose to go home. It's a warrior's rest and no one has any right to object to your decision.

Move On: Whatever path you've taken doesn't end in the Lost Land. It extends far beyond that realm. Move to your next jump.