# Primal Rage Jump




A meteor strike has devastated the Earth; technology has ceased to exist, civilization has been utterly reduced to rubble, and humans have regressed into tribes of Stone Age dwellers. Into this new radiation-scarred world, primitively referred to as "Urth", primordial rainforest has covered the land and numerous new species have evolved.

Out of their ranks, seven creatures emerge who wage war for control over the new world; they are torn between those who wish to keep peace on Urth, and those who attempt to plunge the world into further chaos for their own benefit.

These creatures have otherworldly or supernatural abilities and each is said to represent a different aspect of nature, as in life and death, fire and ice; and they are considered to be a "god" of their respective sphere. There are four of the good Virtuous Gods and three evil Destructive Gods.

+1000 CP To Help You Survive Through This
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Locations — Pay 100 CP to chose a starting location or roll a 1d8

**Urth** is the realm in which *Primal Rage* takes place. The world is the result of a meteor which struck Earth and rearranged its continents. The world has seven known lands and the last battle ground.

1. **The Cove** is the domain of Sauron, the god of Hunger. The area is a craggy, sandy beach that was once the Greek islands in the Aegean Sea. Rock formations surround the coasts. Decaying temples and other structures from ancient civilizations that once occupied the area line the surf.

2. **The Strip** is the domain of Talon, god of Survival. The area is a grassy stretch of land dotted with trees and small waterfalls. The primordial rainforest used to be Moturoa Island off the New Zealand coast, but was brought in contact with the mainlands in the wake of the meteor.

3. **The Hollows** are the domain of Armadon, god of Life. This landscape consists of underground ramiform caverns existing eons ago. The subterranean caverns have openings in the rock, wherein worshippers dwell. In the center of the caverns is a meditation shrine where Armadon practices focusing his inner thoughts.

4. **The Tomb** is the domain of Vertigo, the goddess of Insanity. This grassy knoll was once the prehistoric monument Stonehenge, but since the meteor freed Vertigo from her stasis, the area has become a place of arcane rituals. The region is the burial ground for the petrified enemies of Vertigo, and the full moon has become permanently visible in the sky.

5. **The Cliff** is the domain of Blizzard, the god of Good and Virtue. The area is an icy and mountainous tundra. The highest mountain in the Himalayas, Mount Everest, has been relocated to this part of the rearranged world. It now has the faint pattern of an ape face.

6. **The Ruins** are the domain of Chaos, the god of Decay. This region encompasses the wreckage of what was once a thriving metropolis. When the meteor came in contact with the planet, the cataclysms wiped out the modern cities and destroyed all modern technology. The derelict skyscrapers have become a place for the newly evolved lifeforms to reside in.

7. **The Inferno** is the domain of Diablo, the god of Evil and Destruction. It is a volcanic atoll created by a geothermic upheaval ten times as great as that which formed the Hawaiian islands. Mesoamerican pyramids and stone sculptures lie among the active volcanoes and lava. The igneous island originated within the Pacific Ring of Fire.

8. The **Graveyard** is the domain of Necrosan, Lord of Undeath. The area is nothing more than a barren, fissured wasteland. The sky above is but a huge, swirling vortex. This area is where the final battle for world domination occurs.

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# Origins

**Neutral** (Drop In)
Welcome to the jungle. We have fun and games.

You drop into this world a newborn, primal god. With a new body and powers comes the challenge of having to fend off the other primal gods of this world as they have had hundreds if not millions of years to gain experience doing what they do.

Its up to you to decide your fate. Will you form an alliance with the Virtuous Beasts and restore balance to the world? Or will you kill them all and claim everything for yourself? Then again, you are unknown factor here so maybe you have something else entirely in mind.

**Virtuous**

You want to protect the world for any number of reasons.

You have been around the block and have been watching over and or protecting the entirety or at least a small part of the world for some time now. Choosing this option has the benefit of establishing you as an old god here for the side of Good and the others are aware of it.

The probability of you already being at peace—or more likely a Cold War-- with the others is a given. Then again, maybe your brand of peace is knowing the world will only be safe once and for all when the others lay dead at your feet. Say your prayers, little one. Don't forget, my son, to include everyone.

**Destructive**

You want to rule the world for any number of reasons.

You have been here long enough that when people have nightmares they are possibly dreaming of you. Your name is synonymous with death and is used to keep small children and the stupid in check least you come looking for them. In all seriousness though, you are a known Beast of Destruction and readily despised if somewhat respected or acknowledged by the other primal gods.

The others already have plans for you more then likely and are the kind that end with you being dead if only because they assume you have the same idea for them. No one really trusts you, the people fear you, and now its time to show the world just how terrifying you can be. Carry on my wayward son.

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## Primal Form

For the duration of your 10 year stay here, you will have to assume the form of a massive beast god so that you may gather followers and do battle against the other primal gods. Take a single Origin here and then chose as many options as you'd like.

**Natural Origin (Free)**

Chose a creature that lived on earth at some point in history. You are now a large sized, semi-immortal, god-like being of said creature. Your height and length will average between 15 and 30 feet give or take a few feet. Dinosaurs and Mammals are encouraged.

**Mystical Origin (50 CP)**

You can instead choose a creature that hasn't lived on earth at some point in history but made its mark. Chimera, Sphinx, Hydra, Kitsune, Eldritch Horrors and more. Your height and length will average between 15 and 30 feet give or take a few feet. This is your chance to play a character like Vertigo, the snake-raptor thing or one of the legends of old.

(Note: This is just a shape option. You don't get associated powers related to your form so no driving anyone who looks at you mad if you are an Eldritch Horror.)

**Elemental Infusion (200 CP Discount Good/Evil)(Can only be taken once)**

You can now chose a classic aspect of nature such as fire, water or earth to infuse yourself with. This will open a wide variety of new attacks and defenses for you. Breath fire, make ice shields, or discharge lightning. You can also choose aspects of nature such as plants or decay.

**Magical Aura (200 CP Discount Neutral)**

Gain magical powers! Or maybe they are psychic powers? You decide! This lets you fill in the gaps left by Elemental Infusion by giving you Telekinesis to hurl objects, Voodoo to summon undead, or even gain a paralyzing gaze to turn the weak into stone. This gives you a wide variety of options to attack and depend with. Generally make the best kind of Finishers.

**Balanced Body (Free)(Can not be taken with Brute, Swift or Lightweight)**

Your body has an over all balance to it with no single aspect that really outshines the others. This is the standard body type you can start with for free.

**Hulking Brute (100 CP)(Can not be taken with Balanced, Swift or Lightweight)**

This options grants a slight size increase of about 5ft in height and 10ft in width and the muscle to show for it. You'd speed drops significantly but you make up for it in extra toughness too.

**Serpentine Swift (100 CP)(Can not be taken with Balanced, Brute or Lightweight)**

This option grants a decent increase in size of about 15ft which can be body length or extra reach. You also gain a significant speed boost to lay down a flurry of attacks at the cost of reduced strength which weakens your attacks.

**Lithe Lightweight (100 CP)(Can not be taken with Balanced, Brute or Swift)**

This option will significantly reduce your size and basically cut it in half. Everyone else will be nearly twice your size which would normally put you at a disadvantage but in the loss of mass you gain a significant boost to mobility. You can jump higher, move faster and dodge quicker then those who are larger then you. This comes with reduced strength but a decent speed boost to help make up for it.

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# Perks

**(FREE)**

**Consume the Weak**– You can consume your enemies worshipers or variations there of to regain health and energy. Eating your own Worshipers is nourishing and heals a tiny portion of your health but doesn't net you any prayer power.

**(FREE)**

**Hear Our Cries!** – Those that pray to you give you power. Only true prayer from the bottom of the heart count. Prayers from mind-controlled slaves is just meaningless lip-service. The more prayer power you have the stronger you get as you see a growing increase in size, strength, speed and awareness. If you get strong enough you may even be able to kill a rival god.

**100 CP:**

**!!EXTINCTION!!** – A Fatality notice. When someone is close to death, you gain a notice its time to finish them off. Doing so lets you do it in the most cinematic way possible such as turning them to stone and shattering them or punching out all their blood.

**200 CP:**

**HEART GUAGE** – A visual representation of your health in the form of a beating heart with red veins extending out of it. Should the bar ever shorten enough to reach your heart it will then explode—this signals deaths.

**400 CP:**

**Masters of Urth** – Your might gives you a kind of magnetic presence that draws people and animals to you. The stronger you are, the wider this effects reaches. Those inclined to follow you will and those that wouldn't will at least respect you. This isn't magical a effect; beings are drawn to strength.

**600 CP:**

**Bonds of Forbidding** – The same spell that held the gods in place for so long is now in your hands---sort of. You gain a minor form of the spell that lets you banish/imprison a defeated foe instead of killing them when beaten.
This places them in stasis a maximum of 1 year and you may release them at any time.

The perfect ability for a pacifist or if you just need to make someone disappear for a short while. Powerful foes may figure out how to break free.

# Neutral

**100 CP: Free Neutral**

**Inspire** – You can inspire those that follow you to great heights. They become more active, more creative and more inventive. The effect of your presence on your followers is that of a Muse.

**200 CP: Discount Neutral**

**Harmony** – The territory under your control takes on a balanced cycle of life and death. Bountiful Springs and Summers and paired with grueling Falls and Winters. This promotes survival and perseverance in all that live under you and its reflected in everything. Plants and animals grow larger and the people gain longevity.

Its not always peaceful or pleasant in your lands but those that strive for a better living reap the benefits.

**400 CP: Discount Neutral**

**Hold Your Ground** – As long as you are fighting on territory collectively acknowledged as belonging to you, its much harder to take from you. Nature itself seems to fight your enemies as they find their travel impeded by stinging biting insects, rain storms, and various other detrimental environmental effects.

You are also aware of the most strategically defensive positions available to you at all times so you can chose the high ground in a fight.

**800 CP: Discount Neutral**

**Avatar of Balance** – Can infuse a single Human with your Primal God powers in an equal balance of offense and defense. When needed, you can go into a semi-dormant state and channel your powers into a single chosen Human who represents you.

The more power your channel into your representative, the more dormant you become until the point you enter a deep slumber and they become a replica of your Primal God Form. The more power you channel through your representative, the more they change to reflect you thus gaining size, speed and strength.

This only channels energy and the powers from your Primal Form. This does not share perks except those gained here.

# Virtuous

**100: Free Virtuous**

**Enrapture** – Your form is awe-inspiring. Followers find your presence to bring great calm to their hearts. They will also find a heightened sense of spiritual awareness, wholesomeness and one-ness with their surroundings and fellow followers.

**200: Discount Virtuous**

**Hallow Lands** – Territory belonging to you takes on stable form that promotes growth. Plants grow faster, animals grow larger, and everything is more bountiful. Seasons also pass by gently so you will rarely have to worry about scorching Summers or dire Winters.

**400: Discount Virtuous**

**Protect & Serve** – When fighting in the defense of something, you will find you can draw upon vast reserves of strength. This applies both to fighting on your own territory and that of others as long as you are fighting for a cause that can be considered Virtuous.

Your powers of defense, healing and protection all gain a significant boost.

**800: Discount Virtuous**

**Avatar of Protection** – Can infuse a single Human with your Primal God powers and they gain a significant boost to their defensive prows. When needed, you can go into a semi-dormant state and channel your powers into a single chosen Human who represents you.

The more power your channel into your representative, the more dormant you become until the point you enter a deep slumber and they become a replica of your Primal God Form. The more power you channel through your representative, the more they change to reflect you thus gaining size, speed and strength.

This only channels energy and the powers from your Primal Form. This does not share perks except those gained here.

# Destructive

**100: Free Destructive**

**Terrorize** – You inspire fear and respect in those who follow you. Everyone fights and works harder to appease you least they draw your attention and wrath.

**200: Discount Destructive**

**Corrupted Lands** – Territory belonging to you takes on a chaotic form that promotes brutal cunning and strength. Caustic rains, horrific storms, sweeping plagues and more bring strife and ruin to your lands. It kills the weak and makes the strong struggle to survive. Animals become extremely feral and large with placid herbivores becoming frenzied carnivores in time.

**400: Discount Destructive**

**Blood Frenzy** – When fighting for territory or control of something, the more blood your spill the stronger you get. Slaughtering hundreds of your enemies followers is enough to give you a significant power boost that lasts for a couple hours.

Killing a rival Primal God and consuming them will give you a massive boost in strength and energy that is enough to heal you of most if not all of your wounds in a matters of hours; moreover, you can run on the power high for days which is hopefully long enough to cross the lands and challenge another God before your power starts to quickly wane.

**800: Discount Destructive**

**Avatar of Destruction** – Can infuse a single Human with your Primal God powers with a significant boost to their offensive strength. When needed, you can go into a semi-dormant state and channel your powers into a single chosen Human who represents you.

The more power your channel into your representative, the more dormant you become until the point you enter a deep slumber and they become a replica of your Primal God Form. The more power you channel through your representative, the more they change to reflect you thus gaining size, speed and strength.

This only channels energy and the powers from your Primal Form. This does not share perks except those gained here.

# Items

**The Boom Box – Free**

An ancient Boom Box that never seems to run out of power. It plays a custom theme song made of a lot of drum and flute for your Primal Form and will cycle through various other songs if you want it to, applying a theme song to other power figures.

You can turn it on and off with a thought. When turned on it seemingly disappears until you want to turn it off but will continue to play music.

If lost or broken, the pieces disappear and a new one shows up within a week some place nearby and obvious or within your Warehouse. Also seems to change to match and amplify other background music effects.

**The Arcade Machine – 50 CP**

A simple machine that contains not one but TWO games on it. Both the original Primal Rage and the unreleased Primal Rage 2 in its finished form.

Never needs power, can't be tampered with and will fix itself if broken.

**Treasure Hoard – 400 CP Discounted Neutral**

A physical storage site for excess prayer power. It can hold more power the more precious materials stored here with the added benefit of feeling great to sleep on. After the Jump, it can be moved into the Warehouse or become an add-on to the Warehouse as a large vault or cavern filled with your Hoard.

**Offering Plate – 400 CP Discounted Virtuous**

A physical storage site for excess prayer power in the form of an altar or similar collection site. Can gain immediate benefits from meaningful offerings such as hand made works of art and burnt offerings. A dollar earned through hard work and sweat is worth more then a million dollars flippantly offered.

After the Jump, it can be moved into the Warehouse or become an add-on to the Warehouse as a large church or cavern filled with your offerings and followers.

**Sacrificial Alter – 400 CP Discounted Destructive**

A physical storage site for excess prayer power. Can gain immediate benefits from living sacrifices – Meaningful sacrifices hold more power. A million cloned animals has only a fraction of the prayer power an animal raised with loving effort would hold.

After the Jump, it can be moved into the Warehouse or become an add-on to the Warehouse as a large altar or cavern filled with your sacrifices.

**Human Tribe – 200 CP**

You gain a group of primitive humans that appear at the start of each Jump to assist you. They don't learn to well and its impossible to teach them how to use technology. Mostly they are here to worship you and be used as emergency snacks.

If abused too much or if they begin to doubt your godly status they will disappear. You can chose one of the three following groups:

**Discount Neutral--Followers**: Those drawn to strength for mutual benefit. They pray and work for you for protection. Great at farming and other physical labors.
**Discount Virtuous --Worshipers**: Religious worshipers who pray to your for guidance and spread your message. Knowledgeable in reading and writing a language of your choice. Great at making art and transcribing your teachings.
**Discount Destructive--Cultists**: Crazed fanatics who would do anything to appease you. Your word is all that matters. A wide assortment of insane followers with no real skills. Can easily be incited into a mod frenzy in your name. Throw very wild parties.

**Livestock – 200 CP**

Herds or packs of livestock that changes to reflect who you are. Virtuous Gods gain placid herbivores that bring plentiful meat the likes of cows or triceratops. Destructive Gods gain packs of predators such as giant wolves, large cats and cunning raptors. Neutral Gods gain sturdy herd animals the likes of mammoths and horses that can be used for work.

Such a herd can never be fully killed off unless you absolutely intend to and in time will always repopulate. When Jumping to a new world, the Livestock will follow you and start growing there or a new animals native to that world fall under your sway.

**Secluded Lair – 200 CP**

It may be a cave deep underground, a bone-yard in the middle of a jungle or maybe a nest built atop a storm swept mountain. Whatever it is, its a place to call home that will always be fairly difficult to get to except for yourself. Its less of a structure or building and more of a location.

After the Jump, this location follows you and will place itself as close as possible to any territory you have upon arrival or it will place itself in as

secluded an area as possible while still being accessible by foot.

## Drawbacks:

Its an awful world out there and you just had to go and make it worse? You can take up to +800 CP in Drawbacks but as many as you would like for fun.

**No Cheese – +100 CP**

Something is preventing you from just mashing your opponent with everything you have. Its impossible to keep them stun locked, you can't toss them around infinitely, and its impossible to hold them in place. You are basically stuck having to have a fair fight and giving your opponent a chance to retaliate.

**Unfinished Game – +200 CP**

A glitchy world, attacks doing nothing, and strange hit boxes? What is this? A poorly made video-game? Not all is what it seems here. You will find the world is very sparse as if someone forgot to fill in the places you don't see with little more then a couple trees or rocks. Even worse, some times things just stop working as water will stop flowing, enemies phase through objects and so on. None of this will ever be to your advantage and no one will ever seem to notice whats going on either.

At least once per fight, the opponent will gain some sort of advantage over you be it their HP won't drop for awhile, their body seems to be several feet elsewhere and so on.

**Where Have They All Gone? – +300 CP**

Guess snacking on every human in sight has had a serious drawback. Humans are extremely rare now and in short order. Humans or other servitor races become impossible to clone, copy, ect. Gods and their followers will frequently raid you to kidnap your followers. At best they steal them away and at worse they cut their losses and just eat as many as they can.

**Stupid, Sexy Humans – +400 CP**

Humans are pretty much useless beside for eating, praying and looking sexy. Don't expect them to be able to defend much less provide for themselves. They will not be able to learn much more beyond Fetch, Stay or

Dance for my Amusement Mortal!

**Faithless – +400 CP**

You can't hold power gained from prayer for more then a couple hours and its impossible to store. This means your opponents will have a significant power boost over you and start hoarding power like you wouldn't believe.

**Stone Age Wonder – +500 CP**

Its the Stone Age again or might as well be. Technology doesn't work here at all. Its little more then scrap now. At least it looks cool, right? Even magic has gone very basic and you will find complex spells an the like no longer work here. Same goes for Psychic powers and everything else. Everything but the simplest powers such as conjuring small flames are useless for the time being.

**Necrosan Is Coming – +500 CP**

What is says in the title. Necrosan is an undead dragon who travels from world to world consuming all life in its way. Its very, very old and given enough time on Urth will figure out how to re-activate the Bonds of Forbidding which will effect you too, sealing you away for several millennium thus ending your Jump and counting as a Death loss.

**Down to Earth – +600 CP**

You and your Companions all lose access to your Warehouse and all powers from other Jumps. You have to rely only on the perks/powers from this Jump and the skills you've gained.

**Anything You Can Do – +800 CP (Can't be taken with Down to Earth)**

Oh shit! Seems your power is spreading out into your rival Gods. Each fight you get in seems to bleed it out and give it to others. Every time you defeat an enemy, all the remaining ones gain a portion of your power until there is only one left who has all your powers plus the strength of the other Gods. Good luck.

# Notes:

You can Purchase multiple Avatar Forms and have a different person for each one but only one can be active at a time.

The storyline in *Primal Rage 2* follows closely on the events chronicled in the first game, as it is revealed that the meteorite that once struck Urth is in fact an egg holding the dragonbeast Necrosan, a terrible monster bent on destroying Urth. To protect their world, the gods unite against Necrosan, but are defeated in the ensuing battle and subsequently imprisoned in a state of semi-suspended animation. The gods then form human avatars for themselves and fight the minions of Necrosan to release them from their prison and battle Necrosan.

**The Virtuous Beasts**

- Armadon: The god of Life. Armadon fights to defend Urth and prevent its destruction from the hands of the Evil Gods. He's a semi-bipedal dinosaur with Styracosaurus-like head and limbs, a series of spikes in his back, and a tail, the tip of which resembles a combination of an Ankylosaurus' tail club and a Stegosaurus' thagomizer. Armadon has the easiest combos, but has a short reach. His domain is the Hollows and his worshippers appear dressed in light green rags.
- Blizzard: The god of Good and Virtue. Blizzard is one of two ape-beasts, and the main protagonist of the game. He was frozen in a glacier for millennia and was released by the meteor. He lived high up in the mountains, only descending when threatened. A noble and heroic yeti-like creature, Blizzard wishes to undo the damage caused to Urth by both the meteor and the warring gods. Many of his abilities focus around the manipulation of ice and cold. Blizzard is listed as the leader of the Virtuous Beasts, and his animal power, age-old wisdom and freezing projectile moves make him a powerful character. His domain is

the Cliff, and his worshippers wear blue.

- Sauron: The god of Hunger. He is the one of the main protagonists. Resembling a Tyrannosaurus, he can dish out the most damage of all the beasts, but he's also the slowest. Sauron's immortality only lasts while he devours human flesh, as he suffers from an insatiable appetite. In spite of this, he is not evil, but the anti-hero of the group. His "Stun Roar" is an energy beam utilized in a manner akin to Godzilla's nuclear breath, and his "Primal Scream" casts an energy shield as an offensive attack. His tail attacks are somewhat easier to use than his bites. His domain is the Cove, and his worshipers are clad in purple clothing.
- Talon: The god of Survival. He resembles a Velociraptor. Talon is the patriarch of a huge family of similar dinosaurs and is fiercely protective of it, and it is for their sake that he plunges into the war. Talon is the fastest character in the game and an excellent jumper. Talon is also the shortest character, and numerous ranged attacks by taller enemies will simply miss him. He is the only character in the game who does not have a projectile attack. His domain is the Strip, and his worshipers are dressed in gray.

**The Destructive Beasts**

- Chaos: The god of Decay. The second of the two ape-beasts, Chaos was formerly a scientist and witch doctor that was transformed into his current state by accident and was forcibly imprisoned in his own filth for eons. Among the three Evil Gods, Chaos is known as the crudest and nastiest of all, with moves like "Fart of Fury" and "Power Puke". His "Golden Shower" fatality (where Chaos dissolves the flesh from his victim with a jet of acidic urine) was deemed so disgusting that the game was pulled from the market and replaced with a version with this fatality censored. His domain is the Ruins and his worshipers appear dressed in yellow.
- Diablo: The god of Evil and Destruction. Diablo resembles an Allosaurus and the main antagonist of the game. The leader of the Destructive Beasts, this demonic dinosaur wishes to reduce Urth into a nightmarish, magma-filled hell, where he will indulge his desire to torment all living beings on the planet for all eternity. His graphic

model is nearly identical to Sauron's, though he is rendered smaller and with a different color scheme. Diablo is quick on his feet and is an excellent distance fighter, but is somewhat weak in close range. His domain is the Inferno and his worshipers wear red clothes.

- Vertigo: The goddess of Insanity. Vertigo is a unique beast, with a body resembling that of a Dromaeosaur and a neck and head resembling a cobra. She is one of the evil Destructive Beasts and is the only female beast on the roster. She has the longest reach. The game's plot states that her imprisonment on the Moon forced the other beasts into suspended animation until the meteor impact. Vertigo plans to enslave the entire planet forever by making humans into a slave race. Her domain is the Tomb, which resembles Stonehenge, and her worshipers dress in cyan.

Note that due to a mess up with the toy line, Talon and Sauron were labeled as Virtuous Beasts but are in fact Neutral along with the unreleased Smilodon character Slashfang.

**Necrosan**

Who dares peer into the abyss of pain, fear, hopelessness, and the screaming lunacy of hunger? Then stare into the eyes of **Necrosan!** From the eternal sea of madness he rises to form armies of primal followers on every planet. His purpose is to feed on every speck of life present on Urth! And then he will find another planet to annihilate, gnawing away its life force limb from limb!

Necrosan's terrifying wing stab attack pierces the very heart of fear as the God of Death. He resided within the meteor that came into contact with the Urth. He was unleashed upon the world when he broke free of his prison, and his undead armies descended.

Necrosan was to have appeared in the Graveyard for the final boss battle, but the idea had never come to be. He is the final boss in the one known working copy of Primal Rage 2.

Those consumed by the dragonbeast fall out of his body as undead.