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One day in 2019 disaster struck. No, not SARS Covid-19. Rather, a mysterious energy wave engulfed the world, turning all humans to stone. 3,700 years later, a high school science nerd, Ishigami Senku, bursts from his stone cocoon to face a world reclaimed by nature. After a year of study and failed attempts, he hit upon the miracle fluid, a mix of nitric acid and alcohol, that could reverse petrification. Sadly, one of the first people he revives is Shishio Tsukasa "the world's strongest primate highschooler." Tsukasa sees the return to the Stone Age as a blessing, a chance to reset civilization, and begins smashing petrified people he finds unworthy and reviving the young and strong.

Faking his death, Senku flees to the safety of a village founded by descendants of the half-dozen astronauts who escaped petrification on the ISS, including his adopted father. The foundation for a Kingdom of Science, if he can only convince them his strange ideas and methods have value. Eventually, they detect a radio signal, three letters repeating in Morse Code, W-H-Y and believe the "Why-Man" to be the source of petrification. This poses a problem, as the source of the transmission is the moon. You start on April 1st, 5738 CE, the same day Senku revives himself.

Get excited, and have **1,000 choice points** (cp) to ease your travels.

ORIGIN

Kingdom of Science - So much was lost, but it's gonna be okay now, because you're here and armed with the knowledge won by hundreds of generations. Get excited, it's time to bring humanity back from the brink!

Empire of Might - The petrification gave us a second chance. Aren't you tired of living in a polluted world, owned by the old and wealthy, slaving away at a job for rent and groceries? How does Senku plan to sustain a population without centuries of work clearing and cultivating the land? Much better to start a new and better world, with the young and fit.

AGE, RACE, SEX, ETC.

Things that mattered not at all in the 21st Century can be life and death in the Stone World. Feel free to change any of these things about yourself if they would be inconvenient to you.



COMPANIONS

Invite Anyone! (Free) Senku, Taiju, Chrome, Kohaku, Suika, Gen, Science is ten billion percent more fun with friends! Feel free to recruit anyone and everyone from the series, no charge.

Through the Apocalypse (-100 cp) We can use all the hands we can get, import up to one hundred & fifty Companions from your home or previous Jumps, each with 800 cp of their own to spend. Companions cannot gain points from drawbacks. This may be taken multiple times.

Rei (-400 cp) A robot who started out as a globe camera with sixty smartphone motherboards soldered together. After 3,700 years in space and saving the world at least once from a meteorite, Rei has upgraded to a gynoid body and is many thousands of times more capable than model 37. Rei is a little detached, but is logical and very inventive, and still waiting for their creator to return.



LOCATION

Choose, or roll for +100 cp

1. Miracle Cave: The starting location, where a batcave provides a natural source of nitric acid. Later, Tsukasa will grow his empire here.
2. Ishigami Village: A village formed by the descendants of six survivors of the original petrification (please try not to think too hard about it). By default, they assume the only humans are part of the village or exiled from it.
3. Treasure Island: The island those ISS survivors first landed on, near Japan. There's a decent population of descendants. 17 years ago, one found an intact petrification device and took over. Anyone who protests or tries to leave gets petrified.
4. New America City: Nine scientists and soldiers revived here and built a castle-lab. Their leader, NASA Scientist Zeno, dreams of world conquest. So far they haven't figured out the miracle fluid, only that nitric acid can revive the few who were continuously conscious.
5. Superalloy City: Or at least its future site in Brazil. It will take a number of colonies across the world to harvest the materials needed for the space program, after all.
6. Free choice: Yay! You rolled and got to choose! Go you!



PERKS

It's Like A Doctor Stone (Free all) Soap, the Doctor Stone is soap. In a world without antibiotics or hospitals, the smallest infection could be Game Over, even the common cold or a tiny cut. Fortunately, none of this is a problem for you, nor any new diseases that might have cropped up in almost four thousand years - you are flatly immune to all disease and incapable of spreading them around.

Actively Aware (Free all) The vast majority of people, frozen in place, quickly succumbed to unconsciousness. Senku kept aware the entire time by counting seconds, planning for his revival, Taiju because of his promise to confess his feelings for Yuzuriha, and the Americans because they were ordered to stay awake. You have the sheer willpower to keep your mind active despite it all, and to not go insane from 3,700 years of continuous awareness. As a bonus, no boredom will ever match what your background means you already survived.

Comprehension (Free all) At first, the Americans and Japanese can't communicate. This is never an issue again. You speak all the common languages of wherever you land.

Nerd (-100 cp, Science) You actually did well in STEM courses, and have at least an undergrad's understanding of math, physics, chemistry, mechanics, & engineering. You know enough to build an Archimedes screw pump or a crude compass.

Diagram (-100 cp, Science) Science is a game of incremental advancements, but that won't do in a sprint to the space age! You are very good at conceptualizing all the intermediate steps you'll need to develop a technology and lay them out in a diagram that, unlike Senku's, are easy for people to understand.

Perfect Memory (-100 cp, Science) Like Soyuz, or Senku when it comes to science stuff, you never forget anything.

Get Excited (-200 cp, Science) Like Carl Sagan or Neil Degrasse Tyson, or even Bill Nye, you know how to make science and engineering both understandable and fun! Like making a cotton candy machine on the way to wire, or ramen. You can get people hyped for science! Anyone you teach will absorb and retain your lessons at an amazing rate!

Scavenger (-200 cp, Science) Sometimes science starts with the weird kid collecting all the strange rocks. You are both incredibly skilled and lucky at finding the materials you need, from sugar crystals to delicious berries to tungsten deposits. If you really need it, you will find it eventually, and within walking distance.

Village Craftsman (-200 cp, Science) There are always some, who carry the pride of making useful things. You are a master craftsman. In what craft? All of them! Your careful hands and attention to detail naturally carry over quite easily from weaving fishing nets and flint-knapping to blowing glass and shaping metal.

Better Living (-400 cp, Science) You *really* paid attention in chemistry. You know how to make gunpowder and dynamite, chloramphenicol and sulfa drugs, chemical batteries, plastics and the many uses of sulfuric acid. You are a master chemist and that puts you in very rare company in the Stone World.

Dragos (-400 cp, Science) When Ishigami village had nothing, it was all share and share alike. When Senku showed up, he fed people ramen to trick them into working his forge to pay off their tab. But when it came time to build a great ship to voyage around the world, they needed a way to pay workers for their labor, in a way that would allow them to obtain food and other necessities. Enter the Drago, a Stone World coin. You are a genius at economics, able to get ahead whether in primitive communism or capitalism, and able to convince people to advance with such things as currency and credit. Why, you could talk people who never encountered debt before into working for you to pay theirs off!

Only 104 Days of Summer Vacation (-600 cp, Science) Senku isn't *quite* up to Phineas & Ferb's ability to build up a roller coaster or space program in an afternoon, but he sure seems close sometimes. Half of winter to invent radio, just over a year for the Perseus (and less than two days to convert a galleon into an aircraft carrier) hours for a freezer, a decade or so for a moon program, on and on. Mostly by adapting or cannibalizing his previous creations, it must be admitted. Well, like Senku, you can pull new inventions out your butt almost at will, with barely a nod to materials and labor. Invent electricity before the water wheel and a steam-car that runs off a

Franklin stove. As a final boon, even if your creations blow up in your face, it won't seriously hurt anyone.

Chosen Few (-100 cp, Might) You are extremely well put-together, healthy and strong, any illness or disability washed away by petrification. You look fine, easily in the top 0.1% of good looks.

Survivor (-100 cp, Might) You know how to hunt, fish, build shelter. You can endure extremes of temperature and walk hundreds of miles barefoot.

Survival of the Fittest (-100 cp, Might) You don't hesitate or feel guilt about doing whatever it takes to survive and get ahead.

Gymnast (-200 cp, Might) You have the skills of a master traceur and an olympic gymnast. You can run through trees faster than most could on the ground, tumble and fall with the best of them, climb and swing and leap. You are an exceptionally mobile person, and very difficult to pin down at the best of times.

Lip (-200 cp, Might) As long as you get results, your superiors don't care how abrasive, or outright disrespectful you are. They could care even less about any eccentricities or questions you can't answer about where you came from or how you can do what you do. Just keep in mind that if the results ever stop, you might find yourself surrounded by people without a lot of reason to help you if you act too badly.

Sonar (-200 cp, Might) You have crazy good hearing, enough that sight isn't really your primary sense. You can pinpoint the direction and distance of a snapping twig hundreds of yards away, eavesdrop on a whispered conversation. You really are like a human sonar unit.

Mentalist (-400 cp, Might) A magician who specializes in mind reading and hypnotism acts. You know all about how to read people, how to imitate voices, faking confidence and a myriad of minor magic tricks. With some of the primitive people around, you could easily pass yourself off as a great sorcerer.

Weapons Master (-400 cp, Might) You have mastered a single weapon to the extent that Hyoga did the spear. Even outnumbered six-to-one by peer opponents, you can match and beat them with your favored weapon in your hand. Naturally you can choose which this is.

World's Strongest Primate (-600 cp, Might) Tsukasa once boxed a gorilla in an exhibition match. Immediately after reviving he killed a lion with one punch. He also kicked several boars to death (if anything, far more impressive), snatched geese from

the sky by leaping between treetops, felled strong trees with one blow & made craters by stamping his feet. You are now Tsukasa's equal in athleticism, not merely his impressive speed and strength, but his balance and skill. Better, you're as strong as he was as an antagonist, and not after he joined the team.



ITEMS

One Item at each price tier may be discounted. Discounted 100 cp Items are free. All Items will be restored to you in a day or two if lost, stolen or destroyed.

Caveman Chic (Free) Despite the general paucity of resources, everyone in the Stone World has an amazing fit and distinctive outfits. Now, that includes you. Also you get comfortable winter clothing.

The Doctor Stone (Free) Soap, an essential for keeping clean. This regenerating bar will turn up again when you next bathe if lost.

The Manga (Free) The complete series, to keep you from getting lost.

Electric Generator (-100 cp) Consisting of two copper wheels and a magnet, hooked up to a water-wheel, this machine can produce theoretically limitless power! Er, over time, its output at any given second is pretty low compared to the 21st century's steam-driven dynamos.

Seeds (-100 cp) A lot of plants grow in inconvenient and inaccessible places. Have the contents of a seed vault, not everything will grow in your climate (rubber trees are notoriously finicky) but at least you should have access to rice, potatoes, and quality grains.

Steam Gorilla (-100 cp) The final version of the steam-car, the Gorilla has multiple gears, off-road capability, and even an armored coat of carbon-fiber paper, all to drive

what is basically a very large rowboat on wheels. Still, hitch a trailer or tie a rope on and it can do the work of many men.

Miracle Fluid (-200 cp) A precise mix of 30% nitric acid to 70% alcohol, the purest possible (at least 96%) which can depetrify anyone turned to stone, whether during the initial 2019 event, or later. People depetrified are healed of any disease or wounds, coma or even recent death. Even shattered statues can be restored if carefully pieced back together. There may be black scarring where weather damage occurred, but these are purely cosmetic. Normally this mix would be quite explosive but for some reason not this time. You have a large jug, about sixteen doses worth, that replenishes weekly.

Mobile Laboratory (-200 cp) An amphibious car about five meters long, with a camouflage covering as a mossy hillock. Perfect for transporting science tools and materials, never needs refueling.

Petrifying Device (-200 cp) A mysterious device that rained from the sky, three interconnected rings, like a triquetra drawn by M.C. Escher. It is verbally controlled, specify a range (in meters) and duration (almost always a second) and possibly a species if changing the setting, and it will petrify any living thing or object. Which can be a very handy means of stasis and healing, if you only know how to reverse it. Yours is an inert device, the controlling intelligence long departed.

Resource Cave (-200 cp) A large cave teeming with rare earths and everything from tungsten to platinum.

Aircraft (-400 cp) Science can take you to the skies! Whether a hot-air balloon like Senku devises for the immediate mapping of Japan, or an ultralight like New America City uses, you can put eyes in the sky.

American Arms (-400 cp) Kind of shows you where their priorities lie, but within a couple years of reviving, the Americans had crude-looking but effective modern guns, complete with smokeless powder and ammunition clips. With your boomstick you could easily rule most Stone World communities.

Perseus (-400 cp) The ship built to sail around the world, founding science cities. You can choose between the three major configurations the ship has gone through - motorized sailboat, aircraft carrier, and a rocket-powered ship capable of 20 knots.

DRAWBACKS

Humanity's Final Six (+0 cp) Instead of waking in the Stone World, you wake up on the International Space Station moments after the petrification. Merely landing will be dangerous with no mission control and no rescue ship. At least there should be plenty to loot - er, salvage.

Fuzzy-Eye Sickness (+100 cp) You have the dread fuzzy-eye sickness. In other words, you're chronically near-sighted and half blind without glasses. Shame all the optometrists are busy being statuary, and for some reason petrification can't fix this specific flaw.

Jumper the Blunt (+100 cp) Like Chelsea, you don't have much time for manners, and see no issue introducing yourself to a lady by asking about her weight. Expect to collect bruises and sour looks, but never quite get why.

Pig Atin-Lay (+100 cp) You have a very distinctive verbal tic, like using Pig Latin once or twice a sentence, or ending every line with a 'Yo.' This will get incredibly annoying.

Ten Billion Percent (+100 cp) That's... not really how percentages work. Not that it matters to you, because you no longer understand percentages and fractions.

That's BAAAAAD! (+100 cp) You tend to get emotionally carried away, especially with a new discovery or sudden change in your life.

Exit Pursued By A Boat (+200 cp) You are being hunted by an enemy at least as clever, capable and determined as the Marine, Stanley Snyder.

Sickly (+200 cp) Like Ruri, who has apparently been *very slowly* dying of pneumonia all her life, you are weak and sickly, easily winded and sometimes cough up blood in great fits.

Impractical (+200 cp) You have a grand vision for how the world can be, but keep hyperfixating on pie-in-the-sky projects like a Stone Age cell phone, at the expense of things like gathering food for the winter.

Born Anew (+300 cp) The petrification can smooth over all kinds of injuries and abnormalities, except astigmatism for some reason. When you break out, you find your powers and perks from previous Jumps are gone! You keep knowledge and non-supernatural skills though.

Dispossessed (+300 cp) Whatever else changed with the petrification wave, it seems to have massively altered dimensional harmonics. Your Warehouse key just can't connect, so all your things will remain unavailable to you.



TIMELINE:

2019 - on June 3rd, an energy wave engulfs the planet, turning people to stone. The petrification wave originated in the city of Manaus, Brazil and expanded at 32,000 kph, taking a little under an hour to cover the globe. The night before a similar, undetected wave petrified all the world's swallows. Six astronauts on the International Space Station are unaffected. Three days later, the astronauts splashdown in the Pacific, and make it to what will later be called Treasure Island. They leave a simplistic robot, Rei, to try and maintain the ISS in a spinoff comic. Unable to reverse petrification, the astronauts settle down and have kids, preserving the most important knowledge in the hundred tales.

2051 - The last astronaut, Ishigami Byakuya, perishes of old age. At his request, the bottle of precious metals he spent decades panning for is sealed inside the Soyuz capsule.

2351 - An iron meteorite impacts near Rome, dropping global temperatures by 2 C for several years.

3219 - Eruption of Mt. Fuji.

3369 - Earthquake causes a significant expansion of Treasure Island.

5020 - In July, petrification weapons rain from the sky over Treasure Island. Brigands and warlords attempt to make use of them, Matsukaze and his master destroy them until one remains. Matsukaze is petrified before destroying the last, but not before etching a warning to future generations.

5721 - Ibara recovers the last petrification weapon, using it on Soyuz's parents he takes over the island.

5738 - April 1st, Senku & Xeno revive on the same day halfways across the world, and are mostly concerned with immediate survival. Senku moves Taiju to a bat cave in the hopes nitric acid would speed his recovery. **Stone World Arc** - October 5th, Taiju is revived and the series proper starts.

5739 - late March/early April, Senku & Taiju perfect the revival fluid, and go to revive Taiju's crush Yuzuriha, but they are attacked by lions and forced to revive Tsukasa instead. Tsukasa helps protect and hunt for them for a few days before deciding he can't allow Senku to revive everyone. Senku, Taiju & Yuzuriha flee and attempt to make gunpowder, Tsukasa catches up and "kills" Senku, but because he hit the one stone bit left, the others are able to revive him with the miracle fluid, and they discover a hunter from Ishigami village, Kohaku. Senku goes to the village to found a kingdom of science, and Taiju and Yuzuriha go back to infiltrate Tsukasa's operations.

Ishigami Village Arc - barred from Ishigami village (all other humans are exiles) Senku impresses the village sorcerer, Chrome, enough to take him on as a science student. Chrome has a crush on Ruri, the village priestess who has been slowly dying for a long time. Senku figures he can make an antibiotic that will hopefully help, with the help of Chrome and Ruri's warrior sister Kohaku. They collect all the ingredients, make equipment with the help of an elderly craftsman, Kaseki, and win the Grand Bout for Ruri's hand in marriage and leadership of the village before curing Ruri's pneumonia. The Kingdom of Science also recruits Gen, a mentalist revived by Tsukasa and sent to confirm Senku's death, who sells out his new boss for a homemade soda.

Stone War Arc - The village is attacked by a war party from Tsukasa's empire, and burned down, but the attackers are driven off through science tricks and clever tactics. Now that Tsukasa knows Senku lives, the war is on once winter ends.

5740 - Senku works through the winter to invent a "cell phone" really a radio, to coordinate with his spies in Tsukasa's camp, along the way inventing vacuum tubes, cotton candy and a steam-powered car. Ruri shows Senku the grave of their founder, his dad, and they find a crude record scratched in glass. Gen & Senku conspire to turn as many of Tsukasa's people as possible using the radio to convince them the Americans are back and help is on the way. Come spring, the miracle cave is secured with no casualties, Senku has to work at the last minute to make dynamite and convince Tsukasa to surrender, it helps they agree to revive his sister, who was brain dead but restored by the petrification. Tsukasa's right hand Hyoga turns on him and mortally wounds him, forcing Senku to improvise cyrogenics. Senku announces that to save Tsukasa, and all humanity, they must unravel the mystery of petrification by going to the source.

The New World Arc - Lacking nautical experience, they revive a rich kid and sailor, Ryusui, and in autumn begin construction of a great sailing vessel, the Perseus. Senku also makes a hot air balloon to map the area better. To compensate workers who aren't hunting or fishing, they have to invent a currency.

5741 - The Perseus finishes and shakes down with a cruise to Treasure Island, hoping a tale of buried treasure might lead to platinum, which they can use to make more revival fluid. They find a tyranny of Ibara holding everyone hostage with his petrification device. Following a needlessly elaborate plan for Kohaku to infiltrate his harem, they free the island and Soyuz becomes their leader. By the end of September they return to Japan and after taking on supplies and reviving Tsukasa head to America, where they are attacked by the Americans. Stanley seizes the Perseus, but the science team take Zeno and flee to South America.

5742 - Stanley is defeated at the fort Senku and crew build. Second Petrification wave engulfs the world. Only Suika breaks out, an unknown time later.

4749 - Suika successfully makes revival fluid, depetrifies Senku, who quickly revives everyone else.

5750 - The New Perseus establishes petrified colonies in Australia & India. Communities that can produce their own revival fluid and spread.

5752 - The New Perseus returns to Japan, revives everyone. The first jet engine is built, the Senku 1 rocket fails to launch.

5754 - The Senku 11 rocket carries Senku, Kohaku & Stanley to the moon to confront the Why-man, who turns out to be the petrification devices. They're spaceborne mechanical parasite beings, based on the idea that all life desires survival ahead of all other concerns. They home in on a radio-using planet, petrify a random species so they can identify the one using radio to talk about it, then petrify them and settle in to wait. The smartest beings will be the first to revive, and realizing they've found the secret to immortality (however sessile) will make replicating the why-mans their highest priority once they rain from the sky, turning inert on contact with oxygen. They are puzzled and outraged at humanity's rejection of their gifts, overestimated the advancement of Treasure Island when they rained down. In fact, they've come to realize that humanity simply isn't advanced enough to repair or build why-mans, and leave, rejecting Senku's offer of cooperation. Well, one remains to see if we can pull it off.

5756 - Series Epilogue, the wedding of Taiju & Yuzuriha. The world is largely restored, though new statues are always being found & revived. Senku is working on cracking time-travel, and the remains of the dead why-mans are being dissected. A quick 'where are they now' shows much of the cast have gone into law enforcement, Taiju & Yuzuriha own a business making handmade custom clothing.