

Jurassic World: Dominion
By Sentry342

Four years after the destruction of Isla Nublar, dinosaurs now live--and hunt--alongside humans all over the world. This fragile balance will reshape the future and determine, once and for all, whether human beings are to remain the apex predators on a planet they now share with history's most fearsome creatures in a new Era. Take these **1000 Cretaceous Points**, they will allow you to gain a few skills to help this world.

Location

You can either choose one of the locations below or roll d6 and receive +100 CP being assigned to a location at random.

1. **Isla Nublar** - This is the island that all of the dinosaurs were taken from in Jurassic World Fallen Kingdom. Currently the island is empty with the exception of the volcano. Maybe you could find a dinosaur that was left behind or play around in the lava.
2. **Sierra Nevada** - This is the location where Owen Grady and Claire Dearing have settled down. Their adopted daughter Maisie Lockwood, Blue, and her child Beta are the other residents of this area. If you aren't a friend of theirs then you should probably leave before Blue tries to eat you.
3. **Utah, Digsite** - This is the digsite where Alan Grant is currently working.There isn't much going on, aside from the excavation of some other discoveries. Aside from Dr. Grant you could meet Dr. Ellie Sattler when she comes to get Grant's help.
4. **Valletta, Malta** - Valletta is the capital of Malta and the location of a dinosaur smuggling operation. Maisie and Beta will be brought to this area after both of them are taken. If you are interested you could try your hand at some of the items here, although I would advise you to be careful since a number of powerful criminals navigate these waters.
5. **Biosyn Sanctuary** - The sanctuary is a large facility built by Biosyn to contain all of the dinosaurs that they capture. You will appear in the main facility of the sanctuary though you may optionally start out within the facility if wish.
6. **Free Choice** - Lucky you, feel free to pick any of the locations above or choose a location not listed.

Time

You will be arriving in your chosen location a week before the main plot of the movie begins. Currently Claire is getting ready to break into an illegal breeding center and Owen is catching Parasaurolophus in the Nevada's plains.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50cp to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish. The origins you choose will also decide your race. These origins will affect your in-jump history and some basic skills you start out with.



The Old Heroes - Free

You were someone involved with the original Jurassic Park. Perhaps you were a researcher at the park or a guest that was invited alongside Alan Grant, Ian Malcolm, and Ellie Sattler that is coming to their unofficial reunion. Regardless of your specific choice you have more experience than the vast majority of people when it comes to dealing with these sorts of issues.

The New Heroes - Free

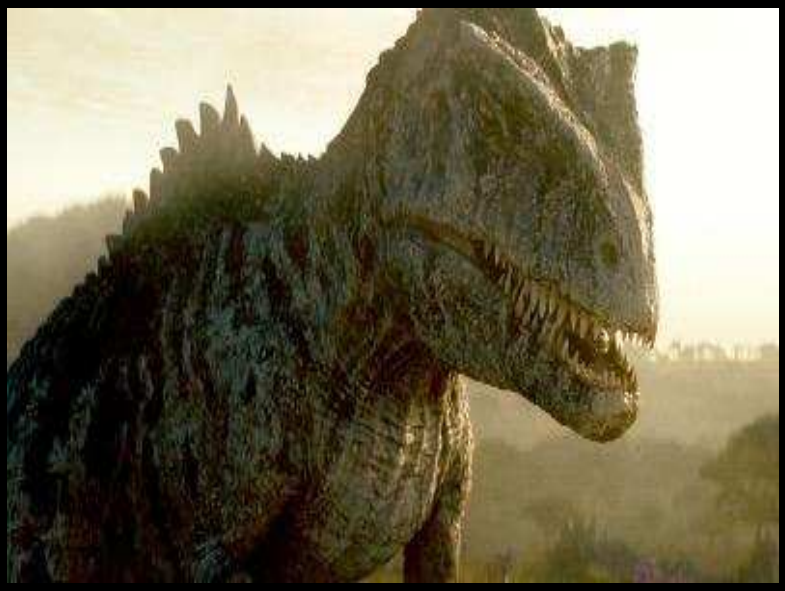
You are an individual who was involved with the more recent Jurassic World. You might have been a raptor trainer alongside Owen, a worker in the command center, or simply one of the many other employees within Jurassic World. You may be younger than some of the others, but this has also allowed you to apply your skills to this changing world.

The Bad Guys - Free

You are one of the bad guys responsible for the many issues occurring. You could be a poacher, a corrupt official at Biosyn, or simply a criminal dealing with all of the new variables brought into play with the dinosaurs. You could continue your villainous ways or you could try switching to the otherside to help with all of the chaos that is going to occur soon.

Dinosaur - Free/100/200 CP

It would appear that you aren't actually a human. You are one of the many species of dinosaurs or one of the other prehistoric creatures that have reemerged around the planet. The Free option allows you to import in a dinosaur alt form if you already possess one. For 100 CP you may choose any of the average species such as Triceratops, Gallimimus, Allosaurus, Pteranodon, or Apatosaurus. If you pay an additional 100 CP then you become one of the more powerful dinosaurs such as Tyrannosaurus Rex, the Indominus Rex, Giganotosaurus, Quetzalcoatlus, or Mosasaurus.



Skills and Perks

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

General Perks

Iconic Music - Free
The music composed by John Williams for Jurassic Park and the rest of the series can be considered iconic music. This perk allows you to take this music with you and apply it as a background theme. You will have a menu that can be controlled mentally which will allow you to toggle the music on and off at will. If you already have a similar version of this perk you may freely combine them.

Primal Beauty - 100 CP
As you might expect from a movie there really aren't any people that are considered unattractive here. This perk grants you two main effects. First your appearance will be enhanced so that you are considered a 9 out of 10. Second, you may create some sort of theme for yourself. This could be something like the dashing rogue, the innocent victim, or the old mentor. This will modify your appearance slightly to make you fit into that theme better.

Hybridization - 100 CP
While they have become less prominent hybrids are still very much of note to the Jurassic World community and very interesting. This option lets you become a hybrid by blending the genes of three dinosaurs of your choice into your DNA. The exact way this manifest is up to you For example if you chose T-Rex, Spinosaurus, and the Velociraptor you could get the T-Rex's bite force, the Spinosaurus's underwater adaptations and arms, as well as the Velociraptors intelligence and foot claw.





Asexual Reproduction - 200 CP
Due to some genetic manipulation it is possible for some of the dinosaurs to reproduce asexually. By taking this perk you may now do so as well. The exact method will be up to you since the movie never actually explained it. Maybe you can somehow impregnate yourself or perhaps you split a portion of your body off which then develops into a child. Feel free to decide on the specifics for yourself. Lastly, unlike the version in the movie you may decide whether or not the child will be a clone or a normal child with similar genes.

You’re a Miracle - 300 CP
It appears that you are a clone similar to Maisie. You were created using cutting edge genetic technology. This has enhanced your genetic capabilities making you immune to any genetic conditions. In addition perhaps due to your nature as a clone you have a kinship with other created lifeforms. Similar to how Beta and Maisie became close after meeting each other once you will find it much easier to befriend similar beings. Two examples of the beings affected would be the clones from Star Wars or the Geth from Mass Effect since both of them were created by someone else.

The Old Heroes

Greetings Dr. Jumper - 100 CP
It seems much like all of the other older heroes you are an actual doctor in a field of your choice. You could be a paleontologist, a botanist, an actual medical doctor, or anything else that qualifies. You will gain the knowledge and skills of someone who has spent approximately thirty years in this field. You may not be the leading expert in your field, but you will be considered a real expert. You receive one purchase for free though you may purchase this multiple times to expand your skill set.

There Vision is Based on Movement - 200 CP
One of the oldest misconceptions about dinosaurs is that their vision is based on movement. Unfortunately this actually is not true, but what if it was. By remaining perfectly still you can become undetectable to any other being. As long as you don't make any major movements then you will be effectively invisible to any creature and their senses. This means that you can still breathe and make minor movements as long as you are slow. The most you could get away with is a slow walk backwards if the being was not looking directly at you.

Do Something or We're Going to Die - 400 CP
You seem to catch a lot of breaks in dangerous situations. These are mostly small things or little accidents that have a great effect. For example if you were being chased by a raptor it could trip a few times allowing you to escape from it even if you were on foot. Every now and then you may receive some major assistance. An example of this would be if you were trapped behind a metal gate with a predator someone could be watching the feed and open it for you.

The Dinosaur Expert - 600 CP
You know everything about dinosaurs and I really do mean everything. You have studied all of the fossil records and your knowledge has only grown with the reemergence of actual living dinosaurs. You could describe the diet, habits, unique behaviors, and warning signs of any sort of prehistoric creature. You know the weaknesses and strengths of these creatures inside and out. Post jump this knowledge will update to include any ancient or exotic creatures from the setting. For example if you went to Monster Hunter you would gain a comprehensive understanding of the monsters in the setting.

The New Heroes

You Need to be Brave - 100 CP
When you are facing a predator a dozen times larger than you that is capable of killing you with a single bite the natural reaction is fear. This however can be crippling when you are facing one such predator. You however have managed to overcome this reaction. You will be able to face any situation without your fear affecting you. This won't make you more capable, but you won't be dragged down by any other influences.

I'm a Damn Good Pilot - 200 CP
Flying is a rather valuable skill especially when you need to flee an area. You have the skills needed to pilot any sort of aircraft including planes, helicopters, and any unique transports. This includes all of the various vehicle sizes from a small crop duster to a titanic passenger jet. In addition your experience in the pilot's seat has made it so that you can rapidly learn the ins and outs of any vehicle allowing you to pull off advanced maneuvers.

Ex Military - 400 CP
It seems at some point in your life you were part of the armed forces. This has granted a large amount of practical experience and training. You have a large amount of knowledge regarding combat, survival skills, and everything else a good soldier is expected to know. This also has ensured that you have stayed in peak physical condition and have a higher pain tolerance. For example you could be bitten by a raptor and still have the ability to stab it.

Bond of Mutual Respect and Understanding - 600 CP
You seem to have a powerful bond with creatures such as dinosaurs. They seem to respect your authority and recognize you as an alpha. Even the larger predators such as the Tyrannosaurus and Giganotosaurus fall under this purview. In addition to this commanding presence you also are incredibly skilled at calming these creatures. For example you could calm a rampaging raptor from a berserker rage into a peaceful state. Lastly perhaps as a side effect of your presence no animals will be willing to attack you as long as you respond in kind. This effect will extend to any monster like or ancient race in future jumps.

The Bad Guys

I’m Going to Save the World - 100 CP
Sometimes it isn’t obvious who the villain is. In fact many times the villain is actually the one you least suspect and someone that appears to be a good guy. You have studied this concept and learned to mimic it. Through a mastery of good PR and your own behavior you can trick others into believing your persona. People will be surprised once you reveal your true intentions as long as you didn’t make it obvious.

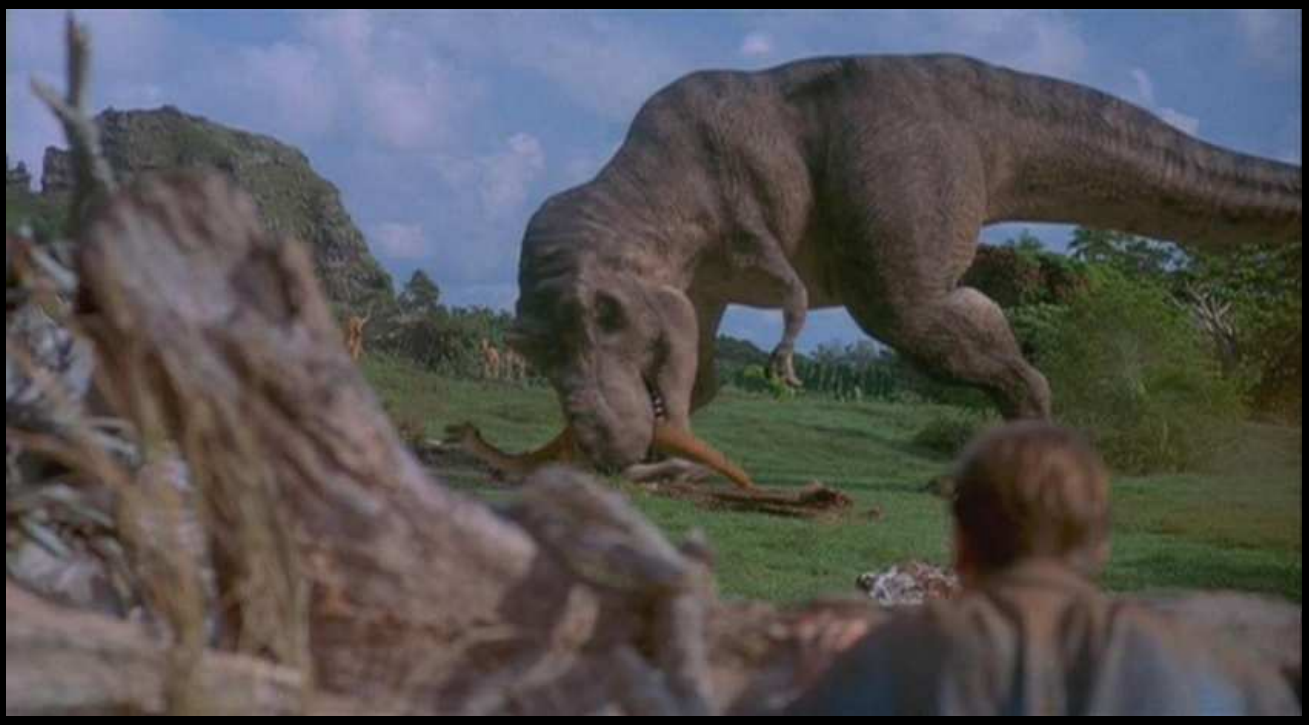
We Follow Through - 200 CP
When you are potentially dooming the world with a megalomaniacal experiment it's normal for some people to hesitate. They might start thinking about the consequences of what they're doing. You however have taught all of them the core lesson to follow through. Your subordinates will never hesitate due to any pesky issues like morals and they will never be tempted to betray you. This won’t make them mindless drones, but it will remove a lot of possible ticks that turn them into turncoats.

Money is Cheap - 400 CP
If you discover a revolutionary concept then you will learn that acquiring funding is actually incredibly simple. Whenever you start a project you will easily be able to acquire funding and investors to support it. This could be a small project needing some initial capital to get rolling or it could be a project trying to rebuild an entire corporation after your collapse. The best part is that this will also be effective regardless of your reputation. This means that you could literally be the most evil and hated business person in the world and still could get someone to fund you.

The New Frontier - 600 CP
You have an unmatched understanding of genetics and DNA. Whether it's creating hybrids of long since deceased creatures or curing cancer it's all within your capabilities. Your intelligence is on par with Dr. Henry Wu and Charlotte Lockwood combined. Your main talent lies in genetic manipulations. You could take a dozen fragments of various creatures and combine them into a creature that is not only working, but exceptionally powerful.

Dinosaur

Dinosaur Instincts - Free/100 CP
Becoming a dinosaur is probably going to take some time to get used to. This perk however can speed it along. This perk will make you comfortable and familiar with all of the behavior necessary to be a proper dinosaur. For example killing something and eating raw meat, sleeping on the forest floor, and your muscle memory needed to perform in your best condition. This perk will be free for any individuals who took the Dinosaur origin. The other origins have to pay 100 CP to receive this perk. This perk will also apply for any other alt form that is not humanoid such as a lion or dragon.



Genetic Purity - 100 CP
One of the main points in Jurassic Park is that the dinosaurs are not genetically pure. They use fragments of the ancient dinosaur DNA and stabilize them with DNA from modern animals. This has given the dinosaurs a number of advantages however, that they wouldn't possess naturally. This perk allows you to retain any of the genetic modifications while still being a pure member of your species. This primarily affects your appearance and some similar qualities. For example the Velociraptor is significantly larger than its real life counterpart. In addition you can apply this effect to your alt forms allowing you to share their qualities between them.

Why Can It Swim! - 200 CP
It is common for an animal to have some sort of adaptation designed to suit a specific environment. Each time you purchase this perk you may choose a type of environment. Some examples of environmental adaptations would be the pyroraptor feathers that allowed it to swim underwater and stay warm in the cold temperatures. If you choose deserts on the other hand you may become more resistant to high temperatures and be capable of functioning on small amounts of water.

Who Said Herbivores Weren't Scary - 400 CP
When you think of a dangerous dinosaur you probably think of the Tyrannosaurus or the Velociraptor. What a lot of people don’t realize is that most of the herbivores were pretty dangerous as well. This perk grants you a number of defenses made for combat such as the Therizinosaurus claws or the armored plates of the Ankylosaurus. If you don’t want to gain any external features then you may choose to enhance your current body instead. For example your scales could become significantly stronger and your claws sharper.

The Apex Predator - 600 CP
You are a perfect example of an apex predator and an exemplary member of your species. This perk has three main effects. First you are significantly larger than normal members of your species. Second, your overall capabilities are boosted such as your intelligence, strength, and agility. A human with this perk would be able to compete with some smaller dinosaurs. Lastly, you have the commanding presence of an apex predator. This makes other creatures more submissive to you and allows you to command other animals. This effect will be more noticeable the larger and more imposing you are. For example a raptor sized animal might cause a T-Rex to hesitate, but an equally large creature could make it submit with ease.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

General Items

Jurassic Collection - 100 CP
This is a copy of both the Jurassic Park Trilogy and the Jurassic World Trilogy for you to enjoy. It will come with a photo containing the signatures of every actor in the movie and a model of every dinosaur that was used in the movies. Maybe you could reenact your favorite scene with these. Lastly, the final part that makes this valuable is that in addition to everything listed above you will receive a movie done in Jurassic World fashion detailing all of your adventures throughout your jump. You receive a movie for each jump that you have been to and a new movie upon the completion of any new jump.

ADP - 200 CP
The ADP is a defense system used to protect aircraft in the Biosyn Sanctuary. It prevents any of the pteranodons from coming within five hundred feet of the ground. You may install this device in any location or building that you possess. Additionally you may designate friendly fliers and allow them to be unaffected by the field. Lastly, post jump this field will affect any other flying creature such as dragons or wyverns in any fantasy jump.

The Old Heroes

Old Mementos - 100 CP
This is a set of items that represent your adventures and notable events you were a part of. For example if you were at the original Jurassic Park you would receive the velociraptor claw that Alan found, the shaving cream container that Nedry placed the stolen DNA samples in, and the goggles that Tim wore when they saw Rexy for the first time. This collection will retroactively update with items from all of your previous adventures and gain new items in the future.

Digsite - 200 CP
You may be familiar with this location. This is the digsite that Alan Grant works at. It is home to a large amount of fossils including entire skeletons and even some intact samples of amber. This area is maintained by a number of researchers and students. Post jump this digsite will grow larger to include skeletons and samples from other creatures in the setting. For example if you went to Pokemon then you would be able to find fossils here. You may even find some fossils that haven't been discovered by the rest of the setting.

Level 6 Access - 400 CP
This is a small ring that functions as an ID card. This device is used by Biosyn to control all of the areas and security within their facilities. This particular one has been modified so that it will grant you maximum clearance to any system that it is used in. If necessary the ring will change its shape to fit the system. It can be used on locked doors, fingerprint scanners, card swipers, and other simple security devices. The device however is only able to grant you access; it cannot download data or perform any additional functions.

The Islands - 600 CP
Historically Jurassic Park and Jurassic World were contained on the islands. This was done to prevent the animals from spreading and for the facilities to remain hidden. You may take all of the islands that the dinosaurs were originally on including Isla Matanceros, Muerta, Pena, Sorna, Nublar, and Tacaño. These islands and the surrounding ocean will be filled with all sorts of different species including every species we've seen in the Jurassic Park/World franchise.

The New Heroes

Grab a Parachute - 100 CP
If you have to bail out of a plane then it really sucks when you realize that you only have one. Luckily you bought this item which is a limitless supply of parachutes that you can summon at will. You may grab as many as you need to outfit everyone you are with. In addition these chutes will be resistant to damage such as pteranodon claws and will have a tracking device allowing you to locate anyone that used them.

Cabin in the Woods - 200 CP
There is a comfy log cabin built in the wilderness. You may choose the specific location that it is placed in if you desire. The cabin is large enough for a family to comfortably live in without any issues and has a large amount of land surrounding it that is not inhabited by anyone else. The main advantage this cabin offers however is that you will never be followed here and it will be impossible for anyone to locate you here if you do not wish to be found.

Dino Capture Kit - 400 CP
After the first time a dinosaur tries to eat you, you learn the methods to subdue them. It turns out that doing so typically requires a team and a large amount of equipment. This item offers everything you need to subdue practically every species of dinosaur. Tranquilizer rifles, shock traps, cameras, nets, and all other sorts of equipment are found within this collection. In addition to assist you is a team of a dozen hunting experts that know how to use all of this equipment and have the skills to subdue most creatures.

I Know A Guy - 600 CP
Often when you face a roadblock or challenge you will require a specific skill set to deal with it. This does not grant you that skill set, but it can put you into contact with someone that does. You have a wide array of contacts ranging from scientists to intelligence agents, and even a few criminals for illegal business. Post jump this list will update with new contacts providing a variety of services. At the very least you will always be able to contact one or two experts in any field you can think of.

The Bad Guys

Dino Control Chips - 100 CP
These are chips that are placed within a dinosaur's head granting you the ability to control them. Biosyn uses these chips to control all of the dinosaurs within their sanctuary. You can issue commands to them altering their aggression levels and directing them to specific locations. You will receive a supply of a dozen chips and the blueprints needed to make more of them.

Raptor Kill Team - 200 CP
After the dinosaurs became more widely known it shouldn’t be surprising that the military became interested in them. Both the military and many criminal organizations quickly sought out ways to weaponize dinosaurs. One of the main methods they created was the raptor kill team. This is a group of four raptors controlled using a laser pointer targeting system. This system allows them to use a laser to trigger the dinosaur's killing instincts causing them to pursue a target until they die.

Locust Swarm - 400 CP
The locust was created by Biosyn mixing cretaceous DNA to target farmland. This was frankly a really stupid plot created for the movie, but the locust themselves are actually rather threatening. This is a swarm of a million locusts which are capable of devastating massive sections of crops with ease. In a few minutes this swarm can easily destroy a field and given a few days it can devour hundreds of miles of land. This swarm will be under your complete control and if any of its members are killed they will be replaced a day later.

Biosyn Sanctuary - 600 CP
The Biosyn sanctuary is a large facility that contains over forty different species of dinosaurs. This is not including all of the creatures held within the research center itself. This facility also contains a number of advanced research centers staffed by some of the brightest minds this world has. Unlike the actual facility you will be in complete control of the facility and have the full loyalty of everyone that is working here. This will include the dinosaurs and other creatures that inhabit this facility. The facility encompasses an entire mountain range and has some other special features such as an amber mine, a tunnel system, and a hyperloop transportation network.

Dinosaur

Endless Supply of Deer - 100 CP
You probably don't think about it much, but it takes a lot of food to feed all of the dinosaurs. Most of the carnivores are given a large supply of deer inside the Biosyn Sanctuary. The herbivores seem to primarily eat the grass and trees within the facility. This item will grant you an unlimited supply of food for your chosen species. It will be whatever is considered a proper diet for your species with all of the vitamins and minerals needed.

Dino Nest - 200 CP
It's pretty nice when you have a place to go to sleep and somewhere that can be considered safe. This is a nest perfectly suited for you personally. It is the proper size for you to sleep in and has room for some additional nest if you befriend any other dinosaurs. The nest will expand as necessary. Should you purchase Endless Supply of Deer and The Pack you may combine them creating a home for all of you with a supply of food inside.

The Pack - 400 CP
While it may be fun to run around on your own, you don't want to spend a long time alone. This is a group of dinosaurs that are the same species as you by default though you may choose another species if you wish. They will be average members of your chosen species and all of them will get along. The exact number will depend on what species you are. A herbivore such as Gallimimus will receive a few dozen packmates. A relatively strong herbivore such as Apatosaurus or Triceratops will receive three dozen. Most of the carnivores such as Velociraptors or Allosaurus will receive two dozen. Lastly any of the apex dinosaurs such as the large carnivores, mosasaurs, and brachiosaurus will receive a dozen packmates. If you wish you may design the appearance and personalities of your pack.

Dino DNA - 600 CP
Now what is the most valuable thing you can think of when it comes to dinosaurs? Well the correct answer is their DNA. This is a set of genetic samples from every prehistoric creature and hybrid from the setting. In future jumps this will update giving you a sample of every species within the setting. For example if you went to a Godzilla jump you will gain samples from every type of kaiju and any other beings that live in the jump.

Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. In addition unless specified each companion is discounted after the first purchase. If you receive a free companion then you must purchase them twice (paying the full price once) to apply the second discount. Lastly companions may also purchase other companions.

Import Companions 50-400cp
Depending on how much you pay you can import/create a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - 0/100cp
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100cp you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

This is my Student - 100 CP (Free The Old Hero)
Given your notoriety it isn't that surprising that there are some people that want to learn from you. This is a young student who looks up to you and is eager to learn. After meeting them you agreed to take them in and they have proven themselves to you. Given enough they may become just as accomplished as you. They are incredibly talented in the same fields as you. You may freely design their personality and appearance if you want. Otherwise it will be generated randomly. They will come with the entire Old Heroes perkline. They will only receive one purchase of Greetings Dr. Jumper.

So You're in Intelligence Now - 100 CP (Free The New Hero)
After everything went down on Jurassic World most of the people involved got recruited by various intelligence agencies such as the C.I.A. and French Intelligence. It seems that one of your friends ended up in this position and since then has risen through the ranks. They are now considered an accomplished agent or a valued researcher. They are still good friends with you and more than willing to use their authority to assist you. The limit of what they could do with would be something like letting you tag along and assist them on an

operation or recommending you to a high level position. They will have the entire New Hero perkline. You may freely design their appearance and personality if you wish.

Top Scientist - 100 CP (Free The Bad Guy)
This is an accomplished scientist who works for you. They are a true expert in their field and capable of developing the field itself further similar to how Dr. Wu revolutionized genetics. They share the same type of morals that you do and are extremely loyal to you. You can trust them to develop any program you want and they will do their best to fulfill it. You may freely design their personality and appearance if you want. They will come with the entire Bad Guy perkline.

Family - 100 CP (Free Dinosaur)
This option will give you a mate and a child. Your mate and child will have the entire Dinosaur perkline and though the child will obviously be significantly younger. They will be the same species you choose unless you choose the Hybridization perk. If you have this perk then you have a bit of freedom in designing your new family. There are still limits to this for example you could choose to be an Indominus Rex and have a Giganotosaurus mate, but you couldn't choose an Apatosaurus. You may freely design their personality and appearance if you want. This customization mainly refers to their color scheme and some minor features.

My Pet Dinosaur - 100 CP
This is a dinosaur that you have a close bond with similar to Owens bond with Blue. It doesn't necessarily have to be a raptor, but it has to be one of the smaller dinosaurs. This means you can't pick any of the apex dinosaurs like the T-Rex or the Giganotosaurus. If you want one of those then you have to pay an additional 100 CP. They will be intelligent enough to follow commands and will listen to you no matter what the situation is. They will come with the Dinosaur perkline.

You're a Clone - 200 CP
This is a clone who was created using the DNA of another being. They are a perfect replica with the same personality, appearance, and potential. You may choose any character from the setting or use this to create a clone of one of your companions. If you choose your companions they will still have the same powers, but they will be significantly weaker. At best they will be equivalent to your companion when they first acquired them or awakened them. They will have to undergo training over time to develop them to the same level of power. Lastly all of these clones will be between one and fourteen years old. You may decide how old they are.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.



Thirty Years in the Making - 0 CP
The Jurassic Park book was first released in 1990 and has grown into an enormous franchise since then. This toggle allows you to choose all of the what other aspects of the series are true. For example the books are very different from the series when you compare a number of details. Aside from that there are a number of games such as Jurassic World Evolution. Do you want those parks to be canon as well? You may decide what is real and what is not before you enter the jump.

The Story That Began Long Ago - 0 CP
As it was mentioned above you should now know that the series takes place over a long period of time. By default you would be arriving near the end of this tale during the events of Jurassic World Dominion. If you want to arrive a bit earlier you can take this drawback. This will allow you to adjust your arrival time. You may choose any point in the Jurassic Park series. The earliest point you can begin is just before the events of Jurassic Park 1. Should you do so you may freely start inside the park with the proper background to justify your presence if you so desire.

We Found an Old Fossil - 0 CP
Given that there are some other versions of this setting it is possible that you've been here before. This toggle allows you to alter the history of this jump so that the events of your previous stay become the canon story here. Just be careful not every change that you made may have been positive.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

I'm Lonely +100 CP
Like Alan Grant you seem to have struck out in the romantic department. Although unlike him you won't get the girl in the end. You seem doomed to remain single for the entirety of your stay. Any attempt at a relationship will end terribly. The only marriage you will get to experience during this jump is being married to your job. At least you can still be friends right?

So How's the Family +100 CP
You are truly horrible at small talk. Whenever there is a lull in the action you always want to fill the silence. Unfortunately you never seem to pick a good topic. Perhaps you'll ask about someone's family only to learn that they were just divorced. Maybe you congratulate them on their job only to learn that they were just fired. For some reason you just can't seem to catch a break. All you wanted to do was talk to someone.

God he was an A*shole +200 CP
Ok do you smell like meat or do you just have a habit of pissing off dangerous animals. For some reason you constantly seem to run into various types of dinosaurs such as raptors which become obsessed with trying to kill you. This will occur wherever you go no matter how hard you try to avoid it. For example maybe you thought that you could escape them in the city. Well it turns out there is a smuggling ring there that just got a shipment of raptors. You will either need to run really fast or you will need to kill/contain them somehow.



I Can't Talk to You +200 CP
You have a job that you are desperate to keep. Unfortunately you owe some of your friends favors and they are cashing them in. They will request something from you that will put your career at risk. Maybe you are a CIA agent and they want details on an active investigation. One way or another you are going to agree to help them. If the wrong person finds out that you are doing this then you will be fired and be blacklisted from this type of job.

You Can’t Outrun a Dinosaur +200 CP
One of the main liberties taken is the ability for a normal human to outrun a dinosaur. You cannot watch a raptor keep pace with a motorcycle and then expect an average person to outrun them on foot. This drawback ensures that all of the dinosaurs are just as fast as they should be. If you are going to escape from them now you will need a vehicle that is fast in order to do so. I hope you don’t get trapped in a tunnel or something else that has a small confined space.

Why Do They Always Get Bigger +400 CP
Ok at this point I almost feel sorry for you. You seem to keep running into larger and larger dinosaurs as the jump goes on. The problem is that all of these dinosaurs seem more interested in trying to eat you than becoming friends. In the beginning of the jump you might only have to deal with the occasional compy. As time goes on they will start to get bigger becoming raptors then Carnos/Allosaurus before finally becoming titans such as Tyrannosaurus and Giganotosaurus. You will have to deal with one of these creatures at minimum once a month.

Powers Begone +400 CP
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can’t, your out of jump powers have been locked away. If you are going to survive in this world then you’re going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as powers you’ve gathered from other dinosaur settings like Generic Dinosaur gauntlet or the Jurassic World Evolution jump.

Forgotten Payments +400 CP
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren’t allowed to use items that don’t belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don’t belong to this universe are forbidden.

You’re a Target +600 CP
Given the spread of the dinosaurs across the world there suddenly was an entire new market that opened up for poachers. It seems that you are now one of their main targets. You seem to have a multi million dollar bounty on your head. Perhaps you are an exceptionally rare type of dinosaur or some unique variant of a species. If you are a human then maybe you are a cloned individual like Maisie. Regardless of the exact reason the poachers are going to come after you continuously until you deal with the source. The most likely culprit is Biosyn, but it is possible that someone else has decided that you are a prize worth taking.

The Ecological Consequences +600 CP
In the movie the locust Swarm was successfully dealt with preventing the collapse of the ecosystem. If you take this drawback then Dr. Wu will be unable to fix the situation. This will lead to the collapse of the world's food supply. This would be the point that Biosyn would step in with their miracle food and save the day as they planned, but they will no longer be capable of controlling the swarm. You are not required to deal with the swarm, but the world will rapidly collapse if nothing is done. Given your expertise and powers from the outside world you probably stand a better chance then most of the people here.

There Can Only Be One Apex +600 CP
When you place two titans in one area it is inevitable that they will clash. Somehow your arrival into this world has created a new challenger. This is some sort of super hybrid dinosaur designed to hunt you. It was crafted with all of your perks in mind and made to hunt you. Regardless of how strong you are, this dinosaur will still be considered a real threat capable of killing you if you are not careful. It will be released one year into the jump and start hunting you. You will need to kill it or keep running from it if you are unable to do so.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. Each scenario you take will give you 500cp as well to spend on the document upon completion.

We Will Save Them

The main plot of the story following Owen and Claire is that they are trying to save their adopted daughter Maisie and Blue's child Beta. The main plot following the original trio Grant, Malcolm, and Ellie is that they are trying to find a way to deal with the locust swarm. You will now have to assist both of these groups in their quest. You may choose to start out with one of them or simply be a helper in the shadows. The scenario will be considered a success if both quests succeed similar to the events in the movie. The scenario will fail if Maisie or Beta die. The second failure condition is if Ellie is unable to acquire a sample from the locust.

Reward
For completing this scenario you will receive a variety of rewards.

- First as they are thankful for your assistance you will get to take all of the notable members of the movie with you as companions for free. This will include Alan Grant, Ellie Sattler, Ian Malcolm, Owen Grady, Claire Dearing, Maisie, Beta, Blue, and their friends.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed. This will also work with any temporary abilities such as being a realms master. Even if you give up the position you will still retain the power you received.
- Lastly, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

This is Jurassic Park

Honestly the idea was pretty good in the first place. Unfortunately the park was doomed to be plagued by problems such as corporate espionage, corruption, and a general sense of stupidity when it came to making important decisions. Your job for this scenario is to fix this and to make the park's original dream a reality. You will be inserted into this jump before the original park is constructed. You will be given authority equal to that of John Hammond. Maybe you are a powerful investor or you are an apprentice that he trusts the park with. Regardless you must successfully create and open the park. You will have to run the park successfully for a total of thirty years without a major incident like the ones in the movies occurring. You may choose whether or not the other parks will be opened. If they are then you will have to manage them as well. The scenario will be a failure if the park is closed down before your time is completed.

Reward
For completing this scenario you will receive a variety of rewards.

- First, since you successfully cared for the park or possibly parks you will get to take them with you. This will include the park, the employees, the dinosaurs, and a constant supply of visitors. In addition the parks will now be fully automated if you want to leave them and take a break. There will not be an incident since you have streamlined everything in the parks.
- Second, your skills related to the park will be boosted such as caring for the animals, employee management, time management, regulatory skills, and every other skill that you've used will be boosted.
- Third, you will get to take the perk Park Manager
    - Park Manager: You have successfully taken a doomed dream and turned into a wonderland. Doing this has allowed you to gain the skills needed to do so again. You are capable of taking doomed concepts and breathing life back into them. Under your care there is no such thing as an impossible ideal.

A New World Order

Since the dinosaurs have rapidly spread across the world the ecosystem has been thrown into chaos. Your goal for this scenario is to push this even further to the brink. You must overthrow humanity as the dominant species. Instead dinosaurs must now become the top dogs of this world. To assist you the rate at which the dinosaurs reproduce will spike exponentially. The challenge is that humanity will now start fighting back. In the movies only forty percent of the people here want to get rid of the dinosaurs. This number will shift to about ninety nine percent. There will essentially be open warfare between humans and dinosaurs. The scenario will be considered a success once eighty percent of the landmass is controlled by dinosaurs. The scenario will fail if all of the dinosaurs are killed or if you give up on the scenario.

Reward
For completing this scenario you will receive a simple reward.You will get to take the planet that you have taken over. You will gain control over all of the dinosaurs and the remaining humans on this world. You will be free to do whatever you wish with them. Should you have some purpose for the dinosaurs you may take as many of them as you need from the planet. Any populations that are depleted will be restored within a few months at most.

Ending

Go Home: Maybe your time in this world made you realize life wasn’t that bad. Go home with the abilities you’ve gathered and enjoy your life.

Stay Here: Maybe you’ve gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

List of Prehistoric Creatures in Jurassic World

- https://jurassicpark.fandom.com/wiki/Category:Jurassic_World_dinosaurs
- https://a-z-animals.com/blog/meet-every-dinosaur-featured-in-jurassic-world-dominion-30-total/

Changelog

- Jump in Progress
- V1 is completed
- Added We Found an Old Fossil Drawback
- Added Free import option to the Dinosaur Origin