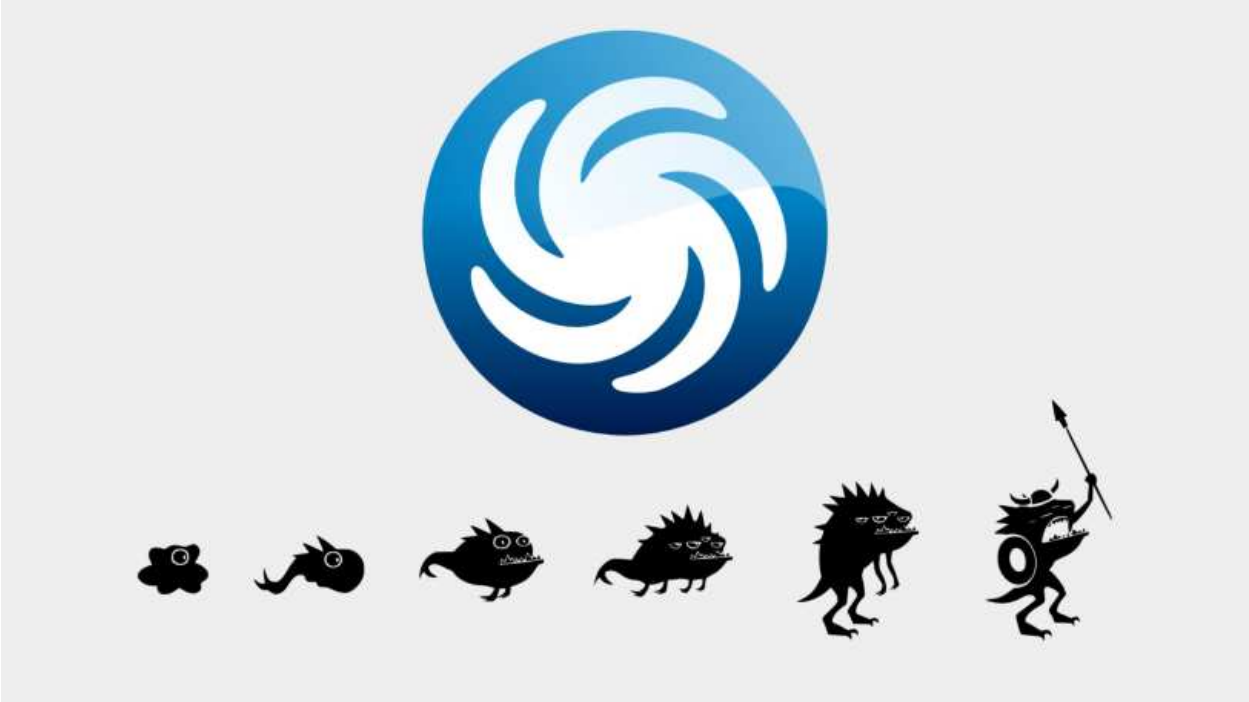


Spore - Tribe Jump 1.0
By Orz

The path to sapience has been a long one, fraught with peril and danger but your species has finally reached this lofty height, quickly discovering the wonders of clothing, houses and fire. Surely your people have been chosen by the gods themselves…Now if only you weren't one of many other tribes who are all inevitably thinking that very same thing.

You have **1000 Choice Points**.

Origins

Feel free to choose your gender and your starting age, whatever the nature of your tribe.

Friendly
You are the Chieftain of a tribe well suited to making friends and allies. Your culture is a thing of beauty and splendor (at least in your own minds) and you're eager to share it with the world as you strive to form a lasting group out of many other tribes.

Aggressive
You are the Chieftain of a tribe well suited to making war and battle. Your warriors are well-trained and strong (at least in your own minds) and eager to prove themselves by conquering and subjugating all your neighbors in the name of their people.

Industrious
You are the Chieftain of a tribe well suited to shaping the environment to their will, be it by taming the animals and using them for food and labor or simply pulling riches from nature's grasp in the form of various resources.

Perks

General

Natural Advantage (100/200/300 CP): At this point, most tribes are still separate species and that means that yours might have an advantage over the rest of the crowd. For 100 CP it's relatively minor, maybe you have natural weapons to fall back on if your weapons break. For 200 CP it's something with a good deal of flexibility and utility, maybe you can generate sticky webbing from some part of your body. For 300 CP it's something utterly amazing to the point of being paradigm-shifting, like wings fully capable of flight.

Friendly

Pleasing Performance (100 CP): Even if two people don't see eye to eye the sound of music can bring them closer together! As long as their attitude towards you is neutral at worst, your music will improve their opinion of you and as the quantity, quality and variety of instruments increases, so does the effect. Let me play you the song of my people!

Appeasing Gift (200 CP): But what if they're already against you? Maybe they've heard rumors that have turned them against you or maybe they're just naturally aggressive but in any case a good gift should smooth things over between you. The exact nature of the gift should vary depending on what the other party values most but for tribal folk food is likely your best bet.

Refreshing Storm (400 CP): A drought has struck the region, famine is abundant and your tribe's bellies are empty but fear not! Cry out to the heavens and your prayers will be answered! When you gather all your willpower and shout to the skies, you can call upon a rainstorm, rejuvenating the land and causing all fruiting plants to do so at once as the animals quickly follow suit. Who's up for a celebratory rain dance?

Enchanting Mien (600 CP): There's something about your people that draws others in, even past borders of tribe and species. Your body language, your movements and even the particulars of your culture all seem tailor-made to cause others to look upon you in awe and wonder. Becoming friends and allies might sometimes be as simple as a smile and a request but be careful that awe doesn't turn into fear at what they don't understand and from there to aggression.

Aggressive

Make War Not Love (100 CP): War, conquest, destruction. Call it what you want but your people are just plain *good* at it. You'll find that they come up with new methods of fighting at a regular pace, inventing weapons and tactics to take down their foes and adapting to the new cutting edge with almost startling ease. After all, what reason could they possibly have to turn down a way to be more efficient warriors?

Tributary Tradition (200 CP): It's really simple. All they have to do is give you their things and you won't destroy their entire tribe. Easy right? Be it a one-off shakedown or a long term tributary relationship, you're quite good at coercing others into giving you what you want.

Pillage And Burn (400 CP): But why go through all the effort when you can just smash them and take their things from the rubble? Burn down a building or just cut down a foe and you'll find that not only has the loot you take from the rubble gained a resistance to the effects of collateral damage but that you'll often find that they had more on them then you first thought. Maybe they were hiding it for some reason?

Terrible Mien (600 CP): There's something about your people that fills the hearts of others with fear. Maybe it's how willing they are to destroy anyone that opposes them or has something they want or just looks at them funny. Maybe you're just all naturally scary. Whatever the reason may be, you can be sure that when your people walk you leave terror in your wake, and quite possibly tales about the end of the world.

Industrious

Hunting And Gathering (100 CP): War? Peace? Why care about that when you can further your people's interests without interacting with your rivals at all? Your people are quite good at gathering the resources they want or need, be it food, stone and lumber or some other material.

Beastmaster (200 CP): Riches can be found not only in the earth and stones around you but in the wild beasts you share the land with. Your people have a knack for taming and domesticating animals, able to keep them for their meat, eggs, labor or maybe even as tools of war.

Habitual Tool Users (400 CP): Speaking of tools, your people know just how important they are. After all, they're what makes the difference between you and the beasts you rule over. Your people have a habit of coming up with new tools and specialized equipment for whatever the task at hand is, as well as being talented at learning how to use these new inventions to the fullest.

Force of Progress (600 CP): Knowledge grows when shared and your people seem to be living proof of that saying. Not only are you incredibly skilled at teaching in general, but even if you don't actively make the effort to share knowledge and technology, your allies will gradually absorb it through osmosis and from there they will put their own spin on the tools they have gained, and from there that new knowledge will move back to you, where your people will do the same, and from there…



Items

Friendly

Art Supplies (100 CP): Small pots full of colorful dyes and powders and maybe even a few crude brushes are the perfect recipe for creating an artistic renaissance…or maybe just a really big mess. Still, culture has to start somewhere.

Fireworks (200 CP):.These colorful rockets have an almost supernatural effect on people's mood, encouraging feelings of friendship, affection and celebration. Perfect for sealing the deal on an alliance between tribes or for making a good party into a great one.

Instrument Huts (400 CP): This set of three huts are each full of some kind of musical instrument, be it drums, maracas, horns or even something more exotic like kalimbas or serpent tubas. There's enough of them to outfit an entire tribe and you'll find that they're always of a quality to match your people's level of technology.

Totem of Peace (600 CP): This carved wooden structure is covered in smiling faces and scenes of creativity and friendship. Just being near it inspires your people to new heights, encouraging comradery and the pursuit of culture. Even stranger, as your tribe grows closer to becoming a full-fledged civilization, it will slowly grow in size, extending its range and the strength of its inspiring aura.

Aggressive

Traps And Snares (100 CP): While direct combat might be a very satisfying method of dealing with a foe, it's not the *only* method available. To take advantage of this, you're in the possession of a great many small traps and snares, from rope traps to punji sticks. Perfect for hunting animals or enemy tribe members.

Fire Bombs (200 CP): These little ceramic marvels can have a big impact despite their small size. Simply throw them and they'll burst apart on impact, showering anyone or anything nearby in pointy shards before erupting into fire and flame, setting their surroundings alight.

Weapon Huts (400 CP): his set of three huts are each full of some kind of weapon, be it hand axes, flaming torches, spears, or maybe even something like bows or slings. There's enough of them to outfit an entire tribe and you'll find that they're always of a quality to match your people's level of technology.

Totem of War (600 CP): This carved wooden structure is covered in leering faces and scenes of battle and bloodshed. Just being near it inspires your people to new heights, encouraging training and the pursuit of military might. Even stranger, as your tribe grows closer to becoming a full-fledged civilization, it will slowly grow in size, extending its range and the strength of its inspiring aura.

Industrious

Crude Map (100 CP): Scrawled on this scrap of hide is a map leading to fabulous treasure! And by fabulous treasure I mean berry bushes, a body of water full of fish or maybe some high quality lumber or stone. Good resources for a tribe just starting out.

Flying Fish (200 CP): Blowing on this conch shell horn while standing near a coastline will call forth a great sea serpent or leviathan to provide the bounty of the sea. With a twist of its colossal form, you'll quickly find yourself inundated with fish, seaweed and maybe even the remains of failed ocean expeditions. The conch requires a week to recharge after use.

Gathering Huts (400 CP): This set of three huts are each full of some kind of gathering tool, be it specialized sticks to knock down fruit, fishing spears or rods, or maybe even something like pickaxes or shovels. There's enough of them to outfit an entire tribe and you'll find that they're always of a quality to match your people's level of technology.

Totem of Industry (600 CP): This carved wooden structure is covered in solemn faces and scenes of harvesting and creation. Just being near it inspires your people to new heights, encouraging invention and the pursuit of knowledge. Even stranger, as your tribe grows closer to becoming a full-fledged civilization, it will slowly grow in size, extending its range and the strength of its inspiring aura.



Companions

Tribemates (100 CP): You want to invite someone else to join you here? By all means, go right ahead. Each companion you import into this jump gets 600 CP to spend and an origin matching yours. They probably won't be a chieftain but having competent help is a reward all on its own. Though maybe they can be your spouse or something?

Drawbacks

From Pack To Tribe (+0): If you've completed the Spore - Creature Jump, or otherwise happen to have access to a group of creatures verging on sapience that you wish to play as then feel free to import them as your tribe in this jump.

That One Level (+100): Why does everything seem so boring? It's like all the fun has been sucked out of life, leaving it lifeless and gray. No one else seems to notice and you can drown it out by focusing on celebration or your work but for some reason, the default mood so to speak is just…eh. Not necessarily *negative* but more…uninterested.

Inclement Weather (+200): Storms, droughts, maybe even a hurricane or tornado or two. You should expect all of these in your future because nature isn't going to pull its punches. The only silver lining is that your tribe isn't the only one to have issues and even that is kind of a mixed blessing. Try not to get blown away.

Runaway Rot (+200): It's normal for food to go bad eventually but it's like yours has been set to fast forward. For some reason, all your meat, fruit and other tasty things will turn rotten and inedible *far* sooner than usual, making it so you really can't store it for long. Better eat quickly.

Enormous Epics (+300): Epic creatures, enormous beasts of such size and strength that they truly deserve the title. They also breathe fire for some reason. Normally they're quite rare but for some reason you'll find yourself encountering them on a semi-regular basis. Sure, if you manage to take one of them down then that's a *lot* of meat on them but expect to lose several tribe members in the process even if you *do* somehow win the fight. Probably best you just run.

Civilizing Force (+300): It seems that someone got a headstart on you because you'll find tribes with far greater technology than your own on a disturbingly regular basis. Their tools are all better then anything your tribe members can make, their homes are sleek and tough enough to resist all but the greatest of forces you can bring to bear and that's not even getting into their *weapons*, able to kill from a longer distance than your best bows. Provoking them could prove your complete undoing…but maybe, if you're *very* careful, you can take advantage of this.

Divine Visitation (+500): The gods themselves have a habit of visiting your planet for their own inscrutable reasons, flying through the air in their great metal ships and interfering with tribal matters on a semi-regular basis. They might kill large numbers of animals one second or bestow a whole new docile (and very tasty) species the next. They might draw strange symbols into the earth or change the color of the very skies. They might even take some of your tribe members with them to the world beyond. What an honor!

Ending

Stay Here

Go Home

Move On