Earth Girls

A Jumpchain CYOA

The Time: The Mesolithic period, somewhere around 20,000-15,000 years before present. Following the end of the ice age, the warming climate is providing an abundance of food and the human population is rising, while the last of the ice age mammals are declining. Stone tools and weapons are the norm, carefully flaked by hand, and hand-woven fabrics are made from animal hair and plant fibres.

The Place: Smoke Mountain, a village led by a woman named Kidaha, who is one hell of a womanizer. The village has around thirty inhabitants, and welcomes all women seeking shelter. Men are forbidden, as they are often the reason the women have left their own villages.
Kidaha has ten of them as her wives, and most of the others are her ex-wives who have paired up among themselves and live on their own.

Take this **1000cp** *for use below.*

Select Your **Age**:

Girl: Child to Early Teens. 6-13 Years. The younger girls of the village are often the younger sisters of Kidaha's wives, or may be children born outside the village before their mothers arrived there. At least one of them was simply found wandering alone in the wild forests and adopted by Kidaha.

Maiden: Teens. 14-19 years old. The maidens of the village are energetic and lively. At this age they might be a promised wife of Kidaha (they don't kiss or sleep together until they're older), but the more developed ones share her tent. Or not. They do a lot of work around the village like gathering plants and hunting small animals.

Woman: 20+ years old. The adults of the village take their responsibilities seriously, except for Kidaha, who is constantly wandering around collecting more wives. The stronger ones lead hunts and do heavy work, while others cook, teach, and supervise everything else.

Select your **Social Position**:

"Wife": Most of the women here are either Kidaha's wives or have been in the past. This position doesn't mean you're submissive or dominant, just that your "husband" usually provides for you.

"Husband": Kidaha is the prime example, but there are other "husbands" among the women in the village like Ten and Sakina. This position doesn't mean you're submissive or dominant, just that you usually provide for your "wife".

Neither: A bit of a loner, an outsider, someone who comes and goes, or maybe too young or old for all that relationship stuff.

Select your ***Role:***

Butchering: *The butchers of the group prepare carcasses by bleeding, gutting and skinning them, but they are also heavily involved in cooking and preserving meat by drying, and providing the skins for the Clothing group.*

Clothing: *The women of the Clothing group prepare the hide, leather and furs that the butchers provide, but also harvest hemp to make thread and weave fabric. They make and repair clothes, blankets and tents, and take great pride in making outfits that everyone looks good in as well as keeping them warm.*

Herbalists: *The Herbalists gather edible tubers, fruits and nuts to feed the village, but also find medicinal plants and prepare them to cure illnesses. They also produce poison to help the hunters bring down larger animals.*

Hunting: *The hunters are responsible for providing enough meat for everyone. They're among the bravest and strongest women in the village and keep watch at night to make sure everyone is safe.*

Shaman: *The village has one Shaman, the blind girl Tena, but this category includes the women who teach and guide the others like Io and the other older women.*

Stoneworking: *The stoneworkers produce most of the tools used by the village, like the spearheads and hand-axes, but also grinding stones, bone needles, and other tools.*

General Perks

Free Hunting & Gathering
The very basics of survival in the Mesolithic. Just enough skill in hunting small animals like rabbits or birds to feed yourself, recognise a few edible fruits and berries, find water and make fire and shelter to keep warm. You will need more than this to take on big animals, avoid poisonous plants, or provide for anyone other than yourself, but it's a start.

Free Soft Grass and Rain-Washed Stone
Just because it's the stone age doesn't mean things have to be dirty, right? It seems like the world around you and everyone in it is just a lot cleaner, softer, sweet-smelling and generally nicer to be around than they probably would be in reality.

Age Perks

100cp Play All Day (Free for Girl)
In the village on Smoke Mountain, everyone has their duties. Even the notoriously whimsical Kidaha has to travel afar and trade with other villages. But you can shirk off your responsibilities to your elders and nobody could stay mad, unless something awful happened as a result.

200cp Cute (Discount for Girl)
What it says on the tin. You look so sweet and innocent that others will either want to protect you or gobble you up. Either way others feel most possessive about you.

300cp Peeking Is Ok (Discount for Girl)
What's wrong with a little curiosity? Others have an almost limitless tolerance for you being places you shouldn't be or seeing things you shouldn't see as long as you're not actually doing something or interfering in some way.

100cp Energetic (Free for Maiden)
The young women are usually the liveliest and most athletic with loads of energy and stamina. You can keep travelling, working or doing other things all day and all night with barely any rest.

200cp Open Heart (Discount for Maiden)
It can be good to let others know how you feel about things without saying it, right? You can open your heart to others, so they'll be able to work out your emotions – so they know they might need to make the first move or understand your intentions, or you can close it to keep your feelings locked away.

300cp In Your Arms (Discount for Maiden)
Pulling off the notorious kabe-don or pinning someone to the floor with your arms instantly makes the other person more submissive. No change in how they react once you let them up again, but maybe you just need the chance to show them how you really feel?

100cp Curvaceous (Free for Woman)
You've got all the right curves in all the right places. You might not have the largest bust in the village, but you sure won't suffer from chest or booty envy – to the contrary, you're probably one of the women inspiring envy in the younger girls and gaining at least a few admirers in the process.

200cp WOOHOO! (Discount for Woman)
Getting drunk always seems to go well for you. You can hold your alcohol and only get hangovers or sickness from staggering amounts. You've also learned the secret to producing early fermented drinks like mead, beer, cider and wine from honey, grains, fruits and berries in earthware jars.

300cp Experienced (Discount for Woman)
Your experience has taught you many things, like how to teach others about their own bodies. There's almost nothing you don't seem to know about a woman's body and sexuality, from childbirth and moon blood to where and how it feels best.

Social Position Perks

100cp It's Fine For Wives To Get Along (Free for "Wife")
Just like it's acceptable for "husbands" to have more than one wife, it's acceptable for "wives" to be very friendly with each other. So long as the other person isn't seen as a replacement for your existing partners, a bit of an open relationship is perfectly accepted.

200cp Carer (Discount for "Wife")
When someone in your care is sick or injured, they can rely on you to ease their pain and mend them. Your ministrations accelerate the healing process if you give someone a little love and attention while they're stuck in bed.

300cp The Real You (Discount for "Wife")
When others lie naked in your bed, they aren't just baring their skin, they're baring their heart and soul. There's not a lot that anyone can hide from you after they've shared your bed, and you can tell a lot about their past.

100cp Trader (Free for "Husband")
Getting the most out of your surplus is important when sealing a deal. You've got an inherent sense of whether you're being ripped off in a trade, as well as figuring out your most valuable commodities.

200cp The Kind Leader (Discount for "Husband")
There's a quality about you that attracts people who have troubles or unhappiness in their lives and who would feel all the happier under your leadership. That goes double for those of your preferred gender who are looking for love.

300cp Boundless Love (Discount for "Husband")
Your partners are the first to say it: you have too much love for just one partner to handle. You have an astonishing stamina and ability to express your love, enough to give fifty or even a hundred people each the same amount of love and affection as a normal person would give their partner. Or satisfy one person with an especially legendary hunger.

100cp Wanderer (Free for "Neither")
By tracing the stars or following landmarks or migrating birds, you always seem to arrive where you intend to go. The journey might have its own hardships and dangers but as they say late is better than never.

200cp Secret Signs (Discount for "Neither")
As relaxed as some relationships can be, you might want to plan something with someone without the others catching on. With your body language and hand signs, you can pass on a message to someone right under another person's nose.

300cp Strange Encounter (Discount for "Neither")
While travelling, sometimes a strange fog or other weather suddenly takes effect. Within this unusual mist, fate takes hold and you'll come across encounters that seem like one-in-a-million chances. Maybe you'll come face-to-face with an enormous animal who leaves peacefully? Or you'll stumble on a girl who needs your help, and who turns out to be the love of your life?

Role Perks

100cp Butcher (Free for Butchering)
Kind of goes without saying that a butcher should be able to dress a carcass, huh. Your technique allows you to get absolutely every edible scrap from an animal, from meat to bone marrow and even the stomach contents without spoiling them. Also provides a strong stomach for handling animal guts all day.

200cp None Wasted (Discount for Butchering)
An ordinary butcher can get every edible scrap from a carcass. An excellent one, like yourself, can make sure every useable scrap is harvested. Even though you cut up an animal for meat, you save the hide in a perfect state for tanning, the tallow for burning or other use, the guts for strings. This also comes with the knowledge to preserve the parts correctly and tan leather the stone-age way.

300cp Heart-Warming Meals (Discount for Butchering)
The best way to someone's heart is through their rib cage! Or stomach, that's probably better. When it comes to cooking you know your stuff, everything from mouth-watering roast meat to stews and steamed vegetables that only get better the fresher the ingredients. And when you have plenty, it'll keep thanks to your preservation skills - salting, drying, or smoking the food for tougher times.

100cp Needlework (Free for Clothing)
It wouldn't really be called tailoring, but that's basically what you do. Making thread and basic cloth from scratch, fashioning fur and leather into clothes, and fixing up all the rips and tears the others get running around. The clothing you make is always rugged and neatly made, too.

200cp Fur Is Always In (Discount for Clothing)
Even though the ice age is over, the winters can still be fiercely cold. The clothes you make are warm or cool as needed, and protect the wearer against the most extreme weather the world can throw at them.

300cp Stitch By Stitch (Discount for Clothing)
The clothes you make are gorgeous and suited to the person you make them for. They protect both the heart and the body of the person that wears them, sheltering them from physical sickness and 'spiritual' illnesses alike while making the most of their body.

100cp Green Eye (Free for Herbalist)
The most important skill for an herbalist is to tell what a plant is, of course. You can identify by sight or smell alone every plant that grows for miles around and tell if a plant you've never seen before is edible or toxic.

200cp Ancestral Medicine (Discount for Herbalist)
Your ancestors passed down ways of using plants to cure common illnesses, so the village looks to you as the healer. You can prepare many types of medicines to treat common sicknesses, and you have a decent shot at coming up with a treatment for something you haven't seen before.

300cp Red In Leaf And Branch (Discount for Herbalist)
The largest beasts can be felled by the smallest spearpoint – if that spearpoint is covered in your poisons. You can make dozens of different poisons for all sorts of different targets and circumstances. Poison to make a pool full of fish float to the surface, for arrowheads to bring down big animals, or toxic smoke that disorientates invaders. Even some that just keeps bugs out of bedding.

100cp Ferocity (Free for Hunting)
You can muster up incredible aggression when you need to kill. When a boar is charging at you there's no time for fear or hesitation, so you'll strike hard and fast, and leave some of the other women wondering if you bottle all your anger up for moments like this.

200cp Tracker (Discount for Hunting)
It's not like game animals are going to come to you, so you have to go to them. You are skilled at reading and following tracks, learning detailed information about your quarry like it's size or existing injuries. You'll also be able to sneak up on them without giving your presence away – you know all about keeping your scent out of the wind and staying hidden until the moment to strike is right.

300cp Deadly Aim (Discount for Hunting)
After hours or even days of following a beast, the hunt's success boils down to just a few moments. You won't disappoint. It's a rare beast that can't be put down with one spear thrust from you. Your muscles are extra toned, and you have both skill and knowledge of how and where to strike beasts to bring them down swiftly and mercifully.

100cp Blind Visions (Free for Shaman)
Sometimes others are just too stubborn to follow the words of another person, but they'll heed the warnings of spirits, so you've learned how to wrap your advice and guidance up as 'visions' or 'prophecies'. Just try not to give them bad advice.

200cp See The Heart (Discount for Shaman)
Just by touching and concentrating on someone, you can tell what sort of person they are. Whether they are filled with kindness and light, cruelty and darkness, or suffer from an inner conflict, your perception is never wrong.

300cp Spirit Painting (Discount for Shaman)
Your paintings and artwork catch a little piece of their subject's soul in them. This isn't harmful at all in itself. This link between the subject and the artwork might have all sorts of effects. Someone whose picture you paint on a cave wall might always find their way back to it, painting a couple together might make their relationship long-lasting and happy, or painting big-tooths and boars might attract those animals to your village's hunting grounds.

100cp Knapping (Free for Stoneworking)
The art of making spearheads, hand axes and arrowheads from flint or other stones is a lot trickier than it seems. You've got the knack for this art and can make many tools without wasting a perfectly good stone or injuring yourself.

200cp Stone-Age Otaku (Discount for Stoneworking)
It takes a lot of patience and a lot of repetition to make a good blade from a stone. You don't bore, at all, and your hands are always steady. Between different attempts at the same task, you can pick out the tiniest differences between the last attempt and the attempt before that (and the ones before that...) to work out precisely what needs to be tried the next time.

300cp True Balance (Discount for Stoneworking)
Despite how crude the raw materials seem, the finished weapons and tools of your work are perfectly suited for their job. A hammer you make of stone and wood is just as fine a tool as one you could make out of steel, and a stone spear cuts just as deeply as any you could make of carbon fiber and razor-honed alloy.

Items

Take one 100cp item for free.

Free Occupational Tools

All backgrounds get one free set of clothing, plus the sorts of tools their occupation needs on a daily basis.

- *Butchers get a range of flint knives, scrapers and some cooking equipment.*
- *Clothing makers gets hemp thread, bone needles and a primitive loom.*
- *Herbalists get pouches, grindstones and wooden bowls.*
- *Hunters get several ordinary stone spears and some rope.*
- *Shamans get ochre paints and twig brushes.*
- *Stoneworkers get tools for knapping flint and some leather thongs and wood to make tools.*

50cp each Commodities

Each purchase starts you off with one of the following. In future jumps, this is a weekly-replenishing resource that appears in your warehouse.

- *A half-dozen large, good, thick furs (deer, large boar).*
- *A half-dozen cuts of hand-woven fabric and hemp thread.*
- *Several pounds of sea salt for preserving or flavouring food.*
- *Dried meat and nuts to last a few people a couple of weeks.*
- *A dozen un-knapped flint pebbles and cobbles.*

100cp Shelter

You may select one of the following forms of shelter to start with: A hide tent, a wooden hut, or a cave. Each has its own advantages and disadvantages. Tents are the least protective against the elements, but you can move them as needed for travel or to avoid floods. Caves are the most protective against the elements and the best to defend against animals or hostile humans, but can't be moved at all and have their own issues like ventilation. Huts are a middle ground of good shelter, and even though you can't move them quickly you can at least rebuild them if they get destroyed.

100cp Medicine Pouch
A small leather pouch that contains the ingredients for poultices. New ingredients appear each morning, so don't worry about them getting old.

100cp Winter Furs
A set of warm clothing, shoes and blankets for you to wear in winter. They're not the most fashionable but you certainly won't catch a sniffle.

100cp A Pet
You've domesticated a small bird or animal like a wild cat or wolf. It might help you locate food or water. It always returns to you.

200cp A True Spear
A razor-sharp stone spear. It never breaks through use and flies straight and true when you throw it.

200cp Meadow of Herbs*
You know a sheltered meadow where lots of different herbs and plants grow. It has most of the plants needed to make common medicines.

200cp Deadly Glade*
A secluded glade where toxic plants and fungi grow. Everything that grows here is dangerous to eat, and if you have the knowledge you could make a variety of poisons.

200cp Hot Springs*
Hot springs at just the right temperature for bathing. The hot water does wonders for your skin and relaxation.

200cp Beehives*
You know just where to find a large hive of honeybees. Delicious and precious honey, beeswax and honeycomb can be harvested once per month.

400cp An Ancient Beast
You have succeeded at taming one of the mega-herbivores that still exists, such as a woolly mammoth, ancient bison, giant deer, or woolly rhinoceros. You can pick any ice-age herbivorous megafauna. This massive beast would be a huge boon to the whole village.

400cp Precious Stone Necklace
Made of a crystal found in one of Smoke Mountain's caves, Kidaha gives these to her wives. Giving this necklace to another person makes them a companion who will follow you to jumps in the future, following all companion rules. It cannot be replicated by any means, and the person you give it to may give it back at any time, ending their journey with you. Naturally you could then give it to someone else.

*****For these items, you can find them no matter where you go by wandering into any wild place, like a forest or nature preserve and looking for them.*

Companions

50cp Import/Create
Import a companion with 600cp to spend. This option is also to make a new character to join you.

50cp Canon Companion
Or chose this option to bring a canon character with you.

200cp Nomadic Tribe
Bring your own tribe with you. Import as many companions as you want, but they are only normal humans. They only get freebies.

Drawbacks

Max +600cp

+100cp Doesn't Anyone Knock?!

Other people are always intruding on you during private moments. Confessing love? In bed? Taking a moment for yourself? Almost every time, interruptions.

+100cp The Test

Kidaha will put you through a series of punishing tests to make sure you're worthy to live in the village – hunting ferocious boars, skinning and cooking, making shelter and walking all day without food or rest. You must perform all these tasks to Kidaha's satisfaction before you can live here. If you have no intention of joining the village on Smoke Mountain, the leader of any village you wish to join or trade with will put you to the test.

+100cp/+200cp No Place Of Your Own

You'll start this jump in a village away from Smoke Mountain, a normal one of men and women. Yet you won't feel at home here. Something is wrong with your place in the village's society. For +100cp, you experience loneliness, and you have no friends – not even companions. For +200cp, simply living with your village is a danger to you: there might be males trying to force themselves on you or one of your family, or you might risk being beaten or attacked as a source of "bad luck".

You can leave whenever you like, but you won't reach a place of safety or belonging until a few years into the jump (whether this is Smoke Mountain or another village). Companions will re-join you at this point.

+200cp All Work And No Play

At least you're dedicated? You're utterly driven by your role, to the point where you frequently ignore your needs to keep working on making arrowheads or finding the perfect mix of medicinal herbs for poultices, which means the others often find you collapsed from exhaustion or hunger. If this happens outside the village this could be quite dangerous.

+200cp Someone To Protect

There is nothing more important to you than your younger sister or daughter. You must keep them safe and alive for the entire jump, or their death will count as yours – you'll be sent home. They have something of a habit of getting into trouble, too. If they live, you can bring them with you as a companion for free.

+300cp Weak Constitution

You are among the most frail of humans. Physically, you're fragile and easily exhausted, so that you often suffer injuries like sprains and a full day of heavy exertion requires that you rest the following day.
Yet the real danger lies in how easily you get sick. A single night in freezing cold without shelter or blankets could lead you into a fever and illness that takes days to recover from even with the best of care. Without care...your odds are not good, not good at all.

+300cp Hard Times

The world's climate has not grown kinder, but harsher instead. Food, water and shelter is much harder to find, and sometimes even fought over between other tribes and villages. Neighbouring tribes are going to be a problem, intruding on your hunting grounds and keeping what they have for themselves. Any respawning food, water or other supplies you have access to don't reappear after they are used.

End

Once your ten years are done the power of drawbacks fade away, and one last choice:
Stay *here.*
Retire *to your home world.*
Migrate *to the next jump.*

Notes

The world in this jump may not be 100% historically accurate.
It's a Mesolithic slice of life yuri harem not a documentary.

Yes there's not a male option. It's yuri.
If you've absolutely got to have a dick, all of the perks and choices can be read as gender-neutral (Eg: Girl/Maiden/Woman can be read as Boy/Youth/Man).

You can find the manga as "Earth Girls" by Mira on sadpanda.

Direct feedback to kayne on QQ.