

Long, long ago, dinosaurs roamed the Earth, and, in that time, they were the undisputed masters of the world. They were found in every corner of the world and if people were to somehow find a way to travel to the time of the dinosaurs, they would barely be able to walk around without spotting one of them.

Of course, like all things, their reign soon came to an end. Sixty-five million years ago, an asteroid struck the Earth and brought about a truly catastrophic end to the reign of the dinosaurs.

In the present, millions of years after the death of the dinosaurs, man now reigns over the world. Cities are found across every continent and the works of man are peppered across the globe. Things are looking up and technology is ever improving.

But as always, things are about to change.

Before you go into this world of man and dinosaurs, take this. I'm sure it'll be useful.

+1000 CP

You'll be dropped off in this world on the very day that a small meteor will crash into Sanjo City. This small meteor will contain three stones that will soon be the catalyst for everything to change.

Hope you're ready Jumper. This is going to be one wild ride.

LOCATION

You may freely decide your starting location or roll for it and receive 100 CP.

1. Sanjo City, Japan

- Located on Japan's central easten coast, Sanjo City is the hometown of renowned paleontologist, Spike Taylor. Quite recently, there was a meteor that crashed onto one of the hills just outside the city. That sounds like something interesting, doesn't it?

2. Giza, Egypt

- The second largest city in Egypt, Giza is home to many of the impressive monuments of the past. Such monuments include the Great Sphinx and the Pyramid of Giza. These wonders make Giza a hotspot for treasure hunters and archeologists alike. Perhaps there's a few treasures you can find here.

3. London, England

- The capital of England and its largest city, London is found just along the River Thames and as a city, it has stood the test of time for hundreds of years. There are countless places to explore in this vast city and many of those places could hold untold secrets.

4. Amazon Rainforest

- Covering a sizeable portion of South America, the Amazon Rainforest is one of the most well-known jungles in the known world. Even now, the Amazon is still not comprehensively mapped. The Amazon still holds countless secrets within and maybe. just maybe, you could find those secrets.

5. Zeta Point

- Where are you? From where you're dropped off, all you can see is ocean, not an inch of land in sight, besides the island. In the distance, you can hear people shouting and there is a strange tower in the center of the island. Perhaps the tower will hold some answers as to where you are.

6. Free Choice

- You're quite lucky, aren't you? You get to decide where you end up in. Just pick a general location on Earth for you to be dropped off in, like a city or something like that.

ORIGIN

Your age and gender may be freely chosen.



Drop-In

Interesting. It seems that you hold no history in this world. You have no past to guide you nor to hold you down. Your choices in this world are entirely your own. You are truly free. Use your freedom wisely.



D-Team

You are well-acquianted with the D-Team and perhaps you might even be part of the main trio, depending on your age. Either way, you can call yourself a good friend of theirs and they can count on you as someone they can rely on.



Alpha Gang

Through one way or another, you have become part of the strange group known only as the Alpha Gang. Perhaps you were with them when they found themselves stranded in time or maybe you just washed up on their island one day. Nevertheless, you are one of them now and despite their misgivings, they are surprisingly loyal.

PERKS/ABILITIES

Perks belonging to their respective origin are 50% off. Discounted 100 CP perks are free.

GENERAL

Cartoon Body [FREE]

- I'm sure you'll notice that the people of this world are a bit different. They're just a bit stronger, a bit more durable and their emotions seem to be more exaggerated. If you wish, you can choose to be like them by taking this perk.
- After taking this perk, you'll be just a bit more durable and just a bit stronger, much like the people here. At will, you may also decided whether the emotions you display are exaggerated in nature. No one will find this weird, no matter where you go.

Dinosaur [200 CP]

- Millions of years ago, dinosaurs roamed the Earth. During that time, dinosaurs were the dominant species of the world. As such, it is only fitting that one such as you have the opportunity to become such a creature.
- By purchasing this perk, you have gained the ability to transform into one real-life dinosaur of your choosing. Your physical attributes as a dinosaur is greater than the real version and if your base form becomes stronger, so too will your dinosaur form. You also have the ability to transform into a chibi version of your dinosaur as well. Let the world hear you roar.

Android [200 CP]

- As time moves ever forward, so to will the ingenuity of man. The android is one such example of mankind's ingenuity, a creation of man built to resemble mankind. As of now, the androids built by man are little more than pale imitations, their machinery obvious even from a great distance.
- You are not one of those androids. You are an android of the future and you do not share in their weaknesses. You would have to cut apart in order for one to see that you are not truly human. As an android, you need no sustenace while your strength and speed are unmatched by any natural being. You could even fight against the dinosaurs of this land to a standstill. Show the world mankind's future.



Dinosaur King [500 CP]

You are something truly special. Long ago, before even the time of the dinosaurs, there was an enormous explosion. The remnants of that explosion, the energy it left behind, has touched you, imprinted itself upon you. It has changed you and bestowed upon you three boons.

You have been granted the ability to generate and manipulate the six Elements: **Fire, Water, Grass, Earth, Lightning & Wind.** You may be a mere novice but time will see your abilities grow to amazing heights.

The second boon the energy has granted you is the ability to bring a battlefield to any of your fights. Now, whenever you fight, you have the option to start warping time and space around you and your opponents, changing the battlefield to one that suits you more. Eventually, you may even be able to transport you and your opponents to another battlefield altogether. Of course, once the battle ends, you and your opponents will return to your original locations.

The final gift you have been granted is a simple one. You have been made better than you were before. All of your attributes, physical and mental, have improved by half as much as they were and any future improvements to those attributes will take only half as long.

DROP-IN

Patience is Key [100 CP]

- There are times when, in order to achieve something, one must do nothing, nothing but wait. Thankfully, you have no problems with waiting. In fact, patience is something you have in spades. Your patience is nigh-legendary, capable of allowing you to wait for opportune moments practically indefinitely, even for thousands of years. In fact, your skills and abilities will never see even the slightest degradation, no matter how much your patience is put to the test. Of course, never forget that you can't just wait forever. There are times where you must act.

Spectral Wings [200 CP]

- Are you truly human? If so, why do you have a pair of bat-like wings on your back? In any case, it doesn't matter why you have wings. What does matter is what you can do with said wings. With these wings, you now have the ability to fly at speeds twice as fast as you could normally run. There's no need to tell you how useful these can be.
- Of course, should the wings prove to be an inconvenience, you can always retract them, hiding them within and away from prying eyes.

Hidden Depths [400 CP]

- No matter your eccentricities, you'll find that joining a group is particularly easy for you. So long as you meet the basic requirements of the group and are not already an enemy of said group, membership is practically yours already, if you actually apply. But this is not all this perk does.
- Once you are part of a group, it is child's play for you to be trusted by its members. You could become one of their most trusted allies in only a few short months. Any members of any group you join would never dream that you would ever betray them. You wouldn't do that, right? Would you?

Spectral Engineering [600 CP]

- Mankind has created many marvels. Is it any wonder that you've become so skilled in studying them, so skilled in recreating them? You have been granted a simple but powerful talent, reverse-engineering.
- In the art of reverse-engineering, you have no equal. So long as you have the original object, even merely fragments of it, you will be able to create your own version of the item. In time, you may even be able to create replicas that possess over twenty times the power of the originals. There will be nothing that you cannot learn, nothing you cannot recreate.

D-TEAM

"He followed us home." [100 CP]

- It looks like animals and other similar creatures have taken quite a liking to you. They're friendly to you and they won't harm you until you hurt them first. In fact, they're even willing to help you out. They'll give you food, guide you to places you want to go and even more.
- Of course, you also know how to return the favor. You can train animals quite easily and any animals you train will be perfectly loyal to you. You also know how to be an effective doctor for any animal you encounter. Treat nature well, Jumper, and it shall treat you well in return.

Welcome to the Team [200 CP]

- Making friendships can be hard sometimes. There could be a whole host of problems that could occur. Luckily for you, you find yourself never having to deal with any of those problems. You make friendships easily with people and they're always willing to look past their prejudices when it comes to you. You just have a certain aura around you that makes people like you. Do keep in mind that just because they like you doesn't mean they'll ignore your shortcomings. This just gives a foot in the door. It won't carry you all the way through. That's up to you.

Prehistory in the Making [400 CP]

- This is something different. You possess a rather strange talent. You have the ability to see into the future and into the past.
- At first, you will only be able to use this ability while in your sleep, seeing only glimpses of either the past or future. In time however, with more training, you will soon be able to use this ability at will, whenever you wish.
- There are a few limitations however, mostly regarding seeing the future. The future is quite capable of changing, especially once one starts interfering with it. Use this ability wisely.

Fusion Move: Friendship [600 CP]

- There is no force greater on this world than the power of friendship, the power of unity. This is something you know all too well, something engraved deep into the core of your heart.
- Now, whenever you fight alongside those you call true friends, you and your allies will become far better. You and your allies are faster, stronger, and more durable, nearly twice as much as before. Even your teamwork becomes all but perfect, as if you had worked together countless times beforehand.
- This effect only becomes more and more potent the more friends you have, reaching its maximum potential at fourteen people. Alone, you are strong. Together, you will be unstoppable.

ALPHA GANG

"I am not an old lady!" [100 CP]

- This is an interesting talent you have. Now, whenever someone insults you, you will be able to know exactly where the insult was said and what the insult was, so long as you were in the same dimension. It may not be a flashy talent, but it should hopefully prove useful. Just don't get too focused on whoever insulted you. There are times when you should just let it go.

Child Genius [200 CP]

- You're quite smart, aren't you? Some people might even say that you're a genius. Regardless of what other people say, calling you a genius would be an understatement.
- You can learn anything at a rate far faster than any other. Where it would take other people years, it would only take you months or even weeks. Sadly, however, this does not affect physical training. It'll still take you however long it would've taken you normally to see advancements in that regard.

Our Fearless Leader [400 CP]

- Despite one's efforts, one cannot truly thrive on their own. In order to truly succeed in life, one needs friends or, in your case, minions. Now, so long as you are the leader of a group or organization, you will never have trouble finding any people to work under you. You could need a hundred people for a job and by the end of the day, you'd have over a hundred applicants.
- Of course, having minions just isn't enough if you can't guarantee their loyalty. Thankfully, you have no problem in that regard. Anyone who works under you will be perfectly loyal, never seeking to betray you.

Alpha Engineering [600 CP]

- There are many wonders created by man in this world. In every era, past, present, or future, the wonder of mankind's works are clear to all. And you are no different. The technology of this world is now available to you. You know how to build them, how they work, and why they work. That isn't all. Whatever you build now takes half as long to build than before with no loss in effectiveness or beauty.
- Of course, there is something to be said about originality. Now, you will never run out of ideas. You have an endless font of creativity now. There will always be something new for you to create and enjoy.

EQUIPMENT

Equipment belonging to their respective origins are 50% off. Discounted 100 CP items are free.

GENERAL

Dino Bracer [FREE]

- Many of the battles in this world revolves around the use of dinosaurs. As such, it is only proper that you receive a device capable of calling them forth and unlike the D-Team, you will instead be receiving an upgraded version known as the Dino Bracer.
- The Dino Bracer is worn on the wrist and is capable of functioning as a highly advanced phone. It comes with a digital map of the world you are in, has perfect calling capabilities, both audio and video, along with many apps for you to use. If you wish, you may even import a previous phone you own into this device.
- Unlike the Dino Bracers and Holders of this world, yours is special. It will function even without an Elemental Stone, is completely unbreakable, cannot be lost to you, appearing on your wrist whenever you need it and can also summon other card-based beings, not just Dinosaurs. As a bonus, you will also receive a Dino Gadget, a little device that can hold an endless amount of cards and can eject the specific card you need.

Jumper King [FREE]

- You have a small and thin card binder in your possession. At first glance, there is nothing special about it. Of course, this wouldn't be here if it was just an ordinary binder.
- The first thing you'll see once you open it are cards, cards of you and your companions. Keep flipping through the binder and you'll see cards of the noteworthy people and creatures you've met across your travels.
- The second thing you'll notice is that the binder never seems to run out of pages. It'll always stay as light and thin as it originally was, thankfully.
- The last thing you'll notice is that after going through the binder, you'll find an arcade machine attached to your Warehouse. This arcade machine will let you play a special version of Dinosaur King, one that lets you use the cards in your binder in-game.
- Hope you enjoy it, Jumper.

Elemental Booster: DinoTector [400 CP]

- There are times when one's own strength is not enough to succeed, not enough to triumph over their foes. In such times, one can turn to technology in order to achieve victory. In your hands, you now hold an example of such technology. The device is small enough that you can easily hold it with only three fingers, but its appearance belies its true power.
- Upon activating the device, armor will start forming on your body, its design based on whatever element you wish at the time. This armor will boost all your physical attributes by half as much as they were before, and it'll even double the potency of all your elemental and energy attacks.
- Technology is useful indeed.

DROP-IN

Dinosaur Bones [100 CP]

- You have a small box filled with an endless amount of small dinosaur bones. Unlike actual dinosaur bones however, these bones are special. By using these bones alongside a world map, you will be able to figure out the location of anything you desire.
- Of course, there are a few limitations to this. The ritual required to figure out the location will take you at least thirty minutes while the location provided won't be very precise, around the size of a small city, and you won't exactly be provided an image of what you're looking for. Nevertheless, these bones are sure to be a useful tool for you.

Gel Jarks [200 CP]

- These robots are clearly not made by human hands. Made out of substance closer to goo than anything solid, these robots are capable of shifting their form very effectively, even capable of taking on the appearance of people or chibi dinosaurs. They do have a weakness, however. The robots dissolve upon contact with large amounts of salt. Still, these machines should not be underestimated.
- You receive two hundred fifty Gel Jarks along with the blueprints regarding their creation.

Move Cards [400 CP]

- In this world, Moves Cards are items used in order to allow Dinosaurs to perform more powerful attacks. These cards are not those cards.
- Instead, these cards are blank cards that can be infused with any attack you are capable of perfoming. Doing so will in turn will change how the card looks and give anyone carrying the card the ability to perform those attacks, regardless of their capabilities. Anyone will be able to infuse the cards.
- You start off with ten such cards along with a manual detailing how to create the cards.

Spectral Ship [600 CP]

- This is a ship, one capable of traveling through time and space at speeds beyond imagining. It may not be built by humans but it is certainly no less effective.
- This ship is quite different from the Backlander, coming equipped with laser weaponry along with a docking bay filled wih several small pod ships. They do still have a few similarities. The Spectral Ship comes with a cloaking ability and has the same ability to revert the damage that occured since its arrival. I'm sure this will be useful indeed.

D-TEAM

Dinomond Amber [100 CP]

- Dinomond Amber are large pieces of amber with a certain peculiar quality. The amber produces a large amount of energy, one that can quite easily be harnessed. A chunk of it the size of a hand might not be enough to power a spaceship capable of traveling through time, but it is better than anything else in the modern world as of now.
- You get a chunk of amber the size of a normal man's hand every month, for you to either stockpile or use.

Time Positioning System [200 CP]

- This is just like a GPS, but for time. This nifty little device has a few functions and it performs those functions very well.
- First of all, the TPS acts as GPS for you, allowing you to determine your location on a world and what time period you're in. After that, the TPS is able to track any pre-programmed object across all of time and space. To program it to detect an object or being, you will need a sample of the original object, whether it be a small fragment of it or the energy it releases. The TPS is also capable of viewing the past or future of your current location.
- You'll never get lost with this in your hands.

Dinosaur World [400 CP]

- Inside of your Warehouse is a door, a door that will lead you to a time long past, to a world when dinosaurs ruled the Earth.
- This is a world of Dinosaurs, one you own. You have access to an entire prehistoric planet. In here you will be able to find all the naturally occurring resources in this universe along with dinosaurs of every shape and size. Of course, this is not everything this world can give you. Now, for every world you go to, the naturally occurring resources of those worlds will appear in this land alongside the natural creatures that inhabit them.
- This is your world Jumper. It is up to you how you use it.

D-Lab [600 CP]

- A proper scientist needs a lab and what better laboratory could one ask for than this one? Designed to your liking and topped with some of the most advanced technology in the modern age, this lab of yours is truly one of a kind. The lab even has a teleporter quite capable of teleporting you to any location within a radius of one mile. It isn't just technology the laboratory provides for you. Whenever you work in the laboratory, you'll find that your efficiency has been massively boosted. You could finish your creations and research in a quarter of the time it would have normally taken.
- This lab can be attached to your Warehouse or dropped off in a location of your choosing.

ALPHA GANG

Alpha Metal [100 CP]

- Alpha Metal is a rare metal that forms within the Earth. It is a naturally occurring alloy used in much of the Alpha Gang's creations. In appearance, it is silvery with either a purple tint or glittering like a rainbow. Of course, the Alpha Gang doesn't use it just because it's pretty. The Alpha Gang uses it because Alpha Metal is a highly adaptive alloy, able to be used in almost any type of machinery and improving them in the process.
- You receive a chunk of refined Alpha Metal the size of a hand every month. You may use or stockpile it at your leisure.

Alpha Droids [200 CP]

- Used by the Alpha Gang in their various schemes, Alpha Droids are robots that come in many different varieties. They may not be powerful enough to stand against Dinosaurs and their ilk on their own but they're more than enough to handle normal humans. Just keep in mind that they aren't very smart, at least not without additional programming.
- You receive one hundred of each variety of Alpha Droids shown in the series along with the blueprints for each type.

Super Alpha Controller [400 CP]

- This massive machine, around twice the size of an ordinary elephant, is quite a useful machine indeed. And unlike its original counterpart, it has a special function. It is capable of turning defeated or willing beings into cards, cards that can be used by your Dino Holder. Thankfully, the machine is capable of rocket-propelled flight, ensuring that you won't personally have to lug it around everywhere.
- Once turned into cards, the Super Alpha Controller can allow you modify the being's personality and control them to your whims. The machine is also able to upgrade the being into an Alpha Version of the original, nearly doubling their power and providing them with more energy to use said power. They may even be able to freely use techniques that previously had requirements for it.

Backlander [600 CP]

- Created over a hundred years into the future, the Backlander is an amazing invention. It is a spaceship large to encompass a massive part of a city in its shadow, one capable of traveling through time just as well as it can through space.
- As for its capabilities beyond traveling through time & space, it has many. The Backlander is capable of cloaking itself, rendering it completely invisible. For weaponry, it is able to generate sound waves and with those sound waves, the Backlander can cause earthquakes across the world. Last but certainly not least, is its ability to repair all the damage that has occurred since its arrival in a certain time period.

COMPANIONS

Imported companions receive an **800 CP** stipend to spend on whatever they please.

Dino Partner [FREE]

- It wouldn't do for you to arrive in this world without a proper companion, namely a dinosaur. Everyone of note here has a dinosaur of their own and as such, you do too.
- Choose one species of a real-life dinosaur. Upon your arrival here, you'll find a card of said dinosaur in your hand.
- Your dinosaur will have both a chibi form and a regular form. As a bonus, you'll find that your dino partner is oddly receptive to any external modifications.

J-Team [FREE/100 CP]

- You can't do everything alone. That's why this option is here for you.
- You may import or three companions for free, each receiving their own background.
- If you wish to bring even more companions, you must pay **100 CP** to do so for each additional companion.

Jumper Gang [FREE/200 CP]

- What about your friends here? You're not just going to leave them here, are you? Thankfully, this option is here for you.
- You don't have to worry about leaving your friends behind. So long as they decide to join you, you can bring them along your journey for free.
- If they don't want to join you, however, you can still bring them along. Just pay **200 CP** for each one.

Android Servant [200 CP]

- Technology is oh so wonderful and you have the perfect example of that. Through one way or another, you've managed to get your hands on a genuine android with a custom design based on your preferences.
- The android is perfectly loyal to you and is quite skilled in a variety of talents, all in the pursuit of serving you as best as it can. The android has a **400 CP** stipend and in future Jumps, it will always have an extra **200 CP** whenever it's imported.

DRAWBACKS

There are no limits to the number of drawbacks you can take.

Mythical Mix-Up [+0 CP]

- You get to choose what timeline you end up in. In doing so, that's where you'll be spending your next ten years. Of course, you can also mix and match the two timelines however you please. You can even add in elements from the arcade and the DS game. It's up to you. You'll be the one spending time here after all.

Lost in Space [+100 CP]

- Uh oh. Looks like you something happened on your way here. Your starting location has now been changed. You'll be starting your time here inside the spaceship of the Spectral Space Pirates. This means that unless you have some other way to traverse space and time, you won't be getting to Earth for quite a while. Thankfully, the Space Pirates won't be hostile to you and might even be friendly. Who knows, they might even let you join them.

Dr. Z Invention [+100 CP]

- Much like a certain Dr. Z, you absolutely love creating brand new inventions to play with. In fact, you usually spend a solid portion of your free time building and tinkering the hours away. Unfortunately, much like Dr. Z, your inventions are considerably fragile. No matter what you do, you can consider yourself lucky if your inventions don't blow up by the end of the week. Sometimes, your inventions even blow themselves up mere hours after building them. Luckily, the explosions aren't very harmful, only dirtying people up, and your previous inventions before this still function perfectly fine.

Jumper Summoning Call [+100 CP]

- Seems like the dinosaurs aren't the only ones who need to transform in order to fight. You do too!
- Now, in order to fight or use any of your supernatural abilities, you have to perform a Jumper Summoning Call. It's like a Dinosaur Summoning Call but for you. This is a twenty second transformation sequence that can be interrupted by anyone who sees the signs. You have to do this every single time. Don't think that you can stay transformed either. You can only stay transformed for fifteen minutes at best.
- Thankfully, you can still use your equipment.

Plot-Bound [+200 CP]

- Looks like there's no getting off this wild ride for you. You now have three options available to you. You can become part of the D-Team, the Alpha Gang, or the Spectral Space Pirates. In doing so, you have become intrinsically tied to the plot of the series. You will not be able to escape this and must take part in it. That means helping the D-Team, Alpha Gang, or the Spectral Space Pirates in whatever their goals are.

"Who said that!?" [+200 CP]

- You're not very good at dealing with insults, are you? Whenever someone insults you within earshot, no matter how slight, you just fly off the handle and start heading towards the people who insulted you, ready to give them a piece of your mind. You can't just ignore insults no matter how collected or deaf you are. Hopefully you have companions who can hold you down and stop you from doing anything too stupid.

Silly Little Arguments [+300 CP]

- That's what you say but that clearly isn't true. Every other day, you'll end up in an argument with one of your friends and companions. The topics of these arguments will range from normal to the absurd. Sometimes, these arguments will even turn violent, devolving into all-out fights that other people will have to stop.
- Day after day, you do this, and you never learn your lesson. You might make up by the end of the day but come the next, you'll still be arguing with them as if you never learned.

Time-Scattered Memories [+300 CP]

- Something went wrong upon your arrival here. You've arrived in this world a few months before your normal arrival date. Normally, that wouldn't really be a problem. You might have even preferred it that way. Unfortunately, that isn't the only problem you have. Your memories have also been jumbled up along with your personality. It's "on the fritz", so to speak. Your personality changes every couple of weeks and your memories have seemingly vanished.
- Fortunately, your mind will slowly reboot itself and, by around your fifth year here, you should be back to your old self again. If you have any companions, your mind can be fixed even earlier. It'll still take you, at the very least, a year to get back in order though.

JUMPER CARDS
[+400/600 CP]

- Cards depicting your abilities and items, from attacks to transformations and everything in-between, will be scattered across the world. These cards will allow any who wield them the ability to use the power depicted on the card. Naturally, this can have some dramatic, if not disastrous results. If you don't want that to happen, you'll have to find some way to keep people from getting their hands on the cards. This will be easier said than done.
- For **400 CP**, you still get to keep all your powers, both from this Jump and from those before.
- For **600 CP**, you no longer have your out-of-jump powers. You'll have to make do with just what you've bought here. If you want to use your powers from before this Jump, you'll need the cards.
- Finding the cards will be difficult. They are unresponsive to any abilities that you can use to call them forth, meaning you'll have to trudge through the world in order to find them. Thankfully, the cards themselves emit a very unique form of energy that should no doubt be easy to detect. Unfortunately, this also means that other people can conceivably build a way to find the cards as well. Hopefully, things won't get too messy.

SCENARIO: RETURN OF THE DINOSAURS

Millions of years ago, dinosaurs roamed and ruled the world. Their time in this world ended when a meteor struck the Earth, a devasting event that caused a mass extinction across the entire planet. Now, the only remnants of the dinosaurs left are the bones they've left behind.

And yet, those bones are not enough to tell their stories. The bones are merely fragments of the past, holding little answers of the time of the dinosaurs.

But no more. Your goal here now is simple. You must bring the dinosaurs back and make a world where man and dinosaurs coexist. The dinosaurs cannot simply exist with man. There must be at least a million dinosaurs alive. Until such a time comes, you will not be able to leave this world.

REWARD

For your reward, you'll receive a copy of the Element Stones. These contain a tremendous amount of energy, far greater than what mankind can produce in modern times. But that is not what makes theses stones special. The Element Stones are special because they hold within them the minds, emotions, and souls of every dinosaur to have ever lived in this world.

This is not your only reward of course. You have also been given the ability to make items similar to the Element Stones. At first, you will know how infuse inanimate objects with the souls and memories of simple creatures but in time, you will learn how to infuse the souls and memories of entire species and not just in stone. You'll be able to infuse them into living beings as well, turning those beings into walking treasure troves of history.

The creatures do not have to actually be dead when you infuse their souls and memories. In that case, you are merely infusing a copy of the souls and memories, not the original.

ENDING

It's time to make your final choice in this world. I'll give you some time to think things through.

Go Home

It's been a long time after all. We all have to go home one day. So that's what you'll be doing. You return home with everything you've acquired across your journey. Never forget, Jumper.

Stay Here

This place is quite nice. You could see yourself making a life here, enjoying the fruits of your labor and all of that. So that's exactly what you're going to do. This place is your home now.

Move On

Heh. Should've known you'd take this option. There is no to end your adventure, not yet and certainly not here. You're moving forward to the next era. There's always more up ahead after all.

NOTES

1. Thanks to **r/Jumpchain** for helping me with this. It really was a big help.
2. Regarding **Cartoon Body**:
    a. Fall damage is a thing of the past for you. Unless you start burning up, fall damage is non-existent. This is not because of your increased durability.
3. Regarding **Dinosaur** & **Dinosaur King**:
    a. If already had a Dinosaur form before this, you may import that form for this option.
    b. If you choose a Secret Dinosaur to be your Dinosaur form, you will not be as powerful as them. This is due to the fact that the Secret Dinosaurs have been artificially strengthened.
    c. With only the **Dinosaur** perk, you will only be as strong as either Chomp or Terry is in their base forms. Combined with **Dinosaur King**, your human form will become as strong as your original dinosaur form while your dinosaur forms becomes as powerful as the Black T-Rex.
    d. With only the **Dinosaur** perk, you will only be able to use Elemental Moves when you have the corresponding Move Card with you or if you have been modified to do so. If you have **Dinosaur King**, you can perform Elemental Moves so long as you know how to use it and have the energy for it.
4. Regarding **EQUIPMENT**:
    a. Any and all items purchased in this Jump will be returned to your Warehouse, or any other similar property should you not have one, by the end of the week if it the items are lost through any method. They keep any modifications made to them.
    b. **Dinomond Amber** combined with **Alpha Metal** and immense heat will produce tremendous amounts of energy. A small pellet of **Dinomond Amber** and a small sphere of **Alpha Metal** the size of one's hand will cause an explosion strong enough to utterly annihilate a factory and turn it into a crater.