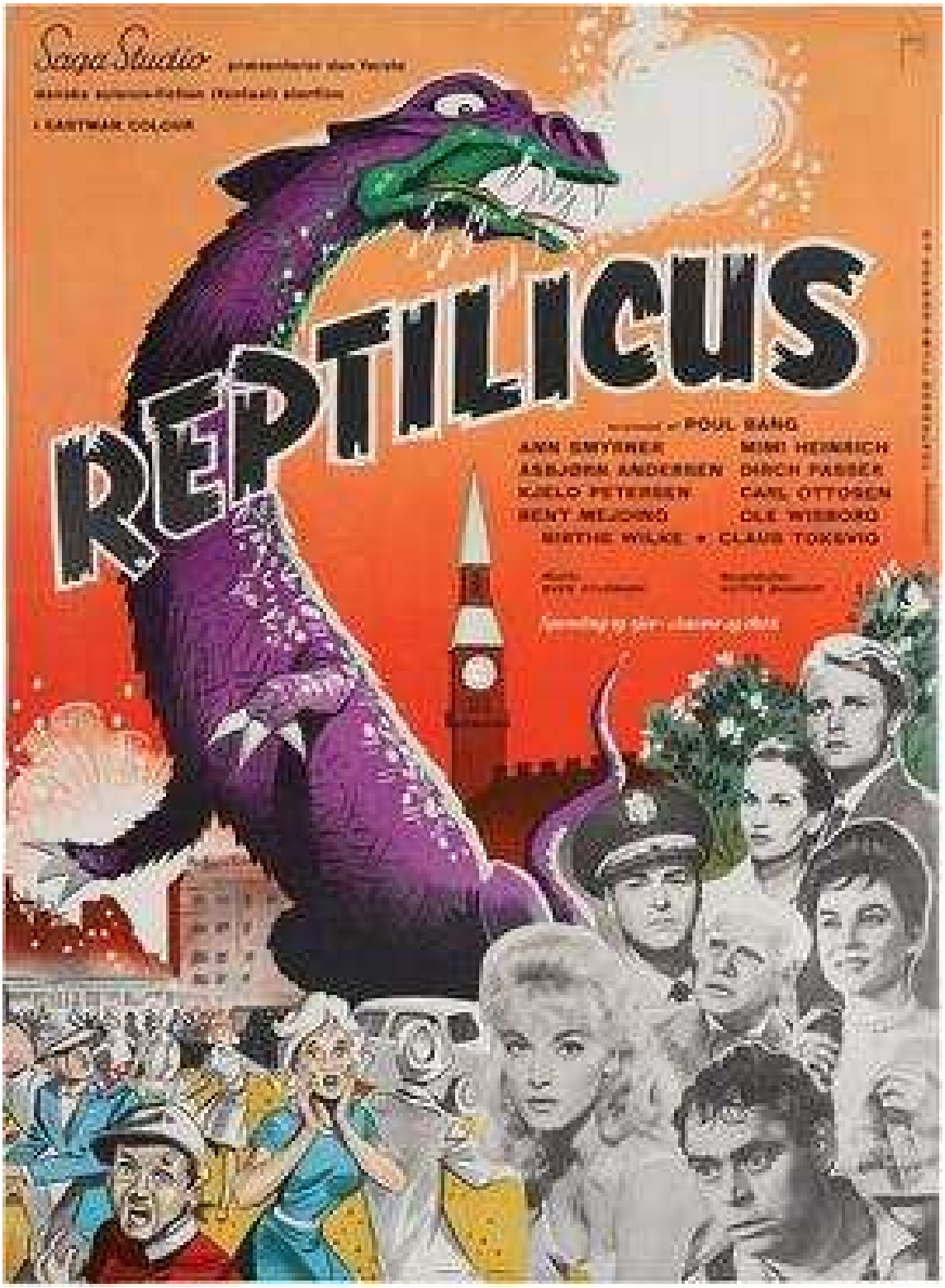
Reptilicus

Version 1.1.0



Earth, 1961. There's nothing unusual about this world. Seemingly it's just a slice of our own world's history. But soon a frozen tail will be discovered in Lapland. Unlike preserved mammoths that had been found in the ice before, this is a reptilian creature theorized to be 90 to 110 ft, seemingly from 70 to 60 million years ago. This frozen tail will be shipped to Copenhagen in Denmark. Soon after it is placed in an aquarium at Copenhagen a scientist will cause it to be thawed and they will discover that it is still alive, regenerating, and able to regrow. An electrical outage will see it escape, a massive slice of the past running amok in modern Denmark.

Or maybe you'll be the Reptilicus, the monster that will rise and terrorize Denmark. We don't judge here. Whatever you will be or do take these:

+1000 CP

Now shape your life.

Location:

While things start with drilling in Lapland, the story takes place in Denmark around Copenhagen so we'll be starting you there.

Age and Gender:

Your age and your gender are yours to decide. If you take the Monster background (and don't drop in) you have been 'on ice' for the last 60-70 million years.

Origins:

Who or what are you? Any background can be used as a drop-in.

Bystander: Maybe you're the child of a scientist, a soldier's girlfriend, or… well you seem to be a skilled and experienced copper miner. Maybe you found Reptilicus? Whatever it is, you're someone near to the action without any special skills or qualification to actually be involved in it.

Military Commander: You are one of the people called in to deal with the situation when Reptilicus escapes the Copenhagen aquarium.

Scientist: You are one of the staff of the Copenhagen aquarium or related scientific groups called in to study the prehistoric creature.

Monster (200 CP): You aren't human. You are a massive, serpentine creatures with small, apparently vestigial wings, and short, stubby hands and feet used less for carrying your body and more for minor acts of manipulation or to pull yourself free of a particularly difficult spot of ground.

90 to 110 ft long, you are powerful enough to crush buildings with your sheer size and strength. Armoring scales cover your body and while you will need other perks to match Reptilicus's superhard scales able to survive light artillery and tanks, you are still a 100-ft long reptile, possessing hard scales that will protect you if some scientist decides to try and attack you with a pistol for some reason.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Tivoli Night (100 CP): You are a skilled singer, if you had the looks for it you'd be a shoe in as a club or lounge singer.

Mysterious Scientific Audience (600 CP; discounted with Mysterious Scientific Audience drawback): It would seem you now have an audience. There seems to be at least 3 voices - 2 robots, and a human - though sometimes you might hear your Jump-chan, or even some guest viewer. This audience doesn't materially interact with the world around you, and actually seems outside of reality to the point where you cannot reach them pre-Spark, but you will find that you - and your companions - can hear them as they riff on the events of the world around you and your actions. Sometimes they seem to have seen scenes of the 'movie' that you weren't in, and occasionally when this happens they will even give you useful information in part of their jokes about them. This is a perk so you can toggle on and off the ability to hear these voices, or reduce their volume so they won't talk over others, and while they may inspire you to think about events from another point of view they will never distract you at an important moment. At the end of each jump you will be given the chance to watch the bad movie version of the jump you just took alongside these voices (and any companions you possess) in a space station theater once drawbacks are lifted but before beginning the next jump.

If a companion takes this perk only they can hear the voices or enjoy the after party. If you take the **Mysterious Scientific Audience** drawback you may take this perk at a discount but it will not activate until drawbacks are lifted and you will have to deal with the drawback for the decade. If you take the drawback, companions can buy it at a discount.

Bystander Perks

Mining Experience (100 CP): You have the training and experience of the leader of a mining crew, maybe even one who has drilled all across the world, giving you full training in working the machines necessary, safety precautions, knowledge how to prospect sites to determine if they'd have the metals you are looking for, and more. This comes with a full education in the field and the equivalent to at least a decade (the 50s) of working the job.

As An American You Have Drilled All Across the World (200 CP) : People seem to believe you have a wide spanning experience as a world-traveler. While they will not automatically default to considering you an expert opinion on any topic, you can expect to be considered to be likely to have more than average knowledge on any topic that there are no experts present for.

This doesn't give you knowledge, but just an air which makes people, even strangers, assume you do, and to respect your opinion in lieu of an actual expert.

Accepted Presence (400 CP): Your father is an important scientist, or maybe you found the monster's tail, but why are you in the top level military briefing? You find that your presence in places, even ones that should be relatively closed off, is accepted by others. People won't question your presence in military briefings as long as you aren't directly making a nuisance of yourself, and it's not top secret. Even if it should be secret, you find people accept your presence in places easily as long as you have some connection or excuse; your father is an important scientist involved and they won't question your presence sitting in on things that he'd have the classification to attend, or maybe you accidentally unleashed the monster so they will let you stay until the monster is dealt with. Now, this won't make your enemies accept your presence, but you can expect people to be more willing to just let you be there. And if you do prove useful this will help expand this further and further, until you're just allowed to walk around the military base without clearance.

Dig Up the Bizarre (600 CP): The scientists might have thawed and regrown the creature, but it was a simple miner who found the monster and kicked off the entire chain of events. Now you share this special kind of 'luck'. You have a tendency to find things that were long lost and that you were not actually looking for. Sometimes these might be valuable things; this power could lead you to buried treasure rather literally. Other times they may be dangerous things; like Reptilicus. These things may be pre-existing elements of the setting, things that were confirmed to be here; you might find the site of an old

neolithic human settlement. However these things can also be supernatural or paranormal elements, in a supernatural setting they will usually be related to its existing supernatural systems. Reptilicus, though, is an example of what might be found in a mundane setting. More than anything these finds will be a key to potential adventure and excitement, a gateway to interesting times; they may help you or hurt you in the long term, but they won't leave you with a dull time. If you decide you want a dull time, you can toggle this off but it won't put anything back in the Earth.

Despite the name and examples this perk doesn't exclusively work for digging things up. You can find such oddities and excitement in other ways. However as it is things that were long lost, it generally requires you to go poking around at places which have remained undisturbed for living memory… like places that are buried.

Military Commander Perks

Command Experience (100 CP): You have the equivalent of the full training of a military officer from a military academy, as well as several years of military experience during World War II.

Other People are Stubborn I'm Firm (200 CP): You know how to set in your heels and having made up your mind hold yourself to it. You have a trained, some might say military, discipline and when a kaiju is approaching the line you won't be the one shooting without orders.

Known for Leading in the Battle of the Bulge (400 CP): Do you have a military reputation? Well you do now. You will find that some version of your military history in past jumps is echoed here in this one. It won't be exactly the same as it will be modified to fit the setting; if you lead an alliance of elves and men against Sauron as their great warrior king who all respected and obeyed you might in this jump have replaced Dwight D. Eisenhower as the leader of the allied forces in the European theater of WWII. This will be roughly equivalent to what you were before. In future jumps you can import a version of your military history modified to fit that jump and your position in it.

Maybe There's Another Way (600 CP): The giant monster's scales make it immune to field artillery? Well then use a flamethrower. Can't kill the monster in a way that scatters its body? Shoot it with a gallon of tranquilizer… in its mouth because of those scales. When fighting something that traditional military tactics and tools do not work against you are the man to call as you can quickly think of ways to circumvent such defenses or exploit potential weaknesses in a creature's form. You are good at figuring out how to fight enemies which exist outside of human limits and technology with what tools you have available.

Scientist Perks

Scientific Education (100 CP): You have a decade of training and experience in a scientific field of your choice. Maybe you're a paleontologist, or a geologist, or maybe you've attended the local university's chemistry department and know how to synthesize chemicals.

Unaccustomed Sight (200 CP): You look good, real good. You look almost like you had a professional team doing your hair and your make up. While it's possible for this to get messed up, it is highly resistant to such and you can do the work of an hour to fix it up in a few minutes.

Accidental Discovery (400 CP): If Reptilicus's tail hadn't been accidentally thawed out they might never have discovered its great regenerative capability, or that the creature was still - potentially - alive. And as dangerous as Reptilicus was the scientific possibilities they could learn from such a creature might eventually save or make possible lives beyond counting.

You will find that when you work in a lab you have a tendency towards accidental discoveries. If you try and aim for it you will find your number of worthless accidents increasing, but even without aiming every once and a while you will find yourself accidentally making some mistake which leads you to a discovery, or shows you how you were on the wrong path. You might accidentally forget your half-eaten lunch in the lab for a week and come back to discover penicillin.

Monster Behavior Expert (600 CP): What is your field, again? It doesn't matter. You are an expert on monster behavior. You are skilled at predicting how inhuman creatures will behave, able to know from minimal information when a monster will return to where it was 'born', or will go to ground, or how quickly it might take for a monster to attack again after hiding to recover from being burned with a flamethrower and then possibly hit by an unconfirmed depth charge bombardment. This will help you understand how any monster will behave, but it will be better at predicting those of animal-like intelligence; those with human-like intelligence will be harder to predict this way, but you will be able to do so with some reliability.

Monster Perks

Amphibious (100 CP): You are a creature of the sea as much as land. You are able to swim like a fish, moving through the water with ease, and your eyes and ears are now designed to function underwater allowing you to see clearly underwater, and to hear identifiable sounds. You are more resistant to the crushing effects of water pressure, able to survive lairing on the seafloor off of Denmark, and can hold your breath much longer than would normally be expected; as a Monster you could hold your breath for days maybe weeks, though as a human this would merely be hours.

Acidic Spit (200 CP): You possess acidic saliva which you are able to spit outwards in a projectile fashion. This acid can burn through human flesh. As a Monster you could expect to be able to spit at targets more than a hundred feet away, with a jet of the stuff large enough to cover multiple people or a military vehicle, and possibly even melt through the vehicle to reach the people inside. As a human your spit is theoretically just as capable of eating through flesh or metal, but you'd have a mere normal human quantity; though you could spit it quite a distance.

It Can Fly (200 CP): Maybe those wings aren't so vestigial after all. Or maybe you have wings? If you didn't already you possess a pair of wings able to fold up to a small size. In addition despite the aerodynamic impossibility of a human, or 100 ft snake, flying you are able to unfold these wings and fly. You don't even seem to have to flap them, merely spreading them and taking off.

We Didn't Even Dent Him (400 CP): A 100 ft serpent would be expected to be fairly resilient, but mortar shells, tank rounds, and artillery failed to put a scratch on Reptilicus. You are now similarly hardy and resilient, any scales, exoskeleton, or even just skin you have being substantially more resilient than you would normally expect. As a human you'd not be bulletproof, but your skin would be much harder to break than you would normally expect. If you were some sort of lizardman you might actually be bulletproof, your scales now more than equal to a suit of armor. As a Monster while high explosives and bombs could probably blow you apart, you could withstand tanks, bazookas, and field artillery without being hurt. Doesn't help you against flamethrowers, and your insides are still relatively vulnerable.

Open Doors and Power Outages (600 CP): When you are dead or trapped you will find that luck and opportunity seems to fall into place to help you escape and/or revive. This won't do all the work for you, but a power outage might strike when it would be most opportune for you, or if someone didn't know thawing you out would revive you they

might fall asleep and accidentally leave the door open to the room keeping your remains on ice. This opportunity and luck will only stretch so far, and an enemy that knows you are a threat and is keeping a tight enough guard could overcome it.

Except once per jump you will find that luck and opportunity conspire a bit better. Instead of an opportunity, this is a golden opportunity, one almost guaranteed to let you escape from one predicament you are trapped in, or one situation which would prevent you from reviving yourself. This won't help you if you were killed in a way that you can't ever revive from, but if something was keeping you from reviving (such as being frozen solid) it would help you.

From a Tail (800 CP): You possess immense regenerative capabilities. While Reptilicus was regrown in a nutrient bath, their fear of leaving any parts of him indicate that Reptilicus could have regrown without it. You could regrow your entire body from as little as a single hand, or a hunk of tail, possibly even a finger. And this could, in theory, grow clones of you off of lost body parts. Of course while they'd have a version of your brain they'd not have your memories, or the specific nurture that made you, but if they were to remove your hand it would grow into your own clone. And while this regeneration is not quick enough to heal limbs in the middle of combat, you could regrow a hand - even at the size of Reptilicus - in days, or grow again from your tail in weeks.

Items:

Items associated with an origin are 50% if you have that origin. You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Bystander Items

Tourism Book (200 CP): Just because there is a giant monster involved, that's no excuse to visit some night clubs to help you get settled in. And this book will help you to find the good ones. This is a book that seems to be designed for a tourist visiting any country, region, or planet you go to. It doesn't have the best survival tips, but it has travelers' statements about clubs, restaurants, and hotels, telling you which ones are good, and which ones have lounge singers who could use replacement. It will update for wherever you go that has actual tourism, and it will be at least up to date enough not to point you to places that closed down years ago.

Chemistry Lab (400 CP): This is a university chemistry lab. While relatively well-supplied for a university chemistry lab, it contains nothing that would be unlikely to be held in a university chemistry lab at the beginning of the 1960s. It will automatically resupply itself, and you find chemicals produced in this lab to be produced more quickly than normal. It attaches to your warehouse, or imports into jump by your preference.

Mining Corporation (600 CP): You might not be a mere bystander anymore. You seem to be an industrial magnate. Or well maybe not that big, but you now are the proud CEO of a large scale mining corporation, which could be expected to be digging for precious metals or rare earth metals or even oil in various sites across the world. This corporation will typically be able to make more than enough to keep itself going, even without your direct oversight, as well as provide you with a steady and sizable profit; that is if you don't have another use for industrial scale mining. It will appear in future jumps, already set up with infrastructure and mining sites, though at your discretion it can either always be roughly what it was here, an international mining corporation, or will scale to the setting meaning in a medieval setting focused on a single country it would be much smaller than in post-WWII globalization, perhaps even only a single mine worked by hand, but in a space opera setting it would possibly be spread throughout a galactic empire with entire planets being strip mined by its fleet.

Military Commander Items

Battlefield Map (200 CP): This is a large map of the surrounding countryside. Not necessarily Copenhagen. Whenever you unfurl this map it will be a high quality map - at the scale and size you need - of the surrounding countryside, at least by the standards of high quality maps you would have available to you either through your military organization (if you are part of one) or by buying a civilian map. If you provide markers or representations of forces it will move them in real-time to update for information you receive.

Tranquilizer Bazooka (400 CP): This is a bazooka that has had the explosives removed from its warhead and had them replaced with almost a gallon of tranquilizer. This is kaiju strength tranquilizer, powerful enough to take down a creature at least as large as Reptilicus. You just need to hit them somewhere that it can reach their bloodstream.

If you shot it you will get a reload 1 hour later. It could also be used to shoot normal rockets with explosive warheads, but you'll have to provide the ammo yourself in that case.

Military Task Force (600 CP): Oh… here's the ammo. This is a military force equal to that General Grayson was provided with to deal with the Reptilicus situation. Enough tanks and light artillery to form a perimeter around Copenhagen, several military ships capable of performing depth charges, and there were heavier bombs and artillery waiting in reserve, along with men and transportation vehicles. They come fully equipped and fueled, with enough supplies for several weeks of operational time, though if you want to use them for longer than that you will have to provide supplies.

This military force will appear when you desire it in a jump over the course of a few days, remaining until you dismiss it. Once dismissed you need to wait at least 2 years or until the start of the next jump (whichever is first) to call it again, but it will appear re-supplied with all men replaced.

Scientist Items

Regeneration Tank (200 CP): This is a nutrient bath tank with IVs. If someone rests in it, as long as the IVs are kept supplied with nutrients, they will recover at several times their normal natural recovery rate.

Aquarium (400 CP): This is not a tank you put fish in. This is a large facility for the study and research of marine life forms and biology. Though if you'd prefer another field of biological research it could be retooled for that. You will find that this aquarium is funded by a variety of wealthy patrons and/or the public government, but allowed to research mostly in peace and possesses an excellent reputation which attracts respected and capable biologists from across the world to apply for work here. You may be an employee, a member of the board, or the head of the facility as you please (or just have it exist in setting).

Monster Sample (600 CP): In this jump this item takes the form of several feet of frozen monster tail, potentially a second reptilicus if you do not handle it with care. It is your own research material to do with as you please. Comes with a refrigerated room, attached to your warehouse or a property of your choice, to keep it in.

In future jumps this will take the form of some sample of a monstrous entity from that jump. It will still be on ice, though you can thaw it out without necessarily damaging it, and can provide you with the means to research a monstrous entity from that jump. While it won't be a sample from a particular individual you have some leeway in what sort of entity this is from in each jump.

Monster Items

Hunting Grounds (400 CP): A monster sized beast is liable to have a monster sized appetite. This is a several square mile pocket dimension attached to your warehouse consisting of a mixture of ocean and coast lands which is stocked by the Jumpchain game and fish organization so that it always has a large enough supply of food to allow a reptilicus or similar small kaiju to hunt for enough food to survive on in a reasonable amount of time. Or you could feed a large tribe of hunter-gatherers instead.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon human character.

Reptilicus (200 CP): The main character and reason you're here. The massive reptile has taken a liking to you, and while only possessing a bestial intelligence (if you don't do something about it) it will join you as your companion if you can keep it alive until the end of the jump.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Late Start (Toggle): We're here for Reptilicus, admit it. Preventing it from resurrecting would be anti-climatic and unentertaining. But you don't feel morally ok with just letting it happen and causing massive loss of life. Well fine. You arrive the morning after Reptilicus escapes. Not your fault. Jumpchan decided it.

Self-Insert (Toggle): If you don't drop in and you have the background to match a character you can if you'd like self-insert as them. In case you wanted to be Reptilicus or maybe Svend the miner who found him.

Cheap Effects (+100 CP): Why don't Reptilicus's wings move when it flies? That acidic spit is so obviously just painted onto the film in post. Reptilicus looks laughably bad. While this may or may not have applied to Reptilicus anyway, now this will definitely apply to Reptilicus and anything else that wouldn't fit normally into 1960s Denmark will also look like it was faked by a not-too-experienced practical effects team on a low budget.

Drilled Into (+100 CP): At some point while you are sleeping you will have someone drill into your flesh. It won't be a large wound - at least not compared to your body - but it will never fully heal, continuing to ache and pain you throughout the entire jump.

Mysterious Scientific Audience (+100 CP): It would seem you now have an audience. There seems to be at least 3 voices - 2 robots, and a human - though sometimes you might hear your Jump-chan, or even some guest viewer. This audience doesn't materially interact with the world around you, and actually seems outside of reality to the point where you cannot reach them no matter what you do, but you will find that you - and only you - can hear them as they riff on the events of the world around you and your actions. Sometimes they seem to have seen scenes of the 'movie' that you weren't in, but you won't gain any useful information from these references, just enough to leave you extra confused. This is a drawback, so you can expect to hear them talking over people and have their jokes distract you.

Take On a Dinosaur With a Handgun (+200 CP): Are you brave or just stupid? A 100 ft long dragon covered in heavy scales, and you will run in to face it, alone, with a small pistol. You have a combination of bravery and stupidity which will make you rush to face danger without properly preparing for it.

Weak Heart (+200 CP): You have a weak heart and are liable to suffer from cardiac issues. This won't necessarily kill you, but you can expect to have to survive at least one heart attack during your time here, and heavy physical exertion - like fighting the Danish royal guard - could threaten to cause you to have additional and potentially deadlier ones.

Jumper is the Monster (+300 CP): Reptilicus is no longer the largest threat to Copenhagen, or humanity. At least the world has decided such. The world governments have been informed of your identity and abilities, in at least general forms, and have decided that you are a threat to the entire world. Instead of armies being mobilized against Reptilicus they will mobilize them against you.

Missed a Piece (+300 CP): Reptilicus is no longer alone. Reptilici have begun to revive across the world hundreds, perhaps thousands, of them rising all across the globe. While you do not have to deal with them directly, the world has new masters, the dragon-like dinosaurs having risen to lay claim to it once again and humanity will have to fight if it wants to survive. And before you think this makes it too much easier for you as a monster, they'll be fighting over territory as well. Oh and if you took **Jumper is the Monster** these reptilici have now allied with humanity to kill you.

Outro:

Your stay has come to an end. Was it exciting? Did a second Reptilicus arise? Did you destroy Copenhagen in your rampage? Well it's time to make a final choice:

Go Home: Return to your original world with all you have gained in the chain. May the world fear Jumper.

Stay Here: Stay in this world with all you have gained in the chain. This world is your home now.

Move On: Go onward to your next jump.

Notes:

Jump by Fafnir's Foe

It is up to you and your Jumpchan whether regrowing from your hand will leave you you for the chain. The fact that Reptilicus saw the aquarium as its birth place indicated it had a new brain and was very much in effect a clonal organism. Maybe you'd just have amnesia until your memories are restored at the start of the next jump. You do you. Maybe you need to protect your brain and just cut off your body parts to make your own army of killer clones.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Fixed that Military Commander perks were just listed as Origin… I really need to be better about replacing place holder text from the template.

Version 1.0.2: Added *weeks* to the end of the Monster 800 CP perk.

Version 1.0.3: Added Mysterious Scientific Audience drawback-perk.

Version 1.1.0: Added Bystander Background. Moved the 400 CP perk and item from the Scientist background to it and replaced them. Added a self-insert toggle.