A Princess of Mars - Jumpchain

Originally serialized in 1912, *A Princess of Mars* as an early example of the Planetary Romance and Sword and Planet subgenres of science fantasy would go on to influence many writers of science fiction and fantasy and both genre as a whole, as well as comics both strip and book. It introduced us to the immortal John Carter, and the dying world of Barsoom with its myriad people, great deserts, and dark secrets. As one of the first works involving a character from one world being suddenly transported to another world and finding that he now possesses superpowers, it also seems natural for Jumpers.

It is a world of staggeringly old civilization, now reduced to mere remnants as the world itself begins to die. A place of beautiful vistas and alien nights, with ground covered in its ochre moss, and six and eight limbed reptilian beasts. Savage hordes of four armed green giants ride eight legged beasts larger than elephants across the bottoms of dead seas, and red skinned warriors patrol the skies in ships which fly using the repulsive power of the 8th ray of light.

Its story, and by default yours upon it, begins with the arrival of John Carter of Virginia to its surface. A former confederate soldier in the Civil War, and a soldier in many prior wars before that across Europe and stretching back before even he can remember, his presence on Mars will unleash a series of events that over the following decades will reshape Mars and unite its currently antagonistic people.

What change will your story bring to this world? That will be up to you. But to help you along the way, take these:

+1,000 CP

You might need it.

Location:

Select a location on Barsoom you feel is appropriate, you begin there. If you prefer you may roll 1d8 to determine your start location.

1. A hatchery: Like John Carter himself you wake up outside of one of the communal hatcheries of the green martians. Take care the parents will be arriving soon, and are unlikely to be friendly to uninvited guests.
2. City of Thark: You find yourself in the city of Thark which once resided on the shores of Barsoom's seas. Now the capital of one of the green martian hordes which fight their way across Barsoom.
3. City of Warhoon: Much like that of Thark, but the horde of Warhoon are their violent rivals.
4. The Atmosphere Plant: You find yourself outside of the atmosphere factory which sustains Barsoom. 4 square miles in area and 200 ft tall, with walls 150 ft thick it is considered an impenetrable fortress.
5. The City of Zodanga: A mighty city-state of the red men of Mars, the city of Zodanga has a long history of war with Helium and with most of Helium's famed airfleet soon to be scattered in the search for its princess, they may soon find themselves preparing for such war again.
6. The twin cities of Helium: Greater and Lesser Helium stand some distance from each other. Ruled by the jedak Tardos Mors, with Lesser Helium governed by his son the jed Mors Kajak, the city is the home of the most beautiful woman on Mars Dejah Thoris and would eventually become the adopted home of Mars's hero John Carter if you do not interfere.
7. The barren wastes of Mars: You begin in a trackless stretch of one of the dead sea bottoms where ochre moss grows, and the hordes of the green men travel.
8. A Lost Valley: You begin either in the Valley Dor - main locale of the 2nd book - or Okar - the main locale of the 3rd book - decades before John Carter would visit these dangerous regions. Know they are both considered mythical places from which no man returns - in one case on the punishment of death should they be found to - so do take care here, Jumper.

Age and Gender:

Select an appropriate age and gender. You may change your gender if you desire.

Origin:

Select one, being an Earthling or Red Martian is free, but being a Green Martian will cost 100 CP.

Earthling (Drop-In) (Free):

You are an Earthling, somehow transported to Mars. Unlike John Carter you do not possess his tremendous strength allowing him to perform impossible leaps and hit with force far more than the difference in gravity accounts for, at most benefiting from the fact that Mars has 37.5% the gravity of Earth (unless you take perks for more).

By default you gain memories of serving in the United States of America's Civil War, or another similar armed conflict of the period, and the military experience associated with such a veteran. You may use this origin as a drop-in background in which case you do not gain memories of war.

Green Martian (-100 CP): Towering over earthlings and red martians, you are one of the savage green martians of the dead sea bottoms of Mars. Hatched half-grown into a society with no love or softness, you have grown strong enough to survive within your tribe.

You are a green skin, reptilian derived humanoid. As a green martian you possess six limbs, 2 arms, 2 legs, and a pair of intermediate limbs normally used as arms, tusks, antennae-like ears, and eyes mounted on protrusions from the sides of your head which provides more than human peripheral vision and can move independently of each other. Males stand around 15 ft tall, with females around 12 ft tall. With the lessened gravity of Mars you would be comparatively many times stronger than red martians, but normally you'd be barely able to move in the heavier gravity of Earth. Since you're paying CP for this, however, and you're likely to be in heavier gravity often the square-cube law's tyranny is a little loosened for you. While in this form you'll be able to move with the same ease as if it weighed a mere 3rd what it would normally (or bringing the increase in weight in line with the increase in your strength).

Post jump this becomes an alt-form.

Red Martian (Free): Looking like red skinned humans, the red martians are the most civilized race upon the surface of the majority of Mars. Living in cities and maintaining the atmosphere factory which sustains dying Mars, they are an honorable people, and now you count as one among them.

Perks

General Perks

No discounts.

Inured to Violence (Free/-50 CP): The association between Mars and the god of war is not necessarily a coincidence; Barsoom is a world where violence is common and expected. The natives of Barsoom do not seem to suffer from the stresses of war to the level of Earthlings, and now neither do you. You find yourself easily able to accept the horrors of battle without trauma, in fact taking pleasure in it.

You can toggle this acceptance of violence on or off at will. This is free during this jump, but costs 50 CP to keep.

No Nudity Taboo (Free/-100 CP): Barsoom does not exactly share Earth's history with clothing; in fact most worlds visible to them through their telescopes do not. Now you too no longer feel any nervousness or discomfort at the idea of your unclad body being seen. You may toggle this off if you desire.

If you pay 100 CP you can expand this ability further. Now you can bring this easy relationship with public nudity with others. At your discretion this can: reduce nudity taboos, making public nudity socially allowable if unfashionable; remove them entirely so that clothing is seen as purely optional; or even make it so that wearing clothing for any reason other than a specific need is seen as odd and backwards. This choice is made at the start of each jump, and may be made individually for each culture/society in the setting.

Cover Art Worthy (-50 CP): Just in case you were afraid you'd look rather outclassed, here's a little boost to your appearance. You look good enough that you would not look out of place on the cover art of a planetary romance novel. You can choose the basic style of your appearance whether that's chiseled muscles, or soft curves. This alone won't make you so good looking that people would go to war over you (there's another perk for that), but in any random group of 100 people you have a good chance of being the best looking.

Dreamless and Refreshing Sleep of Mars (-50 CP): You can toggle off the ability to dream. This does not render you wholly immune to supernatural dreams but makes them harder to plant into your mind and harder to affect you through them.

Norman Bean (-50 CP): John Carter's "nephew" published the stories off of somewhat edited notes left by his "uncle". Now like John Carter and his nephew, or perhaps more like Edgar Rice Burroughs himself, you find yourself a skilled writer particularly adept at writing interesting adventure stories which can quickly become loved and influential tales whether you're inventing them whole cloth, or adapting them from your own earlier adventures.

Beauties of an Arizona Landscape (-100): You find yourself able to appreciate the beauty of natural surroundings in even the most dire situations, bring you a sense of calm and well-being, and help to drive away your ennui and despair. Awakening from blacking out from a mortal wound you can still find something that helps heal your psyche by taking in the beauties of an Arizona night. Helping you make use of this ability, or simply to enjoy your journeys, you find that the natural landscapes of locations you travel through are more likely to be picturesque or beautiful.

A Warrior's Mettle (-100 CP): Every single important protagonist aligned character in this story possesses a single trait as the minimal prerequisite for their position: a strong force of will. Like them you do not easily bend to outside pressure, able to face the threat of death or worse for your concept of honor. This is not infinite willpower, but you can certainly push forward against staggering odds, and are nigh immune to non-supernatural fear.

Almost Every World with an Atmosphere… (-200 CP): In this universe almost every world with an atmosphere in the solar system - and if statements are to be believed observed outside of it - has human-like life. Now the same is true of future jumps. You will find that species which can pass as humans will be found as native inhabitants of any world you visit and that these examples of convergent evolution are capable of cross-breeding with humans even if one of the parents is an egg-laying species.

Fighting-Man of Mars (-200 CP): Barsoom is a world of warriors. Every man, woman, and child on Barsoom is expected to know how to fight whether armed or unarmed. Unless you dropped in, you could expect to have a similar background of violence to bring you to at least the level where you could have survived to adulthood and the expected capabilities of your race and station.

But among the natives of Barsoom there are those who stand out as a cut above the rest. Like Kantos Kan or Tars Tarkas you are a warrior who could win the respect of John Carter, and who he could reasonably believe that with one or two others like yourself you could fight your way across a world of experienced warriors from one pole to the other.

You can reliably expect to be a master of every man portable weapon found on Barsoom, or on Earth before the first World War, as well as highly skilled at unarmed combat.

And while this does not equate to the same level of mastery with vehicular combat or leading armies, you possess sufficient knowledge of tactics and strategy that you would not embarrass yourself as a general or the captain of a battleship.

Martian Honesty (-200 CP): The people of Barsoom are known to be scrupulously honest, and this reputation remains even when using/acting as spies, hiding illicit love affairs, or charging political opponents with crimes obviously motivated by removing them as threats. Now not only do you too possess this reputation for honesty if not a native of Barsoom, but you carry it with you into future worlds.

Even as a total stranger you will find people presume that you are an honest person. This does not ensure they will automatically believe everything you say; if for example you blaspheme against a deeply held faith claiming it is nothing but lies you will need strong evidence or a very good track record. They are however more likely to believe you believe it and are simply wrong.

This perk will help you get a good track record, as you will find that those cases where you honestly spoke the truth in the face of public scorn or personal loss spread readily across the world. If however you do not live up to this reputation you will find that, while it does weaken this perk's effect, it is harder for you to develop a reputation as a liar.

A Protagonist of Mars (-400 CP): While the absolute minimum prerequisite to be a heroically aligned character in the story is a will that will allow you to stand by your honor against great personal loss, the biggest name characters possess something more. Whether it's fate, karma, or mere narrative fiat events seem to conspire to aid them or at least save them.

Now you too benefit from this… well plot armor. If you were captured by a warlike race of savages known to be your people's enemies you might find that they have a dashing and courageous fellow captive that just so happens to be inclined to help you. In battle your blows are more likely to land at a critical spot, and your foes' more likely to miss a vital spot. Facing a superior force you will find that your call to allies for aid reached them *just* in time, and that they have gathered an unheard of force to your aid.

This power is not absolute. It comes with some limitations. This perk does nothing when you are living an ordinary life, instead growing more powerful the more you find yourself

out of your depth or put into a situation that should leave you in danger. This is the power of the hero; the villain of the tale often find their moment of triumph turning to ash in their mouth. While it won't completely desert you if you are selfish or outright villainous, it only functions at full power when you are acting for more heroic motivations. Finally you do need to help it along: if you treat your hero too poorly they may desert you; if you are too outmatched by your foe you can still fall; you must actually have allies and have given them cause to perhaps aid you. In general, however, events do conspire to help you out, luck is on your side, and you can expect the occasional minor deus ex machina in your favor.

Earthling Perks

Discounted to Earthlings, the 100 CP perk being Free instead.

Domesticate the Savage Thoat (-100 CP): Not only are you a natural in the saddle, easily able to ride a horse or similar if alien creature, you have a particular talent for taming animals with a personal connection and care over force. This may seem a minor gift, but with a similar talent John Carter was able to revolutionize how the green martians trained their thoats making the dangerous beasts much more tractable.

While this does little with truly wild and savage beasts, you can quickly befriend domesticated animals with few interactions and even tame and domesticate those animals which walk the line between domesticated and wild.

Quick Learning (-200 CP): John Carter picked up the Martian language and ways of their culture with astounding speed, and with only a few lessons was a master of their airships as well. Now you too possess this talent for picking up new skills. You can learn languages in weeks, and other skills likewise quickly if not necessarily to the same extent.

Also, like John Carter, you can quickly adapt your skills to changes in circumstances. While suddenly being on a world with a third the gravity that you've dealt with all your life will throw you off at first, within a few hours you will be able to move and act as if you had a lifetime of experience with it.

Mental Fortress (-400 CP): All martians are telepathic, able to communicate with each other and even the animals of the planet through telepathic means. One would think this would put an earthling at a disadvantage. However it would seem that while humanity does not often make use of this talent, you possess it with an unexpected power. Your mind is extremely resistant to being read, even the skilled psychologists of Barsoom's red people would be unable to draw thoughts from your mind that you did not purposefully send. Not only does this not interfere with your ability to send messages if you choose, and since you're paying CP for this you may send such messages even to those who would not normally be telepathic themselves as long as you can see them, you are particularly potent at picking up thoughts if you exert yourself able to - with effort - pick up the private thoughts of a Barsoomian native without them knowing it; normally a difficult and intrusive task.

Chosen of Mars (-600 CP): Like John Carter you share some spiritual connection with Barsoom and the god of war Mars. Like him you are seemingly immortal, able to live

long enough that you cannot remember your own childhood if you ever had one, and possess many other boons as well. You possess the same strength and speed, able to leap easily more than a hundred feet, or kill massive green martians in a single brutal blow of your fist; and while, like John Carter, you will not possess this strength on Earth during this jump, post-jump this restriction is lifted and you possess the same power that he showed while outside of Mars's lesser gravity. But while a boon that could make you a chieftain among chieftains in this world, it is far from the most significant.

You will find that you now possess a great talent in all matters of war and battle; this comes with no prepackaged skill (for that go to Fighting-Man), but you naturally takes to all parts of the warrior's arts with ease. Perhaps more useful to an immortal, no matter how long you leave them to rot your skills in battle and war never truly degrade. While a long peace may make you rusty, it is nothing that cannot be shaken off by a single battle that presses you to make actual use of your skills, your capabilities returning in the midst of fighting, and even then it will never be more than a dulling of your edge.

Finally you possess John Carter's most enigmatic ability. Once per decade, or jump whichever comes first, if you die you will find yourself momentarily observing your own corpse before waking up in another habitable place. By default this is the nearest habitable planet, if there are other habitable planets in the setting, followed by another habitable dimension, or if there are none of those just somewhere distant on the same planet; though if used more than once in the same setting it will move you between your start location and the first place (other than your start location) it transported you to. Given time and experience with this ability you may develop the ability to use this ability to transport without first dying.

Green Martian Perks

Discounted with both 100 CP perks being free.

Barsoom Native (-100 CP): Whether red martian, green martian, or even animals the races of Barsoom seem to possess certain talents. You are telepathic, capable of receiving and sending thoughts to other telepathically receptive individuals. On its own this ability does not let you read the thoughts of others, or send thoughts to those who are not themselves telepathic, but an exception will be made for your companions; even then the natives of Barsoom still augment this ability with language so its capability for full detail may be limited. This telepathy is also limited in that it cannot penetrate opaque barriers, and requires line of sight.

The other notable trait of the people of Barsoom is that they are seemingly immortal. While tradition demands a pilgrimage to the land of Iss on their 1000th year, this is not a hard limit of their lifespan. While venerable Barsoomians are seen, and they do age, the absolute limit of their life is enough that at least one example lived so long that generations rose and took their millennial pilgrimage to death while they yet lived.

Sharpshooter (-100 CP): The red martians do not like firearms and make little use of them. The same cannot be said for the green martians. You possess skill and proficiency in rifles, able to match an earthly sharpshooter, and with a martian rifle make shots that can reach their full effective range of 200 miles.

Jumper Tarkas (-200 CP): Whatever moral weaknesses mark your species you are an exception to them and you are recognized as such by others. You find yourself not bound by the instincts of your kind; a member of a species which normally is hard and brutal minded with no warmth or affection could find himself not only feeling love for his daughter but finding a new source of strength within it. This even extends to more supernatural restrictions and such things as racial Intelligence penalties; you are immune to the mental restrictions and compulsions of your species.

Furthermore you find that people are much more likely not to judge you based on your species, skin color, gender, or other such factors but on your actions. A barbaric green martian might find it easy to make common cause with red martians they had been at odds with for thousands of years. Go forth and perhaps you can change the world.

Womanly Skills (-400 CP): Among the green martians women are expected to maintain the arms of the community, create their radium ammunition, their various medicines, and perform medical work. Now whether a man or a woman you possess these skills of the

green martian women. You know how to maintain and repair weapons, allowing a nomadic people to keep and use weapons at 3 times the scale of their civilized peers for generations, create the explosive bullets of the green martians from radium (whether the Barsoomian material or the real one which was hypothesized to be related), and create wondrous medicines from common plants able to act as a panacea for most disease and restore people within hours to days from wounds as long as they can live long enough for you to apply them. You are also capable of performing the basic surgeries which may come along with tending to these wounds.

Culture of War (-600 CP): Whether the civilized red martians, or the barbaric green martians of the dead sea bottoms, war and martial prowess is held in high esteem across Barsoom. While the ruins of the dead sea bottoms indicate a more habitable period where this was not the case, since the drying up of these waterways, and the rise of the hordes of the green martians it has been so.

You bring with you the warrior culture of the Green Martians. Wherever you may go you will find - should you desire it - that acts of violence and warrior prowess are more acceptable and even respected. Value on friendship and the warmer virtues will dwindle and instead physical prowess and feats of battle will rise ever higher in appreciation. This isn't an instant effect and takes time to spread through a society. Neighboring cultures and societies will also find themselves turning towards war, and the exultation of martial prowess, though at a slower rate. Once these changes have fully set in this also allows you to claim another's position of authority by defeating them in single combat to the death. This does need to be seen as single combat, and must prove your physical superiority so simply killing them with a spell or bomb will not trigger this effect.

Should you choose you may instead bring the more civilized warrior culture of the red martians to whatever culture you inhabit. This will not slow the rate at which it spreads, only create a premature end point, however this does not come with the chance to claim another's possessions through single combat. This will, however, instill the concepts of warrior honor which the red martians hold (as opposed to the fairly similar ones of the green martians).

In addition, whether you choose the barbaric green martian culture or the honorable red martian culture, you will find yourself 'lucky' enough to be given a chance and reason to demonstrate your own warrior prowess far more often than an average man might.

You may turn off either part of this perk at your discretion. Turning it off does not undo any effects on the society in question, though you may choose to reverse the influences to

your society. This reversion is not instantaneous, and takes about the same time to spread as the initial effect.

Red Martian Perks

Discounted to Red Martians, the 100 CP perk being Free instead.

Barsoom Native (-100 CP): Whether red martian, green martian, or even animals the races of Barsoom seem to possess certain talents. You are telepathic, capable of receiving and sending thoughts to other telepathically receptive individuals. On its own this ability does not let you read the thoughts of others, or send thoughts to those who are not themselves telepathic, but an exception will be made for your companions; even then the natives of Barsoom still augment this ability with language so its capability for full detail may be limited. This telepathy is also limited in that it cannot penetrate opaque barriers, and requires line of sight.

The other notable trait of the people of Barsoom is that they are seemingly immortal. While tradition demands a pilgrimage to the land of Iss on their 1000th year, this is not a hard limit of their lifespan. While venerable Barsoomians are seen, and they do age, the absolute limit of their life is enough that at least one example lived so long that generations rose and took their millennial pilgrimage to death while they yet lived.

Psychologist of Mars (-200 CP): Not merely telepathically capable, you are highly skilled in telepathy. You are able to shield your thoughts with great skill, protecting your mind from hostile probes, although a sufficiently skilled or powerful telepath can work around these shields, and are able to read the thoughts of others. One requires telepathic skill or great will to hide their thoughts from you; even then with time and effort you can reach into most Barsoomian minds and take their secrets. This also allows you to read the last thoughts and experiences of the recently dead, broadcast your thoughts at longer ranges (though still needing a lack of opaque barriers), and manipulate telepathically controlled technology with greater finesse and skill. This also works to allow you to send and receive thoughts from those who are not telepathically receptive themselves.

Red Martian Engineering (-400 CP): The scientific feats of the red martians are yours to emulate. Structures capable of lasting untold millennia (at least in the more structure friendly environment of dying Barsoom) with walls that can resist hours of mechanized attempts to dig through them, great doors locked and opened through telepathically sent thought pattern locks, capturing the 9^{th} color of light from the Sun to create atmosphere production plants, the 8^{th} ray to create lighter than air ships, or create telescopes able to perceive individual blades of grass on other worlds. You are a highly skilled engineer by the standards of Barsoom in whatever field you choose, with a great breadth of knowledge, and carry with you the capability of mimicking these feats in other worlds;

this guarantees that you will still be able to find and capture the 8th and 9th rays of light from the Sun and similar illuminating bodies, and that even in other settings you can make telescopes capable of ignoring the distortion of normal atmospheres to peer across the galaxy.

National Treasure (-600 CP): Your beauty, grace, and charisma are absolutely astounding. Yours is a beauty that, were you a public figure, coupled with behaving in a basically socially upstanding manner could see you so beloved by your people that they would gladly risk their life or their entire society to protect you. It is the beauty and charisma to win the heart of champions who will go to any length simply to protect you, even if you were sworn to another. Though beware, it is also the beauty and grace which could lead men to turn their nation to disastrous war to forcibly lay claim to you.

Simply put, with this you are a rival to Dejah Thoris in beauty and charisma. And you have the potential to grow from there. And since ‘you are the most beautiful ever’ is cheap in Jumpchain, something more precise is needed. You will find that the more beautiful you become the more easily you obtain the love of any people or society that perceives you as ‘theirs’, even if they should have completely inhuman aesthetic sensibilities or have never perceived your beauty directly, and the more beautiful you become the more you seem to attract capable and loyal champions willing to fight for you and defend you.

Items:

All items allow like/similar items to be imported into them unless otherwise noted (melee weapons into melee weapons, mounts into mounts, pets into pets, buildings into buildings, etc).

General Items:

No discounts.

Basic Clothing (-50 CP/-100 CP): While the people of Barsoom wear little more than a metal harness which serves to accentuate their body with jewelry and work as straps and pouches to hold their weapons, any boy or man on Barsoom would feel as at ease walking unarmed as a man in Victorian England might feel walking down the streets of London completely naked.

We can't have that with you, Jumper.

For 50 CP you may select one melee weapon available on Barsoom, or a Radium Pistol. You possess a particularly finely crafted example of that weapon. And since it'd be an utter shame, and utterly worthless, if it broke easily you will find that this weapon maintains itself without any action on your part and that it is always capable of withstanding the force of you using it, and is extremely resistant to damage from any powers you channel through it; though unless you could already channel the power through the weapon it does not grant you the ability to do so.

For 100 CP you instead get a complete set of long sword, short sword, spear, and a radium pistol each possessing these benefits.

Skin and Hair Dyes (-100 CP): It can be hard for an earthling to pass among the people of Barsoom undetected. Should you need it that is where these chemical dyes made by the people of Barsoom come into the picture.

You find yourself with a restocking supply of skin and hair dyes which can recolor yours - or another's - body and hair to whatever colors within the normal spectrum (no 8th or 9th rays) desired, as well as instructions on how to apply and remove them. These dyes can be easily removed with the proper attempt, but will not wash off from sweat or rub off in normal exertion, have no fear. Let's say that you have enough for 9 people when fully supplied, and they will restock enough for 1 person every 24 hours.

Atmosphere Plant (-200 CP/-400 CP): Sometimes you just need to reinforce a world's atmosphere. Maybe you don't like the ozone hole. If you have that need this is the facility for you.

For 200 CP you gain a functional atmosphere plant, capable of maintaining Barsoom's atmosphere for thousands of years with only minimal help from a trained keeper; and you get a pair of followers fully trained in its maintenance and use for free. This comes with 5 remote air centers to spread the newly produced atmosphere across a planet, connected to it through pipes. However unlike the canon plant this is not a heavily fortified and walled facility and could be easily gotten in by a determined individual.

For an additional 100 CP (300 total) you instead have a full replica of the original, including the 150-feet thick walls and doors capable of withstanding a determined industrial effort to penetrate them for hours on end, and the thick 'glass' of its ceiling which can withstand bombardment from a determined airfleet. Maybe you can use it as a fortress.

Airship Fleet (-400 CP): While not a match for that of Helium, you now possess your own fleet of airships complete with trained crews. This fleet consists of one full sized battleship, larger than the largest battleships of WWI Earth, and several smaller support vessels, and flyers.

You may choose for this fleet to appear with you at the start of a jump, or at any time you may summon them causing them to arrive within ten minutes to an hour and fight for you. At the end of the current engagement you may either have them remain in the jump, requiring maintenance and supplies, or disappear until you summon them again; which requires at least ½ of a Barsoomian year (or about 1 Earth year) to pass.

These ships, and their crews, do not repair themselves or resupply their crew while in a jump, but at the start of each jump or when you summon them again they will be restored to their initial condition if they have been reduced below it in some way.

Barsoom (-600 CP): Now this purchase is a little bit special. It does nothing during this jump. You aren't given political authority over Barsoom, or anything that any of its natives will recognize. However post-jump there are benefits.

When you purchase this item you must choose one option of the two below:

- At the start of each jump you may import Barsoom, retaining all changes and history from this jump and future jumps, into the setting either in place of Mars (if it would exist in setting) or as an additional planet in your starting solar system. At

the start of any jump you may choose to have your Barsoom reset to its state before the events of A Princess of Mars (or your meddling). You may choose to have Barsoom not import into a setting, in which case its existence is paused until you do so again.

- In any and all future settings you may have a version of Barsoom that is tailored to that setting appear, replacing Mars if Mars exists. This would be sort of a "What if Barsoom had replaced Mars in this universe" version, and will apply its existence retroactively if you desire. If inserted into Dragon Ball it would be a Barsoom where the natives fought with ki, for example. Inserted into Harry Potter and there would be mages and fantastic beasts native to Barsoom. Each setting's Barsoom is completely independent of other settings' versions. **You cannot import another item into this option.**

You may purchase this item up to twice to get both versions. Either as independent and separate Barsooms (probably in Mars and Counter-Mars orbit) or if you want you could have them merge. If you do so fanwank responsibly what happens.

Earthling Items

All discounted for Earthlings, the 100 CP option being Free.

Deed to a Gold Mine (-100 CP): You possess a deed to a gold mine somewhere on Earth. This gold mine is legally yours and possesses enough gold to allow you to live a comfortable life off the proceeds simply by hiring a competent administrator and staff. Unfortunately it is on Earth, not Barsoom, and gold is rather without significant value on Barsoom anyway.

A Warrior's Harness (-200 CP): A jewelry and gem decorated harness which while quite revealing will never be treated as indecent when you wear it. In addition to possessing many straps and clasps for attaching tools and those most important tools on Mars - weapons - too, this harness changes shape and size with you and your weapons so that even if you become another species far more inhuman than a green martian you will find it ready to serve as ornament and weapon harness. Perhaps more noteworthy, this harness's decorations grow in scale with your achievements in battle allowing any who sees it to have an awareness of the general level of your greatest martial accomplishments.

A Loyal Calot (-400 CP): An animal about the size of a shetland pony, with 10 short legs, and a head like that of a frog except with 3 rows of long, sharp tusks. The fastest animal on Mars, fast enough that even John Carter with his great hundred foot bounds feels no hope of fleeing from it on a clear path, fiercely loyal, and skilled at following a trail. And now it's all yours, a loyal and reliable pet, follower, and ally. But despite its loyalty it is too hideous to call a dog. Should you surpass a calot in strength, durability, or speed, you will find this particular one scales with you to always remain almost as strong, durable, and fast as you are (excluding external boosts).

Can be Woola if desired.

Jumper's Princess/Chieftain (-600 CP): The single most valuable thing to be found on Earth or Barsoom, this is your true love. An individual who you will find meeting your requirements as a soul mate, and who you will find that your love for each other never wanes, and weathers any storms which may strike at it.

More than that this allows you to select one companion you possess and from this point onwards (including this jump if applicable) they do not count against the limit for number of companions who can be imported into a setting and import freely into each jump. If a jump has multiple import options this uses any 100 CP or less option, or the cheapest (if

it is more than 100 CP), and you may use a more expensive option discounting it by 100 CP or the price of the cheapest import option if you prefer. If there is no import option, or you would prefer they instead gain 300 CP and may gain a background as normal. Regardless of import method chosen, you may transfer additional CP to them at a 1 to 1 ratio (you pay 1 CP they get 1 CP). It'd not do to let a difference in power come between you.

So why is this an item not a companion? Because you may choose to suspend choosing the recipient until a later jump and then bestow it upon them at your leisure. Also it makes it clearer how the 3 backgrounds have the same discounts.

Green Martian Items

All discounted for Green Martians, the 100 CP option being Free.

A Tractable Thoat (-100 CP): You are now the proud owner of a thoat. This eight-legged creature with a broad flat tail and a mouth that nearly splits its head is, roughly speaking, the Barsoomian equivalent of a horse, and you may select either a riding thoat of the red men, or one of the larger thoats of the green men. Regardless of your selection you will find this thoat easily trained and obedient to your will, the main difference being in size.

Of course most jumpers will eventually outpace any horse or thoat, so this steed has a special quality. When ridden its speed and endurance will always remain such that for a journey of at least 8 hours it will be at least somewhat quicker to ride upon the thoat than to go on foot yourself. This scales only to the slower of you or the thoat's fastest current rider (should another ride it).

Martian Rifle (-200 CP): Made of a white metal far harder than steel stocked with a light but incredibly hard wood creating a weapon much lighter than any on earth. In the reduced gravity and thin atmosphere of Mars they can fire 300 miles, with an effective range of 200 miles through the use of the wireless sights and finders (which come along with it). Since you're paying extra yours continues to function equally well on other worlds, and even in the void of space. In addition you come with a replenishing stock of their 'radium' bullets which explode when their opaque coating is removed in the sunlight, but since you're paying a premium in future jumps they'll explode when they hit a target no sunlight needed.

City of a Dead Sea (-400 CP): One of the empty ruin cities that once belonged to the red men of Mars before the world's waterways began to dry up and that now the green martians are prone to inhabit. This semi-ruined, but still quite habitable if pre-electric, city inserts itself into the local setting of each jump in some place you have access to of your choice. It retains any modifications made to it, though if it should be destroyed or damaged it only repairs back to equal its original state and not any non-CP backed modifications you made to it.

The real value is that not only do the buildings of the city travel with it. You may store objects within the city and they too will follow you along with it; though it gives them no special protections. Individuals living within the city can also be transferred this way, but they are not followers or companions, and you have no special control over them, nor do

they revive if killed or wounded (or receive fiat backing for any powers they may possess relying on local rules of reality).

Green Martian Horde (-600 CP): You are now a jedak of the green martians gaining your own horde of green martians. While not a match for the great alliance of hordes that Tars Tarkas gathered, this is still a sizable start to any ambitions of military prowess at least among the green men.

Consisting of 85,000 warriors, roughly 1/4th the size of Tars Tarkas's great horde, and the expected amount of thoats and weaponry. These warriors will follow you from jump to jump, their loyalty unwavering. They will also be able to function as well on Earth, or world's with Earth-like gravity, as well as they did on Barsoom. If reduced to below its starting number the horde will be restored to its full size at the start of the next jump, new members being born and trained to the baseline standards of the green martians. Survivors, however, retain the experience and modifications they have received slowly growing into experienced (and potentially empowered) veterans.

Red Martian Items

All discounted for Red Martians, the 100 CP option being Free.

Spy's Credentials (-100 CP): You possess the necessary identification, credentials, and clothing needed to pose as a native of one city of your choice well enough that you could be recruited into their military forces.

At the start of each jump you may choose a new nation, city-state, or similarly broad group, and these credentials/clothes update to allow you to pose as a native of that group well enough to qualify for military service. This does not allow you to disguise yourself as a different species, or in any large way, just provides the paperwork, and clothing, needed to pass low level security checks.

Flier (-200 CP): You gain possession of a martian flier, or airship. This ship will always produce enough of the 8th ray of light to keep its buoyancy tanks full during normal use and has all the innovations for speed normally found only in the Helium navy (at least at this point in time). They possess a sophisticated compass system which can be set for a distance and longitude and latitude and point to the desired location no matter where you fly, and whatever else would be suitable for the type of flier you select.

You may select anything from the smallest one man flier to a full sized battleship, but this flier does not come with a crew and you will have to provide that yourself. If damaged or destroyed it will repair itself 24 hours later.

Pendant of an Atmosphere Keeper (-400 CP): A medallion worn around the neck with rays coruscating out of it in all 9 colors. In addition to being a beautiful pendant which has 2 colors as indescribable as red would be to a blind man it marks you as one of the workers of the Atmosphere Factory which no man - red or green - on Mars would dare attack (though one might not want to take chances with the Green Men).

In future jumps while you wear it as long as you act neutrally in conflicts others will feel that harming you would be an ultimate taboo and a crime against the common well-being. This is voided should you break your neutrality in some way, and some individuals will be willing to violate such a taboo.

Princess of Jumpium (-600 CP): You are the prince or princess of a major city on Mars, with all the social benefits that that entails. In future jumps you will find yourself in a similar position for your homeland. This will never directly make you the ruler, and will usually include at least one other between you and the current ruler, but can make you a

member of the royal family, the child of the local lord, the child of a prominent politician, etc. It does not have to be precisely a royal family, and can be another similar familial relationship as appropriate to the setting, and can be family of a lower position within the government than the highest levels of royalty if you choose.

Companions:

Companion Import (50+ CP): For 50 CP you can import 1 companion with 300 CP; they may buy an origin as normal (they must pay for Green Martian). For 100 CP you can import 3 companions with 300 CP. For 200 CP you can import up to 8 companions with 300 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 300 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire more CP for one or more of your companions you may pay the price to import them a 2nd time to give them an additional 300 CP for 600 CP total. If you want this on multiple it uses the same price scheme as importing multiple. So to give 1 companion 600 CP would be 100 CP if you only imported one, or +50 if you imported 3 or more; if you wanted to give 3 companions 600 CP it'd be 200 CP total or +100 CP if you were importing more than 3; 8 or less companions at 600 CP would be 400 CP with each companion beyond 8 being 50 CP if they had 300 CP or 100 if they had 600 CP.

If you still desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 character from the Barsoom series other than Dejah Thoris or John Carter. If they have a canon love interest and are together with them you may recruit them both for the price of one; this discount also applies to Sula and Tars Tarkas should you desire.

John Carter and Dejah Thoris (100 CP): With this you may recruit John Carter and/or Dejah Thoris (yes you can break them up if you want). John Carter can be considered to have the entire Earthling Perk Tree, A Warrior's Mettle, Fighting-Man of Mars, & A Protagonist of Mars. Dejah Thoris has the Perks: Barsoom Native, National Treasure, A Warrior's Mettle, & A Protagonist of Mars. John Carter also comes with Woola (unless you took Woola yourself) as a Loyal Calot scaling off of his growth.

Drawbacks:

Continuity Toggle (+0): If there is another version of Barsoom you would rather visit and it does not have a jump yet feel free to use this toggle to go to it instead. Maybe you want to visit one of the movies, one of the comics, or just one of the later books. Yes, this can be used to change your start time. Have fun.

Stay Extension (+0): If you'd rather stay around more than 5 (martian) years, possibly to live through the later books, feel free to extend your stay as long as desired. All drawbacks lose the strength of fiat after the initial decade, any changes to the world state remain changed, and whether personal issues are immediately removed or just become something that can be dealt with is your choice.

Self Insert Toggle (+0): You want to replace a canon character? Feel free as long as it makes sense to you. This does not grant you any particular powers or abilities they possess that you did not purchase (replacing John Carter doesn't give you his immortality, strength, or fighting skills).

A Gentleman Does Not Lie to Save Himself (+100 CP): You cannot lie. While you do not have to volunteer information, and may refuse to answer, but not only will you not tell flat-out lies, you refuse to twist words with the intent to deceive.

Early 20th Century Racism (+100 CP): You will see all other sapient races as inferior based directly on how different they are from your own race. You will see them as savage, brutish, dumb, and weak, and believe them incapable of those character traits you hold in highest regard; against directly proportionate to how different they are physically and culturally from your race.

Heart of a Green Martian (+100 CP): You find yourself devoid of affection and love, unable to find warmth in such things. You can respect someone as a mighty warrior, but you will not find yourself acting out of love, or finding enjoyment in the love of another.

Know Nothing of Women (+100 CP): No matter how socially skilled you normally are, you now find yourself awkward in dealing with romantic attraction, both that which you feel and that projected towards you. This does not guarantee failure in these matters, but expect to accidentally insult, and absolutely fail to read cues in the matter. Also any abilities you would normally have that would prevent people from being attracted to you unless you want them to be, or that would guarantee attraction of those you want to be, are disabled (abilities that merely encourage it are not affected).

Man of Action (+100 CP): While not necessarily more prone to violence than usual you find yourself less patient than you otherwise would be, and prone to acting with impetuousness. While this doesn't guarantee you will act without a plan or recklessly, do not expect to be spending much time coming up with your plans.

Not a Normal Bean (+100 CP): You are mentally unwell. The exact details are up to you, but you possess some mental illness which while it can be mitigated by treatment can never be completely cured and its effects on your behavior cannot be completely overcome during your time here.

Strict Gender Roles (+100 CP if male/+200 CP if female): Normally as a jumper you could have perks that allowed you to flaunt gender conventions of a world, or even without them choose to act in ways that would defy the cultural norms. Now that is no longer true. Not only will society and the world at large expect you to act as befits your gender in their society, you will find yourself naturally defaulting to the societally expected role as dictated by particularly conservative portions of society. As a reminder this book was written before women's suffrage in the states, and took place decades before the time of its publication. If a man don't expect to be up to the task of hitting a woman, and expect to feel a need to protect them. If a woman it's if anything worse, and you better get used to holding out for a hero.

Cowardice is Not Optional With Me (+200): No amount of danger can deter you from doing your duty. You will act with absolute bravery, as well as striving at all times to perform honorably.

It is Mandatory (+200; incompatible with Cowardice is Not Optional With Me): Or maybe you're an absolute coward. The mere idea of danger may have you retreating. No love, honor, or duty will keep you on your task. You will also find it much harder to resist taking the easier route towards your goals even if you find it immoral or dishonorable.

Woke Up Naked on an Alien Planet (+200 CP/+100 CP if taken with A Martian on Earth): You and your companions are locked out of your warehouse and have no access to any out of jump items. In addition you start the jump completely naked at least a day's travel away from the nearest habitation of your chosen race, and your in-jump items and properties.

With Nothing More Than a Man's Strength (+200 CP/+100 CP if taken with A Martian on Earth): You and your companions are locked out of any out of jump powers or abilities, losing all perks, powers, and special features you may possess from other

jumps. With your capabilities capped at peak human before any in-jump perks and powers.

Great War of the States (+200 CP): You are reduced to bodymod without any out of jump items or your warehouse and with your companions absent and must fight in and survive the USA's Civil War. And one way or another you will find yourself fighting in the war. If you survive, you will die a violent death within a few years and wake up with powers, items, warehouse, and companions restored at your starting location and the time of the jump will start. If you die during the Civil War you lose everything you would have gained from this jump, but may continue jumping as if you had failed a gauntlet.

Rebel Grays (+100 CP; requires Great War of the States): So it seems that instead of getting to pick your side in the war, you will be a Confederate soldier (read the losing side). In addition you will find yourself unable to remember any details of the war (including who wins), and while your opinions on slavery will be your own, you will be loyal to the Confederate States one way or another.

Villainous Appetites (+200 CP/+300 CP): On dying Mars where populations must be kept almost completely steady, lechery is almost unheard of except in the most villainous individuals. Unfortunately for you, you are now one such individual. You will find yourself driven and consumed by carnal lust to the point of potential self-destruction. Whether like the Tal Hajus the current Jedak of the Tharks you allow yourself to grow fat and weak while indulging in the abducted women of other races, or like Prince Sab Than of Zodanga who pushed his city into disastrous war to lay claim to an unwilling bride, you will go to dangerous lengths to force your attentions on those who would prefer another.

For another +100 CP your reputation precedes you. If you take this additional CP it turns off all charisma and appearance perks you possess; including those not related to romance. In addition you will have a reputation as a lecherous and dishonorable individual which others across Barsoom will know.

No John Carter (+300 CP): John Carter does not exist, unless you used the Self Insert Toggle to replace him. This means that he will not be in position to do any of the things he would normally do over the course of canon, whether that's save Dejah Thoris, plant the seeds of an alliance between the races of Mars, or restore function to the Atmosphere Factory. That last one is a problem, because by taking this drawback you have extended your minimum stay time (and the duration of all drawbacks) until **after** it would cease functioning. To make matters worse, this drawback ensures that the Atmosphere Factory

will stop functioning when it normally would in canon, and unless you restore its functionality (or otherwise replace the need for it) everyone on Barsoom will suffocate and die. If you think you can simply shrug and forget it because you don't need to breathe, failure to save Barsoom from this fate will count as a failure of this jump.

If you bought the Atmosphere Plant item in this jump, you do not gain it until **after** you have averted this disaster. No easy out there.

A Martian on Earth (+400 CP/+600 CP with No John Carter): You find that whatever effect so empowered John Carter when he reached Mars - which he attributed to gravity yet later Earth men would find no such benefit - has been reversed for you. Your body feels heavy and sluggish, and you find yourself without any supernatural powers from other jumps, or any powers which could not be found among the natives of Mars or Earth in the late 19th century. To make matters worse your physical traits are reduced to no more than 'above average' for a member of your species, and any Items or possessions you brought with you that could not be found on Mars or 19th century Earth are absent. Applies to Companions as well.

Scenarios:

Jumper of Mars:

Incompatible with No John Carter, requires Earthling background and Self Insert Toggle (John Carter).

So you've chosen to replace John Carter. Good on you. You are now required to fulfill his role in the story. By taking this scenario you must save Dejah Thoris and Helium, and win her love. You must also ensure the seeds of an alliance between the red men and green men of Mars is planted, though it does not necessarily have to be between the Tharks and Helium. Finally you must make sure that the atmosphere factory does not fail and kill your adopted world. Should you succeed in all of these things you may take Dejah Thoris with you as a companion for free and in addition to the Perks she would normally possess (Barsoom Native, National Treasure, A Warrior's Mettle, & A Protagonist of Mars) she gains the benefits of being selected for Jumper's Princess/Chieftain and the item Princess of Jumpium.

Notes:

This is a jump for only the first book in the series because I haven't read the others in at least 15 years, when I read them, Pellucidar, and Carson of Venus over the course of a week, and I just don't remember what happens in the later books. I was going to wait and make a jump for the entire series, but I realized that it would be at least a year before I made myself spend that much time re-reading them. So I took my notes from when I re-read *A Princess of Mars* and made a jump for just it. If anyone wants to make a jump for the later books, the whole series, or their own *A Princess of Mars* jump feel free. It just felt a shame that one of the seminal works of speculative fiction, and a book that can be argued to be the original overpowered isekai story (I highly suspect there were earlier ones) didn't have a jump.

As for other notes…

Perks:

If you take Fighting-Man + Chosen of Mars you can generally assume you are John Carter's equal in combat. You will lack his willpower and his plot armor/luck with just those for those take A Warrior's Mettle and A Protagonist of Mars.

If you take Chosen of Mars as a Green Martian you will find yourself much stronger than your kin, as proportionately strong compared to a Green Martian as John Carter was to a Red Martian (my notes from when I was listening to the audiobook say 10 times but that was possibly just a wild guestimate). In addition as a special bonus your ability to resist the square-cube law improves and you will find your body functioning as if your strength and mass increased at the same rate (instead of one increasing at the square of your increase in scale and the other increasing at the cube of it).

Mental Fortress should protect your from telepathic effects in this setting, like John Carter being immune to them, how well it will in future settings with more powerful telepaths is up to you.

The Psychologists of Mars seem to have been forgotten about in the sequels, and exactly what their range was was unclear when it was revealed that telepathy couldn't go through walls.

Mental Fortress+Psychologist of Mars makes you a substantially better telepath than even John Carter. You will be able to probe deeper into minds with less effort, and even

replicate feats such as Jack Carson's telepathically relaying his adventures on Venus to a (pre-arranged) correspondent on Earth.

Items:

Airship Fleet: This admittedly draws more from the 2nd and 3rd books and how allied fleets arrive in the nick of time, but it's still an element in the first.

Barsoom: If you take both versions and merge them what happens is completely up to you. You paid enough for it. I consider it a little headscratch-y as the point of one is 'continuous single story of the place' and the other is 'what if alt histories', but maybe you just want a property that collects the metaphysics of each jump you visit. You do you.

Jumper's Princess/Warlord: Yes I know many jumps have one that just gives a flat 'they get 600 CP each jump' for 400 CP but any item with a meta effect of giving you CP each jump is naturally going to be very powerful in the internal balance of a jump (and those items tend to be disproportionately powerful) so I went with 600 CP. I gave it 300 CP on jumps without import options as those tend to be jumps which having companions with 600 CP can be fundamentally shattered by a 600 CP import.