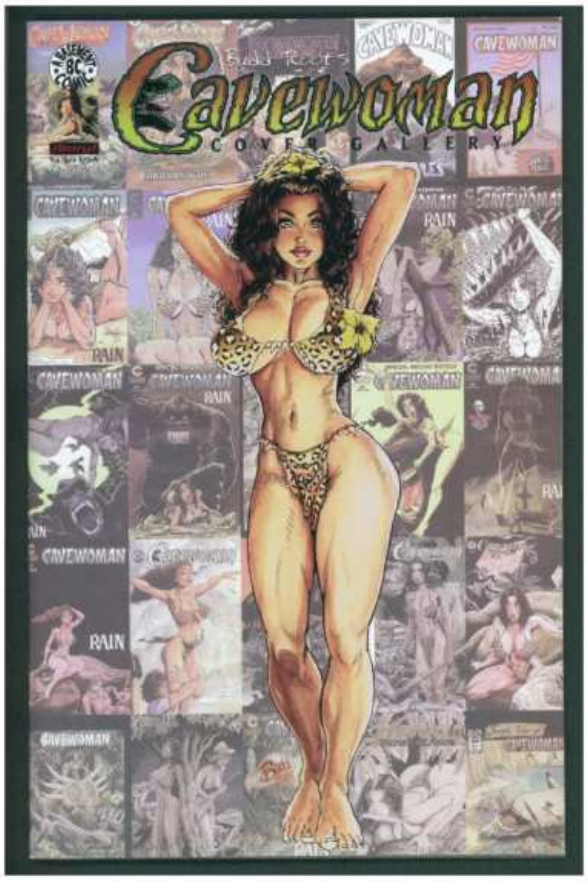
Cavewoman: A Jumpchain Adventure

Original Story by Budd Root *Jumpdoc by /u/TacticalSonnet*



Welcome to Marshville, Jumper. Here in this quiet Oregon town you'll find rustic homes, beautiful landscapes, and a laboratory dabbling in time travel experiments! Ten years ago, a brilliant scientist used the technology here to rescue his granddaughter from an abusive home and mob assassins. Escaping to Earth's distant past, the two hid from their pursuers and hoped to make a new life. But happy endings don't come that easily. Back in the modern age, a decade has passed since Meriem and her grandfather disappeared. Suddenly, in a blinding flash and with a violent earthquake, the Time Travel Laboratory exploded, casting Marshville 70,000,000 years back in time. Now trapped in the Cretaceous Period, this town of temporal exiles will have to fight for their survival as they look for a way home. The danger is great, as hostile dinosaurs, unfamiliar plantlife, and the Earth itself threaten to wipe their town from existence. Luckily, the people of Marshville will find an unexpected savior in the form of Meriem Cooper, now grown up.

But even with the Cavewoman herself on their side, Marshville's fate is far from certain. Now you must choose what role you will play in coming events. You face extreme peril, Jumper, and as such will spend only *one* year in this world, barring any additional challenges you accept. Can you help these people find a way back home? Or will this savage world consume you before you have a chance to escape? I know you get this a lot, Jumper, but you're *really* going to need these points this time…

+1000 Cavewoman Points

Origin

Choose an Origin to determine your discounts and starting circumstances.
Alternatively, any Origin may be taken as a Drop-In.

Cavewoman: You are no stranger to Prehistoric Earth! By disaster or design, you have been stranded in the Cretaceous Period for years. Though the struggle to survive has left you rough around the edges, you have experience navigating this strange world that will prove priceless in the coming months. *Despite this Origin's name, Jumpers of any Gender may take this option.*

Tough Guy: When Marshville's in trouble, someone's got to stand tall! Whether you're a member of the town police or a street tough with a heart of gold, you and those like you have chosen to face the dangers of Prehistoric Earth on your feet. You stand between your homes and the unknown. But just how long can you last?

Townsfolk: Marshville needs defenders, but the core of its community is you! From the families who continue to farm to the craftsmen who help maintain a semblance of modern convenience, you are the bastion of civilization in this savage world. The road ahead won't be easy, but humans have persisted through a great many hardships. Together we are strong.

Genius: Guardians and gardeners are all well and good, but if Marshville is going to solve the serious problems it faces and eventually find a way home, it will need academics like you. Whether you are an eccentric inventor, a passionate paleontologist, or both, you've got some remarkably relevant skills that could prove seriously useful. Bet everyone will attend your guest lecture on prehistoric flora now!

Age & Gender

The dangers of Prehistoric Earth threaten all equally, and Marshville's survival depends on the contributions of young and old alike. You may pick your age and gender freely. Alternatively, you can earn some extra points if you leave these details to chance. For **+100CP**, you will roll to determine your gender and age. To determine your age, **roll 3d6 + 10.** For gender, **roll 1d6**; 1-3 is female while 4-6 is male.

Location

The immediate danger that surrounds you will make your starting location very important. Many lives, including your own, will depend on your first few hours. You may choose where your journey begins freely. However, where there is extra risk there are also additional rewards. **Roll 1d8** for an extra **+100CP** and a random starting location.

1) **Marshville City Center:** It's a beautiful day in the neighborhood! Located slightly outside the lab accident's epicenter, the people here would have noticed the great flash and roaring noise. But following that, everyone goes about their day as normal. There are cars driving, townsfolk shopping, and even children playing in the town square. Though disaster has already struck, you have an hour or so before anyone here realizes how much danger they're in.

2) **Marshville Outskirts:** Like most of Marshville's residents, you were caught in the suburbs and smaller neighborhoods when the town iwas transported to the past. Out on the edge of town, you'll come into contact with the new prehistoric fauna *very* quickly. Many of the families in remote or isolated homes will be quickly overwhelmed, and the dispersed layout of these communities will make spreading word difficult and slow. You're in the middle of the coming carnage, Jumper. Will you make a break for the safety of the town center, or will you try to save as many as you can?

3) **Power Plant:** An essential survival resource and vital tether to the present day, the local power plant is one of Marshville's most important landmarks. Though it's stockpile of natural gas will keep the lights on for a few more months, it should be easy enough to adapt the boilers to run off biomass. The greater concern is this plant's placement near the edge of town. Without the security perimeter that will be built in the coming weeks, the plant and its vital personnel will have to survive several hours of predator assaults before the Marshville Police can rescue them. Can you hold out until then?

4) **Amtrak 456:** Sometimes you're just in the wrong place at the wrong time. This train wasn't even supposed to stop in Marshville, but the lab accident that cast the town back in time has also stranded a few hundred passersby in a pretty serious derailment. Encroaching dinosaurs have trapped the occupants in their overturned railcars. But if they can avoid notice for an hour or two, an unexpected, scantily-clad hero may arrive in time to save the day!

5) **The Compound:** You really lucked out, Jumper. When Captain Lavery finally realized the danger surrounding Marshville, she consolidated her resources to defend the most vital buildings of Central Marshville. Within these defensive walls, you'll find the hospital, the police station, and the local high school and Marshville Mall, both of which have been converted into temporary housing for the town. You're about as safe as you can be, Jumper, but many of the resources you need to survive are outside this chainlink cage.

6) **Meriem's Cave Compound:** Well this is odd. It appears you landed in the clifftop cave that Meriem calls home. A fifty-foot drop separates you from any danger on the jungle floor, but you won't find many supplies here. You're a long way off from Marshville, and who knows how Meriem will react when she finds you in her house. What comes next, Jumper?

7) **Raw Jungle:** It seems Lady Luck has cast you out, Jumper. You arrive in the untamed wilderness of prehistoric Oregon. Creatures of all kinds fill these woods, and you're just as likely to be killed by a hunting carnivore as a territorial herbivore. Those taking the isolationist route could ask for no better start, but everyone else will recognize the extreme danger they are immersed in. You are very far from the only other humans on the planet, and you'll have to be quick and clever if you want to live long enough to reach them.

8) **Free Choice:** You sure you didn't come here on purpose, Jumper? Like those who intentionally travel through time, you've managed to navigate the chronological currents and land precisely where you want to. Choose any location on Prehistoric Earth as your starting position. Make the most of this lucky break!

Perks

Perks that match your Origin can be bought at half price. Perks that match your Origin and cost 100cp can be taken for free.

General Perks

[100CP] Root of Beauty: You'd think living alone in the jungle for 12 years would leave you looking foul, but your body seems like it was drawn by Budd Root himself! Your stunning appearance will draw all kinds of attention, turning heads throughout town. No matter how dirty life gets or how long you're stranded without soap, you'll look like you jumped off the page of a pinup magazine. *See the Notes section for details.*

[100CP] Great Ape: Humanity is overrated. Purchasing this option changes you from a scrawny human into an intelligent, genetically-engineered gorilla. Like Meriem's old companion Klyde, you are a massive ape augmented by bleeding-edge bioscience. While you are still just as intelligent as a relatively bright human, your physical form is vastly more powerful. Standing at almost twice the size of a normal silverback, your 10ft-tall might is more than a match for most prehistoric predators. Your agility would let you dance through the treetops, and your omnivorous appetite will make finding food trivially easy. Go native and be king of the jungle!

[300CP] Molecular Reinforcement: Normally, journeying through time will reduce ordinary flesh to hamburger. This meant the original time travelers had to enhance their bodies' molecular structure to survive the trip. Now you too have undergone this procedure and gained its incredible benefits. You weigh triple your original mass as the density of your cells have increased. This has made your skin extremely difficult to slash or pierce, and your flesh nearly invulnerable to bludgeoning force. Your enhanced muscles can launch you to rooftop heights, propel you faster than a motorcycle, and grant you unbelievable strength. Finally, your accelerated metabolism lets you survive all but the most grievous wounds. This process turned the meager Meriem into the Cretaceous champion that helped save Marshville. Imagine what it could do for you? *See the Notes section for details.*

Cavewoman Perks

[100CP] Harmony & Peace: Nature can be a brutal, violent force, but it can also be filled with beauty and cooperation. Living amongst the world's creatures for so long has brought you in tune with them, allowing you to communicate and interact with them in unique ways. Animals will act friendly towards you unless you are outright hostile, and simple ideas can be exchanged through body language and hand signs. You might even manage to train a wild animal or two, if you forge a strong enough bond with them. You won't be riding a pterodactyl or playing fetch with a tyrannosaurus without a lot of hard work, but if anyone can coexist with this untamed world, it's you!

[200CP] Hero of the People: Your skills do more than keep you alive, they inspire hope in those you protect! Like Marshville's cavewoman champion, your choices will quickly earn you a lasting reputation. Rescue some time-stranded townsfolk and they'll welcome you into their community. Battle a horde of hungry dinosaurs and you'll be branded a ferocious warrior. Your inspirational renown can even yield more tangible rewards. Even when those who look up to you are starving or destitute, they'll do their best to reward your deeds. From gifts and praise to opportunities and acceptance, people won't forget when you stand up for them.

[400CP] Predator Instincts: You are a killer, an eater of meat! Not some frightened hatchling stumbling through the world. Years of fighting for your life has honed your reflexes and given you a keen awareness of potential threats. Being stalked by a pack of velociraptors? A chill down your spine will alert you to their presence long before they strike. Staring down a charging triceratops? Your body will move on pure instinct, expertly dodging the attacks without a thought. Living under constant threat has also heightened your senses, letting you hear nearby heartbeats and identify creatures on smell alone. In an unforgiving world, you've learned how to react to danger with a predator's alacrity! *See the Notes section for details.*

[600CP] Survivor: Isolation in the distant past should have been a quick and ugly death sentence. And to anyone else, it probably would have been. But *you* aren't everyone else. Sure, you're a master of living off the land. Sure, you can find food, build shelter, and hunt with both a bow and spear. But skill alone doesn't explain your persistence. No, you owe your life to your extraordinary fortitude in the face of crushing hardship. Part of this is your physical resilience. You can eat or drink nearly anything so long as it has sufficient calories, and your immune system is robust enough to fight off even supernatural pathogens like lycanthropy. But your real strength comes from your unbreakable determination. Whether you're fighting off a crocodile while drowning, persisting through agonizing pain, or simply coming to terms with loneliness and hardship, you will endure. Like Gramps once said, "the key to winning the mightiest struggles is simple… keep smiling". It doesn't matter if you're the last human on the planet. If there is a way to survive, you'll find it.

Tough Guy Perks

[100CP] Wise-Ass Punk: You got some attitude, smartass! Whether you're a genuine authority figure or just know how to talk tough, you can make yourself heard. Your assertiveness dissuades meeker folk from challenging your statements, and you have the confidence to speak up when someone recommends a truly-asinine plan. You may not *actually* have the skills to solve everyone's problems, but people will believe that you do. Don't let them down, Jumper.

[200CP] Seiryoku Zenyo: Only dumb thugs and meathead bikers just slug it out. Real fighters make the best use of their energy. Like the tiny-but-fierce Captain Lavery, you are a trained martial artist and a master of Judo. From strikes and kicks to throws and pins, you can take down opponents nearly twice your size and weight! Not every challenge can be bested with these techniques. After all, you can't hip-throw a T-rex or put an ankylosaur in an arm bar. But when it comes to enemies closer to your own size and shape, you know exactly how to turn their strikes against them.

[400CP] Special Weapons And Tactics: Marshville's top cops are trained to deal with extreme situations, and what could be more extreme than defending your town against prehistoric predators? You have the skills and instruction of a SWAT officer, specializing in both house clearing and precision marksmanship. Shoot out a T-Rex's ankles to stop him mid-charge or subdue a family of feral townsfolk before they hurt themselves. Most importantly, this Perk and the experience it provides helps you keep a cool head in stressful situations. Your neighbors may be taking this whole "time travel" thing poorly, but you'll be rock steady until a dino punches your ticket.

[600CP] The Captain Of This Ship: Mayor Kabbit may have helped manage Marshville, but it was Patricia Laverty that prevented disaster. Like Marshville's brave police captain, you are an expert in crisis management. From consolidating resources and protecting victims to developing long-term action plans, your thoughtful, collected responses will turn unmitigated catastrophes into best case scenarios. Even when those scenarios include outlandish impossibilities like teleporting back in time! Of course, competence is nothing if you can't convince others to trust you. Your actions project an aura of confidence and leadership, assuring all those you care for that the situation is well in hand. Public panic will fizzle and uninformed citizens will trust your judgement, just so long as you act in good faith. Work your way up to a position of power, and you'll be able to make the best of bad situations.

Townsfolk Perks

[100CP] Friendly Feast: With no outside resources and so many mouths to feed, we aren't going to get anywhere if people start hoarding food. Not only are you an exceptional cook, capable of turning disparate ingredients into a fulfilling meal, but you always seem to be able to find one more portion. Your hard work goes a little farther and feeds a little more than it probably should, especially when you are cooking for your community. This won't solve Marshville's food crisis, but so long as you take care of each other, you'll stretch that pantry as far as it will go.

[200CP] Treasured Trade: You may not have Meriem's flashy fighting skills or carry an action hero's arsenal like Sargeant Marstone, but you *do* have something far more valuable; vocational skills! Cut off from all outside help, Marshville will need your essential expertise to survive in the far-flung past. Choose one area of knowledge from the list below. *This Perk may be purchased multiple times.*

- **Homesteader:** From farming and fishing to raising a herd of animals, your agrarian abilities will help produce the food that sustains everyone in Marshville. You also excel at crafting other products from natural ingredients, such as clothing and candles.

- **Handyman:** Machines malfunction and buildings break, so it's a good thing you're here to put them back together. With a resume that puts most carpenters, mechanics, plumbers, and electricians to shame, you can help keep this beacon of modernity alight for a little while longer.

- **Healer:** The past is dangerous. Many people will die in the coming months. You can't stop that, but you can stem the bleeding. Whether you were a doctor, nurse, dentist, or pharmacist before the incident, you specialize in caring for the health of others. Though you'll have plenty of traumatic injuries to treat, appendicitis and childbirth can be just as life threatening. They're your patients now, Jumper. Save as many as you can.

[400CP] Cooperative Community: We're only going to make it through this if we work together! With only your neighbors to rely on, you've embraced the spirit of teamwork and find large projects go more smoothly when they benefit the common good. Converting the local high school into emergency community housing could be done in hours. A defensive wall that might have taken weeks to build can be thrown up in a day when you have help from the whole town, and will stand stronger because of their contributions! Bigger projects will need larger communities to support them, but even family errands and small favors for your friends will be amplified if your actions are rooted in the helping others.

[600CP] Mr. Voodoo: It seems Roberto Armstrong isn't the only peculiar person living in Marshville. Like the hermit himself, you have manifested strange psychic powers capable of affecting the minds of others as well as the world around you. Your telepathy can forge mental bonds between living creatures, allowing them to communicate wordlessly with each other and feel the emotions of one another. Your telekinesis can move small objects, or even allow you to hover through the air if you dedicate all your concentration to the task. You can cause seeds to sprout into fresh plant growth, erase a creature's traumatic memories, make yourself psychically invisible to living observers, and even sense portents of imminent death. Your abilities are strange and barely understood, but as you'll soon find out, they are far from the oddest occurrences here in the jungles of the past.

Genius Perks

[100CP] Paleontologist: Well *this* is certainly a field excursion like no other! Unlike the rest of Marshville, you have a wealth of academic knowledge about fossils and the ancient creatures that made them. You know the difference between an anchireratops and an arrhinoceratops, and can steer your fellow citizens away from the worst the distant past has to offer. You've spent your life studying and extrapolating dinosaur anatomy and behavior from the rarest of scraps, and now that you are immersed in the epoch of your interest, your understanding will grow exponentially. In future worlds, you'll have equal ease unearthing information about equally prehistoric events and lifeforms.

[200CP] Enlightening Elder: Fear can bring out the darkest parts of humanity. Thankfully, fear is most often defeated by knowledge and understanding. Like Professor Cook and Dr. Reicher, you excel at educating others and encouraging them to overcome their regressive tendencies. Is the trigger-happy police department shooting every dino that moves? You can talk them down and teach them which creatures are harmless, saving them both ammo and anxiety. Has your granddaughter's abusive past and feral childhood left her socially stunted? Your words will guide her back to the morals of a heroine. It won't always be easy getting people to listen to you, but in time you'll guide them back towards the light.

[400CP] I Had To Improvise!: Being thrown back to the Cretaceous Period means being cut off from the complex supply chains that keep our modern world running. But such limitations are no trouble for a master of improvisation! Finding substitutes for vital ingredients and components comes naturally to you, allowing you to keep exhausted systems running despite all odds. Whether you're turning vines into ropes or refining tar pits into usable petroleum, your substitutions can imitate otherwise unobtainable materials with unbelievable effectiveness. It may not look pretty, but it'll get the job done! In future worlds, this ability will grow to include other kinds of salvage opportunities. Turn that post-apocalyptic warhead into your settlement's new power source, or repurpose that magical flaming sword into a jury-rigged water heater.

[600CP] Inventor Extraordinaire: There are creative solutions, and then there are your curious designs! Like Professor Cook, you are a mechanical wizard. Creating strange contraptions like the Explorosphere and the Marshville Speedster are well within your capabilities, but you truly shine under pressure. Whenever you are faced with an imminent threat or time-sensitive problem, your inventing skills are significantly boosted. Secret technologies like time travel or molecular reinforcement are still well outside your ability to reproduce, but if a monsoon megastorm threatens to wash away the town, you'll be able to convert those old train cars into evacuation arks without a problem.

Items

Items that match your Origin can be bought at half price. Items that match your Origin and cost 100cp can be taken for free.

General Items

[Free] The Cavewoman Collection: Surely you want these for research purposes, right Jumper? You now own copies of every Cavewoman story that was ever created, from the mainline series to the spinoffs, and even the pin-up collections. You receive both pristine print copies of the original books, as well as remastered digital scans. You may not be prepared for the craziness of the prehistoric past, but at least it won't surprise you!

[Free] Snakeskin Print: Even if you're the only human on the planet, you may want to keep a scrap of modesty. Whether it takes the form of a bikini or loincloth, this shred of clothing leaves barely anything to the imagination. No matter how rambunctious or exciting your adventure gets, this plucky garment will stay secured to your person, preventing any wardrobe malfunctions… unless you want one. As an added benefit, you may now temporarily apply a leopard-like snake print pattern to any item of clothing you own. Meriem might have skinned an actual python to achieve her suitably savage aesthetic, but you won't have to harm any serpents for style.

Cavewoman Items

[100CP] Reliable Knife: Even when you were all alone, you could always count on this most basic of tools. This sturdy bowie knife makes for a versatile survival tool, whether you are casually camping in the Oregon wilderness or fighting for your life in a Cretaceous jungle. This blade is balanced for throwing, and no matter what you put it through it will always hold a razor-sharp edge. Best of all, this knife always seems to find its way back to you. Take a tumble through some river rapids or bury it deep in a fleeing dinosaur? You'll stumble across it again before the hour's up.

[200CP] Natural Remedies: With no prehistoric pharmacy to visit, you've had to collect your own cure-alls from the impressive flora and fauna around you. Bundled in this purchase, you'll find potent willow tree bark, allspice perfumes and poisons, and even some ancient pepper plants to season your food! You also have some more potent items, collected through great effort. This Ankylosaur musk spray smells awful, but will discourage all but the most hungry of carnivores. The tiny red Dreamberry looks harmless, but leaves those who eat it in a fearless, trance-like state as a poison strong enough to kill a triceratops ravages their body. There are even some prehistoric ticks here, which while gross, do secrete saliva that numbs pain and causes wounds to quickly scab over. They may not be FDA-certified, but their strong and varied effects should not be underestimated. In future worlds, you will receive a similar collection of medicinal products and useful resources harvested from each setting's natural ecosystem.

[400CP] Dream Tree: They don't grow them like this anymore! This towering giant of a tree is the tallest structure around. Its sturdy branches will not only shelter you from severe weather but also offer a space inaccessible to predators. Should you be brave enough to climb to the top of this tree, you'll find an inspiring view of the surrounding landscape. But this vantage point is more than a scenic outlook. When you spend at least 30 minutes observing your surroundings from the top of this tree, you gain an instinctual awareness of the creatures, dangers, and interesting events between you and the horizon. You know the location of any dangerous organisms within a 25 mile radius, can instantly detect crises and disasters within your sightline, and can feel when the survival of those you care about is threatened. It's not the treehouse that your Grandpa once promised you, but perhaps it can be even better!

[600CP] Prehistoric Playground: You've got your own slice of Earth, circa 70 million years ago! These 100 square miles are filled with dangerous animals, savage jungles, and the raw resources of a Cretaceous Earth, should you be brave enough to harvest them! Between the dangerous wildlife and the higher oxygen content of Earth's prehistoric atmosphere, this land seems to amplify efforts to cultivate your strength. Training and hunting within this region will allow creatures to grow into a larger, stronger, and more powerful version of themselves, twice as fast as if they worked under normal conditions. No matter how the world changes around you, you'll always have this small slice of untamed wilderness. In future Jumps you may import this space into a section of your current setting or attach it to your Warehouse, accessible through a mystic archway of uncarved stones. *See the Notes section for details.*

Tough Guy Items

[100CP] Bruiser Booze: No matter what hardships life has thrown at you, this trusty hip flask has seen you through. Strong enough to warm the soul but tame enough not to cloud your judgement, use this liquor to toast lost friends, commemorate your victories, or simply take the edge off nature's constant siege. It's not the finest spirit you've ever tasted, but given your exile it is currently the best stuff on Earth.

[200CP] The Indian: This mechanical mount is a symbol of your attitude, your defiance, and your freedom. Supernaturally capable of riding over rough ground, this Scout 86 motorcycle is as swift as it is stylish. Whether you are outrunning a pack of velociraptors or keeping pace with a sprinting cavewoman, this trusty steed will carry you across the raw jungle landscape as easily as if you were cruising down the highways of home.

[400CP] Police Chopper: Pterodactyls aren't the only ones who can take to the sky. This Bell 412 helicopter is equipped with a rescue winch, high-powered spotlight, and infrared camera, letting you conduct search-and-rescue operations or scout the surrounding countryside with a birds-eye view. Unlike the other aircraft flown by Marshville's residents, most flying predators will leave this helicopter alone unless deliberately attacked. And should this chopper ever suffer catastrophic damage, you'll always be able to land just softly enough to ensure your passengers' safety. You can't throw caution completely to the wind, but at least you'll never have to worry about walking away from your landings.

[600CP] Secret Armory: It seems those protesters had a point about police militarization! This secure basement is packed with more firepower than any town's law enforcement officers should ever reasonably have. Beyond the fare of standard-issue shotguns and revolvers, you'll find military grade assault rifles, submachine guns, and even a single shoulder-launched recoilless rifle. These heavier weapons will be significantly more effective against the prehistoric predators threatening Marshville, and the ammunition stockpiled here will outlast all but the most trigger-happy hunting parties. When you need to drop a building to block a charging herd or waste a T-Rex with a single shot, you have just the tools for the job.

Townsfolk Items

[100CP] Comic Book Store: Here stands the remnants of your old life. This store or other business was your entire livelihood in the modern world, but has become dead weight in the prehistoric one. Depending on your merchandise, you may have a small supply of useful goods, like groceries, or a stockpile of something worthless, like pulp novels. Even still, there are a few diamonds in the rough. This storefront also contains a single treasure that reminds you of your past life. This may be a first-edition comic book, a one-of-a-kind electric guitar, or another piece of memorabilia. And while there may not be much utility in this memento, it does give you comfort in this wild, uncaring world.

[200CP] MPR Relay: This is Marshville Public Radio coming at you loud and clear! Salvaged from the ruins of the local DJ's studio, this twenty-foot tall antenna tower will help you stay in touch. Capable of overcoming inclement weather or terrain interference, this broadcasting node can communicate reliably with any receivers within a 40-mile radius. Coordinate your survival and use this modern technology to stay ahead of the prehistoric past! Though it begins only as a simple radio transmitter, dedicated effort could upgrade your broadcasting potential to include other methods of communication. Wireless internet was a *brand new* technology even back in the present day, but I'm sure you could jury-rig something if you put your mind to it! *See the Notes section for details.*

[400CP] Null Power Pack: Recovered from a Time Witch's battle shuttle, this generator is the size and weight of a particularly bulky backpack. Despite its compact frame, this reactor can put out more than 200 kilowatt hours per day. Now you'll finally have the juice to keep an entire complex of buildings comfortable. Or maybe you have a single shelter running some pretty power-intensive gear? Whatever the case, this portable power pack is perfect for the independent survivor!

[600CP] Sturdy Shelter: Translocating an entire town into the distant past left many of Marshville's homes at least partially damaged, forcing most citizens into community housing with shared resources. You, however, were luckier than most. Tucked away in a quiet corner of the town, this impressive structure provides the kinds of amenities most survivors can only dream of. It may take the form of a durable museum, a reinforced subway station, or even just a ranch house by the lake. From its sheltered well and greenhouse to the storerooms packed with food, tools, and clothing, you have everything you need to sustain a humble but self-sufficient lifestyle. Best of all, hostile creatures seem to steer clear of this house, ensuring that you'll never have to worry about predators or perilous rival tribes. This protection won't shield you from an erupting volcano or a brutal winter, but so long as you can endure the environment you'll always have a place to call home.

Genius Items

[100CP] Explorosphere: Prehistoric Earth may be dangerous, but that doesn't mean you can't enjoy the sights! This transparent polycarbonate sphere contains a free-spinning cabin capable of fitting two passengers comfortably. Equipped with loudspeakers and an electric deterrent field for frightening off dinosaurs, this slow-but-safe capsule is one of the most reliable ways to travel. Its internal battery can support a full day of cruising on one day's solar charge, but be warned; using the electric field defense will drastically decrease battery life.

[200CP] Marshville Speedster: When you want to trade safety and serenity for fast-paced firepower, this hot rod has you covered! Created from a *heavily* modified Baja Bug, this six-wheeled monstrosity features all-wheel drive, a reinforced frame, and 300 horsepower. With a top speed over 120 miles per hour, the Speedster can outrun any dino alive. And if running isn't an option, the raised bed with four flamethrower ports can let your passengers roast your would-be predators. It's loud, garish, ridiculous, and absolutely excels at getting you and your friends where you need to be in a hurry.

[400CP] Cook's Kitchen: Are you sure you're not some kind of mad scientist? This reinforced structure is part-garage, part-workshop, and part-surgery suite. Inside, you have the tools necessary to do everything from reverse-engineering blood serums to turning your minivan into an adhoc armored personnel carrier. This space is also attached to a major housing center in the hub, guaranteeing you access to plenty of power and water to run your little experiments. Marshville certainly has more pressing needs than whatever you're tinkering on in here, but if you need to craft some crazy solutions, this would be the place to do it.

[600CP] 22nd Century Briefcase: Gramps might have hidden Meriem in the past, but that doesn't mean he didn't take a few tools from the future. This nondescript plastic carrying case contains two remarkable pieces of futuristic technology. The first is an oversized pistol that spews beams of blue-hot plasma. Fire from this weapon is powerful enough to vaporize your foes or carve a cave out of solid rock! The second device is a two-seater hover cycle. Despite its folding frame and simple construction, this vehicle is strong enough to carry half a ton soaring through the air. Unlike the models that Gramp stole, these devices have recharging power sources, restoring full functionality 24 hours after the battery is drained. Better living through better technology!

Companions

*CP can be given to Companions at a ratio of **1:2**.*

[50CP/100CP] Pet Dinosaur: Not all the Cretaceous critters around here are hostile. Some, with a little encouragement, can be downright helpful! For **50CP,** you've gained the trust and care of a smaller dinosaur, such as a Compsognathus or Anchiornis. But perhaps you dream of riding a T-Rex like Harmony? For **100CP,** you've secured the Companionship of a much larger dinosaur. From a trained triceratops to a subdued stegosaurus and more, this is one beast you'll never have to worry about! Don't know how you're going to explain this to the townsfolk, though…

[50SP/200SP] Custom/Import Option: Even Meriem didn't survive *all* on her own. Teamwork will make the coming struggles much easier. For **50CP**, you may create a custom Companion or import an existing one. This Companion will receive an Origin and all the associated discounts, as well as a 600CP stipend to spend on Perks and Items. If you'd like to bring more friends along, you can instead pay **200CP** to create or import up to a total of eight Companions with the same benefits to accompany you through this Jump.

[100CP] Canon Companion: Marshville is full of interesting characters. Maybe you want to bring them along on your adventure? For each purchase of this option, you will receive an opportunity to convince an existing character from this world to join you on your Chain. Note that this won't force them to come with you, but it will give you a strong chance to argue your case.

[50CP] Brenda Walton: Not every Marshville citizen was as lucky as the Kabbits or Mackys. Many families were fractured or destroyed in those first few days, and many more would be slowly eroded by the constant dangers of Prehistoric Earth. Brenda is a remnant of one such family, too small to run, but just small enough to be hidden in a closet before the first pack of velociraptors started terrorizing the outskirts. After being rescued from the remains of her home, Brenda has grown attached to you and the safety you provide. Though young and traumatized, she is a clever girl with plenty of potential. Her budding curiosity and problem solving skills will take a few more years to fully develop, but once they do Brenda will have all the benefits of the **Inventor Extraordinaire** Perk.

[100CP] Dr. Francine Cho: With two kids grown and gone, this matronly doctor filled the loneliness of an empty nest by adopting all of Marshville as her charges. Now that the town is lost in time, Dr. Cho spends her days frantically serving as one of Marshville's few doctors. She comes with the **Friendly Feast, I Had To Improvise**, and **Treasured Trade [Healer]** Perks, and while she may seem stern, she cares deeply for all those under her watch.

[100CP] Rob Durham: Written off by most townsfolk as just another gun-loving doomsday prepper, Rob Durham enjoyed quiet solitude even before a supernatural encounter left him with a strange curse. Though he still prefers to live on the periphery of society, the current disaster has convinced him to protect his neighbors with the curse he has hated for so long. Rob comes with the **Werewolf, Wise Ass Punk,** and **Special Weapons & Tactics** Perks, as well as the **Reliable Knife** and **Natural Remedies** Items.

[200CP] Adam Cooper: It seems in this version of the story, Meriem was not an only child. Just like his twin, Adam Cooper strikes a tall, imposing figure. A man of brute strength and survival instincts, this adonis and his sister have spent a decade away from civilized society. Now that Marshville has been cast into the past, Adam has joined his sibling in defending the people of Marshville. Maybe spending a bit of time with you can bring a bit more class back to Conan? Adam comes with the **Root of Beauty, Molecular Reinforcement,** and all of the Perks in the **Cavewoman Perk Tree**.

Drawbacks

[+100CP] Lumpy: There's no smooth way to put this Jumper; you are capital-Ugh *ugly.* With a face and body like a baked potato, you seem to have missed out on whatever artistic force of nature made everyone else in Marshville as pretty as pinups. This Drawback overrides any Perks or Powers you have that improve or change your physical appearance. You don't earn a nickname like this for being cute and cuddly.

[+100CP] Mesolithic Manners: What, were you raised in a cave? Like Meriem, you lack the social graces of any reasonably-adjusted 20th century human. You are quicker to give into your base needs, are completely ignorant of social norms and taboos, and your grammar really shows off your third grade education. It will take a lot of effort (and plenty of patience from your friends) to overcome this setback and reintegrate into polite society. And yes, Jumper, you *have* to wear a shirt.

[+100CP] Carnivore Cascade: It seems Marshville's predator problem just got worse. See, teleporting an entire town and the surrounding landscape created a lot of overlap with the existing organisms. And while large prehistoric terrain features thankfully didn't destroy the town, *a LOT* of dinosaurs got telefragged into trees. This veritable slaughter served as a dinnerbell to all nearby carnivores, slowly drawing in more and more packs of hungry dinosaurs. By taking this option, you have drastically increased the number of dead dinos, and thus the rate of hostile creatures approaching Marshville. Instead of carnivores slowly coming into town over the next week, they'll flood into the community within the next day or two. Expect a lot more fighting and danger at the start of your Jump. Marshville lost a significant portion of its population in the first 24 hours after the accident. How high will that number climb now?

[+100CP] Budget Cuts: In the words of Budd Root, it's better to lose the first three pages than the last three pages. Your Benefactor has fallen on hard times and sometimes needs to skip over parts of your adventure. Days, weeks, and even months at a time could pass in an eyeblink, throwing you into situations you completely lack context for. A friendly narrator will fill you in on everything that you passed by, but you'll never be able to see, experience, or return to the moments you missed. Hope we don't skip *too* much of that character development just to see some cheesecake, Jumper.

[+200CP] Image Comic: What do you *mean* we couldn't pay the letterer this month?! Your ability to speak has been stifled, preventing you from vocally communicating or using any verbal languages. Writing and sign language are still viable options for sharing your ideas, but any words, even those passed telepathically, will fail on your lips. Hope you know a few hand signs, or are at least passable at charades.

[+200CP] Lunacy: Is that the Beast of Gevaudan? No, it's only you. On the first night of the full moon, after the sun has set, you are filled with a heart-pounding bloodlust. Each month you will be overtaken by uncontrollable savagery, driven to stalk the night and search for prey. Though it's possible to restrain you, there's always a chance you'll escape. Can you really afford to be near your friends when you can't control yourself?

[+200CP/+300CP] Not So Civilized: You think everyone's morals went back in time with the Town? Most of the men are more misogynistic and hot-headed, and are just as likely to go charging off into the jungle like a bunch of Rambo wannabes then they are to do anything useful. The women aren't much better, given how they fret over sleepovers and lament their own frailty. And let's just move past how minorities are treated. Between all the stereotypes and infighting, your time here will definitely feel like a story straight out of the early 90s. For **+200CP**, this Drawback will affect almost everyone in town, exacerbating their worst character traits. But for **+300CP**, you can apply this effect to *everyone*. Innocent children, normally progressive police chiefs, and even you will be stretched to fit the mold of this story's genre. Is it really so bad if *everyone* is acting this way? Try it and find out.

[+300CP] Child: This is a harsh world, Jumper, and that goes double for children. Even Meriem, with her enhanced biology, nearly died a dozen times in her first year in the jungle. Taking this Drawback changes your age to **1d6+8** and reduces your physical abilities to those of an ordinary middle-schooler. Even if you took **Molecular Reinforcement**, your enhanced strength and durability will be greatly diminished, just as Meriem's was. You will need to grow into your physical prime the hard way, and you'll need to be careful and clever if you want to survive in the meantime! *See the Notes section for details.*

[+300CP] Gone With The Rain: The timestream was especially harsh to you on arrival, Jumper. You avoided death or a gruesome telefragging, but a near-death experience has left you broken and incomplete. Like Klyde and Meriem following their severe injuries, you have lost all memories from before the start of this Jump. Past friends, learned experiences, and even gathered information from before this world has been wiped clean, leaving you a blank slate as you start your adventure here. Worse still, any Perks, Powers, or other supernatural abilities you brought into this world are equally inaccessible, leaving you with only what you purchased above. Last of all, you have been cut off from your Cosmic Warehouse and any Items stored there. You're getting a fresh start, Jumper. What will you do with it?

Scenarios

Each of these scenarios provides additional challenges and unique rewards. Failing a Scenario does not result in a Jump Failure, but will lock you out of its specific reward. You may take as many Scenarios as you wish.

Extended Stay: In it for the long haul, ey Jumper? By taking this option, you extend the duration of your stay in this world from 1 year to 10 years. This is a serious commitment, considering the casualties Marshville sustained in its first year alone. If you don't want to spend your decade here struggling in terrifying solitude, you'll need a long term plan to help the town.

> **[Reward] Marshville:** After all they've been through, I'm sure the folk here would *love* being dropped into another unfamiliar setting! In honor of your exceptional dedication to Marshville, you have been given a copy of the town to take with you on your adventure. Notably, it maintains any changes made to it from setting to setting, so your best bet is to keep it in good shape while you're here.

Blizzard: Snow?! In October? A local volcanic eruption has caused temperatures to plummet, kicking off a harsh early winter. As the weather deteriorates, the citizens of Marshville will struggle to keep the lights on, the fires lit, and their pantries full. It's up to you to search the many abandoned neighborhoods and desolate landscape for the resources the town will need to survive. Originally, the worst of the weather broke a month after the first blizzard. Can you make it until then?

> **[Reward] Greenhouse:** Should you secure enough resources to get Marshville through its surprise snowstorm and well set on its way through winter, the townsfolk will thank you with a little construction project they've been working on. Intended to grow crops year-round, this Greenhouse seems to produce several times the expected yield of plants. Even supernatural herbage or especially finicky flowers will quickly take root and blossom here with almost no work. Perfect for supporting hungry families or cultivating rare medicinal shrubs!

Feeding Ground: It seems you're not the only thing out in the snow! A terrifying mythical monster is stalking the town, violently attacking a few lone citizens each month. The aftermath of each assault points to only one culprit; a werewolf. And worst of all, the killer is one of your fellow neighbors! You must discover who in Marshville is secretly the monster, and either hunt them down for good or concoct the elixir that will grant them full control. Both prospects will be equally challenging, and any foreknowledge or Items that reveal the werewolf's identity have been stricken from your mind until the crisis is over. Care to catch a wolf, Jumper?

> **[Reward] Werewolf:** Whether you slayed the beast or tamed it, your victory has granted you it's strange abilities. You may now transform from your current Alt-Form into an imposing wolf-human hybrid. While in this form, your senses are greatly enhanced, allowing you to easily track your prey through the jungle. Your physical abilities have also been magnified, and though you aren't quite as strong as someone with the **Molecular Reinforcement** Perk, you could still smash your way through a jailhouse wall or tear nearly any dinosaur to shreds! Unlike Maggie Matheson, you have full control over these powers, letting you transform whenever you wish.

Jealous Concoction: Dr. Lansing has been working on a way to distill Meriem's incredible powers into a serum. If he's successful, then the townsfolk can benefit from the same strength that helped Meriem survive her decade alone. However, this effort has been delayed by Mona, the doctor's daughter. Jealous of Meriem's beauty and fame, Mona has taken the experimental formula and tested it on herself. Now strong, gorgeous, and emotionally unstable, Mona is quickly burning through the remaining stockpile of serum to chase her dream. Not only must you defeat Mona Lansing before the serum is lost forever, but you'll have to help the doctor finish his vital work. Only then will Marshville have a true leg up in their fight for survival.

> **[Reward] Serum Perfected:** After subduing Mona and completing her father's work, you have been rewarded with the refined version of the Lansing Serum. One dose of the serum will grant its user the effects of the **Molecular Reinforcement** and **Root of Beauty** Perks for a full 24 hours. Unlike the experimental serum, this formula carries no risk of emotional instability or unchecked aggression. You receive 10 doses initially, and instructions for synthesizing more. It's still only temporary empowerment, but perhaps with more work and study, you can find a formula that sticks permanently!

Oasis: Beautiful girls are being kidnapped from Marshville! Abducted by a strange cult, women are being taken to a desert arena to fulfill the twisted fantasies of the cult's cruel king. To rescue your friends and neighbors you will need to overcome extreme peril; first crossing the harsh desert, then either infiltrating the cult's camp or doing battle in their arena. The men of this tribe are dangerous, riding horse-sized geckos and wielding rifles from a forgotten time. Will you defeat the king and his loyal crew on your own? Or will you escape and rally a proper rescue party?

> **[Reward] Gladiator Arena:** To celebrate the cultists' defeat and the safe return of the kidnapped women, you've been awarded the Desert King's colosseum! This stone arena offers surprisingly comfortable seating that ensures whatever spectacle you're enjoying will be viewed in perfect leisure. Should you wish to test yourself in the arena instead, the sands of this hallowed battleground will conjure an opponent from the many monsters, mutants, and miscreants that call this desert home. No matter how strong or skilled you become, you can always find a challenging fight here, ensuring that your skills will never dull so long as you fight in this savage place.

Sisters of the Arena: Okay, now things are getting weird. A trio of time witches have plucked Marshville's deadliest warriors from Prehistoric Earth, whisking you off to the 31st century to fight as prisoners in their grand arena. Like Maggie, Meriem, and Klyde, you'll have to fight your way through a gauntlet of cyborgs, goliaths, and gangs of mutant criminals. Should you succeed in besting these foes, the time witches themselves will enter the arena. Beware, these opponents are undefeated, and use subterfuge and techno-sorcery with equal skill. But should you overcome these challenges and emerge victorious, you will be returned to the Cretaceous Period with a fitting reward.

> **[Reward] High Frequency Blade:** This sword's simple appearance belies it's 31st-century origin. When wielded in anger this weapon emits ultrahigh-frequency vibrations, weakening molecular bonds and allowing for easier cutting. So powerful is this tool that it can slice through the skin of a molecularly reinforced being as easy as a blowtorch through butter. No creature, no matter how supernaturally durable, can withstand a blow from this weapon without serious injury. It may only be a sword, Jumper, but it is a sword to *all* things.

Night of the Risen Dead: Guess we have some George Romero fans in the writers room. A strange meteorite has landed on the outskirts of Marshville, well outside the perimeter of the Compound. Now the desolated neighborhoods and nearby cemetery are full of the newly-reanimated dead, eager and hungry to tear the living apart. You must be quick. These undead foes can only be killed by decapitation, and any who die will quickly join their ranks. Only by finding the strange space rock and destroying it can you end this night of horrors. Oh, and don't forget there are plenty of *non-human* corpses around Marshville too. Watch out for the zombie T-Rex!

> **[Reward] Mysterious Meteorite:** By destroying the cursed meteorite and ending this dreadful night, you have gained a replica of this artifact to take with you on your journey. Once per Jump, you may use this glowing rock to reverse a recent death, be it an ally's or your own. Alternatively, you may crush this rock and scatter the dust across a graveyard of your choice, summoning forth up to 100 of the beings entombed there as mindless servants and warriors. If used in this way, you receive another artifact at the start of your next Jump.

Back to the Future: Despite the many obstacles and wild adventures the people of Marshville have overcome, they were still no closer to getting home more than a year after that fateful accident. Eighteen months after the start of their plight, barely anything remained of the town or its people. Now it's up to you to change that gruesome outcome.

It turns out the Time Travel Laboratory wasn't destroyed in the temporal explosion, it was scattered! Hidden throughout the Cretaceous countryside are relics of that original research. From rare isotopes to prototype components, the surviving technology may be enough to construct a time machine that can bring the townsfolk home! But collecting these ingredients will not be easy. The terrain you must traverse is treacherous, the local wildlife even more hostile than before, and the distance alone will present its own challenges. Each piece of this puzzle will be an expedition unto itself, to say nothing of *finding* these vital components in the first place. Once collected, it will take the brightest surviving minds in Marshville to construct the final timeship. But should you succeed, Marshville's nightmare will finally be over.

> **[Reward] The Chrono-Ark:** Constructed from a salvaged Amtrak Superliner, this chrome railcar hides it's fantastic potential beneath an unassuming exterior. This timeship can carry up to 100 passengers through the ravages of the timestream, appearing in anywhere or any*when.* This carriage is fortified against the stresses of time travel, eliminating the need for its passengers to be molecularly reinforced like earlier chrononauts. It's current Pu-241 fuel source can manage two round-trips per Jump, but perhaps with the right upgrades you could sail the oceans of time as easily as you once sailed the Pangaean Sea?

Notes

Importing Items & Properties: Any properties bought or earned here can be imported or incorporated into future jumps, either as part of an existing property, or as an add-on to your Cosmic Warehouse. You can also import an existing item into this jump instead of receiving a brand new item. This imported item will gain all the effects of the original item in addition to its previous functions.

Repairing and Refueling Items: If an Item is lost, broken, or expended, it will be replenished or replaced after an amount of time specified in the Item description or after one week has passed. All fiat-backed vehicles will replenish their fuel supplies at the end of each day.

Root of Beauty: Let's be frank, the art style of this series can vary wildly from issue to issue, with more attractive characters falling anywhere on the fanservice spectrum from "extraordinary-but-realistic" to completely fantastical. So if you take this perk, you may shape your body's aesthetics with a bit more artistic liberty than such perks would normally grant. Do you want to be, in Budd's words, "a combination of Danni Ashe and Nina Hartley"? That's perfectly fine. Do you want hips twice as wide as your waist and breasts double the size of your head? Knock yourself out. We'll just tell the townsfolk that it's "artistic inconsistencies". Should you wish to alter your proportions, you may do so at the start of each Jump.

Molecular Reinforcement: The enhancements granted by this perk are proportional to your baseline physical abilities or those of your current Alt-Form. This is why while Meriem was superhuman, Klyne the Super Gorilla was *crazy* strong. If you similarly combined this perk and **Great Ape**, you would also gain ridiculous strength. Even when just looking at the lower end, Meriem was 5'8", weighed 350 lbs, and was able to drag a T-Rex, run at around 30mph, and could leap 30 feet in the air or survive a fall of over 1000 feet. With her heightened reflexes, she could even dodge close range gunfire. Both Meriem and Klyne's healing factors could return them from being seemingly dead (in a death-like coma) to being fully healed in roughly two weeks.

Predator Instincts: Though Meriem's perceptive abilities never truly stacked up to the mythical Spidersense or Daredevil's hearing, the comics certainly made several close comparisons. Meriem was able to hear human heartbeats amidst a jungle full of background noise from a ways off, and could identify relatives of people she was familiar with on scent alone. Meriem was also able to evade close-range gunfire, though this is both a combination of her instinctive dangersense and the heightened speed and strength granted by her reinforced physiology. Without the effects of **Molecular Reinforcement,** Meriem (and any Jumper) would still likely be capable of dodging the fast (but not bullet-fast) strikes of a dinosaur or other dangerous predator.

Prehistoric Playground: While training in this space cannot allow a person to reach the artificially augmented strength and durability of someone who has the **Molecular Reinforcement** Perk, it can raise someone to peak or slightly-above-peak human potential. It will be difficult, given how dangerous it is here, but training on a high-oxygen deathworld has its perks. These improvements won't happen overnight, but expect to see your students progress at double the pace they would see if they were training under "modern-Earth conditions".

MPR Relay: This radio relay can be upgraded to broadcast and receive any form of communication you have a functional understanding of, from wifi and radar to psychic connections and other supernatural methods of speaking. It will take some engineering knowledge and a dedicated construction effort, however, and perfect communication is only guaranteed to 40 mile range barring other Item Imports or fiat-backed improvements.

BodyMod and the Child Drawback: This Drawback overrides all physical enhancements, including your BodyMod. It does not decrease your mental capacity or emotional maturity (unless you wish), but good luck getting people to treat you like an adult when you're in a grade schooler's body.

Respectthread for Meriem:
https://www.reddit.com/r/respectthreads/comments/4uxort/respect_Meriem_cooper_cavewoman_possible_nsfw/