Anders

Introduction

This is the story of a hidden valley where creatures out of myths and legends roam, fight and survive within a hidden valley, among the ruins of a burned and broken city.

Anders Beron is the teenage son and heir to the gigantic multinational enterprise of his father Ottmar Beron. Together with his bodyguard and friend Jannik he gets kidnapped by two plane hijackers. The plane goes down in a giant valley hidden behind some unnatural storm and Anders finds himself in the ruins of a modern city among creatures he had never believed to be real, hunted by men in NBC protective gear and futuristic weapons. He will soon realize that his father is deeply involved in the happenings of this valley

Your 10 years start the moment Anders' (and/or maybe your?) plane crashes.

You get **1000cp** to start your adventure

Age and Gender

Roll **1d20 +10** for your age or to choose for free. Keep the gender from your last jump or change for free.

Location

roll **1d8** for location or pay 50 cp to choose.

1) Ruin city of the demi-humans: The demi-humans live here in the burned and cannibalized ruins of a city from the 1950s

2) Ruin city across the river: Another part of the city. It still contains some old scrap iron resources the demi-humans scavenge. This is a risky occupation, since dangerous giant insect-like swarms will consume every living being they find

3) The woods of the wildings: the free and untamed forests, where the wildlings sometimes come to hunt and gather

4) Tiernan: The sacred city of the Elder. Humans toil the fields and Elder watch and protect from their mountainside houses

5) Underground cave: A gigantic cave that is the base of the wildlings connected to other smaller caves and entrances by a big tunnel system

6) The mountainside: You're not in the valley yet, instead you're up on the mountainside, having already managed to get closer to the outside world; there's still a lot of danger ahead. I hope you packed warm clothes.

7) Tunnel-system of the dragons: You're in the base of operation of the men in NBC protective gear that watch over the valley

8) Free choice

Backgrounds

Drop in (free): Just like the protagonist Anders, you're either a human from outside of the valley that somehow managed to enter or you literally just pop up in the setting.

Demi-human (free): You are a half human, half animal that lives in squalor and poverty in the ruins of a civilization you don't understand. You trade scavenged iron from the other side of the river with the Elder in exchange for food

Wildling (free): You are one of the wild and untamed free folk that is mercilessly hunted by the Elder and their pig warriors. You are one of the abhorrent looking monsters that in their eyes don't deserve to live. As such you hide away in giant cave systems only once in a while attempting to overthrow the Elders rule through violence; though never successful...YET

Elder (100): You are one of the fair Elder people. Fair skinned, black haired, pointy eared and overall beautiful and proud lords of the valley. You keep up the order of things and rule over man and beast alike. Elder live as long as humans do, but they don't seem to weaken with age. You may also choose to be one of the pure blooded humans that toil the Elders fields and serve them in general, but why would you.

Dragon (100): You are one of the human mercenaries that watch over the valley in their protective NBC suits and their futuristic technology. You are tasked to kill anyone trying to escape or enter the valley. You get paid very well, but the job isn't easy. You answer directly to Oberon.

Oberon (300): You are now just like the Oberon in the book. A "normal" but powerful businessman in the outside world, inside the valley he's The lord and owner of the valley. He has a massive amount of money, resources and influence. Enough to keep this massive valley hidden even in the early 2000s. He directly commands the dragons and occasionally communicates with the rulers of the Elder, who revere him as a god, so that they may enact his will. You may take the place of the actual Oberon, who in the outside world is known as Ottmar Beron (the protagonist' father) or you may choose to be a relative or a business partner with equal power and influence.

Perks and abilities

100 cp perks and abilities are free and the rest are 50% off for the listed backgrounds

General

Sickness immunity (free): You're immune to the "sickness", the viral(?) disease that normally kills every outsider. Can't have you die immediately in this setting

Drop in

Useful skills (100): You have a set of skills that are surprisingly useful in this setting. You are an experienced (mountain) climber, and also have a basic aptitude with machines and machine construction, which can be used to improve the lives of the poor sods in the valley.

Intelligent (200): You have a certified genius level IQ. This means you're not only really good with math, but it's also easier for you to solve difficult problems in general. Be warned: Being smart doesn't automatically make you wise.

Willpower or sheer stubbornness (400): You could suffer the hardest mental torture and not break. Even if you balance on the brink of insanity your mental fortitude will allow you to come out of a several month long isolation in a bitter cold ice cave and still be yourself and sane.

Luck (600): You have incredible luck and even if you often bring yourself into dangerous situations you seem to come out of them often with nothing but sheer luck. You can expect to survive plane crashes, barely dodge multiple shots fired by dragons, find helpful things, encounter friendly assistance that will even be important later on, nearly escape swarms of flesh eating insects; all of that within the 1st hour of your arrival! This doesn't guarantee that you won't ever be harmed or have to suffer extremely and it doesn't protect your companions, followers and loved ones, but you seem to just keep on surviving through plot armor. Be aware that there are situations where even luck won't help you anymore.

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Demi-human

Iron hunter (100): Demi humans earn their bread by scavenging scrap iron in the dangerous eater infested ruins of the city across the river. You've got everything you need to be a successful iron hunter. You're fast, you're silent, you're nimble and most important of all: you're keenly aware of your surroundings

Not just an animal (200): Most demi-humans are heavily influenced by their animal half, with their behaviour often reflecting one you'd expect from that animal. Minotaurs may be easily brought to rage, Mice-people cowering in fear at slight aggression etc. You are far more capable of mastering your base instincts than others of your kind. Even your human base instincts can not hope to lead you to do something stupid. You are the captain of your soul.

Strength through unity (400): The Elder keep the demi-humans not only poor, uneducated and underfed because they think of them as less, but also because they fear them. They realize that should they stand up to oppression, they could be a real danger to their rule. You

have the ability to show oppressed people without a doubt that with their combined effort they can rise up and change their fate. This will make revolts much more likely even in people so deeply subjugated that not even the thought of changing something had occured to them. Viva la revolución!

Alpha (600): You are the undisputed leader of your tribe. You exude an aura that can only be described as being “the alpha”. Even if you were just a tiny rat-human you would still be recognized as the packleader of most groups. In any group you start in you can assume to be the leader or at least a high ranking underling if being the leader doesn’t make sense contextually. Upon entering a new group you can expect to rise to the top very quickly. Only others with a similar aura around them can dispute your instinctive claim of leadership. Note that this doesn’t come with the knowledge of how to lead a group of people.

Wildling

Gentle giant (100): Most wildlings look wild, ugly, brutish and cruel, but they are surprisingly kind people with deep family bonds. Sure they can be terrifying in battle, but if circumstances were different they’d not fight at all. No matter your appearance, people will lose their fear and trepidations around you and will come to trust you more quickly if you truly mean no harm

Combat skills (200): You are really great and skilled in unarmed and armed melee combat. A normal human would match an Elder in combat. If you were beyond human you wouldn’t need two arms to make an Elder prince look like a toddler when fencing with you.

Surprise attack/perfect disguise (400): How can others keep falling for the same trick? Your disguise is just that good. Even if you’re a 3m tall troll you can believably disguise yourself as a bolder and have even the most paranoid enemies carelessly approach you until they’re in melee range.

Leader (600): You are a natural born leader. As such you just know how to manage and unify a group of people if you have a cause they are willing to fight or work for. Your speeches will rile up the masses. Your command will bring discipline to a wild and untamed lot. Your strategic abilities are also great, enough that they will turn a group of eternal loosers into a terrifying army. Even a human may assume military command of the wildling army with this perk. Note that wildlings don’t take permanent leaders or kings, but one may assume command in times of battle.

Elder

Elder healing (Free and exclusive Elder): Elders just don’t die. If you don’t see them die right before your eyes and you don’t check if they’re actually dead you can be sure that they 100% survived. They can’t regenerate limbs, but wounds close fast and even organs regenerate with time if they don’t fail immediately (if your heart gets pierced (enough!) you’ll die, if your intestines get pierced and you don’t die immediately your blood loss will be relatively minimal and with time your intestines will reform). This will also make you highly resistant to diseases and poisons. Again, only those that will kill you immediately are truly a danger to you. Elders have normal human lifespans however, but they do age more gracefully.

Superior aura (100): People naturally assume you're better than them (which is most likely true). They'll trust your opinion and suggestion more readily than others. You're so smug, you have to be right, right?

Superior style (200): While most Elder are naturally stronger and faster than humans, their physical stats couldn't compare with a big portion of wildlings and demi-humans. What makes them stand out is that they know how to perfectly use their natural strength, agility and swiftness in armed combat. An Elder armed with a spear or sword is a dangerous enemy for most and can't be underestimated even by heavily armoured pig warriors. You are now a perfect disciple of the fighting style

Fighting spirit (400): Push through the most brutal pain and suffering and still stand proudly to inspire your fellow men. If after weeks of fighting, losing your brothers left and right, having received several painful injuries you'll still manage to sit high on your horse, hiding your suffering and wave to the masses the morale boost your troops and people will receive will be immense. This will cause even the most desperate and hopeless people to rekindle their fighting spirits and renew their efforts to amazing heights. An almost defeated nation may rise with renewed vigor and even defeat the enemy with the right leadership.

Did you see them die? (600): Sometimes Elders do die, despite their healing ability. With this perk however you get a second chance. This will act as a 1-up that will guarantee that in those cases where you do get truly mortally wounded or killed immediately you somehow manage to survive and manage to "recover" from certain death.

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Dragon

Military experience/special training (100): Like all dragons you come from a military background. With this perk you're one of the best trained soldiers/mercenaries in the modern world with several years of active combat experience

Pilot (200): You are one of the best military helicopter pilots there are. Able to keep a chopper perfectly still between two skyscrapers, with only a meter of space for the rotor blades. You also know how to fly small airplanes like cessnas.

All the toys you need (400): Whenever you are employed by someone you'll always have the best, cutting edge equipment and the most advanced prototypes available, perfectly fit for the job you need. If your job weren't so hard, this would almost make it easy.

Efficiency (600): Pure cold efficiency. You are a virtual killing machine. Every single movement you make will take the minimal amount of energy required and is perfectly calculated to kill. Enter a room and get surprised by an enemy attack force? You'll scan the situation, the environment, the number and makeup of the enemy, their weapons, possible escape routes etc. all within the first split second and have your gun already drawn and ready to fire. You might have placed several precise shots before the enemy even realizes that you've entered.

Oberon

Loyalty/good employees (100): You manage to acquire very loyal employees for whatever job you need. None of them will talk about your secret plan/base and they follow even almost suicidal orders.

Business man (200): You're a born businessman. You have the ability and knowledge to run several huge companies without problem, while having secret side projects at the same time.

Old and wise (400): Your memory is amazing. Even if you are aeons old you can expect to not forget any skills and important memories you acquired. Don't expect to remember what article in a newspaper you read years ago at a certain date, but your mind may recall all important events and all the important lessons you learned and the people you met, no matter how long ago it was.

True Elf (600): You are one of the original true elfs, not just some artificially created shadow of the true beings that roamed and ruled earth before humans even invented tools. You are old beyond imagination, having witnessed all of human history from the very beginning, which gives you wisdom, skill and knowledge far beyond any mortal. You are naturally a genius and your charisma is so radiant that it's almost visible. You are immortal and have the same regenerative properties the Elder have. Your blood contains a special property that makes it mutate and create a huge variety of lifeforms under the right circumstances, but could also wipe out all human life and mutate a small percentage into mythical creatures if someone were to tamper with it.

Items

100 cp items are free and the rest are 50% off for the listed backgrounds General

Drop in background get an additional **500cp** to spend on items

General

Knife (free): You get a sharp steel knife for free

Gun (100): A normal hand gun with 500 rounds. Replenishes each month.

Eater eggs (200): Are you sure? You really want this? You'll get a box with 100 Eater eggs that will hatch once you put a little bit of biological matter near them for their consumption. They will develop into what looks like a horrible mix between cockroach and spider, about as big as a big tarantula, with an exoskeleton so strong, that a human teenager stomping on them won't harm them. They form giant swarms, which continually grow as long as bio matter for consumption is available. They will and can eat all biological matter; even rubber and soft plastics. They should be able to reproduce at a higher rate than that of normal cockroaches. They have a structure similar to ants, but without a queen or other central command. They don't have a true hive-mind but their swarm intelligence is rather good at problem solving. They fear the smell of anti-eater flowers.

Anti-eater flowers (100): a bouquet of flowers that will grow and prosper practically everywhere. They don't need a lot of water or nutrients. They produce a very intense unpleasant smell. This smell terrifies eaters and will even keep a giant hungry swarm of them away (as long as you don't openly bleed and the smell of your blood makes their hunger overwrite their terror). Also works on all forms of Arthropoda

Vial of true elder blood (200): This isn't an outgrown "sickness" yet. It's the blood of a true elder, which seems to be an incredible efficiency booster in any kind of genetic engineering/biological manipulation. Whatever you're trying to do in that regard will be

heavily boosted by this blood. If you've failed creating a chimera of sorts, or you want to include a healing factor into humans etc. this blood will massively boost success rates of those experiments, even though it can never guarantee 100% success. Be careful: If you don't know what you're doing from the start this might mutate your project to horrific results.

Vial of "sickness" and its cure (300): When humans experimented with playing god they tried their hand at genetically engineering human cells and combining them with cells of a true Elder. Something went wrong and by trying to contain the contamination they detonated an atom bomb. Somehow this made things even worse and the sickness was created. Almost everyone that doesn't have the blood of a true elder will die from it within a few days and the very few that survive will be randomly transmuted into all the multitude of mythical creatures you can see here. You get a vial of sickness and you get a new one every jump If you already used it. You also get what no one so far has: a cure. With that you can eradicate the sickness and it will pose no danger anymore. Should you wish this can also mean that only normal humans are now born from the already infected and you might even turn the infected back to humans, but if you wish to maintain the mythical society you can just eradicate the danger of the sickness while maintaining the transmutative effect in the already infected.

Drop in

Survival kit (100): A small case filled with usefull stuff that would help if you're totally stranded somewhere alone. A chocolate bar, a flare gun, a compass and map of the local area, a flashlight, needle and thread, a transportable radio, bandages, a water bottle a small swiss army knife and a thermal blanket

climbing gear (200): A set of hooks, nails, a hammer a helmet, chalk and two long and sturdy ropes

Radio (400): You got hold of a military tactical radio that will always work regardless of the circumstances. You can send and receive messages and general radio signals at an incredible range and it will work from a cave deep underground and even through the mysterious storm that surrounds the valley blocking all communication. You can spy on the dragons this way or even ask for help from the outside (be sure that you know what you're doing before attempting that)

Secret tunnel system (600): A huge underground tunnel system, stretching the whole inner side of the valleys mountain range and having several well hidden entry and exit points. You also get a map to navigate it. Neither demi-humans, nor wildlings and not even the dragons know of its existence. Allows you to travel to important locations well hidden. The tunnels aren't lit, so bring your own light. This tunnel system will integrate itself into fitting geological features in future jumps.

Demi-humans

Food (100): Good news, you won't simply starve in this jump! Amazing, right? Most deimi-human tribes lose several members each year simply through hunger and malnutrition. You are guaranteed to somehow always get food that delivers enough calories and nutrients to keep you alive and functioning, but maybe not sated per se.

Metal supply (200): You get a supply of 15 kg of high quality metal each month that can be sold to the Elders at high price, or used to make useful things with.

A people of your own (400): You get your own tribe. This gives you access to the tribe customization table.

Apartment building (600): You got a hold of a completely intact and still fully furnished apartment building for your own. Your whole tribe could live in there comfortably (or scavenge it for metal supplies). It comes with running water, but no electricity. If you have access to a powersource it would be very easy to hook it up and power the building. Somehow this building will remain completely hidden from all that attempt to find it. Only if someone living there would actively lead another there could it be discovered. This building will integrate in any city you like in future jumps.

Wildling

Armor and sword (100): You got a set of well crafted knights armor and a sword. Both fitting your current shape and size.

Siege engine (200): You have a giant trebuchet or similar siege engine of your liking at your disposal. Comes with stone ammunition as well as barrels filled with greek fire

A people of your own (400): You get your own tribe. This gives you access to the tribe customization table.

Cave (600): a huge underground cave and tunnel system. The main cave can fit your whole tribe inside it and it still has several other minor caves connected by a true labyrinth of tunnels. This cave system will integrate itself into the ground in a place you want it to in future jumps.

Elder

Armor and sword (100): You got a set of the finest crafted knights armor and sword you can possibly find in this valley.

Centaur-steed (200): Your own centaur steed. He or she will follow you as your trusted "horse". Very intelligent, stoic and incredibly strong mix between human and horse standing 3 meters tall. Does not count as a companion. If permanently crippled or killed, will return to you within a month.

A people to rule (400): You get your own tribe. This gives you access to the tribe customization table.

Tiernan (600): The walled white city of the elder. The wall encircles several farms where human farmers work the fields. The elder live in a terrasse and tunnel system worked into the side of a steep mountain wall.

Dragon

Protective armor (100): While most of your brothers are clad simply in NBC protective suits made of rubber you get a protective armor that looks like a medieval knights armor out of black, light, extremely durable plastics and carbon nanotubes. Normal edged weapons, eater teeth and small caliber bullets have no hope of piercing the suit. Massive force and blunt

trauma can still hurt you. Comes with a set of lenses This of course also acts as a NBC protective suit.

Dragon fire rifle (200): An incredibly light yet sturdy rifle that acts as a mini-gauss gun. With each shot it accelerates several very small (d<1mm) round bullets of depleted uranium to 1/4th the speed of light. This makes every single shot armor piercing and incredibly hot and destructive. When fired it looks like some sort of futuristic energy weapon ejecting extremely hot blue energy bolts, the width of a pencil. The rifle can fire single rounds or repeated automatic fire. If you buy this here your rifles' battery (for the magnetic field to work) will never run dry. One magazine holds several thousand bullets. It will replenish monthly.

Dragon-Helicopter (400) (additional discount with pilot perk (so you'd pay only 150 after two discounts): A small black helicopter that looks somewhat shark like. It's incredibly fast and agile, being able to perform stunts normal helicopters couldn't possibly do. It has two relatively short rotors with a special shape that allows the helicopter to be absolutely silent except for a slight slicing sound as the rotor blades cut through the air, that is only hearable if the helicopter is already very close nearby. In addition to that, due to its form it can't be picked up by radar. It has advanced communication and reconnaissance systems on board, being able to perfectly see in the dark, and even through walls if they're not too thick. Comes with twin cannon versions of the dragon-fire rifle, shooting big slugs of depleted uranium (arms width), enough to destroy a whole skyscraper with a shot. This one comes with unlimited fuel and 500 rounds of depleted uranium slugs that replenish monthly.

Flock of dragons (600): You get your own dragon unit. This gives you access to the dragon unit customization table

Oberon

Futuristic tech blueprints (100): All the blueprints you need to, with the right materials and scientific and technical knowledge, recreate the dragon-helicopters, dragon fire rifles, walls protected by infrasound so intense it will kill anybody that comes within 100 meters, artificial storms and unnatural darkness, gas that knocks people out on skin contact. See notes

Multinational company (200): You have a successful tech company in your name with a net worth of several billions. It will follow you each jump and assume the form of a company fitting the setting.

Flock of dragons (400): You get your own dragon unit. This gives you access to the dragon unit customization table

Hidden valley (600): A huge green valley hidden within a ring of high and steep mountains. It's completely hidden from the outside even in the modern day. An artificial ever raging storm in the mountain range makes air travel almost impossible and satellites are fed false images. If someone were to climb the mountains they'd have to cross a big frozen wasteland, cross another mountain range and then go past walls that hum with infrasound so intense it kills anyone that goes too near. You can either have an empty valley, with only normal plants and animals roaming it or you can have the valley of the Anders books, with all the beings in there (They're not automatically under your control just because you buy this)

Companions

Canon companion (free): You can take anyone from the books for free. If you actually read those books, you deserve a free companions

OC companion (100 each): You can create a new companion. The specifics of their history and personality are up to you. They get 600cp to spend on background choice, perks and items. They can't take drawbacks, but they do get all the appropriate discounts.

Companion import (100 for 1, 200 for 4, and 300 for 8): You can import up to 8 companions. They get 600 cp to spend on background choice, perks and items. They can't take drawbacks, but they do get all the appropriate discounts.

Race customization options

Demi-humans and Wildlings backgrounds get **500 cp** to customize their own racial appearance

Demi-human

Roll for **1d5** or choose freely what kind of demi human you roughly are:

(this will also determine what kind of demi human your tribe is roughly composed of)

1) Mammal

2) Reptilian

3) Insectoid (includes other arthropods)

4) avian

5) everything else (demi-humans not mentioned in the book like amphibian-people etc.)

Special: Pig (100): 2 meter tall or bigger, 300-400 kg pig warriors. You may choose to serve the Elders and change your location to huts outside of Tiernan.

Special: Centaur (200): especially big centaurs. Horse part is bigger than any normal horse and the human part is as if that of a giant, that looks like a human with equine features. They are the rarest and most powerful demi-humans. You may choose to serve the Elders and change your location to the huts outside of Tiernan.

strong (100): way stronger than normal. Demihumans are generally stronger than they look and most can definitely outlift the average human, but now your strength is even boosted to the point where you can outlift the average demihuman like they would humans

Big (100): you're bigger than your average demihuman. Be anywhere between 2 and 3m

Small (**+**100): you're a little one. Anything from 0.5 m to 1.5 m. Gain 100cp for being a manlet

Anthro scale: roll **1d10** or choose for free

> **1** on the scale would be someone like Cat who just looks like a human girl, but has a small furstrip running down her back and has sharp retractable (human like) claws.
>
> **5** would be someone like Bull or Rex who have an animal head, but a human body.
>
> **10** would be something like a giant spider who might have signs of a human face when you really concentrate

Chimera (variable): The sickness seems to have mutated even further giving you traits of different animals. You may pay 100cp for each additional trait you desire from an animal of the same class and 200cp for traits from animals in different classes. Eg:If you are a dog demihuman and want bullhorns and lion paws, you pay +200cp since all traits are from mammals, but if you want bullhorns and shark teeth you pay +300cp, since one trait comes from a non-mammal.

Abnormality (aesthetic) (50): Want to have 9 fox tails instead of just 1? Blue fur instead of the normal color? You can buy all kinds of weird aesthetic abnormalities here as long as their not functional

Abnormality (functional) (200): Normally demihumans seem to be slightly stronger and resilient compared to normal humans and seem to have useful traits based on their animal half that grants them some neat tricks like night vision, but nothing groundbreaking. You are an abnormality in that regard. Your animal traits are now cranked up to 100. If you were a bombardier beetle demihuman you could spray targets with boiling acid hundreds of feet away; ; Spider-demihumans could sling webs etc. Be creative. You get One abnormally cranked up animal trait per animal, not all the traits of that animal half eg: Gecko-demi humans could regenerate lost limbs in a month **OR** climb basically any surface.

Special for avian, insectoid, bats or chimera: working wings! (100): You can fly! You somehow escaped the cruel sorting of the dragons, that usually eliminates everyone with the capability to fly. Better not let anyone notice

Heightened senses (50 per sense): one of your senses is extremely heightened, like the ability to see like an eagle

Clean (100): Would you believe me when I said that being at least half animal and living in impoverished conditions with limited access to fresh water tends to be smelly? Now you'll be able to always smell nice and in generally keep clean and fresh no matter what

Resilience (200): real tough and enduring, can go weeks without food and still perform great, go through a frozen hellscape barefoot and only skimpy clothes after climbing a cliff and NOT die (but you won't be in great shape either. Don't expect to keep all your toes after this)

Wildling

The wildlings are composed of a great many different…nightmares. It's not described in detail what kind of beings this includes, but they are described of being an army of Trolls, giants, dwarfs, werewolfes, gnomes, vampires, kobolds, zombies, wild men…

You can chose in what size category you fall, but the rest of your aesthetic is up to you.

1) Dwarfs/leprechauns (+100): about as big as a 5 year old
2) Humanoids (free)
3) Trolls (100): As big as Pig warriors (~2m) but twice as heavy
4) Giants (150): even bigger that trolls (about ~3m)

Horns (50): One set of horns. The size and style is up to you

Claws (50): A set of sharp and sturdy claws on each set of hands you may have. Can be retractable for free.

Sharp teeth (50): Some very sharp and durable teeth. Could bite through leather.

Patience (50): be able to stand still in a certain position for a whole day without moving a single muscle, with only minor discomfort physically or mentally

Heightened senses (50 per sense): one of your senses is extremely heightened, like the ability to see like an eagle

Thick skin (100): many wildlings tend to have really thick skin, which greatly increases their resilience to harm and the elements

Strong (100): wildlings are generally way stronger than even demi-humans of equal size; except for the centaurs. Now you are stronger than the average wilding of your respective size. A truly terrifying foe)

Fast (100): Whether you're a dwarf with stubby legs or a 400kg troll, you shouldn't be as fast as you are. With this perk you can move and react terrifyingly fast for your build.

Big (100): You're even bigger than your average wildling of the size class you chose at the beginning. A big humanoid could be as big as a troll, but without their girth; a troll could be as big as a giant (but that purchase is superfluous) and a giant may reach up to 4-5 meters in size

Extra set of arms or legs (100): can be bought multiple times (just use common sense).

Natural camouflage (100): while others need to camouflage themselves as rocks by covering themselves in copious amounts of mud you somehow naturally blend into a certain environment of sorts, be it through the form and color of your skin or fur or through some other means

Intelligence (100): Many wildlings seem to be a bit slow mentally, but you won't have to worry about that. In fact you are more intelligent than the average human.

Extreme durability (200): you can take an extreme amount of punishment and still keep going. A troll sized wildling could get beat up, pierced, slashed by multiple pig warriors and even take a shot of a dragonfire rifle (to a non-vital area) and still keep going, dealing out attacks that are still as terrifyingly strong and quick as if nothing had happened

Fear inducing (100): Just looking at you makes most beings recoil in fear. Your features are just disturbing and will shock most humans and elves when they first see you. Even some of your fellow nightmarish brothers seem to avoid you out of fear. This might give you a split second more in a battle, where your opponent is shortly frozen in fear

Tribe customization

Only available if the appropriate option in the item section was purchased.

Demi-humans, Wildlings and Elder backgrounds get an extra **600 cp** to customize their tribe.

This tribe can be either a tribe of Elder, humans, demi-humans or wildlings. You can't buy a "tribe" of dragons.

For an extra **400cp** you can buy a tribe of true Elders. Immortal ancient Elders that have been hiding in the valley for some reason (this isn't canon).

You may freely customize their laws, traditions, customs and societal structure.

If you have a wildling tribe or a demi-human tribe, you can buy perks from the race customization of the respective faction and apply the perk to your tribe. You can choose the exact percentages of how much of your tribe shares this perk (eg. you can buy "big" and "small" and have a 70% big, 10% small and 20% normal sized population)

Your tribe will follow you as followers with everything you purchased in this section. If items are lost or units are killed they'll replenish and reappear in the next jump. You can choose to keep any children produced by the tribe and bring them into future jumps or to just start with your default tribe every time.

Size:

10 people (free)

50 people (50)

100 people (100)

500 people (200)

1000 people (300)

5000 people (400)

> Side note: There are no clear numbers given in the books about canon population numbers, but the wildling population is probably in the thousands, demi human in the upper hundreds, human population in the lower hundreds and Elder population at the very low hundreds or lower than that.

Second tribe (200): you can get another tribe that may consist of a completely different type of valley dweller. You gain another extra **300 cp** to spend on this second tribe

Attractive (50): Your tribe is more attractive than normal now. For wildling this will mean, they're not completely repulsive, for Elder this will result in almost unreal beauty

Purity of blood (100): your tribe is especially pure and only very very rarely produces children that don't fit into your tribe

Specific breed (100): You can now not only specify whether your tribe consists of mammals or other more general demi-humans, but a specific kind of mammal. You can make your whole tribe consist out of Fox-humans or your whole wildling tribe consist of Ogres

Martial experience (100): Most of your tribe is very well versed in the art of war and melee combat

Useful trades (100): your tribe has a high percentage of skilled craftsmen and experts in various areas

Inventive (100): Your tribe is especially clever and resourceful. They'll be able to adapt to changes much quicker and quickly come up with innovative solutions to problems

Stoic (100): Your tribe is extremely resilient to hardship, are generally more willing to accept their lot and keep their cool in stressful situations

Unity (100): Great social cohesion and teamwork within your tribe.

weapons (100): Your tribe has access to a lot of high grade medieval melee and ranged weaponry as well as armor fitting your tribe

livestock (100): Cows, horses, chickens, pigs, goats and sheep.

war horses and dogs (100): Horses and dogs bred and trained for hunting and war

bountiful fields (100): Several acres of various crops to feed your tribe.

housing (100): a roof over the head of your tribe. Nothing fancy, just a small village or town fitting the size of your tribe. Useful if you haven't purchased any other housing items before.

defensive wall (100): A big defensive wall encircling all your tribe's property.

Dragon unit customization

If you have the dragon background get an extra **600cp** to customize your unit.

If you have the Oberon background you get an extra **800cp** to customize your unit.

All dragons are humans who grew up outside of the valley. There are no exceptions to that. Demi-human dragons are not a thing. All the dragons mentioned are male, but you can choose to have females take up whatever percentage of the unit you'd like.

Your dragon unit will follow you as followers with everything you purchased in this section. If items are lost or units are killed they'll replenish and reappear in the next jump.

Size:

10 people (free)

50 people (50)

100 people (100)

200 people (200)

500 people (300)

Side note: There are no clear numbers given in the books about dragon numbers.

Martial experience (free): All members of your unit are very well versed in the art of war as well as ranged and hand to hand combat. Many are already tested war veterans

Pilots (free): A big percentage of your unit knows the basics of how to operate and fly helicopters and smaller planes. For an extra **100cp**, they are among the best pilots on the planet.

Useful trades (100): your unit has a high percentage of skilled craftsmen and experts in various areas; not only in the arts of war

Inventive (100): Your unit is especially clever and resourceful. They'll be able to adapt to changes much quicker and quickly come up with innovative solutions to problems.

Stoic (100): Your unit is extremely resilient to hardship, are generally more willing to accept their lot and keep their cool in stressful situations

Unity (100): Great social cohesion and teamwork within your unit

Scientists (100): A part or all of your unit has a scientific background, with several PhDs, M.Sc.'s and M.Eng.'s present. This will be useful if you need people looking for a cure to the sickness

Mechanics (100): A part or all of your unit has experience and knowledge of how to repair and maintain most vehicles, machines and technology that can be found here, from cars to helicopters to particle rifles and laser turrets. They'll often be able to MacGuiver their way out of sticky situations and quickly repair broken equipment

Standard equipment (free): every dragon gets a rubber NBC suit and a dragon- fire rifle. Dragonfire rifles don't come with infinite ammo or battery; you'll have to take care of that yourself

Protective armor (100): A high percentage of your unit now has a protective armor suit, that would render them immune to most melee piercing and cutting attacks and low caliber ammunition.

Dragon-helicopter (1st free, then 100 cp each): Your unit gets 1 free dragon helicopter. Each additional helicopter costs **100 cp**, but you will also get a discount of **2x** the amount of cp spent on unit size. If you spent **300cp** on your 500 people sized unit you'll get **600cp** to spend on helicopters

Lab (100): An incredibly well equipped lab. Perfect for the most advanced genetic and biological research imaginable.

Dragon layer (100): Yet another tunnel system. This comes with several high tech locks, disinfection and sterilization equipment and rooms, surveillance systems and computers, changing, sleeping rooms and common rooms and of course running water and electricity.

Drawbacks

Get up to **1000cp** in drawbacks

World's worst dad (+100): Can work both ways: Either you have an estranged father, giving you issues or you can't connect with your children at all.

Dead parents (+100): You either lost one or both of your parents. You still have lots of issues because of that

Missing limb (+100): Can be taken multiple times.

inferior aura (+100): You're seen as something lowly, pitiable and disgusting even by your own tribe.

hunger (+100): You'll feel constant painful hunger. No matter how much you eat.

I thought you were a genius (+200): How can one with a genius level IQ be so retarded? Despite seeming smart normally you tend to push yourself and others into horrible and suicidal situations in the hope of reaching a goal, despite everyone telling you it's hopeless.

Perfect plan (+200): You thought this was a good plan? Well, it isn't. Your plans and stratagems don't work out at all. You'll run into traps and ambushes left and right. You will have to follow rather than lead if you want to succeed.

Can't integrate (+200): No matter what, you never seem to be able to integrate into another society or culture. This will make you, as well as the society taking you in highly uncomfortable. Expect at least some violent altercations because you don't share or support certain customs.

Wildling hunt (+300): The Elder will try to hunt you down for sport. They will actively hunt for you and will even bribe demi-humans for information. They also have wardogs and pig warriors at their disposal.

Even playing field (+300): Is this a medieval setting or a futuristic setting? Both, except for you. All modern or futuristic tech will fail in your hands. You'll be restricted to medieval tech. Not even giving or explaining your tech to others will work.

In the middle of the storm (+300): Somehow you'll always end up in the middle of huge conflicts, like the attack of the defensive fort of tiernan, where you'll see masses of wildlings clash with Elders and finally dragons. You'll see a lot of death and suffering and even if you

come prepared with the appropriate perks and items it will always be a very dangerous situation.

Dragons in the sky (+600): The Dragons will now actively hunt for you and will eliminate you on sight.

Oberons punishment (+600): You'll have to spend 7 months in an ice cave. All powers you have will be shut down, your companions can't reach you and all your items are locked away for the time. You'll get a set of warm clothes, a stream of running, ice cold water and a knife. Every week someone will bring you food they'll lower from a hole on the roof of the cave. You won't die (except if you take your life), but nobody can guarantee you'll come out sane.

Sickness (+600): You've got a weird version of the sickness. It doesn't kill you within the first few days after contact. Instead it will take a few years to kill you. But it WILL kill you, and you'll get weaker every month, no matter your natural defenses. The only way to be cured is if you find a cure through your own research or that of somebody else's'.

Eaters across the river! (+800): Was it your fault? Was it someone elses? No matter, the previously insulated eaters have managed to cross the river and are now able to spread and consume all biological matter within the valley, while constantly multiplying. This is the beginning stages of the ultimate catastrophe and if everyone including dragons, wildlings, elders, demi-humans and even Oberon work together you might be able to contain their spread, deprive them of food and ultimately destroy them. It won't be easy and much will be lost, but it is possible

Notes

This jump is based on the young adult fantasy novel series "Anders" by Wolfgang Hohlbein. Sadly, it is only available in german.

https://de.wikipedia.org/wiki/Anders_(Hohlbein)

Size of the valley

The books are a bit wonky with distances, but we know it's rather big. It SHOULD take about one days travel by horse from the ruin city of the demi-humans to the Elder city of Tiernan, which are on opposite sides of the valley. This can mean anything from 50-100km (30-60miles). I have no idea how broad it is. It's up to you I suppose.

The sickness and valley natives.

If you bought companions or followers (your tribe) that are natives from the valley, they will carry the "sickness" which will cause most of the world population to die and change the rest into creatures found in the valley. This will remain a fact for the remainder of the jump, unless you find/buy a cure. In future jumps, valley inhabitants won't carry the sickness anymore and can interact with the outside world safely.

Power of dragonfire rifles:

> Given the approximated specifications I calculated the muzzle velocities for the rifle:
>
> 1mm sphere = 0.52mm3 (I know it says less than, but without an exact this is what I can use. Treat it as rounding up)
>
> Depleted Uranium = 19,050 kg/m3 = 0.01905 g/mm3

1mm Depleted Uranium ball = 0.009906 g

1/4c = 74948114.5 m/s

Plug this into 'omnicalculator relativistic-ke' website

Kinetic Energy = 29,198 Megajoules or about **30 GJ**

For Comparison;

M829A2 [Rheinmetall Rh-120] (M1 Abrams Cannon) = 12 megajoules

16"/50 caliber Mark 7 gun (US Iowa Battleship) = 355 megajoules

Schwere Gustav AP Round= 1,840 Megajoules

Davy Crockett Nuclear Warhead (set to lowest yield) = 41,840 Megajoules (10 tTNT)

Remember: those rifles shoot several bullets in one shot!

Technology that the dragons have access to and that's included in the futuristic tech blueprints:

Dragonfire rifles/particle weapons

Dragon helicopters

Infrasound walls: Can produce infrasound so intense it will kill any normal human within 100m.

Skin contact Knockout gas: Makes everyone unconscious upon body contact.

Automated Anti-air laser defenses: Automatically targets and shoots down aircraft with high energy lasers

Weather manipulation tech: Ability to create an eternal storm and massive darkness around the whole perimeter of the valley, which makes flight through it near impossible

Full body combat armor: should be made out of extremely hard, light yet durable material able to withstand at least attacks the medieval melee weapons found here. Also acts as a NBC protective suit

General suite of advanced communication, surveillance and reconnaissance technology: Stuff like being able to scan and see through several meters of concrete and rock

Advanced genetic research technology:

Everything else that might fit the theme and the relatively advanced level of thech

What the respective tribes and factions are like in a nutshell:

Anders (The protagoinist/drop in background): An angsty teen boy from a very pampered background. He's a genius, but never really acts the part. Constantly acts like a spoiled and stubborn child. Somehow manages to get the affection of every major faction, mostly facilitated by him being the son of their god.

Elder: Recluse Nazis with a superiority complex. They "protect" their kind and the humans in their city of Tiernan. They keep the purity of the valleys blood in check by allocating children of impure blood to their respective tribes. So if an Elder gives birth to a girl with cat hair on her back she gets send straight to the mammal demi-human tribe. They trade scavenged iron with the demi-humans in return for food and protection from the wildlings. They employ pig warriors and centaurs into their service, although those aren't allowed to enter Tiernan. Elder will kill any wildling on sight, but also include demi-humans in their hunt once a year. Their society is full with strict honor codes and court rules. It is ruled by 3 Elder that are in direct contact with Oberon.

Humans: Humans live in the city of Tiernan, but not in the (relative) luxurious mountain side houses of the Elder. They toil the fields, work the shops and serve the Elder in general in exchange for their protection. They aren't suppressed directly, but Protocol expects them to act as clearly subservient, which creates tension and resentment. Striking an Elder is heavily punished.

Demi-humans: Poor scavengers living from one day to the next. They live in the various ruins of the old city and make a living by scavenging iron in the eater infested part of the city across the anti-eater flower filled riverbed, which they trade for food with the Elder.

Wildlings: A giant tribe of brutish nightmares, which lives in hiding from the Elder. They are composed of everything that looks even more garish than giant spider people. They live in giant cave networks and sustain themselves by collecting and hunting what food they can in the woods and occasional raids. They form big family units and are generally rather nice, when they don't have to defend themselves from constantly attempted genocide. They tried several times in the past to defeat the Elder and take their city, but they never could muster the discipline, unity and tactics to achieve much. An outsider may be able to change that….

Dragons: Extremely competent mercenaries with highly advanced technology. Young military veterans of great skill, discipline and loyalty, but little conscience. They are directly employed by Oberon to keep tabs on what's going on in the valley. Their only real mission is to kill any outsider that somehow manages to enter the valley or anything from the valley that could potentially exit; including demi-human children with working wings. Oberons ordered them to otherwise not interfere in the life of the valley, no matter what happens…which could change if a son of Oberon were to enter the valley

Oberon: An eccentric billionaire with incredible charisma. Not a very good dad. He's pretty negligent to his sons. He has a massive god and saviour complex. Heavily switches between compassion and calculated cruelty.

Faq:

>Are Elder actually unable to be killed or not? The perk is confusing

They aren't unable to die. Decapitation and instant death methods will kill them but they do seem to survive basically anything that isn't immediately fatal. One survived being pierced by a huge shard of glass, losing a lot of blood, saying some final words.....and then it turns out he actually survived. And that's not the only example..

>>True Elf

>I assume this is what Oberon is, so you can replace him WITHOUT being a True Elf if you don't buy the perk?

Exactly. You can; which means you own and control the valley, but you aren't actually one of the true mythical Elfs.

> How loyal are the Eaters from the Eater eggs to you?

They are just a bioweapon to be released. The books show no method of controlling them, except rubbing yourself in eater flower juice so they avoid you. If you buy eater eggs, anti-eater flowers and futuristic tech blueprints, you might be able with some study find a way to control even valley spanning swarms of them.

>>Squad of Pig Warriors

>How powerful are they?

Nothing supernatural. But every bit as strong as a 2meter 400 kilogram pig warrior would be (maybe a bit more since most animal humans seem to be stronger in general)

>Is Oberon an actual god or "merely" a very powerful Pillar Man-like being?

Just an immortal that has a lot of wisdom, experience, knowledge and money (and a regenerative factore)

>How many of the true Elves are still alive anyway?

Oberon is the last one (apparently they all left for the stars before humanity was a thing). It's mentioned that humans experimented with the blood of another in the 1950s, but there's no further detail on that one

>Why don't they just blow up the valley and be done with it?

The guy controlling everything (Oberon) still tries to find a cure and doesn't really enjoy killing the people and creatures here, despite still tolerating the Elder hunting and mistreating the demi-humans and Wildlings, because he "doesn't want to involve himself in the life of the valley" (although he constantly does)

He's kind of an egomaniac dick.

>>Even Playing Field

>What happens if I just command my Flock of Dragons to do things with the tech they already have?

They and their equipment technically count as your items so, they will have no tech to work with for the rest of the jump. They should however be able to operate other people's tech (steal it from other dragons that aren't part of your flock). If a companion were to buy that option it would work for them as well

> can I buy form customizations for other races? Like, if I'm a Demihuman can I buy Fast from the Wildling table?

No, i wanted to keep that separate, so that people can't build giant Elfs with 8 arms and cat ears.

>can I use the missing limb drawback on limbs I bought with the customization tables?

Yes.

>What's the point of armor if just one bullet from a dragon rifle would make your insides mush If you get hit?

That's kinda the point. Dragons are completely overpowered and wreck everything in the setting. They are extreme glass cannons however since most only have rubber suits, and even slightly piercing one will cause them to die from the "sickness" (so their companions shoot injured dragons on spot). When one the humans, that leads the wildings, got a hold of one of the rifles, the dragons had massive problems. You can't even approach a target with your helicopters if they have one of those rifles, out of fear of being shot down from miles away.