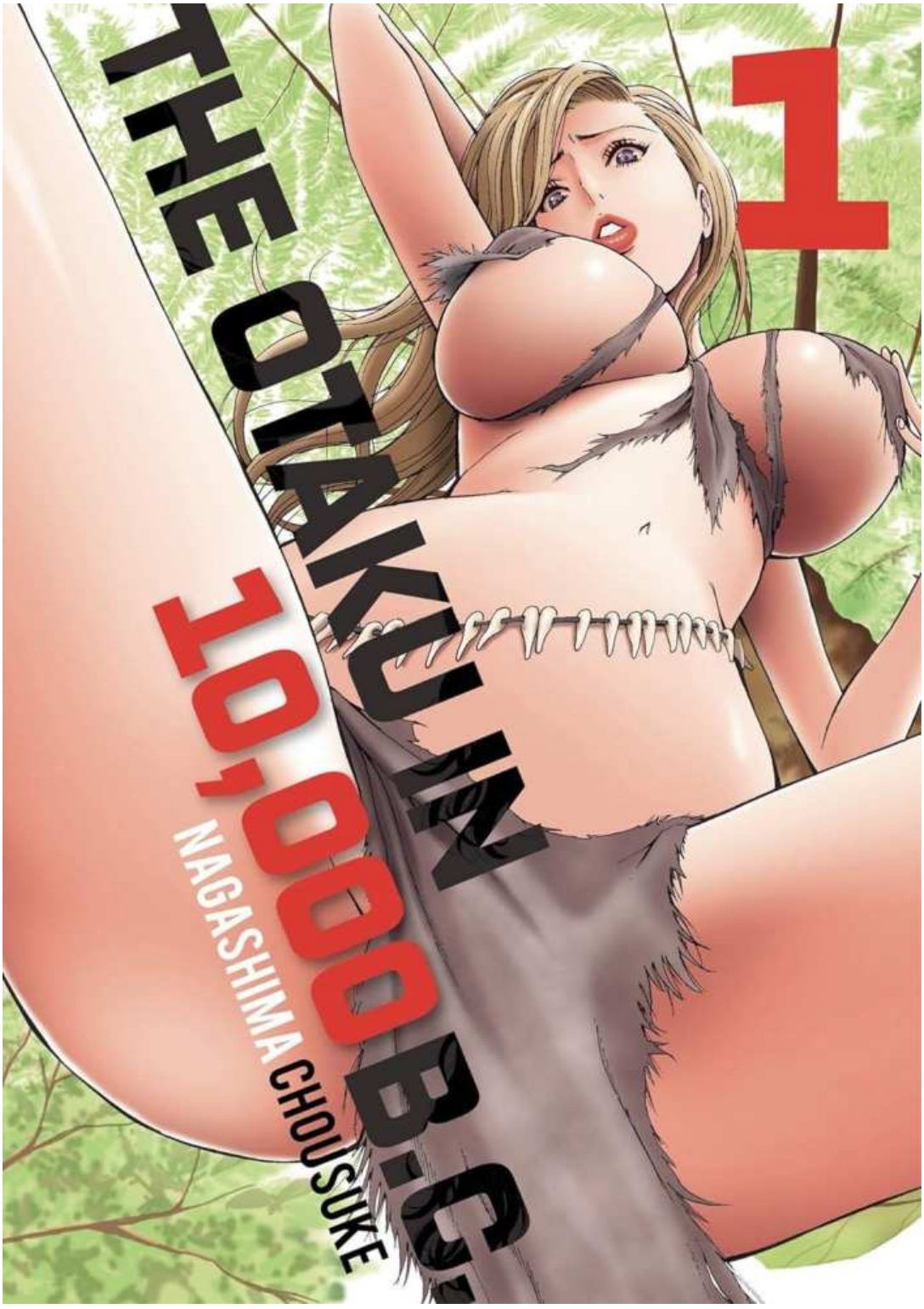


a.k.a. **Kigenzen 10000 Nen no Ota**

Jump by dragonjek

Version 1.2

The year is 2014 A.D., and the world is producing vast amounts of nuclear waste with nowhere to put it. Japan funds a secret laboratory under Akihabara, researching time travel in order to send the waste far enough back in time that it would be safe in the modern day. But soon after they discovered the "chronolider" elementary particles that moved through time and space, an explosion occurred, inundating random objects—and two people—with the chronoliders and sending them back in time.

The year is 10,000 B.C., and the Koben and Furata Tribes are at war. Although both seem to be prehistoric humans at first glance, in truth only the Koben are human; the Furata Tribe, as well as the giant Aradaka and the kappa-like Babara Tribes, are other members of the *homo* genus—very closely related, but not truly human. And considering that in the modern day *homo sapiens sapiens* are the only extant species of the genus surviving, it's safe to say the extinction of the other tribes is preordained.

Well, not if Ota has anything to say about it.

A Japanese otaku, he survives in the ancient past only through his knowledge of modern sexual and romantic techniques, which is completely mind-blowing to the primitive peoples of the past. Thus armed, he intends to save the other tribes from extinction at the hands of the cruel Koben, in gratitude for what their women have done for him. And to be fair, he does a remarkable job… or he would, if events proceed as normal.

But the past is not so easily changed.

You arrive here with **+1000 Caveman Points** with which to prepare yourself for your stay. Just… keep an open mind, and don't question too much, okay? Your knowledge of history, evolution, and common sense won't serve you well in this world.

Time and Place

Of course, considering that time travel is involved, when you start is more important than where you start. If you begin in the past, then it is a week before Marida sees the sky turn purple and explores in the forest to try to find a

“treasure” that appears. If you begin in the present, you arrive a week before the explosion in the Akihabara that releases the chronoliders. You can otherwise choose which of the following locations you appear at for free, or you can gain **+100 CP** by rolling 1d8 to determine your location.

1 – Modern Era, Akihabara:
You begin in Akihabara, a neighborhood in the Chiyoda ward of Tokyo. It’s one of the biggest tourism spots in Japan, particularly among the otaku community.

2 – Modern Era, Anime Studio:
An anime studio in Tokyo. It was doing very poorly, but two years ago an author with the alias “Furuhata Koebe” gave them a script for an anime known as *Attack on Cave People*. It became enormously popular and turned the studio’s fortunes around.

3 – Paleolithic Era, Byasu Forest:
A thick forest that serves to put some distance between the peoples of the Koben and Furata Tribes, although the forest is primarily under the control of the Koben. It also seems to be the point at which time travelers arrive, as whenever the sky turns purple, artifacts (or people!) from the future will appear in the forest.

4 – Paleolithic Era, Furata Tribe:
The tribe that most of the named characters come from. They are a hunter-gatherer people, living in simple tents and fighting with stone weaponry. Although they look human, a look at their skeletons shows differently, as part of their skull is enlarged to make room for their enlarged pineal gland. They are primitive and superstitious, and if you look like a Koben they won’t hesitate to attack you. Their notable for their “Hapuni Festival”, a celebration where they turn off all their fires and find a partner to fuck in the dark, making a tribe-wide orgy.

5 – Paleolithic Era, Aradaka Tribe:
The Aradaka Tribe is notable for being absolutely huge, with their smallest members being half again the size of a human, and their largest being twice that. They are a peaceful people, but in recent days their “God Ball” has

been stolen by the Babara Tribe, and its absence have left their womenfolk insanely horny beyond the capacity of the men to deal with. They've temporarily locked up all their women in a cave behind a simple gate, who spend all their time doing lewd things to try to get off instead of trying to escape.

6 – Paleolithic Era, Babara Tribe:
The Babara Tribe is made up of kappa-like people who get dehydrated easily out of water. Sexual satisfaction is needed to produce the bodily slime to keep themselves from drying out on land, and this was once a need satisfied by their king. But since his death, their princess has gone dry, so the Babara Tribe stole the God Ball from the Aradaka to try to give her enough pleasure to produce slime again. Unfortunately, it didn't work, but the rest of the Babara were still able to keep themselves slippery by humping the God Ball.

7 – Paleolithic Era, Koben Tribe:
Made up of genuine human beings, this is the tribe that would go on to dominate Japan and create the modern era, and are the greatest threat to the other tribes. Unlike the Chieftesses and Chieftains of other tribes, the Koben are led by a Queen, who has foreseen the eventual supremacy of the Koben Tribe and who intends to eradicate all the others. They are as sexually simple as the other tribes, and only know how to do it from behind… although Yonemitsu's spying on Ota will soon lead to a sexual and cultural revolution among the Koben.

8 – Free Choice:
You can choose any time or place in the world to begin the jump, so long as it is no earlier than the Paleolithic era and no later than 2014.

Tribe

What species are you? Thanks to time travel, circumstances can align so that you can be from the Modern Era even as a member of a tribe that didn't survive until the modern age. You can be any sex you like, but depending on the time period you are starting in, all options might not be equally safe. Your age is 17 + 1d8, or your age before entering this jump, as you prefer.

Koben Tribe (Free):
In short, you're a human being, and are of the people that would eventually go on to rule over the islands of Japan. Just ignore the part of history that said the Yamato people did that after moving to Japan in 300 B.C., it's probably wrong. If you would rather not be Asian, you can be a member of any ethnicity, but be warned that looking different is a good way to get killed in a land that has yet to come up with the idea of "egalitarianism".

Furata Tribe (Free):
You look almost identical to a human, and unless someone gave a good look to your bare skull, they'd think you were one. However, you have an enlarged pineal gland, which stimulates the women of your species to lactate even when they haven't had children.

Babara Tribe (-100 CP):
You are the tribe that would eventually give rise to the myth of the kappa. Your people look human, but have more notable webbing between your fingers and toes, and parts (although not all!) of your body are covered in scales. You have a bony plate on the top of your head that looks like a bald spot, although it is not actually a bowl such as with the kappa of myth. You will dehydrate over time if not submerged in water (which isn't as dangerous as it could be, considering that you can breathe water); however, by being sexually satisfied, you can produce a slime on your body that both protects you from losing moisture, and that makes you very slippery and hard to hit. This slime also makes anal easier. In order to give more widespread sexual pleasure and keep everyone moisturized, the menfolk of your tribe have evolved to have three penises. Also, women a have particularly pronounced clitoris, like a large round button

Aradaka Tribe (-200 CP):
Basically, you're a giant. You're huge enough to grab a person around the waist with one hand, and strong enough to hurl boulders. You have a more sensitive sense of smell than humans do, and the females of your tribe can produce a powerful suction from their vaginas that is strong enough to suck in an entire human adult.

Original Era

What time period are you from, originally? Unless you are a drop-in, this denotes the time period in which you were born; otherwise, this is the time period in which you arrive. Time travel means that this doesn't have to be the era you start off in.

Paleolithic Era:
You are from prehistory, an era when man has yet to discover agriculture or create civilization. You are all set to survive in a world without restaurants or grocery stores.

Modern Era:
You are from the modern era, a world of lights, steel, and concrete. Although well-adapted to the modern world, you may not be prepared for the demands of a land untouched by the pacifying hand of progress.

Perks

Perks are discounted to the associated tribe and era by 50%; 100 CP are instead free.

Koben Perks

Totally Original Ideas (-100 CP):
Yonemitsu managed to sell the idea of new sex positions as his own original ideas, despite being an idiot when it comes to innovation. Ota convinced an anime studio to accept his draft for a "new" anime when he was hurled into the year 2012, despite having no credentials or recommendations to separate him from some random fan with an idea.

You have preternatural skill when it comes to taking ideas that you've encountered and passing them off as your own original material. People will believe you even if they have no reason to. Furthermore, should you ever apply for a job or a position that otherwise would require credentials or information about you, you'll be able to qualify for the position even if you're a total mystery with no connections, as long as you can actually do your job well.

The Importance of Education (-200 CP):
One of the reasons for humanity's success is their ability to convey knowledge and learning from one generation to the other; many species do this, but none so well as humankind. You excel at teaching, and are able to develop lesson plans suited to the needs and knowledge level of your students with record timing. You can convey information both quickly and in depth, allowing you to teach without sacrificing one aspect for the other. Your students' memory is improved as well, allowing them to easily recall the lessons you have taught them.

Sexual Evolution (-400 CP):
When the Koben Tribe adopted Ota's stolen technique of the revolutionary "missionary position", they rapidly started to improve over their previous selves. They became smarter from having sex face-to-face, their minds growing from seeing each other's expressions during sex.

Or something like that.

The point is, sex makes you better now. When you have sex with someone face-to-face, you will become a little bit smarter, representing your movement away from your animal self. When you have sex with someone but aren't facing one another, you will become a little bit stronger, representing your movement towards your animal self. Well, I say that, but you don't actually become more or less animalistic, just stronger or smarter with each time you fuck.

Might of the Queen (-600 CP):
The Queen of the Koben Tribe harnessed special powers from her sexual frustration. By foregoing sexual partners for at least a week, you too can develop the magic possessed by the Koben Queen. You can see the true nature of people—enough that you could recognize a person's true gentle nature on sight, and could pick out an individual who had traveled through time as being unsuited to the current age. You can put illusions in people's minds, one formed by their own memories and subconscious, preventing them from finding out that it's fake from a flaw on your part. You can even insert yourself into the illusion in order to pick through their memories, although this poses the risk of the subject turning on you, as anything you feel in their mind is echoed on your body. You can also project more traditional illusions, enough that you could create a large image of

yourself across the sky to frighten your enemies. Finally, you can divine the future, seeing deep into the nature of how things will be in the days, years, and even millennia to come. This specializes in long-term events rather than the immediate future, and requires focus on perceiving what is to come.

However, if someone else ever brings you to orgasm with their own body, you will lose your power until a week passes without you experiencing the touch of another.

Furata Perks

Sex Is Sex (-100 CP):
Sure, sex with someone who's trying to please you is better, but that's no reason not to enjoy what you're getting, right? It doesn't matter if your partner is raping you or just bad in bed, you will always get pleasure from sexual interaction with other people, and will never suffer from unpleasant memories or trauma because of sexual matters.

Allied Coalition (-200 CP):
After the Koben's surprise attack, the Furata turned to the other tribes to find support in their conflict. You too are skilled at gathering partners. When you need allies, you naturally find people who would be willing to help, if only you resolved some problem they were facing. Furthermore, you excel at finding ways to utilize the varied skills and abilities of different people in a cohesive manner, letting you make battle plans that would be far superior to what you might otherwise create.

Trap Hunting (-400 CP):
When hunting mammoths, it is technically possible for you to just stab it to death, but isn't it so much easier and safer to lure it into a trap and kill it there? Your skill in making traps is beyond prodigious, and you can make them in only a tenth of the time it would usually take. Furthermore, you can prevent people from triggering your traps, selectively allowing people to pass your traps and only setting them off when a desired target activates them. Finally, you have extreme luck when it comes to using bait to trick a target into a trap, be it one you created or someone else's; indeed, the bait doesn't even need to know about the trap in order to run straight towards it.

While this perk alone only gives you knowledge of the sorts of traps a prehistoric people might create, its effects will still transfer to more complex ones you might encounter and make.

Sorcery of the Chieftess (-600 CP):
The Koben Queen isn't the only wielder of shamanic magic. The Furata Chieftess, too, holds this power, and exhibits it in a different way. That said, it is still reliant on sexual frustration, and you must go a full week without sexual interactions with another person in order to use it. You are able to exert force on others, known as Spirit Repelling Techniques; to begin with, it is powerful enough to force a man onto the ground, nearly immobile. But you can temporarily boost this power by masturbating, to the point that you could crush someone to death or spread the effects to target a great many people at once. You also have access to the same precognition of the Furata Chieftess; however, yours is more focused on the short-term than that of the Koben Tribe, being able to see between minutes to days into the future. But you need to focus on perceiving the future in order to receive these benefits; it is not a passive future sight such that you could use in battle. But without some means to change fate, you are unable to change the futures that you see.

Like with **Might of the Queen**, you lose access to these powers for a week after having an orgasm stimulated by another person's touch.

Babara Perks

Powerful Swimmer (-100 CP):
Suitable for a people who live in the water, you are extremely talented when it comes to swimming—but for you, even more so than the rest of your kind. When you swim, your hands and feet displace more water, propelling you faster than you ought to be able to go. As a human, you could swim apace with one of the Babara Tribe, and if you are one yourself, you will doubtlessly be the best swimmer your tribe has ever seen.

Slipping Through Strikes (-200 CP):
It's hard to hit something that's slippery, but you? You're something special. Your coating of slime makes it so that even an attack that solidly hits you will only inflict half the damage it ought to, as you're so slippery that even the firmest strikes will at least partially slip off of you. Any attempt to, for instance, impale you, will result

in the spear cutting along your sides instead, even if it hits you dead-on. Of course, this only applies while you're coated in slime, and you may take different forms in future jumps; therefore, this also allows you to produce similar slime regardless of your body, as an act of will.

Telepathy (-400 CP):
A power possessed by many in the Babara Tribe, this allows you to communicate with other people without needing to use your voice—which, for a people who spend half their lives in the water, is extraordinarily helpful. This communication directly conveys meaning, and thus bypasses any linguistic barriers that might exist between you and who you are trying to "speak" to. This is just a one-way message, though, and does not allow you to read minds.

Harem King (-600 CP):
The Babara Tribe only rarely gives birth to males, and they must do their best to keep the entire tribe sexually satisfied so as to keep slime production at healthy levels. And this is something that their kings were entirely capable of doing—and now, you too. You are a veritable virtuoso at pleasing multiple partners at once, and the pleasure you give to one individual will spread to other people they may be touching. But even without that effect, you have the stamina to satisfy an entire tribe in a single sitting.

Aradaka Perks

Gentle Giants (-100 CP):
The Aradaka are a peaceful tribe, who try to avoid the conflicts that take place between the others, and despite their great strength are adept at holding back to keep from the small folk. Unless you actually intend to harm someone, none of your actions will hurt them or risk their health. This also allows for passionate sexual activity with a person only a portion of your size.

Once Bitten, Twice Shy (-200 CP):
When Ota and the Furata came to the Aradaka tribe, they were met with violence, for the normally-peaceful tribe had already been fooled by the Babara, who stole their divine relic. You are adept at seeing through trickery of all sorts, and will always know when someone approaches you with malicious intent—or at least, intent that you would consider malicious. But along the same lines, if someone is open with what they want, you will realize that they are being honest.

Prehistoric Craftsmanship (-400 CP):
When the women of the Aradaka went mad with lust, the menfolk built a gate and locked them in a cave. This is particularly impressive considering that the world's most advanced architecture at the time consisted of simple and doorless huts… as well as the fact that the gate actually managed to hold back giants who rightfully should have been able to just break through it.

You are adept at craftsmanship, and can build structures in only a tenth of the time it would normally take. Furthermore, that which you construct, or direct others to construct, is twice as durable as it physically should be.

Break Free (-600 CP):
Twice have the giants been brought low by ropes and bindings, but this Gulliver's Travels nonsense won't be stopping you anytime soon! You cannot be bound or kept encaged; ropes fray under your strength, locked doors buckle beneath your blows, and as long as you struggle enough, any barrier keeping you entrapped can be broken through.

Paleolithic Perks

Surviving in 10,000 B.C. (-100 CP):
You have the knowledge needed to survive in a world without civilization. You know how to read the weather for signs of trouble, and have a comprehensive understanding of what plants and fungi are safe to eat. You know how to skin and tan hides, how to make a campfire, and how to cook food when there's no cookware to be found. You can track footprints, recognize signs of different types of animals, and have experience in hunting all kinds of prey.

In short, if it's knowledge that you'd need to survive and keep a decent quality of life by Paleolithic standards, it's something that you inherently know. This understanding is updated with each jump you go to, to account for different environments you may find yourself in.

The Way Nature Intended (-200 CP):
The people in this ancient time fuck like animals (that is, they have very simple sex in doggy-style position). The new techniques introduced by Ota cause something of a sexual revolution—but you don't need those tricks to give your partner all the

pleasure they could need. The rougher, the more passionate, and the more animalistic your mating, the better it will feel for both yourself and your partner. Losing yourself in wild rutting will feel just as good as the fingers and techniques of the most skilled lovers in history; just grab hold of them and start thrusting wildly, and they'll soon be overwhelmed by pleasure.

Raised by Wolves (-400 CP):
Ran was abandoned as a child; but rather than eat her, the wolves that found her instead raised her as one of their own, and would eventually loyally follow her orders to the point that they'd allow people to ride on them.

Yes, ride on the wolves. They were very, very big wolves.

You have a similar way with animals; unless you attack first, no natural beast will attempt to harm you, and if you are in need, you can trust in animals to help provide for you. Spend enough time with a beast, and it will become as compliant to your desires and commands as if you had been diligently training it (and as if the animal was at least as smart and affectionate as a canine).

Brutal Warrior (-600 CP):
To be a warrior for your tribe, you have to be willing to get your hands dirty, and beat your enemies to death with rocks, sticks, or your bare hands. You have what it takes to be the supreme warrior of your tribe; not only do you have outstanding reflexes and a sublime physique, at the very peak of what your species can hope to achieve, but in your hands even a simple stone axe or wooden club becomes as tough as solid steel. Your weapons will never fall apart on you, and the wounds you inflict on your enemies are more grievous than would be expected from the weapons you use.

You are inured to blood and death; although this doesn't mean it won't matter anymore, you are able to function through the violence of battle without being caught up by disgust or fear.

Furthermore, your skills as a warrior are top notch, and you on your own would be enough to casually take out even powerful predators such as a saber-toothed tiger.

Modern Perks

Surviving in 2014 A.D. (-100 CP):
You have the knowledge needed to survive in a civilized society. You know all the local laws, and have the skillsets needed to qualify for just about any entry-level job. You have basic computer skills, know how to properly file your taxes, and are aware of which grocery stores and restaurants are worth going to, and which to avoid.

In short, if it's knowledge that you'd need to survive and keep a decent quality of life by modern standards, it's something that you inherently know. This knowledge updates in every jump to account for differing standards of civilization… if it even exists in the setting you jump to, that is.

Joyful Techniques (-200 CP):
If there's one advantage the modern human has over their ancestors, it's that they've had a lot of time to figure out what feels good. You find that when it comes to you, other people are more willing to try out new things, and will take more pleasure from experiences that they've never had before. What's more, when you show someone something new and they enjoyed it, they will be more likely to tell other people about what you've done. Curiously, unless prompted to, people won't explore these newfangled ideas on their own, but will instead come to you to have you demonstrate them.

It Was the First [X] in the World (-400 CP):
One of the advantages of going back in time is that you can bring in advanced ideas that the people way back when weren't prepared for. Now, usually this would be used to create weapons, technology, or quality of life improvements, but it works just as well with sex. Whenever you introduce something new to a setting, it receives a massive increase in effectiveness; weapons you teach people to make will cut through defenses like paper, technology will work better than it rightfully ought to, and even if you're inexperienced in sex, as long as you used techniques that were new to the world, you'd give people more pleasure than they've ever experienced before.

But before you get excited about the boost to all your out-of-context powers, do take note that this has to be something you're *introducing to the setting*, not just

using yourself. That is to say, it has to be something that can be replicated by other people, and that can spread after you teach people how to do it.

King Jumper (-600 CP):
Ota managed to work his way up from a spineless otaku displaced in time, into a hero-king who united the other tribes against the Koben… albeit primarily by fucking his way through his problems. Fortunately, sex turns out to be just as viable a survival tactic for you. When you have sex with someone, consensually or otherwise, their opinion of you rises along with the pleasure you give them. Do a good enough job, and you might be able to turn the person you're raping into a loyal ally—a stranger could be devoted enough to turn on their own people to aid you, or a princess might declare you to be the king of their tribe.

General Perks

Chronolider Infusion (Varies):
Somehow, your body has been imbued with chronoliders, the elementary particles that move through time and space. If you're from the Modern Era, the same explosion that infused all the other stuff with chronoliders is responsible; if you're from the Paleolithic Era, then you're a freak accident of a cosmic coincidence who just happened to be filled up with natural chronoliders.

Now, this doesn't actually mean very much on its own; you need a lot of chronoliders for them to do anything, and they need to be charged with energy to work. But if you had enough sources of chronoliders (a total of 3 besides yourself, or only 1 if it has as many chronoliders as the God Ball), then you'd have enough for something to happen. If you have some method of energizing one of these chronolider sources, that would be enough to activate all the nearby space-time particles and send someone traveling through time. But it's kind of hard to get charged with electricity in the year 10,000 B.C., so you'll probably have to rely on the life energy produced during sexual intercourse with someone else.

In this jump, it will transport you between the year 10,000 B.C. and the year 2014 A.D., give or take up to 3 years from random chronological drift (the first time you use these to go to the past, this "random" drift will send you to the same time as Ota's arrival; if you go to the present, the drift will land you in 2012 A.D., the same time as Ota and Ubakata's return to the Modern Era). However, in future jumps it will allow you to target any single time in the past, and then travel back and forth

from your current point to that point in the past… plus or minus up to 3 years each time you travel. However, unless you have some way of changing fate, any attempt to change history will fail.

This perk is free for this jump, but costs **-200 CP** to keep. For an additional **-400 CP**, then you will gain full control over your chronoliders, and will be able to freely travel through time as long as you have enough chronolider particles and can get charged with energy.

For a separate **-300 CP**, you on your own have all the chronoliders you need to time travel. For a separate **-100 CP**, masturbation will produce enough life energy for you to activate your chronolider particles.

Unlike the characters of this world, you can prevent the chronoliders in you from activating, allowing you to have sex around large quantities of chronoliders without risking time travel.

The Prehistoric Age Is Full of Beautiful Women (Free):
And you're one of them! Well, you're beautiful at least, even if you aren't necessarily a woman. Although you might be? Or perhaps instead of beautiful, you might be cute or handsome. Regardless of the specifics, you have a wonderful appearance, easily placing you in the top percentage of attractiveness by your own standards of beauty.

And what's more, this beauty is effortless on your part. No shampoo or conditioner is needed to keep your hair in perfect condition, frequent baths aren't necessary to keep a pleasant scent or clean body, and you'll always have perfect teeth even in the absence of any sort of dental care. Living in the prehistoric era is no reason not to be lovely.

Linguistic Aptitude (Free):
Ota learned the language of the tribes very quickly, but that's because the "fake" language used in the *Attack on Cave People* anime was in fact the actual tongue spoken back then (which he knows because Ota time traveled to his own past and wrote it the anime himself after his adventures in the Paleolithic). That's his excuse, what's yours? Because you pick up languages fast—ludicrously fast. It would only be a matter of hours before you were recognizing individual words,

and in days you could pick out entire sentences at a time. A week is all it would take for you to be fluent… and that's assuming you're just learning it by exposure, and not attempting to actively study the language.

Name Calling (-50 CP):
When you call someone by a pet name or title, it provides them a little bit of pleasure. Say it enough, and they'll start to enjoy hearing it, even if they have no idea what it means. What's more, when you refer to someone by a pet name or title, they will start to take on traits resembling what you call them; for instance, calling someone "Sensei" might jog their memory regarding a question you asked them, because teachers know things. You can undo this process if you really want to.

Interspecies Fertility (-50 CP):
The four tribes might be four separate species, but there's at least one instance of them successfully reproducing… and after you're done here, there might be more. As long as it is something you are capable of having sex with, you can reproduce with any partner, creating a viable hybrid.

Lewd Power Removal (-200 CP):
When Ota had sex with the Chieftess of the Furata, and again with the Queen of the Koben, it drained them of their powers. While it's unlikely you'd find many abstinence-based magical powers in the future, this perk will allow you to keep this feature anyways. When you have sex with someone who possesses some manner of supernatural ability, you may opt to erase their powers, rendering them "normal" until at least a week has passed.

Conversely, you may also choose *not* to erase the powers of someone whose abilities depend on their abstinence or virginity, even if you've quite thoroughly had your way with them. This also allows you to not to trigger any sex-activated negatives or side-effects that your partner may have associated with them. This also applies to you, if you happen to have any abilities that depend upon you remaining virginal, abstaining, or that have negative sex-triggered aspects.

Changing the Future (-200 CP):
Ota allied the other tribes together and defeated the Koben, not caring for the changes his actions might make if it meant repaying them for everything; but the

future refused to change, and everyone except the Koben died anyways. But you… you aren't bound to the demands of this world's fate. When you take actions to change the past, the consequences stick around and have a profound effect on the future. But even then, you will rarely encounter negative consequences of your time-traveling shenanigans—your changes tend not to have results that you would consider to be "bad" in the long term.

Furthermore, you cannot be bound by any form of fate or destiny unless you allow yourself to be.

Chronolider Shamanism (-300 CP):
You are able to harness the innate spacetime-traveling potential of chronoliders to create a portal to a distant location, although it is tiring to keep open. If you have the **Chronolider Infusion** perk, then you can also open portals through time as well, although only to times that you would already be able to travel to.

The Luck of Ota-kun (-400 CP):
You have a ridiculous, outrageous degree of luck when it comes to sexual matters—both in regards to providing chances to have sex, and in regards to what happens afterwards as a consequence. The opportunities that fall on your lap are nothing short of ludicrous in their frequency and the ease you find with convincing people to sleep with you, and sex with you will only ever result in a child if you want it to. Fucking someone may lead to them thinking favorably of you, and that person may later save your life; fucking a princess might convince her to make you her king; molesting a tribe's womenfolk could convince them to later stand up to the rest of their tribe to protect you; the best lay of your life might magically survive an apocalypse so you could meet again.

This luck also comes into play when it comes to survival (as if you're dead, you can't have sex). For instance, if you were teleported into a new land, you might appear where you could spy on events behind a bush, but without being spotted, and if you were dropped by a bird, you might fall from a safe height and where someone could save you.

Items

Items are discounted to their associated tribe and era by 50%, but 100 CP items are instead free. If an item is used up, stolen, lost, or destroyed, it will be replaced within a week. If you have an item similar to one of the items here, it can be imported into it to take on new properties. Take **+200 CP** to spend on items.

Koben Items

Useful Flora (-100 CP):
These are some mushrooms and fruits that have useful properties, if someone knows what to do with them. The mushrooms are toxic—not lethal, but if you eat them then you'll become dizzy. And the juice of the fruits work as a potent aphrodisiac.

Bastard Monkeys (-200 CP):
These monkeys are identical to the ones that Yonemitsu trained to molest people. They'll do whatever you say, but really like doing sexual things to people, and will do so when they have the opportunity.

Tribe of Koben (-400 CP):
This is a splinter tribe of the Koben that split off a couple generations ago, and have no relationship to the current conflict. There are about 30 people in the tribe, and they are all loyal to you as their chief or chieftess. Every member of the tribe is an expert warrior, and they all receive the 100 CP, 200 CP, and 400 CP perks of the Koben Tribe.

For **-200 CP**, you can ensure that their usefulness remains in future jumps; their knowledge of combat and warfare will always upgrade to be up to date for the local setting.

Furata Items

Bead Jewelry (-100 CP):
Although this simple jewelry is made from beads and colorful rocks, it nonetheless looks splendid on you. While wearing it, you will find that you have increased luck finding sexual partners with the potential to help you in various ways outside of sex.

Convenient Pit Trap (-200 CP):
You don't have control over where this pit trap ends up; instead, once per week this trap will relocate itself to be someplace convenient for you. If you're in a peaceful jump, it might appear where no one will step into it; if you're in danger, it could appear directly behind you in the path of your pursuer.

Tribe of Furata (-400 CP):
Generations ago, this splinter tribe split off from the main tribe of Furata. They aren't involved in the current war, and are instead completely loyal to you. There are about 30 people in the tribe. Each and every member of the tribe is an expert hunter, gatherer, and survivalist, able to eke out a living in even the most inhospitable of terrains, so long as survival is even hypothetically possible. The tribespeople possess the 100 CP, 200 CP, and 400 CP perks of the Furata Tribe.

For **-200 CP**, you can improve the tribe further, and this survival knowledge will update to account for every new terrain they encounter, and to accommodate any new knowledge or technology you come across.

Babara Items

Babara Flowers (-100 CP):
You have a bush that blooms Babara flowers. They have a very pleasant scent, and do a miraculous job of covering up even the strongest and most unpleasant of odors, smothering other scents until all you can smell is the Babara flowers themselves.

Serene Pool (-200 CP):
This peaceful pool of water is always fresh and clean regardless of the circumstances. You can choose where in the world to place it; no matter where it is, nobody who is looking for you will ever be able to find it, unless they are told where it is or if they actually follow you to it. Following your trail won't work; they'd have to actually follow a person all the way to the pool to find them.

Tribe of Babara (-400 CP):
Perhaps this tribe would grow to be the origin of the myth of the Kappa? This tribe of the Babara splintered off from the main group generations ago, and have no real interest in anything else outside the tribe. That said, they are loyal to you,

and will do whatever you say. The tribe consists of 23 people. Every member of the tribe is an expert spy, thief, and saboteur, and they all possess the 100 CP, 200 CP, and 400 CP perks in the Babara Tribe perkline.

For **-200 CP**, you can expand their usefulness to help in future jumps, with their infiltration knowledge updating with every society you encounter and every increase in technology you come across.

Aradaka Items

Handy Boulder (-100 CP):
This is a rock, sized for you to throw with both hands. Whenever you reach for a rock to throw, it will be there, perfectly sized for your current body. No matter how big the rock gets, it is guaranteed not to break apart under its own weight.

Mighty Gate (-200 CP):
The women of the Aradaka Tribe were locked behind a simple wall and gate to keep them from violating the men when they went crazy following the theft of the God Ball. Despite being a thin barrier in comparison to the size of one of the Aradaka, it nonetheless kept the giants caged. Now, all the walls and gates that belong to you are made much more durable, and will grow in size to serve as a fitting barrier to any enemy that may approach you.

Tribe of Aradaka (-400 CP):
The peaceful Aradaka Tribe once splintered, and a portion of the tribe went off to form this little group, which has become loyal to you. There are only 12 people in the tribe, but each one is a giant. Every last member of the tribe is an excellent craftsman with a specialty of their own. They each possess the 100 CP, 200 CP, and 400 CP perks of the Aradaka Tribe.

For **-200 CP**, you can improve their skills in future jumps, with their knowledge of craftsmanship increasing with every societal and technological advancement they come across to ensure they are always at the peak of their trade

Paleolithic Items

Paleolithic Clothing (-100 CP):

It's pretty straightforward—the type of simple clothing you'd expect of a hunter-gatherer people. The good thing is that whenever it's destroyed, you'll find some more as soon as you try looking for it. The bad news is that it's a bit skimpy.

Stone Age Weaponry (-200 CP):
This is the sort of simple weaponry you'd expect to find in the stone age, such as a club or a spear. Its special quality is that if it ever breaks, you'll find a new one in your hand if you reach for one. What's more, this weapon is especially potent against animals that are larger than you, and will bite more deeply into their flesh when you strike them.

Personal Tent (-400 CP):
Unless you have a comfy cave, this is about as good as housing gets around here. But your tent is special, being invulnerable to any form of damage and being completely weather-proof. The temperature inside is also comfortable, regardless of the climate outside.

Shaman's Headdress (-600 CP):
This is a skull. It goes on your head. Specifically, it's the skull of a large animal—although not so large as a mammoth, mind you. Wearing this skull will imbue you with a part of the prowess of the animal it comes from; the skull of a saber-toothed tiger might give you greater agility, while the skull of a bull could make you stronger.

Modern Items

Modern Clothing (-100 CP):
A basic outfit of clothes suited to the 21st Millennium. If it ever gets damaged or taken from you, you are guaranteed to find something else to wear within the next five minutes, although not necessarily modern clothes. The clothing itself will be restored at the regular time, after a week passes.

Glasses (-200 CP):
A pair of glasses. If you need a specific prescription to see, these glasses will match them; otherwise, they are fake… when you wear them, at least. For anyone else, they'll be the thickest, most vision-distorting glasses imaginable, clearly made for someone with terrible eyesight. These glasses slip onto someone else's face remarkably easily, even in the middle of combat, and if you punch them while

they're on someone else, the lenses will always break and shards of glass will enter their eyes and blind them. This doesn't apply when they're on your face; indeed, they will be veritably unbreakable while you wear them.

Ero Manga (-400 CP):
This is a large cache of hentai manga. Like, a lot of it. The quality is exceptional in both story and art, and even if you ignored the eroticism of it, they would always make for a pleasant read. But the erotic aspects are themselves incredible, and patently amazing even to someone who can't read. It covers a variety of topics, but all of them are things you would find appealing. If someone else reads this hentai, the likelihood of you having sex with them at some point in the future increases.

Car (-600 CP):
It's a full-fledged car of your choice, something affordable by the everyday person—so not a sports car, sadly. This car doesn't require any sort of fuel to operate at peak capacity, so it is viable to use it to get around in the Paleolithic Era. For some reason, it is abnormally able to drive through forests, which somehow always have a sufficiently flat, open path for you to drive through. If you play the music, it will scare away any animal that hears it, regardless of the animal's size or power. The car comes with the OST of *Attack on Cave People* in its memory to play.

General Items

***Attack on Cave People* (Free)**:
Love, Love, Primitive Love~. That's the lyrics to the theme song of *Attack on Cave People*, the best anime to come out of Tokyo in the past two years. It's also an adaptation of the events that happened in this manga, retold to be more entertaining by its script writer, who is actually Ota himself who traveled back in his own timeline. You get all three seasons of this show downloaded onto your phone. Oh, and you get a smartphone, too.

Sex Toy (-50 CP):
You get a sex toy, like a vibrator or a dildo. It will always be within reach when you need it, even if you're being kidnapped by a giant bird and are nowhere near land.

Alternatively, you could have a really BIG sex toy, like the plastic, stud-covered ball that the Aradaka Tribe dubbed as the “God Ball” for the pleasure it brought to the womenfolk.

Chronolider-Imbued Object (-50 CP, first one free):
This option will fill a single object that you possess with chronoliders (so long as it is a discrete object, and not, for example, one of the **Tribe of [X]** options). In this jump, it will allow for the item to be used to help with time travel. In future jumps, it can be used as a focus for any time-based ability to reduce the energy required.

The base cost fills it with as many chronoliders as the vibrator they found, but if you pay an additional **-50 CP**, it will contain the same amount as the God Ball, which had enough for a single chronolider-infused person to travel by themselves. This improves time-based abilities to an even greater extent.

Mammo (-400 CP):
That’s what the Koben Tribe calls mammoths, at least, so that’s what you have. A massive mammoth. You could kill it to provide enough food to feed a village for a long time, or you could ride it, or perhaps command it to fight on your behalf. It is a completely loyal animal, and obeys whatever orders you give with preternatural understanding. Alternatively, you could have one of the other large fauna mentioned in the series, such as a saber-toothed tiger, giant boar, massive wolf, or the titanic bird that once carried off Ota.

Temporal Technology (-800 CP):
This is all the research and blueprints needed to reproduce the technology that goes into creating/capturing the chronolider particles, as well as everything you need to study them and reproduce the time-travel phenomena through technological means.

Companions

A Tribe of Your Own (-50 CP):
You can import any companion you already possess into this world, in the same time period you arrive. Alternatively, you could create a new companion from scratch, customized to your own design. Either option costs the same, and provides the companion with your Era and a free Tribe of their choice, along with

+800 CP with which to purchase perks and items. If you want to bring along more, you can purchase this additional times, but if you spend **-200 CP** on companions, you can bring along a set of eight companions all at once.

Canon Companions (Free):
If you can convince a character to come along with you on your chain, then at the end of the jump they will become a companion. Do take note that this will come into effect even if they die, resurrecting them once the jump is finished.

Curious Koben (Free):
This young member of the Koben tribe has only freshly become an adult, and they've taken advantage of their newfound freedom to wander far and wide. They don't really care about the conflict with the Furata or their Queen's claims that they must "inherit the Earth" or anything like that. They just want to know what's out there, find out why things happen, and discover what new animals taste like.

Fantastic Furata (Free):
There's no such thing as superhumans, but this Furata tribesperson comes close. They've honed their body to the greatest extent, always pushing themselves to excel more in every task they attempt. It's only their unwillingness to use violence on another member of the tribe that prevents them from supplanting Odeka as the supreme warrior of the Furata Tribe.

Barbaric Babara (Free):
One of the myths of the Kappa states that they pull people under the water to drown them. This Babara is one of the origins behind those myths. It isn't that they're cruel, but rather that as far as they're concerned, the Koben Tribe is too big a threat to not kill one wherever you find them—a belief spawned from their mother being dragged from the water and beaten to death by the Koben. Unfortunately, they can't tell the difference between a Furata and a Koben, so have killed a number of innocent people in their feud against that tribe.

Apathetic Aradaka (Free):
What does it matter? This Aradaka is presently caught up in a morass of depression, brought about by the loss of the God Ball. It was left under their care when it was stolen by the Babara, and their mistake has earned them the scorn of the rest of their tribe. In this newfound solitude, their life has become bland and

lackluster, and they could desperately use someone to talk to who won't spurn them on sight.

Drawbacks

Need more Caveman Points? This would be the place to go. By making your jump more difficult, you can earn extra points to spend elsewhere. Just make sure not to bite off more than you can chew.

Self-Insert Toggle (0 CP):
If you would rather experience one of the character's adventures yourself, you can choose a character who is compatible with the Era and Tribe you selected, and put yourself in their shoes, inserting into the character and taking their role in the story.

Homininan Resurgence (0 CP):
Homo erectus, *Australopithecus afarensis*, *Homo habilis*, *Sahelanthropus tchadensis*, *Homo neanderthalensis*… there are plenty of interesting species in the Hominina clade that actually existed. Unfortunately, you'd normally be anywhere from millions to tens of thousands of years too early to meet them, but since we're already throwing evolutionary accuracy out the window by including no less than 3 previously unknown species of human in this jump, why not go the distance? Every species of Homininan is now extant somewhere on the planet in the year 10,000 B.C.; unless you do something, they will all go extinct by the Modern Era, but for the time being there are a host of other species of human that you can discover. As long as you're in the old era.

Plot Chaser (0 CP):
As this jump takes place over two time periods, this may be necessary to keep up with everything. If you begin in the Modern Era, you gain the assurance that events will see you filled with chronoliders and hurled backwards in time, and should the characters be sent forwards in time again, that you will be sent along with them unless you wish otherwise. Should you begin in the Paleolithic Era, you gain the assurance that should events proceed as they do in canon, you will be pulled along to the modern day along with Ota and Ubukata. This is, of course, completely optional to take.

Four Eyes (+100 CP):
"Four eyes" is an insult that people call those who wear glasses. Considering that you're likely to spend a good portion of time in the Paleolithic Era, which wasn't well known for its optometrists, you're probably going to *wish* that people would call you four eyes, because at least it would mean that you could see. Because you can't see very well, not at all. And if you have any glasses items other than those purchased in this jump, they are locked away in a secure vault in your Warehouse, completely out of your reach until the jump is over.

It Was the First Kiss in the World (+100 CP):
And it wasn't you. You don't know how to kiss. At all. Even if someone instructed you on how to do it, you *are* going to misunderstand, and do it badly. You might try to get better at it, but you'll never be very good. But hey, at least none of the Paleolithic people will know that there's anything better than what you can do, right?

Nerves (+100 CP):
Before having his life upended by going back in time, Ota was just no good with girls—even when he managed to get a girlfriend, he was so awkward with her that she broke up with him after a month. You? You'd be lucky to last for a full month, with how incredibly awkward and dorky you are towards people of your preferred sex(es) and gender(s). Maybe you can eventually grow out of it, but that will be a hard-fought battle.

MINE! (+100 CP):
So, it's possible that you have some sort of "harem" perk from another jump, or that you intend to just fuck a bunch of people and screw the consequences. Well, that's not going to fly this jump. People you have sex with will get jealous over you—very jealous, very easily. This could quickly result in them fighting each other, and if they aren't stopped could even result in some deaths. Fortunately, they seem to be madder at each other than at you.

But the Future Refused to Change (+200 CP):
You cannot avoid the events of canon. No matter what you do, the Furata, Aradaka, and Babara Tribes will all die, except for Marida, who will use her shaman powers to make a portal to the future and escape. Up to 2014, none of your actions will have any impact on the timeline, and everything that you do

differently will be harmlessly swallowed up by the timeline, preventing you from altering things unless you can do it in a way that won't change history or the future.

Treachery (+200 CP):
Someone close to you—perhaps a companion, perhaps a friend from this universe—believes that for one reason or another they need to sabotage your actions, and they will leak information to your enemies. You will never know who it is, and will never be able to catch them, but will have to deal with opponents who know exactly what sort of plans you have. What's more, you will forget taking this drawback.

Foreplay? Play What for What? (+200 CP):
You don't know the meaning of the word "foreplay", and you don't know how to do it, either. You'll never know how to do it. You will never initiate any type of sexual activity before moving straight to penetration.

Caveman Position (+200 CP):
One person is on their hands and knees. The other is behind them, thrusting. You will never ever be able to have sex in any other position than this. Yeesh, and the guys wonder why Ota had such an easy time swaying girls to his side… must be easy when he can actually use different positions. Which you can't.

What's Consent? (+200 CP):
The concept of "consent" is something that developed with society. It's important for safety, it's crucial to equality, and is absolutely something that everybody should keep in mind when it comes to any sort of sexual activity. It's also something that is completely absent from the mindset of a Paleolithic human. You no longer care about the consent of your partners. Sure, it might be nice if they do want to have sex, but them saying "no" just means that there's more of a struggle to it, that's all.

Temporal Lock (+200 CP):
What Era did you start in? Well, you better get used to it, because you aren't leaving it until the jump is over. You are completely incapable of any form of time travel. If you're starting in the Paleolithic, this could be very dangerous for you…

USHASHASHAAAA!! (+200 CP):
You're a complete moron when it comes to sexual matters. You have no sexual innovation, and can only copy other people—and always worse than the original. To make things worse, you keep trying to innovate new ways of having sex to get some sort of spice out of it, but you come up with shitty ideas like "laughing as you mate", which just make things worse.

Paleolithic Attitude (+300 CP):
You have few, if any, moral qualms against any actions taken against your "outgroup". If they aren't a part of your tribe, then anything and everything you do against them is morally justified. You could perform the worst murders and atrocities, and because they're different from you, you would lose no sleep over it. And what reason do you now have *not* to commit such actions, now that your ethics no longer tell you to stop?

Gentle Modern Man (+300 CP):
It might be strange to think of people in the cutthroat modern day as "gentle", but in comparison to the past, we really are—it's rare that a human being needs to kill in the modern age. But in the past, such ideas as "mercy" are for the weak and the dead. And you are very merciful. Maybe you could bring yourself to kill an animal, but you could never kill another person, human being or otherwise.

Weakling (+300 CP):
You are pale. Skinny. Weak. Not so abnormal for the modern era, but in the prehistoric times, when every member of the tribe needs to contribute? It can only be considered a sign of sickness. Now, you aren't sick. But to the eyes of the cave people, you sure look it. You'll never fill out, get stronger, or get a tan… although to be merciful, you aren't any more likely to get a sunburn, either.

You can work you way up to the average strength of a normal modern-day human being, but you'll never be able to go beyond that.

Tribal Antagonism (+300 CP):
You've made an implacable enemy of one of the four tribes. It would be an exaggeration to say they'll stop at nothing to kill you, but they see you dying as a necessity for their tribe to flourish and are willing to go to lengths to see you dead. If you escape to the modern era, this drawback will transform; instead, a

gang has set their eyes on you, and feels the need to "make an example" of you in a particularly brutal manner. They have roughly as many people available to them as the Koben Tribe does, but are much more modern in their methods.

Laws of the Chieftess (+300 CP):
What's your preferred sex that you're most attracted to? Oh, them. I see. Well, I'm sorry to say that your powers now work off of the same principle as the Chieftess's; your powers won't work while you're being touched by a member of that sex, and if they manage to make you orgasm, your powers will completely stop working until you've gone at least a week without being in contact with one of that sex. You're either going to get used to living without special powers, or avoid sex for the rest of your stay.

M-Mio! (+300 CP):
Ever see a girl you like? Well too bad for you, it turns out that she's having sex with Ota now, and she likes him more than you. Get rid of Ota? She'll just have more fun being plowed by cavemen. See a guy you want? They're more interested in cavegirls—specifically, ones that aren't you. Regardless of who you prefer, after a short time they'll always turn to other people to get sexual satisfaction, no matter how good you are in bed.

Powerless (+400 CP):
With the exception of the chieftesses, this world is rather light on supernatural abilities. It wouldn't do for you to be changing that, now would it? You have lost access to your perks and powers from other settings.

Low Tech (+400 CP):
Don't worry, you aren't going to be restricted to Paleolithic technology. Although considering how technologically advanced a Jumper can get, maybe the tech of 2014 is closer to the Paleolithic Era than it is to whatever technology you're wielding… or rather, that you used to wield. You can no longer use any technology from other jumps or settings.

"Everything I did was for nothing." (+600 CP):
You will never make a difference. Whenever you try to accomplish something big, something great, something that will make a change—the earth itself will split open and swallow all your achievements and everything you tried to change. And

you will be left alive to suffer for your failure in the aftermath. Everything you care for will be taken from you.

Finale

Your time in this world has come to an end, jumper. Where did you spend it? Hopefully it was worth the trip. Regardless, all drawbacks fall away, and it is time for you to make a choice.

To the Past:
You head back to the home you originally came from, although you can take **+1000 CP** to spend on this jump as a farewell present.

To the Present:
You stay in this world, and receive **+1000 CP** to spend on the jump to improve your life here.

To the Future:
Ah, but you want to continue your chain, do you not? You leave this world behind as you move on to the next.

Notes

Changelog:

- Version 1.2
    - Reduced the 300 CP item cost to 200 CP
    - Reduced the 600 CP tribe perks to 400 CP, and removed the automatically updating skills; this update now costs extra points.
    - Added an item stipend.
    - Increased But the Future Refused to Change drawback in value
    - Increased the value of Paleolithic Attitude drawback
    - Added Powerless drawback
    - Added Low Tech drawback
    - Adjusted some drawbacks to be less severe
- Version 1.1
    - Increased the value of “Everything I did was for nothing.”

    - Rephrased Weakling so you can become average
    - Paleolithic Attitude no longer forces you into evil actions, just makes it likely
    - Four Eyes lets you wear glasses purchased in this document
- Version 1.0
    - Spelling and grammar corrections
    - Expanded The Prehistoric Age Is Full of Beautiful Women to let you STAY beautiful even without beauty products… or basic sanitation.
    - Increased the number of tribesmen in the 600 CP Tribe items, and gave them an updating set of expertise to keep them relevant in future jumps
    - Added a self-insert toggle
    - Added Homininan Resurgence toggle
    - Added Tribal Antagonism drawback
- Version 0.5
    - Created jump