Prehistoric Earth

jumpchain by acheld. V1.2. 2021-8-17



It's 50,000 years before present day, and anatomically modern humans have arisen out of Africa, and already spread along most of southern Asia into Oceania. They are beginning their incursions into Europe as well. Neanderthals, and other forms of hominid still exist, but they will not for much longer, as the especially intelligent and social homo sapiens begins to compete with them for resources, and also interbreed with them.

*This is the beginning of the **Upper Paleolithic**, the ending note of the Old Stone Age. From here comes our earliest known evidence of organized settlements, mainly campsites with storage pits. During this age, Artistic work blossomed, with cave painting, petroglyphs, carvings and engravings on bone or ivory. Here we see the first evidence of fishing, and a marked increase in the diversity of human artifacts left behind. More complex social groupings emerged, supported by a greater variety and reliability of food. Organized agriculture is still a long way off, but advances in hunting continue to spur humanity onward in its nascence.*

Toward the end of the Paleolithic, spreading ice will reach its maximum extent, rendering great swathes of the world uninhabitable, until about 20,000 years ago it will start to recede. The retreating ice will mark, too, the retreating of the age.

*Starting between 20,000 and 15,000 years ago, or even later depending on where you are in Eurasia or Africa, comes the **Mesolithic**. The Neanderthals are long gone, and other hominids have either disappeared, or on their way out. The great megafauna that once provided a feast of nutrition are thinning, and will soon go extinct. Mankind transitions from great hunts, to a nomadic hunter-gatherer lifestyle, and in places becomes more transitory than before. More sophisticated and precise lithic tools come to be in places, for a wider variety of skills. The changing climate enriches some and impoverishes others. Evidence of some constructions of ritual significance are left by peoples of this time.*

In the Americas, the Paleo-Americans have spread through both continents. They will remain migratory until around 10,000 years ago. In the far east of China the first Pottery has been constructed, used to store the foods of hunter-gatherers.

*The **Neolithic** begins some 12,000 years ago at the earliest in the Near East, with the first developments of farming. Rapid warming is melting what remains of the massive ice sheets across Eurasia and North America, and the Holocene geological epoch has likewise begun.*

The so-called Neolithic Revolution is beginning, as human cultures begin to transition from a lifestyle of hunting and gathering to one of agriculture and settlement. An increasingly large population becomes possible, and these communities further develop agriculture, allowing them to grow yet further. The narrowing diversity of foods available leads to a downturn in nutrition for many, as societies focus on wide-spread grains.

Growing villages and towns begin to radically modify their natural environment with cultivation, irrigation and deforestation in places. The domestication of animals, pottery, polished stone tools and rectangular houses spreads. All of these developments provide the basis for centralized political structures, hierarchical ideologies and social organizations, densely populated settlements, specialization and division of labor, extensive trade, the development of non-portable art, property ownership and, of course, writing.

Around 6,500 years ago, the earliest known civilization emerges in southern Mesopotamia, also marking the beginning of the Bronze Age there. That mark is where our tale here ends. Our story retreats outward, fleeing from the spread of metallurgy and writing across the globe, retreating as far as the late stages of pre-Columbian America 2,500 years ago, when writing first emerged there as well.

You're going to take part in this story, wanderer. This is the story of humankind before metal, before writing. Gaps in our knowledge are many, and in places only supposition remains. There are two ways in which your story can unfold, here.

First is the way you may be most familiar with. One place, one time, ten years. Standard. You will exist in one of the ages, among one of these peoples, and live, learn, perhaps love, for that time. You will pick the **Upper Paleolithic**, **Mesolithic**, or **Neolithic**, and that will form the basis for what advantages below may come most easily to you. While any choice comes by default with memories, you can make any 'Drop-In'. A Drop-In can optionally receive an infusion of basic knowledge that anyone in the period would have, though this comes with no expertise.

The second way is Transitory. You will live for one year at a time among ten different peoples, spread among the ages in chronological order. Unless you choose to be a Drop-In, each time this occurs you will have a new existence retroactively created at a point further in time, but in a world in which the ripples created by your previous 'lives' exist. For instance, you may spend a year as a fisher in Crete in 40,500 BC, and then a year as a hunter in Egypt in 29,000BC, and so on., with the changes you make compounding along the way.

With the choice of Transitory, you receive the discounts for *every* age (including the single free perk from each), however you do not receive your perks all at once. Instead, you will acquire them more naturally, as part of your background, as you move through the ages, or merely as part of living, spread across the ten different lives you may live. You *do* receive the benefits of the General perks below immediately, and you do receive any free perks immediately upon entering the age they are from for the first time. You must spend at least two of your ten periods in a given age to receive the discounts for that age, but otherwise the time distribution is up to you. Companions all travel with you in sync.

Options among "drawbacks" can modify these times as well.

Perks that give you knowledge based on your time/locale, will give new knowledge as you travel to new 'selves' through this jump.

Now, take these **1000 Choice Points** to help you through the ages.

You can freely choose your starting location, or roll on the chart below if you wish. (Remember that the three ages correspond to different spans of years in different regions). If you are Transitory, each time you transition after that, you will roll, re-rolling if you get the same location twice in a row. You may pay **50 CP** once to be able to choose your location every time you transition. Sex, gender and age are always free choice.



1: Southwest Asia (Near East)	3. East Asia or Siberia	5. Europe	7. Americas
2. South Asia or Central Asia	4. South-East Asia or Oceania	6. Africa	8. Free Choice

If you're not a Drop-In, then your societal role in your tribe or group will be average.Whatever the *median* social standing is, is what you will have. For **50 Standard / 100 Transitory**, your social standing will be at the 95th percentile instead, while for **150 Standard / 300 Transitory**, 99.9th percentile. For anything but the largest of societies, no one will be above you. In any case, the knowledge gained from your background is presumed to coincide with the perks that you purchase.

If you are a Drop-In, you can elect to be a recognized "member" of a tribe, without having any actual personal connections to anyone in the tribe. You are stuck with the median social standing in this case.

General Perks

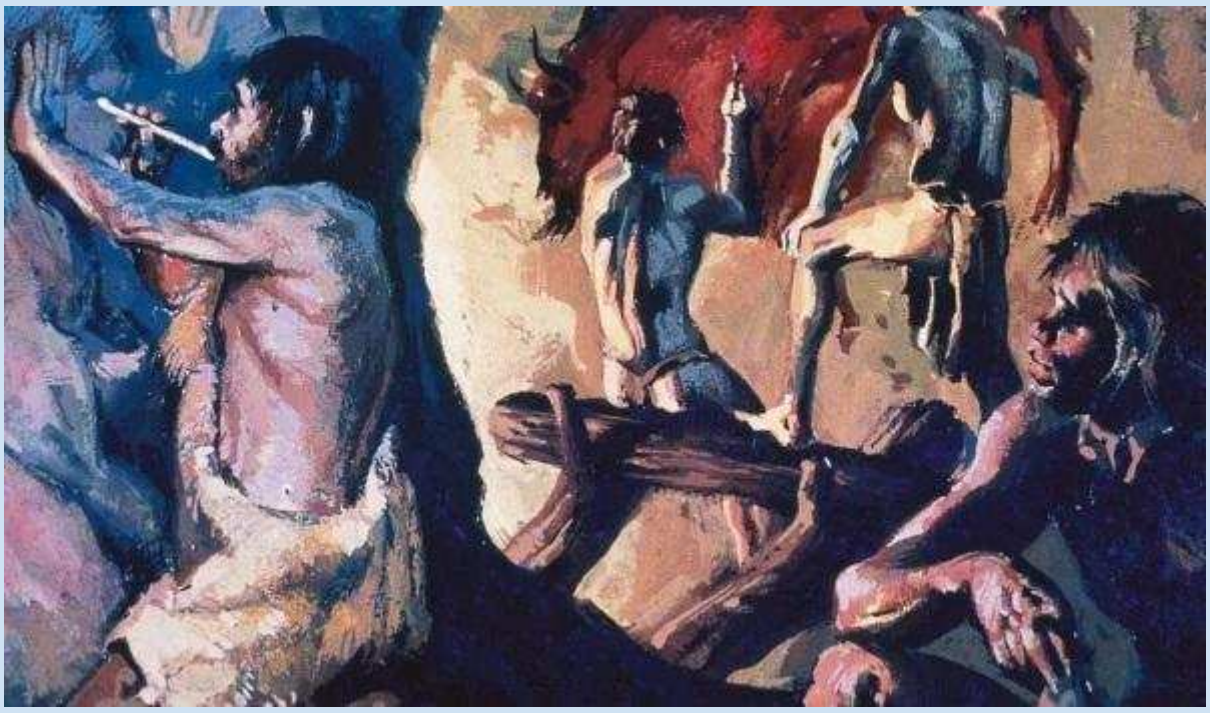
Patient -1 (Free) - You will not spread any modern diseases that you might be a carrier for. (You may consider this automatic already.)

The Gift of Fire (Free or 50CP) - You are knowledgeable in the creation of fire using tinder and flint. For 50, you are a master of it.

Robustness (Free or 200 CP) - Life was short and brutal for most humans throughout all these ages. Accidents, predation, food shortage and disease lay many low, with the latter reaching its peak during the Neolithic. While the first three may be more preventable, the last can be completely unpredictable. This perk will ensure that you never *die* of disease or infection alone. You may still get sick, it may still weaken you for a while and leave you scarred, or missing a finger, but you will always ultimately survive the illness and recover to at least near-full capacity. For 200 CP, you will instead be fully immune to mundane infection or disease.

Rituals, Spirits and Gods (100 CP) - We know next to nothing about the spiritual and supernatural beliefs and practices of the vast majority of peoples that existed in these times and places. Some fragments, carvings, bits and pieces. With this perk, whatever those beliefs are, you will be an expert in them for the time and place in which you exist. You know all the beliefs and rituals of the time for a fairly broad area around where you exist. If not a Drop-In, you will be known and respected for this knowledge, but it does not come with a position of power unless you purchased the social position boost above.

Bounty of the Hunt (100 CP) - Working the carcasses of animals was a critical component of the lives of most prehistoric peoples, especially through the Paleolithic and Neolithic. Hides, meat, bones and bone marrow all served an important role in either nutrition, clothing or tool-making. With this perk, you know all there is to know for your region and time about using a slain animal, including skinning it, and preparing meat and marrow. Note that no meaningful tanning techniques existed before the Neolithic, so you will have to replace furs from time to time unless you have this knowledge yourself. Food preservation techniques were also very limited, though marrow is known to have been stored for weeks.



Upper Paleolithic

A single 100 CP perk is free if you choose **Upper Paleolithic**, and all other perks discounted.

Big-Game Hunter (100 CP) - Hunting was the most important source of food for humans of the age. From hunting migrating groups of caribou that passed through valleys, to group-hunting great Mammoths, it was of central importance to the livelihood, and the culture, of the people. You are an experienced hunter, skilled at the spears and other tools employed, and knowledgeable about tracking and inferring the movements of large beasts. This perk compounds with the effects of other Hunter perks in this jump, making you all the more of a superior hunter.

Fisher (100 CP) - The Upper Paleolithic shows evidence in many places of fishing activity, though humans lacked anything approaching the modern tools we use today. What we know about their methods is little, but they successfully hunted many species, perhaps using baited hooks, tidal traps, and harpoons. Whatever methods were employed, you are an old hand at the methods of the time and place, a skilled and capable fisher. Much of this knowledge base and instinct will translate to other forms of fishing as well.

Paleolithic Knapper (200 CP) - The Upper Paleolithic saw advancements in stone tools, with differentiated blades and advancements in flint tool manufacturing. Various blades were used to work bone and hide, form darts, hooks and harpoons. You have all the skills of an experienced knapper of the age, knowing just how to apply the stone to form a sharp lithic tool, how to curve it just so, etc. In other contexts, this experience will give you greater dexterity and surety in anything you craft with your hands. This perk compounds with the effects of other Knapper perks in this jump, making you all the more of a superior toolmaker.

Cave Painting (200 CP) - One of the most vibrant signs left behind by humans of the time, and earlier, are numerous cave paintings, depicting men and beasts, hunts and rituals. You have the skill and the knowledge to produce pigments of many shades from natural materials, and the dexterity to craft them into recognizable and poignant figures. Further, art you create endures. You know just where to create it and what tools to use to ensure it lasts against the elements twice as long as it might, and it seems to be just a bit luckier than you would expect in avoiding destruction. Of course, nothing is sure when faced with the ravages of time.

An Oral History (400 CP) - We know nothing at all about the stories that people of this time may have told, or the rituals they wove. We see their paintings, and their ritual carvings, and can only infer and imagine. You, of course, will experience their oral histories first hand. Whatever tales they tell, perhaps you will be able to carry with you? You already know all the stories of your time and place, and have an exceptional memory for tales and stories, able to recount them almost perfectly after hearing them only once. You have the skill and experience of a storyteller, able to weave new tales and myths in a way that will set you apart and leave others hanging on your words. Surely this will earn you a favored place among the people. Will you start a new mythology to influence the ages hence?

The Advancing Ice (400 CP) - The Upper Paleolithic is an era dominated and shaped by ice in many ways, leading up to the Last Glacial Maximum 20,000 years ago. The climates are cold and getting colder during this time, and usable land lessens. Fortunately, you have the skill and instinct to know, or reasonably guess, how the changing weather and temperatures will impact the livelihood of you and your people. You can intuit how the migrations of the caribou will change, and how deep the ice over your water source will be this winter. You also know how to best weather the cold, to guard against the winds, and protect your extremities.

The Others (600 CP, exclusive with Our Brothers) - This was a time where homo sapiens was often in conflict with other hominids. Neanderthals, homo erectus, and other forms of early man competed for resources. With this, you are better able to ensure that your people have the edge in any such interaction, including other homo sapiens. You know how to cut off their resources from defensible positions, you know enough about their psychology and past behavior to predict raids and pushback with startling accuracy, and enough about their beliefs and rituals to spook them with bad omens or the equivalent. Your ability to ensure the domination of your group in resources will be a great aid in subjugating or extinguishing the others, if that is your goal. In other contexts, this can apply to a lesser extent to any in-group/out-group interaction.

Our Brothers (600 CP, exclusive with The Others) - While we can’t be sure, it’s likely that not all interaction between homo sapiens and other hominids was violent or aggressive. With this, you are better able to exist harmoniously with other peoples, including other homo sapiens. You know enough about their psychology and past behavior to negotiate and trade with them in a mutually beneficial manner, and to form lasting agreements. You have insights into what they want, and how best you can give that to them in exchange for what you want. Your ability to form a cohesive connection with other groups will be a great aid in creating larger social populations, if that is your goal. In other contexts, this can apply to a lesser extent to any in-group/out-group interaction.



Mesolithic

A single 100 CP perk is free if you choose **Mesolithic**, and all other perks discounted.

Nomadic Hunter (100 CP) - As the age advanced, the megafauna began to die out. This was likely due to humankind, both due to our hunting them, and due to our hunting their food sources in the case of predators. Humans had to adapt to not having such large game, and in some cases may have become more nomadic than before, moving with great herds of caribou and other animals. You are an experienced hunter, skilled at the spears and other tools employed, and knowledgeable about tracking and inferring the movements of herds and seasonal beasts. This perk compounds with the effects of other Hunter perks in this jump, making you all the more of a superior hunter.

Gatherer (100 CP) - With the decline of big game hunting, gathering became an even more essential part of humanity's livelihood than it had already been. Berries, herbs, roots and wild grains are all plucked, picked and dug, whether carried in baskets, skins or the earliest forms of pottery. You have all the knowledge needed for the area you are in to obtain ripe and edible foodstuffs, avoiding the poisonous or unwholesome. If they require special preparation you know that, as well. In other contexts, this will aid in your ability to identify and categorize plants of all kinds.

On The Move (200 CP) - The emerging hunter-gatherer cultures of the time were frequently on the move, never staying in one place for too long. This may be disquieting for some modern minds, but you have the organization of thought and experience to be able to pack up and move at a moment's notice, grabbing what is essential without hesitation. Your focus allows you to not dwell morosely overlong on places that you have left behind, and to look forward even more to what lies ahead.

Mesolithic Knapper (200CP) - The Mesolithic saw advancements in stone tools the most important of which was likely the microlith, very small blades mounted together to form a serrated edge. Polished stone also began to make an appearance. You have all the skills of an experienced knapper of the age, knowing just how to apply the stone to form a sharp lithic tool, how to curve it just so, etc. In other contexts, this experience will give you greater dexterity and surety in anything you craft with your hands. This perk compounds with the effects of other Knapper perks in this jump, making you all the more of a superior toolmaker.

The Stars Above (400 CP) - The first uses of the Stonehenge site date to this time, and other evidence of interest in the stars. You may discover what the people of the time thought of the stars and the heavens. In any event, you are intimately familiar with the night sky, which is especially beautiful absent any hint of light pollution. The constellations and guiding stars can be navigated by, or to tell the story of the seasons. You know the sky by heart, and all the tales of the stars that are told in this age, and are able to weave them into a tapestry of wonder. In other contexts, this gives you knowledge of any patterns in the stars or sky, and the skill to expertly navigate by them.

Man's Best Friend (400 CP) - Dogs were likely firmly entrenched into the lifestyle of many humans by the time of the Mesolithic. Wolves may have facilitated their own domestication by trailing nomadic peoples and eating the remains of game animals left behind. They served a role as protectors against predators, and as an aid in hunting. You have a gift for the canine, with the skill and empathy to easily train and domesticate dogs, and to a lesser extent other creatures. Animals trained by you are unusually loyal, and able to learn more commands than another trainer might be capable of.

Move With The World (600 CP, exclusive with Against The World) - The Mesolithic was a time of upheaval, both good and bad. The retreating glaciers opened up new ground, but also rapidly changed the climate in other places, making it difficult for some peoples to adapt. It's possible that common flood myths of many cultures originated from deluges caused by the melting ice sheets. While it occurred later, the disappearance of the Saharan grasslands emphasizes how rapidly habitable areas could disappear as well. Fortunately, you have the knowledge and foresight to extrapolate patterns of changing weather outward years into the future, anticipating long term problems such as droughts. While this does not guarantee you'll be believed, demonstration of your foresight on more proximate changes will likely turn the most recalcitrant around. In other contexts, this aids in any prediction of environmental changes.

Against The World (600 CP, exclusive with Move With The World) - When the world changes, you are unmoved. Perhaps that's more your motto? Rather than flow from place to place with the changing weather, you may prefer to fight against it. This gives you no supernatural ability, but you know just what to do to best adapt your hunting, farming or gathering activities in one place to changing environmental circumstances. This can be things such as knowing when it's time to lessen your hunting of one particular animal so as to prevent killing them off entirely, or adapting gathering practices to make use of a newly spreading type of plant, or even which trees to not cut down in order to minimize the desertification of your land. In other contexts, this helps with any resource gathering or cultivation activity that might be impacted by environmental changes.



Neolithic

A single 100 CP perk is free if you choose **Neolithic**, and all other perks discounted.

Agriculture (100 CP) - The key feature underlying all advancements of the Neolithic is agriculture, the deliberate cultivation of crop foods. This understated innovation was instrumental in perhaps the most important revolution in human technology. With this perk, you'll know just about all there is to know about agriculture by people in your region and time. You'll have the skill and knack to cultivate plants, tend to them, harvest and thresh them, using the primitive tools available to you. This will boost your skill at agriculture in other contexts as well. If your time period lacks any significant knowledge of agriculture, or if preferred, this instead gives you the fundamentals needed to start the process of selecting and cultivating a few wild plants that can serve as founder crops for your region.

Pottery (100 CP) - Pottery was another critical technology that flourished during this age, serving not just a practical purpose, but an artistic one. Variations in pottery methods and design have proven to be one of the major evidentiary hold-overs of this time period. With this perk, you know all that could be plausibly known about pottery by someone in your region and time period. You have the dexterity and skill to make beautiful and sturdy pottery work. In other contexts, this experience will give you greater dexterity and surety in anything you craft with your hands. If your time period lacks any significant knowledge of pottery, or if preferred, this instead gives you the basic fundamentals needed to start the process of gathering clay and other materials, constructing the most basic forms of a potter's wheel, and how to fire clay to form simple pottery.

Neolithic Knapper (200 CP) - The Neolithic saw yet further improvements in tool technology, with the advent of ground and polished celts (ax and adz heads) as well as similarly treated chisels and gouges, often made of stone harder than flint. You have all the skills of an experienced knapper of the age, knowing just how to apply these new methods to create superior stone tools. In other contexts, this experience will give you greater dexterity and surety in anything you craft with your hands. This perk compounds with the effects of other Knapper perks in this jump, making you all the more of a superior toolmaker.

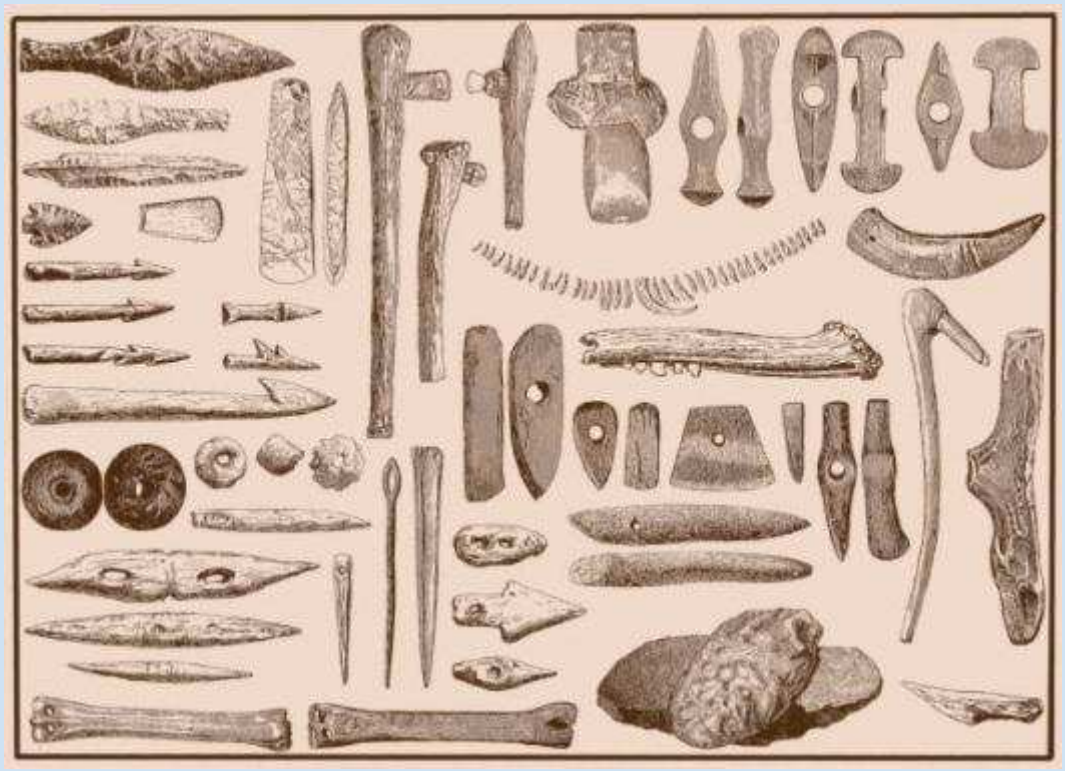
Neolithic Architect (200 CP) - The sedentary lifestyles that became possible with agriculture also made practical the construction of more permanent dwellings. Mud-brick in the Levant and central Asia, the Neolithic long house in Europe, wattle-and-daub structures, and many others. You have all the knowhow of structure building that is plausible to have in your time and location. Your keen eye for building ensures that you do not put weight on a faulty brick, nor misbalance a beam. In other contexts, this improves your general skill as an architect.

To Tame The Beast & River (400 CP) - The Neolithic Revolution carried with it other attempts to bend the natural order to humanity's will. Irrigation became common, and animal domestication reached new heights. With this perk, you have knowledge and skill at both. You have an eye for, and understanding of, the flows of water in a way that can be bent toward making peerless irrigation channels of the period (and perhaps other things?). When it comes to domesticated animals, or animals you are attempting to make so, you have all the knowledge necessary to tend to them, and perhaps they seem just a bit more mild under your care. You may be able to succeed in domesticating some creatures that would be impossible for others, though it takes many generations.

To Spread Our Claims (400 CP) - As populations grow, and claims over land become more permanent, so does larger scale conflict inevitably follow. You are experienced in the nature of such conflicts, as much as a seasoned war leader of the time, able to see the signs of approaching conflict, able to predict when the time is right to strike, and able to deftly marshall those men or resources available to you.

First Among Equals (600 CP, exclusive with Inequity Is The Natural Order) - Social Hierarchy was enabled in a major way by exploding populations under the Neolithic Revolution. Perhaps, though, you do not want to allow or enable the degrees of inequality that followed? You tend to have a keen understanding of human behavior, and insights into their desires, that allow you to present a very compelling argument or reasoning in support of a more equitable distribution or social organization. Also, you find it easier to stir up resentment toward inequality that can be channeled to action, should you wish.

Inequity Is The Natural Order (600 CP, exclusive with First Among Equals) - Social Hierarchy was enabled in a major way by exploding populations under the Neolithic Revolution. But what's the point if you're not on top? When you are part of a social hierarchy in which you have clear superiors, you have a deep knowledge of that social hierarchy, how it is organized, and where the weak points are. You have skill and experience at the social manipulation of both your inferiors and superiors, and when your cards are played right, perhaps you'll find yourself moving up the social ladder, one rung at a time.



Items

Basic Gear (free, or 50) - You have an average quality set of clothing or furs for the period, a flint stone for fire-starting, and two other weapons or tools. One of these two can be a set of small knapper's tools, or a set of fishing tools (stone hooks, plant fiber and a single harpoon). You also have enough food for a few days. You can assume you start near enough a source of fresh-water, as well. None of these things are replaced if lost or broken. You may pay 50 to make these things high quality, though they still do not gain the guarantees/fiat protection of items below.

Three Tools (50 or 100) - Three more weapons or tools. 50 for average quality, 100 for high. These do not have fiat protection or guarantees.

A Successful Hunt (50) - The carcass of a slain animal starts in front of you, the body still hot, and the weapon that did it in your hand.

If you break or lose one of the physical items below, you will find your hands are guided to construct another of the same quality, or to replace it, even if you lack the relevant Perks. For example, if you lose A Bag of Seeds (not use them normally), you will have a perfect sense of what seeds to pluck from the wild until you have replaced them. If you break a tool, your hands are guided to construct another of the same quality.

Further, all of the items below are tailored to the time period you are in, and are the finest technology and construction that is plausible for that period. They are very resistant to wear and tear. They will 'update' if brought forward to future times, including via Transitory. They are, however, limited to the same basic form. For instance, a stone hammer could become a finely made steel warhammer in another jump, but not a gun.

A Fine Tool (50) - Any hand-held tool or weapon appropriate to the time period you start in.

A Fine Garment (50) - This is a pair of foot coverings, or a cloak, or a tunic, or similar. A nice warm cloak can go a long way.

Fisher's Tools (50) - A few stone hooks, plant fiber for wire, and a fishing harpoon.

Knapper's Tools (50) - A collection of small stones and chisels used to construct other tools. Will not break, even with Brittle Blade drawback.

A Bag of Seeds (100) - Collections of seeds from plants appropriate to your time and place. The plants are chosen among those most easy to cultivate, and most likely to survive and thrive in the climate. They are sufficient to plant enough to feed ten people on the plants alone for a year, or roughly ten acres, and of course the resulting plants can have their seeds re-used to expand further. If you are Transitory, then it instead gives one tenth as many seeds, but refills each time you go to a new 'life'. In future jumps, refills at the beginning of the jump with appropriate seeds.

A Great Beast (200; additional purchases discounted) - You have formed a close bond with a megafauna of some sort (or a smaller beast) that existed at some point during the age you are in. Training the beast well may take some work, but it is certainly perfectly loyal to you. If you transition through ages, it changes form if needed to avoid becoming apocryphal, and post jump you may select any one animal form that existed at any point during the entire range of the jump for it to retain as its permanent form. If killed, does not re-spawn until you change ages, or end the jump. Alternately you may easily form a bond with a new creature you find in *this* jump, or one of similar 'power level' in future jumps.

A Cave To Call Home (200) - Especially useful to a Drop-In, this lets you start with a well-situated, well-concealed, cave home known only to you. It is near a fresh source of water, dry inside, sheltered from winds, and with a narrow entrance *just* large enough for a single human. The floor is already laid with plant-matting, and there is a seemingly bottomless but very narrow hole in the back that serves well for waste disposal. You can select the size ranging from just big enough for one, to large enough for several dozen. Note that smaller caves are easier to heat. If Transitory, you have a different place in each 'life'. In future jumps, this can become any sort of naturally formed bolt-hole that you know the location of, and you can change the size (within the ranges given) each jump.

A Fair Valley (300) - You or your tribe begin in sole occupation of a valley or other natural area. There is nothing supernatural about it, but it is ideally placed to regulate the weather as much as is naturally plausible, filled with many harvestable berries and other plants, and a frequent path for large herd migrations. There are numerous caves dotting the cliff sides, and (currently) a lack of large predators. No other peoples have yet known about this place, but that does not guarantee it will never occur. If Transitory, you have a different place in each 'life'. In future settings where natural bounty is important, this can enhance what is available to you and yours in a given region.

Companions

Any number of companions can come with you freely, and each and every one of them receives half of the CP that you have, including drawbacks (which apply to them as well). They do not automatically get the benefit of your purchased social position, but can purchase that as well if they wish. They receive the same discounts that you do, as they exist in the same age(s) you do.

You may also pick up new companions along the way if they agree to come with you, giving them the benefits of this CP as well. If you select perks for them from a later age than they exist in, then they do not gain these perks until you travel to that age with them (such as by way of Transitory), or the jump ends. In any case, these perks can be interpreted as simply fleshing out their existing skills, or as a sudden “power up”, or a slow improvement over their time with you in the jump, or anything in between.

Drawbacks and Modifications

A maximum of +600 points may be gained. As mentioned in the introduction, drawbacks apply to all companions, but they get half the bonus.

Cryptohistory (+0) - Provided it accords no direct benefit to power or ability for you or your companions, you can incorporate any of a number of debunked theories of lost peoples or continents into your version of history, such as the lost land of Atlantis, or Lemuria. This can also include the continued existence of dinosaurs, or other extinct creatures, to an extent that you desire. Such a creature costs an additional 100CP (undiscounted) to take as a friend with A Great Beast. If exceeding the size of a wooly mammoth (about 6 tons), then that increases to 200.

A Longer Stay (+100) - Your time here increases by a factor of ten (at minimum). If doing a Standard jump, then any time after ten years in one “life”, you can choose to move onto the next one, appearing either in the same tribe as a new insert, or later in the timeline, before old age becomes a problem. You must still survive a total of one hundred years.

If your jump is Transitory, then you decide how many appearances/mini-jumps you will have, and how long they will be. You must still have at least ten, each must be at least one year, and they must sum to at least one hundred years.

You can extend the time further for either at no additional benefit, though you cannot overlap in your “lives” even if in different regions.

Brittle Blade (+200) - Stone is already not the best material for tools (there’s a reason metal was such a hit), but in your hands it seems to be taken to the extreme. Hand-held tools of *all* kinds have an unnatural tendency to snap, break, bend or otherwise fail in a way that requires extensive repair or remaking. Expect it to happen *at least* every couple days.

Bottom of the Pile (+200) - Overriding any societal purchase (so don’t waste your CP), this ensures that you will always be on the lowest rung of the social order. In many hunter-gatherer societies that’s not the end of the world, but you’ll still probably get stuck with some crap duties. In larger agriculture based societies, you could be a common laborer, or even a slave.

The Greatest Butterfly Net (+200) - You are unable to meaningfully impact the evolution of human society or culture in a way that outlasts your stay. If you attempt to use out of jump powers in a way that would alter things irrevocably, they fail. Smaller changes do not proliferate, or are forgotten over time. Introduced technology or new methods die out within a generation or two.

Predatory Megafauna (+200; must not begin in the Neolithic) - The wild beasts and creatures of the world are far more prolific and aggressive, and their presence has greatly impacted the spread of humanity in a negative way. It’s up to you how this changes the spread of cultures, exactly, but one thing is for sure: they have a taste for you. Predatory megafauna will be especially attracted to your scent, and seek you out.

Plague (+200; must begin in the Neolithic) - Disease was a newly rampant problem in the social groups of the Neolithic, and this makes it worse than before. Disease will lead to twice the death that it did in the true timeline, and you in particular will be especially susceptible. Perks may protect you from death, but no more than that. The suffering and scars of the diseases that you *will* contract in your time here will be significant.

One Hand Tied Behind Your Back (+200) - Any exceptional powers or abilities you have are locked. Nothing beyond the **potential capability** of a normal human being in the “real world” is retained. Perks from this jump are exempt. No magic spells, no superhuman thinking, no wings, no extra lives, nada. You cannot access your warehouse or other pocket-dimension supplement. Any memories or skills that are lost as a result of this drawback are restored at the end of jump.

Both Hands Tied Behind Your Back (+200; does not count against limit) - This adds onto One Hand Tied Behind Your Back. In addition to the above, your abilities are further restricted. Skills and abilities are fully reduced to those of an **average human being**, other than perks purchased here. If you were above average in some way prior to jumping (including Body Mod), that is retained. While you and your companions retain your memories of self, and past experiences, you somehow cannot bring them to bear in this jump. For example, you cannot use your outside knowledge to introduce metalworking early. Any memories or skills that are lost as a result of this drawback are restored at the end of jump.

Notes/Changelog

The advent of wide-spread writing, or the advent of bronze working, or more advanced technologies than these, in the area that you are in are all end points to your time here. For ease, say that if you introduce one of these and it becomes common, you can still remain for the rest of your ten years. The jump also ends at 500 BC no matter what, as that is the last known independent development of writing (in Mesoamerica).

v1.0: 2021-8-14

v1.1: 2021-8-15. Elaborated on how Transitory works. Added notes on the limit on time period. Tweaked/elaborated on how Companions gained in this jump gain their perks. Added ‘Rituals, Spirits and Gods’ general perk. Added clarification that perks that give you knowledge based on “your time and place” as you go through different ‘lives’ within the jump. Some grammar and wording tweaks. For Agriculture and Pottery perks, added clause in case the knowledge of the practices was nonexistent in your time. Removed mixed metaphors in ‘Inequity is the Natural Order’. Removed fiat clause in Bottom of the Pile drawback. Added Dinosaurs as an option to Cryptohistory. Added Predatory Megafauna, Plague and Hands Tied drawbacks. Bag of Seeds item.

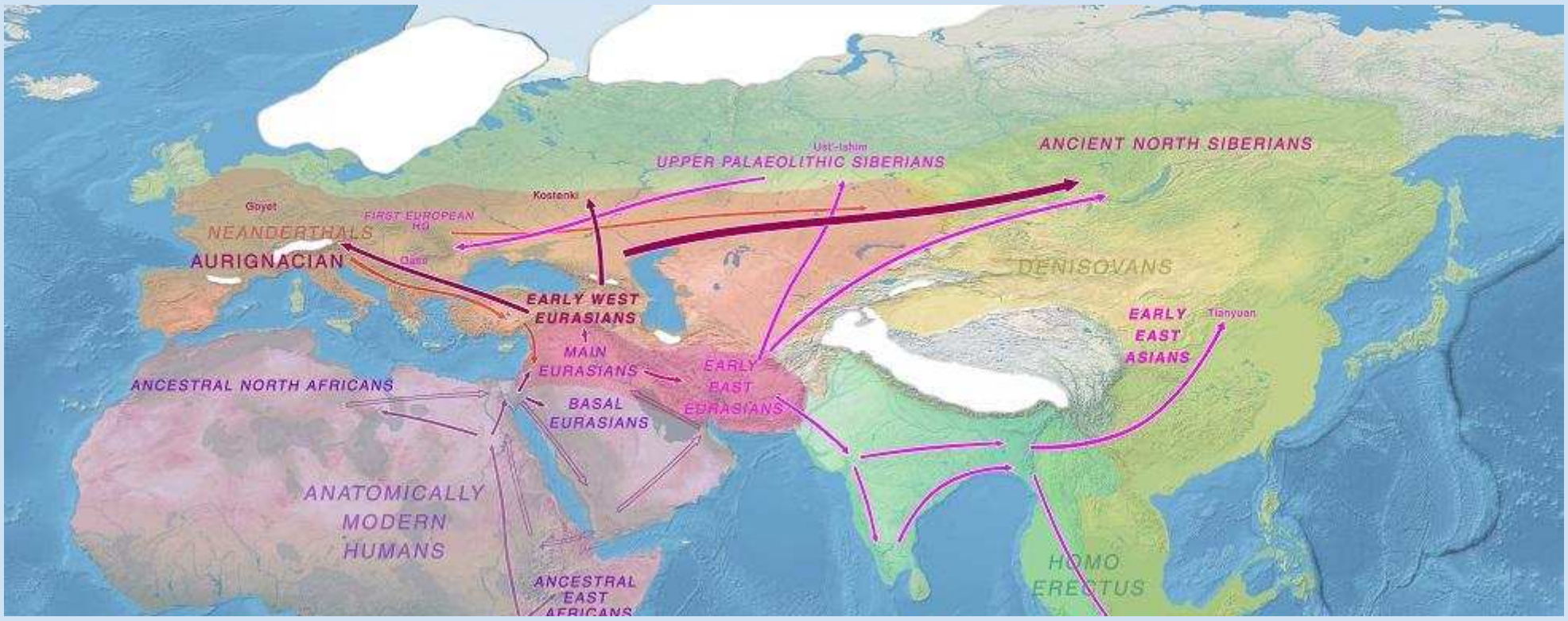
V1.2. 2021-8-17. Added optional Drop-In ‘general knowledge’ infusion. Added The Gift of Fire and The Bounty of the Hunt general perks. Companions section moved to near the end due to space re-arrangement. Elaborated The Stars Above, Move With The World, Neolithic Architect, To Tame The Beast & River, Move With The World slightly. Notable updates/clarifications to items section. Several new items: Basic Gear, Three Tools, A Successful Hunt, Fisher’s Tools, Knapper’s Tools, A Cave To Call Home, A Fair Valley.

V1.3. 2023-10-17. Drop-In Societal role clarified. Fixed some mistakes in the “exclusivity” of 600CP perks. Clarified that Transitory *does* gain the one free 100CP perk from each age. Some typos. “Both Hands…” does not count against CP limit. Brittle Blade drawback increased to 200 CP. Removed increased cost to cave/valley for Transitory. Added second tier of Robustness for 200 CP, made base tier free (because it was kind of a “absolute must buy”).

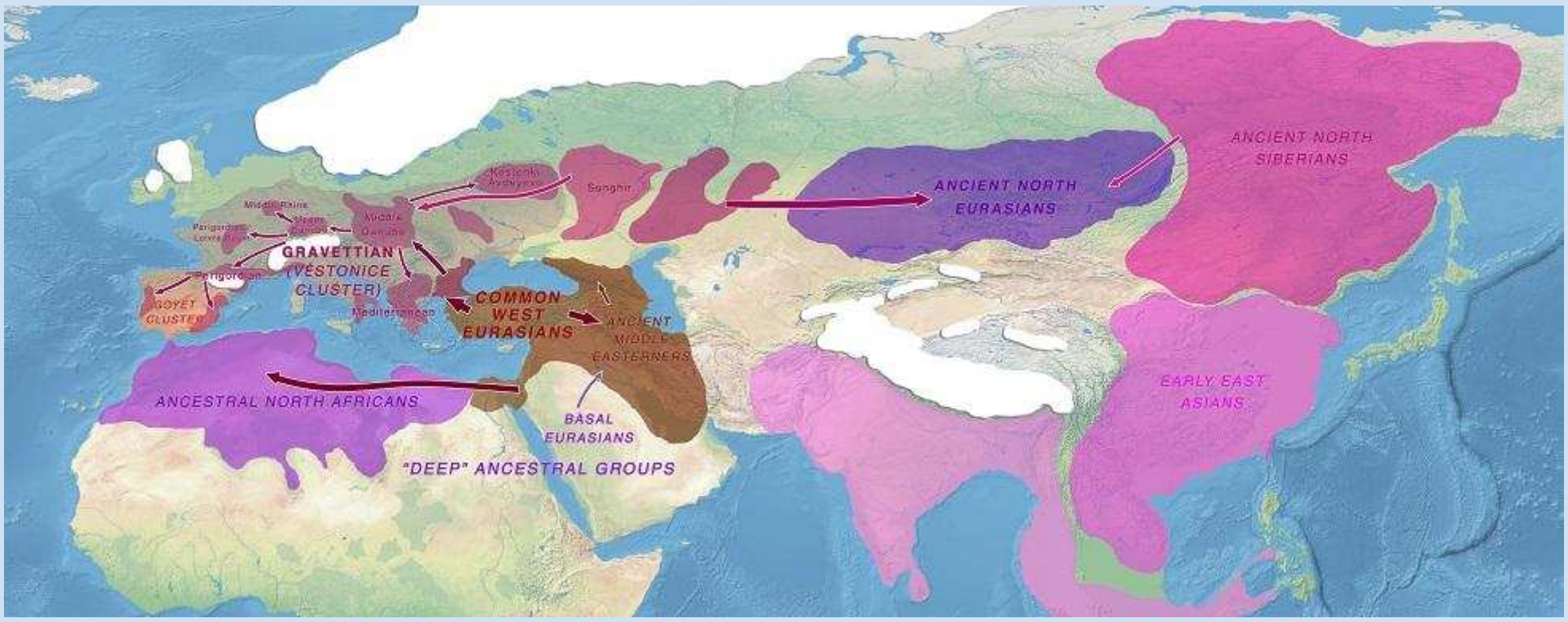
Appendix (Maps)

First six maps are in chronological order. For better resolutions or more details, see https://indo-european.eu/maps/

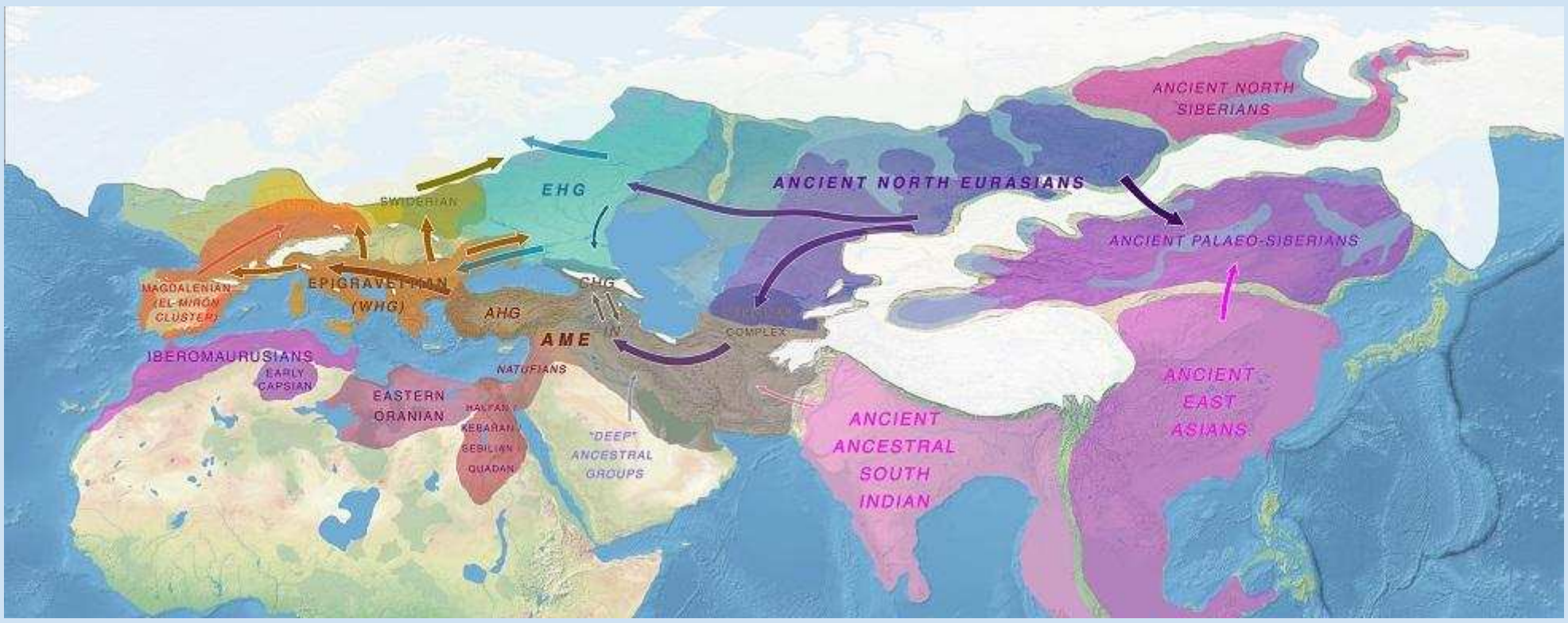
Migrations of Anatomically Modern Humans



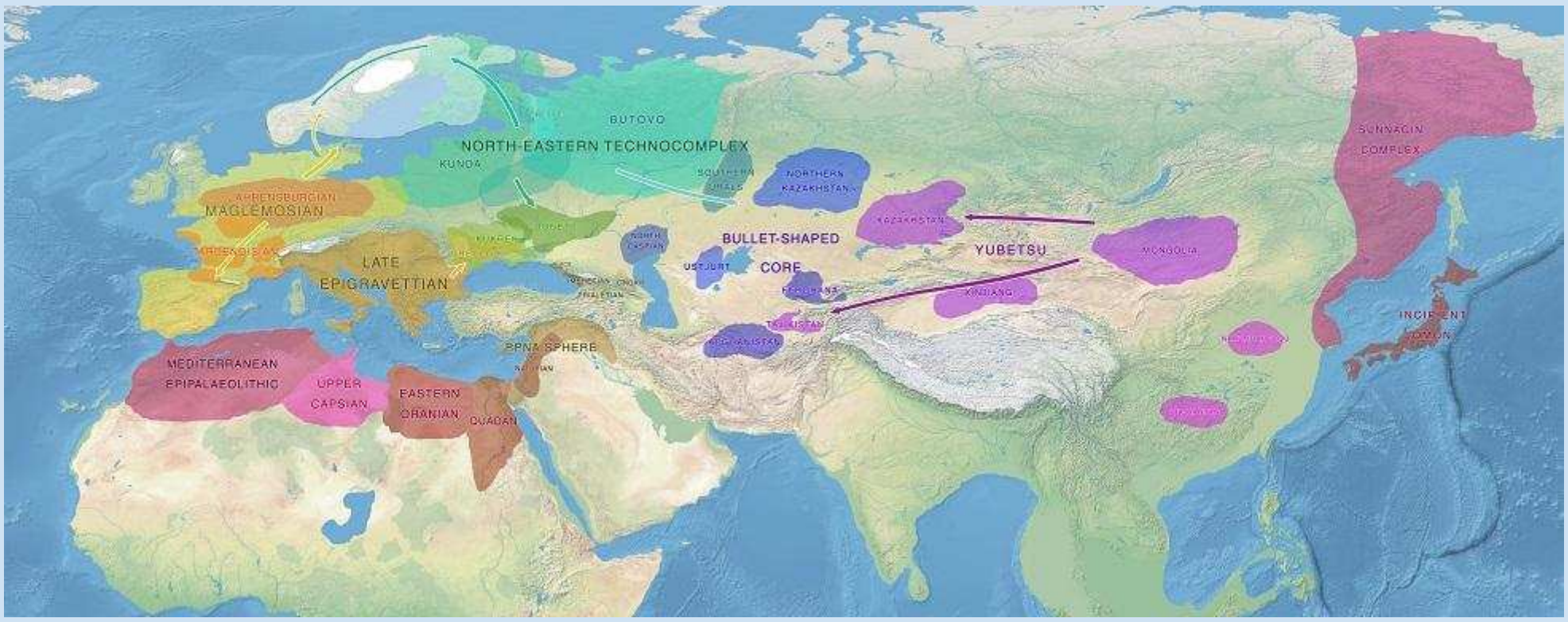
Upper Paleolithic Migrations



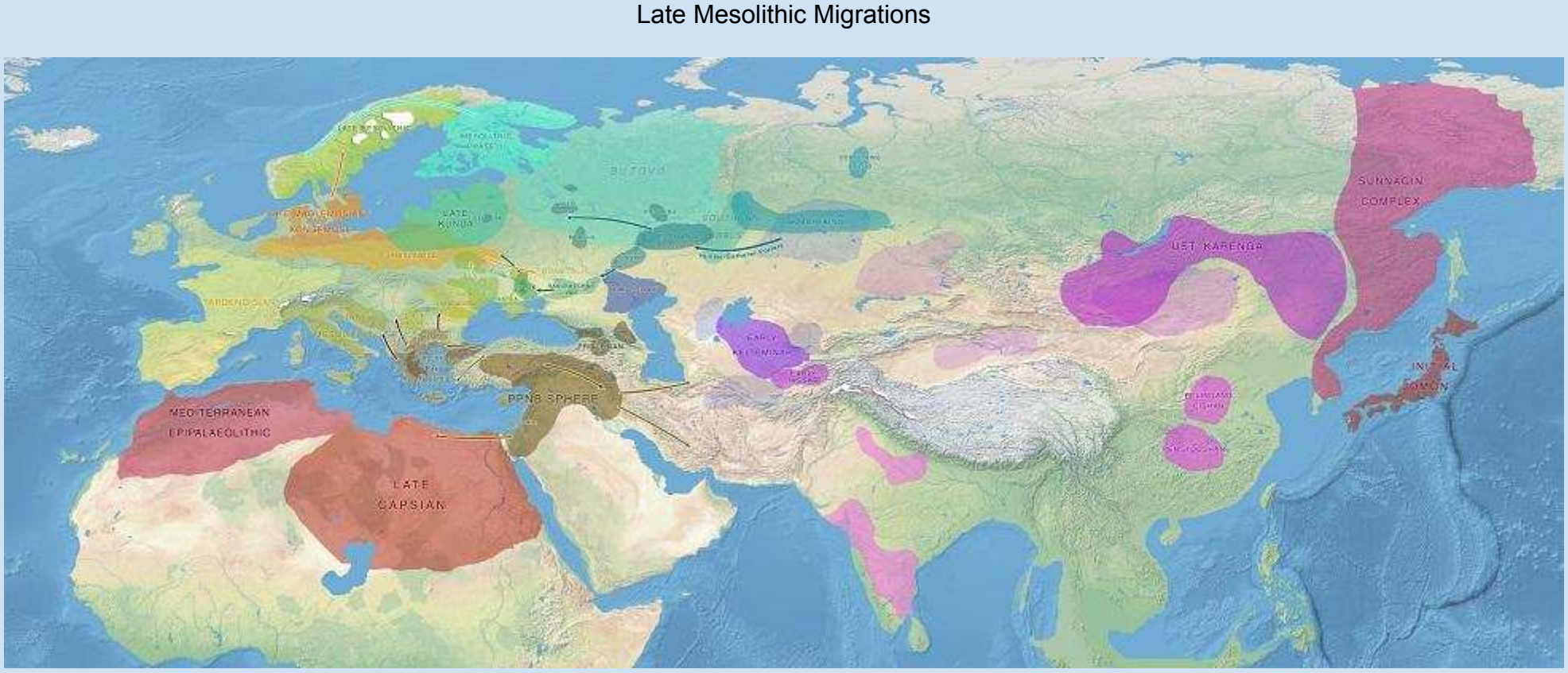
Epipalaeolithic Migrations



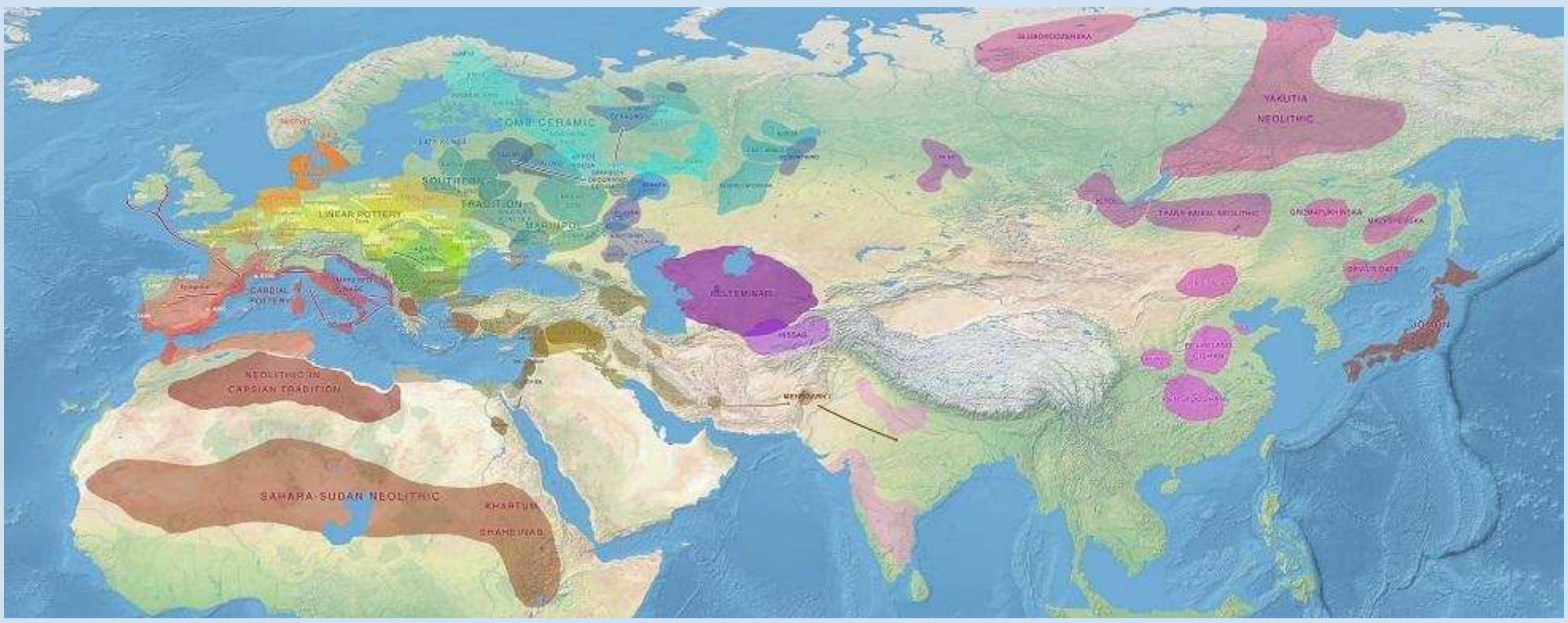
Early Mesolithic Migrations



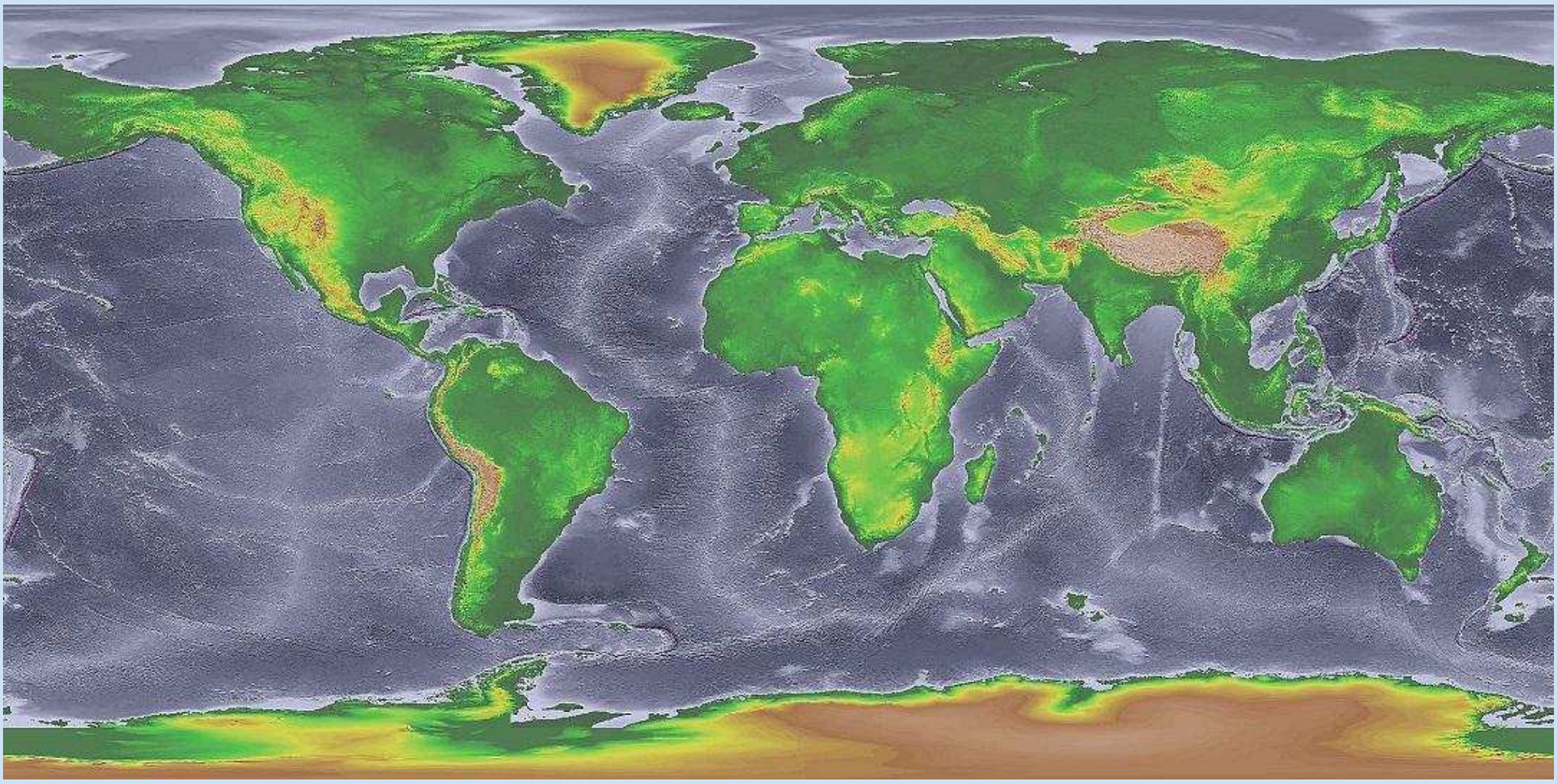
Late Mesolithic Migrations



Early Neolithic Migrations



Altitude Map of World at Last Glacial Maximum



Climate Map of Europe and Near Regions at Last Glacial Maximum

