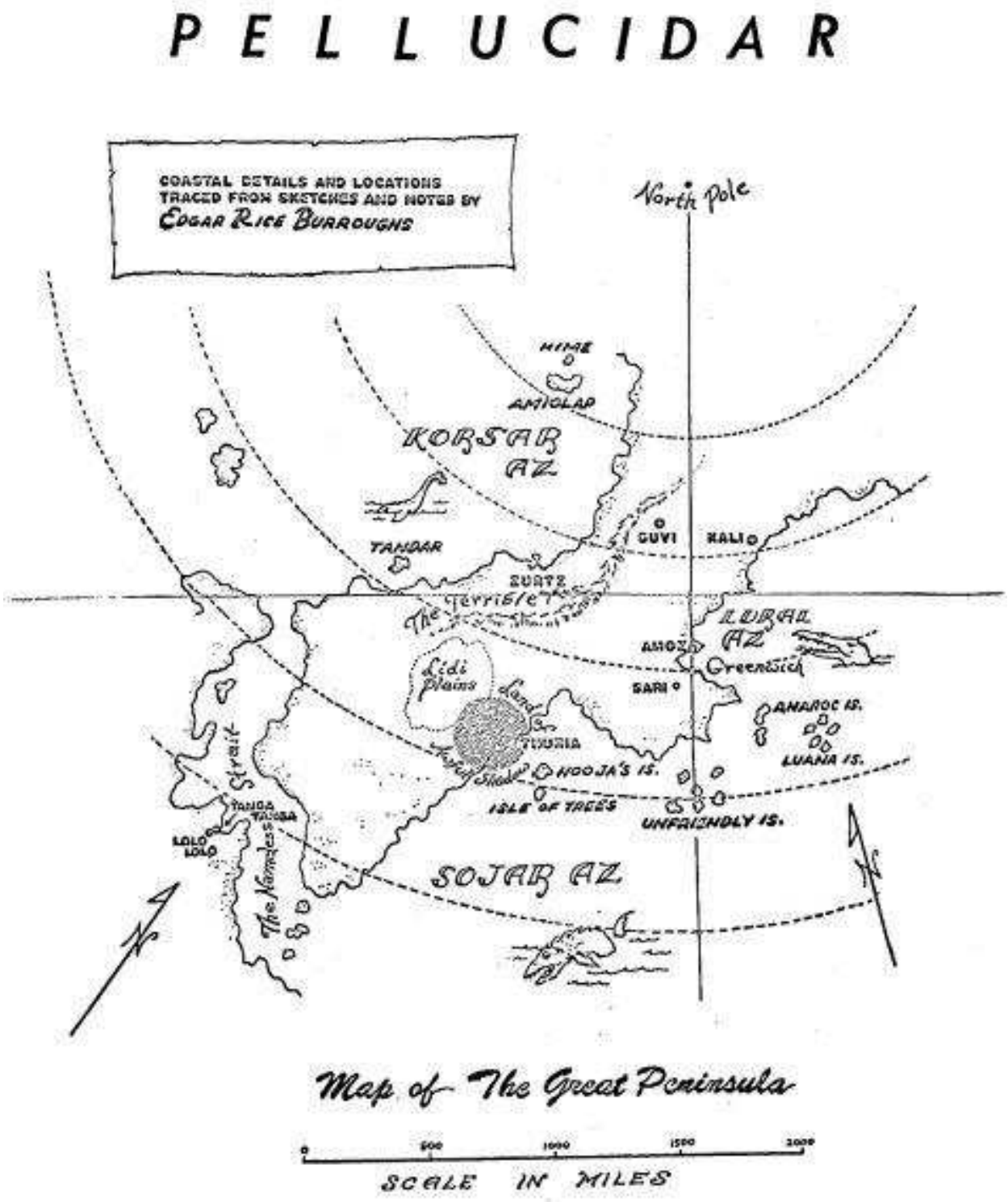
Pellucidar Jump

Version 1.0.0



Welcome to Pellucidar, the world inside of the Earth. The Earth is actually a hollow sphere, with a crust only 500 miles thick, and at its center there is another world, one with, potentially, a greater surface area of land than the entire outer world and where a sun hangs in perpetual noon at the very core of the Earth. This world, Pellucidar, is populated by people mostly of the stone age, though those of the bronze age in development are seen, and due to an influx of Barbary pirates through one of the polar passageways that connect the surface to the inside of the Earth there is an age of sail pirate city. But they must deal with seas infested with bestial saurians, a world where dinosaurs roam the Earth alongside mammoths, massive cave bears, and saber-tooth tigers, and where humanity is not the supreme pinnacle but merely another species of prey.

At least one large region is ruled by the mahar, a race of large, sapient rhamphorhynchus. We see other realms closer to the korsars – whom they had never encountered – where they are known but do not seem to rule. Who can say, however, what is in the various uncharted parts of this world?

You will be arriving in this world by default at the same time that David Innes and Abner Perry do. You will be staying here for 10 years, perhaps. There is no time under the seasonless, perpetual noon of Pellucidar's sun. Time as it applies to one individual is not necessarily the same as it applies to another, and only seems fixed between two individuals or places by shared contact and awareness. As such you can be here for the length of the events of the first book, including the war with the Mahar and the long time skips within it, which were 10 years on the surface, or for 10 years according to your own subjective experiences, or for the entire length of the series from the first book to the last, or some other time that is at least 10 years.

To help you with your time in this world you will receive these:

+1000 Choice Points

Good luck, and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Origins are divided into Surface Worlders (natives of the surface of the Earth) and Inner Worlders (natives of Pellucidar). This affects a single discount, and your options for races. You may pay **50 CP** to change whether you are a Surface Worlder or Inner Worlder from the default based on your background.

Storyteller (Drop-In): You arrive in this world with neither memories, nor history within it. You are not of this world and not of Pellucidar. Alternatively, if you really want memories and a history in this world, you are a writer or journalist who has somehow been caught up into events. You count as a Surface Worlder.

Explorer: You are an adventurer and an explorer. You might not have made your way into Pellucidar by intent, but you were certainly involved in some sort of expedition to find or discover something new and seem to be the sort to take naturally to such a world. Who knows maybe you can rule over it as you bring it the benefits – and horrors – of modern civilization. You are a Surface Worlder.

Inventor: You are the more likely to actually deliver the benefits – and horrors – of modern civilization though. You are a learned man and a scientist by trade and profession, and while it's not guaranteed it is more likely that you have a knack for building the machines and technology of civilization from scratch. You are a Surface Worlder.

Noble Savage: You are a member of one of the native tribes of the stone age world. In fact you're probably from one of the more heroically coded ones such as the Amoz, the Mezops, or the Sari, but even the more villainous Mammoth Men are included, and you are not limited to being a gilak, much less a member of David's future empire.

Raider: Well you may not raid that much, but you are part of one of the more vicious or less noble people of the inner world, or are a figure certain to be outcast for your misdeeds sooner or later if you are from one of the nobler ones. Simply put you are one of the villains of the work, even if you may be a defector from the wicked ways of your people.

Race:

Humans do not hold the monopoly on sapience or importance in this world. There are many races and kinds you may find here outside of the humans of the surface world. So the question is what race do you find yourself among?

All races except Human are restricted to Inner Worlders. Humans are restricted to Surface Worlders. Unless you Drop-In you must purchase a race.

Human (Free): You are a human from the surface of the Earth. You're probably familiar with them. We see New Englanders, Germans, African tribesmen, Californians, and even a British lord raised by apes so you have a variety of options.

Gilak (Free): You are a human from the center of the Earth. There may be no significant difference, though the people of the Earth's core do, like all other races listed here save humans, possess a strange homing instinct which allows them to find their way to their home. It's inconsistent between the novels as to whether it works only when in sight of land, and whether it helps them memorize other paths, and it won't work in future jumps as you weren't born as a Pellucidarian in them, but it does point to a physiological difference even if not a cosmetic one.

Ape-Man (50 CP): You are one of the ape-men of Pellucidar. They have proportionately longer arms, and shorter legs, than those of a human, and have black skin with facial features similar to the more pronounced African one, but with skulls that recede very quickly above the head leaving them with little to no forehead. They possess prehensile toes, with an opposable big toe to serve as a hand, and long tails that they use to climb. You may take **Cliffdweller** at a discount.

Coripies (50 CP): You are one of the 'buried people.' Subterranean dwelling man-eaters, they are humanoid, but have huge, flat feet with short, stubby, webbed toes. They're somewhat shorter than humans, with shorter arms, but wickedly clawed hands. Their bodies are hairless, and their white skin possesses a corpse-like pallor. They have no external ears, mere holes for nostrils as well, with fanged teeth and loose, flabby lips, and no visible eyes but bulging protuberances where eyes should be and sometimes seem to move with visual focus. They are an underground dwelling species, and are presumably more adapted to it than humans would be.

Ganak (50 CP): You are one of the bison-men. They resemble a human, but squatter and broader, and with long brown hair, long horns, and long tails. These bison-men are herbivorous, but they are strong and surprisingly fast for their bulk.

Horib (50 CP): You are a reptilian humanoid. The heads of the horibs are described as snake-like though they have a pair of horns and pointed ears, their bodies are lizard-like and covered with hard scales.

Sagoth (50 CP): You are one of the gorilla men used by the mahar as their soldiers and to keep their gilak slaves in line. You're smaller than a gorilla, but larger than a man, seemingly somewhere between the two in general appearance and possessing more than human strength but less stamina than humans. You may take **Language of the Apes** at a discount.

Azarian (100 CP): You are a member of a race of 7 ft tall, tusked giants. Anthrophagous they are presented as being stronger and more powerful than gilaks, and presumably sagoths, and might equal the beast-men. You are significantly stronger than a human or even a sagoth.

Beast-Man (100 CP): You are an odd humanoid looking similar to a gorilla man, but being larger and more powerful than a sagoth, while also having a more sheep-like face. The face is long like a sheep's with great large eyes, but has gorilla like fangs and a gorilla's bull-neck, while their limbs are both man and gorilla like. They are also possibly the strongest humanoids of Pellucidar, noted for their great size and power with which they can kill aurochs with but a fiber rope and their own strength, but peaceful nature. You are significantly stronger than a human or even a sagoth.

Mahar (200 CP; discounted with Mahar Science and/or City): To quote Burroughs himself: "A more hideous thing it would be impossible to imagine. The all-powerful Mahars of Pellucidar are great reptiles, some six or eight feet in length, with long narrow heads and great round eyes. Their beak-like mouths are lined with sharp, white fangs, and the backs of their huge, lizard bodies are serrated into bony ridges from their necks to the end of their long tails. Their feet are equipped with three webbed toes, while from the fore feet membranous wings, which are attached to their bodies just in front of the hind legs, protrude at an angle of 45 degrees toward the rear, ending in sharp points several feet above their bodies."

You are one of these all-powerful Mahars, or an oversized psychic rhamphorhynchus. You lack ears leaving you deaf, and communicate with either sign language or among your own species through a projection of thought through the 4th dimension which is

picked up by the 6th sense of your kin. This seeming telepath is limited in range and only works with other mahars, which makes it not telepathy. Since you're paying CP for this, you may use it to communicate with others with similar telepathic or pseudo-telepathic means of communication. Your vision, though, is fine, and you see much better than humans in semi-darkness. You are capable of going long periods without sleep, even years at a time, though you must eventually make it up, potentially sleeping an entire year after such an act; still you require less sleep, less often than a human, and have more freedom in how you distribute it. While somewhat and awkward on their legs and winged forelegs on the ground, mahars are adept swimmers, capable of diving into the water from the air or taking flight straight out of it again; before the mahars grew too lazy and complacent to hunt for themselves they would catch their food straight from the sea with no need for tools. And while they may be somewhat awkward, in a half-hopping half-flight an average, indolent mahar can still keep pace with an athletic man in the prime of his life when both are running for their lives.

And of course you possess the hypnotic stare of the mahar, able to compel humans to sit and watch, unable to turn away as a mahar ritualistically eats another entranced victim. Or entrance a victim to the extent that they can ritualistically eat them, piece by piece. This doesn't seem to affect other mahar, and you will find yourself resistant to visual hypnosis and sight based mind control as a result of your new species.

If you're a male of the species, be somewhat careful. After developing a means to artificially fertilize their eggs the mahars had their males die out, so you may expect them to react powerfully to a male of the species.

Location:

You will be arriving in Pellucidar in a location that fits your origin. As a drop-in this could be anywhere in Pellucidar other than the entrances from the surface or a secure location such as the place keeping the Great Secret of the mahar. As a Surface Worlder, you may be a 3rd in David and Perry's expedition who has arrived with them through some mutual bond (or if you choose to start late you could arrive on the O-220), or else you could have arrived via a shipwreck from one of the polar entrances or with some vehicle you purchased in this jump (such as the J-220, Iron Mole, or even potentially the balloon). As a native of the inner world you will be arriving either in your home, or where some adventure has led you.

Age and Gender:

As a drop-in your age and gender are unchanged from the end of the last jump. Otherwise your age and gender will be appropriate to your race and background. If you really wish to be a male mahar you can, but given there shouldn't be any males alive for generations this is likely to get you a great deal of attention and not necessarily of the good variety from other mahar. Or maybe you come from a place where the species never discovered the Great Secret; who is to say there aren't other mahar civilizations out there.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Chastity (50 CP; free with Anon the Beautiful): For all the times that people in these books abduct women to force them to be their mate, the forced mating never actually seems to manifest. The woman always finds some way to delay it, or something happens to put it off for a period, or she says no and they decide to convince her to say yes by holding her hostage and making threats. You seem to have the same protection. While this won't stop villains from abducting you to force you to be their lover, they will never actually rape you unless they have obtained your consent even if it is a coerced one. Even with coercion they are oddly willing to be delayed, and you can expect to be able to put any such act off for weeks, or even months, before they finally reach the point of acting on threats. Even at that point they will not rape you unless you choose it over them enacting their other threat; they might kill you, but they weren't force that ultimate violation upon you.

This does nothing to stop villains who just want to kill you from killing you. It only affects those who want to force you to be their lover.

Polyglot (50 CP): You pick up languages extremely quickly. You could learn a language by talking to someone you had no common language with when both of you are paralyzed from the neck down, making something like actually pointing out objects to teach simple words impossible, though it might be slower than if you were learning normally where you might become fluent in days. It might even be possible to teach yourself to read from just picture books and a dictionary in a language you didn't know.

Self-Defense (50 CP): You possess an expertise in boxing, wrestling, jujitsu, and various methods of unarmed combat and self-defense. This does include techniques for use against people with knives and weapons. Still these are techniques intended for use against humans, or at least humanoids, and rely on the ways they move, so they won't be as effective against the animals and beasts of this place. Still they should give you a serious advantage against any caveman you face.

Az Born (100 CP): You are skilled at naval navigation. If you're a Surface Dweller this will unfortunately mean using the position of the sun, stars, and moon, while if you're an Inner Worlder this will rely more on your natural sense of direction, though in either case you can navigate by compass and, if you stay close to the shore, landmarks. Beyond that you are a skilled sailor, able to weather even terrible storms; it's not impossible for you to get shipwrecked by a sudden hurricane but a ship would be lucky to have you and if you can't weather the storm it'd be because the rest of the crew is incompetent or because it was simply impossible for the craft. Finally you know how to build ships. While this won't come with greater technological levels than your origin in this jump (or pre-WWI in the case of a drop-in), you will quickly be able to catch on and adapt to new shipbuilding techniques you encounter.

Cliffdweller (100 CP; discount Ape-Man): You possess a phenomenal climbing ability. While you won't be scaling slick, smooth walls, you can move up and down cliff faces in a way that'd resemble a goat, easily keeping your balance on narrow ledges, judging your leaps, and scaling with heavy loads what even a skilled mountaineer – whether modern or prehistoric – would be shocked by. Your balance and eye for distance is good enough that you could run and leap among the branches of trees, judging which would support your weight and moving among them without need of a safety line or harness; if you're strong you could even brachiate like an ape.

Language of the Apes (100 CP; discount Sagoth): You speak the language of the Sagoths, which is also the language of surface gorillas, great apes, and spoken somewhat by monkeys and other animals of their regions, though normally not by humans. A Sagoth would always speak this language, and it might be possible for a gilak to learn it, but this ensures that gorillas and animals in future worlds will still speak it.

While Life Remains in My Body and After Life (100 CP): It is the way in much of Pellucidar that men and women mate only for so long as they both agree, and that 'divorce' is a simple affair. And yet what we see is primarily lifelong monogamy with intense loyalty and devotion. Now you will find that when you swear your eternal love to another and they promise you theirs back, as long as it was meant at the time that love will remain so long as you remain faithful and true to it. This won't mean you can abuse them or treat them poorly, but as long as you treat them with love, affection, and the respect that one offers one they love, then they will love you as faithfully and truly, never growing 'bored' or 'tired' of you, and the love between you both will far from fade or die but grow ever stronger till you would move worlds for each other.

Child of the Earth's Core (200 CP; discounted Inner Worlder): To travel a land with no stars and an unmoving ever noon sun is difficult. But not for you. Through some homing instinct you always know the direction of your home, and could follow this sixth sense even blindfolded staying unerringly on the path as long as you weren't forced by an obstacle to go around and even then you could find the path flawlessly once you had moved around the obstacle. This may be standard to the natives of Pellucidar in their underground home, but their quality here varies, and yours will be of the utmost. Which means it will work even when outside of sight of land, and will allow you to unerringly retrace your steps across any path you have traveled. This includes a certain sense for the distance too if you focus, though it is somewhat imprecise, helping you to use this fixed waypoint to determine how other locations relate to each other. This homing sense will focus on your childhood home in future jumps, or your starting location if you're a drop-in.

But finding their way home is not the only special trait of Pellucidareans. They are able to store sleep for the future by over indulging in the present. This actually seems to be something of a trait of the timeless inner world, and not truly tied to the inhabitants as David Innes seemed to be capable of the same while here, so you wouldn't be likely to carry this with you normally. By taking this, though, you have ensured it will follow you even in places with a diurnal cycle. You won't be able to store it up infinitely, but by getting a week's worth of sleep at once you could go a week without sleep at some later date as if you were just staying up a normal length of time. There is a limit to how much sleep and how long you can store it for future use, but you'll have to find your personal limits for each.

Long Lived (200 CP; discounted Surface Worlder): It's odd. We don't see grandparents among the Pellucidareans and when we first meet them fathers with adult children are shown slowing down from age. And yet every surface worlder we see stops aging when they enter Pellucidar, and the major characters they interact with don't age as well. It's almost as if they were being kept young to be used for more adventure stories.

Whatever the reason, you are now able to turn your aging on/off at will, or dial it down to a slower rate. While you can't stop aging altogether for others, those who you interact with regularly will get a similar benefit such that decades could pass like years, though they'll never age more slowly than you do.

Hero of the Earth's Core (300 CP): David Innes, Dian the Beautiful, Tanar, Jason Gridley, von Horst, Hodon the Fleet One… There are many protagonists to these tales, and even more heroes and heroines, but they all share certain traits, traits that you now share too.

You seem to have a certain luck about you when it comes to staying alive. Enemies are prone to decide to capture you instead of killing you – though you can anger them too far and should you prove too difficult to capture or hold they will kill you – and when death is threatening you you are very likely to find a way to escape it presenting itself to you. This won't be a way to defeat your enemy so much as to escape them and will lead you into another adventure being an out of the frying pan into the fire sort of situation, but if you can keep jumping from danger to danger eventually you'll hopefully find one you can manage to escape without this effect.

You are similarly lucky in finding your friends and allies when you are looking for them. This tends to lead you into adventure and dangerous circumstances, but bit by bit they will lead you to your friends. Even if they're lost in an unmapped world, with a greater land area than the Earth, and no signs for navigation, if you go looking for a friend you will find adventures which lead you piece by piece to them. This is most effective for those you're closer to, especially those you have strong romantic feelings for, but it can work even if you've never met the individual though if there is no bond of friendship between you both, you must be seeking to rescue them in specific.

Mahar Science (300 CP): The mahar have sciences that have progressed along different lines than those of the humans of the surface world. They are greatly skilled in biology and eugenics, and ages ago discovered how to induce a female mahar to lay fertilized eggs through chemical means without the involvement of a male at any point along the way. You are now an expert on all mahar science, including possessing forbidden knowledge of the Great Secret by which they propagate and which no mahar is normally allowed to know the entire formula for.

You also know how to produce this Great Secret for other species, adapting it to them to induce parthenogenic reproduction. And given the mahar did not seem to suffer the defects of a parthenogenic species – vulnerability to plagues, pathogens, and parasites, as well as a lack of genetic versatility – you possess knowledge of how to make them produce the child of another member of their species regardless of this second individual's sex.

Wild Senses (300 CP): Your senses are impossibly keen and perfect. This has the smallest improvement to your day vision, though your night vision is significantly keener than a human's (especially of the Earth's perpetually noon core) should be, and your ears are keen enough to hear the wings of a thipnar before it'd become apparent in the sky, and to smell well enough that tracking by scent might well be possible for you. This even gives you a sense for the character and nature of others, recognizing when they're good or bad.

If taken with **Cliffdweller**, **Hale and Hearty**, **Pitched at Yanover and Yale**, and **Primitive Man** this will give you the physique and constitution of Tarzan, or a comparable one for your species. Strong enough to fight gorillas and man-eating apes unarmed, to swing through the canopy of a jungle quicker than a man could run, and generally simply excelling beyond the real world limits of humanity. You may not match his mind, but you would match his physique.

If taken as a mahar this improves your 6th sense which they use for communication allowing you to detect other psychic phenomenon in future jumps and settings even those that would normally be unrelated to whatever 4th dimension the mahar communicate through.

Storyteller Perks

Adventure Writer (100 CP): You've got a talent for writing, the sort that would allow you to become an author who is remembered centuries hence, and who influences and impacts the writing world as a whole. You might naturally incline more to pulp and genre literature than 'high art,' but regardless of what critics might say your skill and ability to craft a story is clear. You seem to be particularly at your best when what you're writing isn't actually fiction, but dramatizations of real adventures you had or were told.

As Nearly in his Own Words as I Recall Them (200 CP): You have an excellent memory, the sort that would be called eidetic. And when it comes to remembering oral stories it might be better to call it perfect. You could recite word for word a story told to you once, or the entire dialogue of a show you watched once, decades ago.

The Fire of Truth (400 CP): It burns in your eyes. When you tell someone something face to face and it is true they will know it is true no matter how outlandish and impossible it would seem. In fact this will do nothing for things that they would already accept as the truth without hesitation, but the more they would normally hesitate the more compelling and powerful the feeling that no, this is in fact truth. This is weaker the less reason you yourself have to believe it is truth - unconfirmed hearsay that you believe will not hold this burning fire of truth, but if you experienced it no matter how impossible it should be people you tell will believe it wholly and completely as long as you tell it honestly and accurately.

There is no Such Thing as Time (600 CP): It's one of David's favorite phrases, and given he was separated from Perry for long enough to have eaten and slept time and time again - what he believed was months - and yet Perry had barely gotten settled back in his chambers maybe it's a bit true. It definitely seems to be for you. Time is soft around you at least as it relates to those who are not directly observing or observed by you. Time in your presence can go a fair deal faster or slower as would benefit you. This works best the less you are keeping track of time, and takes some time to build up to full effect. If your only measurement of time was when you were exhausted enough to need sleep, it'd be many sleeps before what was months to you could be hours to another, but even with something merely as imprecise as the sun and night sky you might manage to pack 2 or 3 hours into what is one for others or vice versa, just don't watch that sun moving through the sky. It can work in both ways, you could be locked in a cell underground and have what seemed to be hours to you be months to those not interacting with you, though if they were feeding you or changing guards regularly that would dampen its effects significantly with the pattern of time. But it does require you not to be precisely tracking

time, so better stop watching that clock, and your personal timescale is linked to those who you interact with so you won’t be moving at superspeed to observers.

Explorer Perks

Hale and Hearty (100 CP): You are physically fit. Not 'peak human,' but enough to be considered a fine athlete, with the potential to get scouted by professional sports leagues, and proud of your strength and agility. Though your ability to survive physical hardship is greater than even that. You can survive, and remain conscious, longer as air grows thin than should be humanly possible, resist heat stroke and frostbite, go with less food and less water, as well as less sleep, and your endurance is equally impressive as it goes beyond real world limits. And if you do black out from lack of oxygen you seem to enter a sort of suspended animation where even hours later with less and less air around you you could still be revitalized by a breath of fresh air. *Fold into Pitched at Andover and Yale.*

Pitched at Andover and Yale (200 CP): You possess excellent hand-eye coordination and aim. You could easily match a major league pitcher on a good day, that is a good day of theirs. A hyaenodon could be charging down at you, and you could throw a rock hard and accurately enough to bring it down. And this isn't limited to throwing things. Having never drawn a shaft before in your life, and with few arrows and littler time to waste, you could keep a party of 4 supplied with game through the use of a rudely made bow, and after a bit of practice that way you could shoot a pterodactyl through the heart as it dove screaming for you. Of course this sense of aim helps with hand to hand weapons too. You're not "perfect," and it's still possible for enemies to dodge, but whether it's a sword, a bow, a rock, or something else you hit where you intend to hit even when stressed, and even injury and physical difficulties matter less. Your sword arm could be in the teeth of a pteranodon forcing you to stab from a poor position with your offhand and you could still plunge your blade straight through an enemy's heart.

Besides this impressive skill at aiming, and throwing things, you possess exceptionally quick thinking when under the pressure of danger. This won't ensure that you always make the right decision, or have time to think things through in detail, but when a sabertooth tiger is charging towards you, or you otherwise have to act now, you won't freeze up in indecision, but come to some decision immediately.

Making Friends (400 CP): In these xenophobic lands where any man not of your tribe is automatically your enemy to be killed it can be hard to make friends with strangers. About the only way one can is to save their life. Luckily for you, you have a way of stumbling onto people, and even animals, in need of rescue or help, and when you rescue or help people they are more likely to be grateful and to repay your help with honest friendship and good will. This isn't guaranteed – some people are just bad people – but even animals you rescue tend to repay the favor.

Making this even better these individuals are often important figures. The lone hunter you just saved? He just happens to be the chief of his tribe. The woman you're chained up next to by slavers who you take with you in your escape? She's a princess. The man next to her? He's a king of yet another people. Not everyone you meet will be important, and not every important person you meet will be in a situation where they need help, but you have a tendency to run into important figures by mere chance and there is an overlap between these important individuals and those you encounter in need of help.

Emperor (600 CP): Is not a title you have yet, but it is one that would fit you. You seem to have a knack for convincing various people to join together in a single, united federation or empire, especially one under you as its emperor. This is strongest when there is some outside threat to rally against, and works best when you possess some superior knowledge or capabilities as a ruler, but you in general seem to be able to gather people to your cause, especially when you are merciful and magnanimous in victory.

But becoming emperor is sometimes easier than maintaining that position, especially if you try to change the laws and customs of the lands you govern. You'll find this latter strangely easy, as people are more likely to respect and obey your social reforms. They won't necessarily like them, but if you banned the act of taking unwilling mates by force and raiding your neighbor tribes, an age old tradition among the native stone age inhabitants, you'd find that a begrudging acceptance would be far more likely than a nationwide rebellion. This will also speed the rate at which these things change from top down impositions to accepted and time honored traditions.

Inventor Perks

Geologist (100 CP): You possess the academic schooling in geology and paleontology to teach either subject should you choose. You're no specialist in a single field within, but you could be considered a generalized expert of these fields. While in future jumps your expertise won't be quite as great in things that differ, but you'll be able to recognize most prehistoric animals known, and have a basic knowledge of their geological sciences.

Coming to Terms with the Impossible (200 CP): So what if your experiences have just upturned well-held scientific theory, or disproved its laws, they happened and therefore they must have happened. Your preconceived notions and existing knowledge do nothing to hold you back from accepting facts, learning new ways of doing things, or growing as a person. No matter how long you have believed something you do not fall into the trap of refusing to admit when it is in fact wrong, but your mind remains as nimble and capable of change as if it were still a tabula rasa. Even ingrained habits of a lifetime - such as thinking in a day-night cycle - fall away from you with ease when no longer necessary. This doesn't make you naive and easily fooled, it just means you will accept evidence on its own basis and not fall into the human tendency to dismiss what goes against your own internal dogma. This of course helps you to adapt to new situations, accept what is happening, and move on to finding an effective solution without your old notions of what should happen getting in the way.

Recreating Civilization (400 CP): Creating gunpowder isn't as simple as knowing that you mix saltpeter, charcoal, and sulfur, and creating a bow isn't as simple as tying a string to a curved piece of wood. But you'd find it simple to figure out how to create either. You excel at recreating and replicating technology. If all you're working on is a basic idea and description it will take time, and if it might as well be an inscrutable black box that works magic to you this won't be helping at all, but you could teach yourself how to forge a sword with no more knowledge than the general knowledge of them being forged under heat in a forge from iron. It'd take some trial and error and time, but you'd figure it out far faster than most people with no knowledge other than vague concepts. This does work best with proper plans. While you could build a large ship eventually through trial and error, even if you weren't familiar with the techniques for building a ship you could quickly figure out how to build one from proper plans for building one, figuring out the techniques and how to properly perform them as you go.

Slave Pit Engineer (600 CP): But sometimes you don't have access to the proper resources to follow proper techniques. Maybe you need to forge swords without a proper forge, or build an internal combustion engine without machine precision and just a force of cavemen you taught to work forges. Not sure how you manage it, but you are able to craft items with far inferior tools to make them with than would be expected, or should be possible. The more advanced and specific the tools that'd be needed the more advanced you'll need, but you could use decades old technology to make the most sophisticated modern computer chips, a forge to replicate machine precision construction, or a fire and a rock to forge iron. And you can even lead and instruct others to do the same. They'll need your guidance from time to time, but you can put to work a large team all able to help you build the most advanced tools of 20th century (or possibly far grander) civilization from within the stone age.

Noble Savage Perks

Primitive Man (100 CP): You possess the attributes necessary to survive, even thrive, in the depths of the Earth's center. At least if the mahar, or others, don't interfere. You're physically fit, not to the level of **Hale and Hearty**, but the fitness of one who has survived to adulthood as a hunter-gatherer, and your body is extremely well-proportioned and your face is good looking by the standards of Earth's surface, though this is only shifting you by the difference in average appearance between the surface and Pellucidar.

Besides this baseline of fitness and appearance to bring you up to the norm of the more protagonist coded tribes of Pellucidar, you possess the skills and instincts of a hunter-gatherer as if you had lived your whole life as one, to find and prepare food, to create basic tools, and in all ways maintain your life off of the land; at least assuming a certain minimum of hospitality. Your skills might have trouble in the arctic or a city, but you could survive in a prehistoric wilderness with predators to make tigers look like kittens at least well enough to probably be able to grow to adulthood and reproduce with frequency enough to be expanding your numbers not contracting them. This also includes basic stone age crafting skills; you might not know how to make a bow, but you can make a stone knife or a spear.

Beast Tamer (200 CP): The people of the empire of Pellucidar do not normally tame animals. But those of the inner world of Pellucidar prove this untrue. Whether it's the mammoth men and their mammoths, the manats and tandars and their cave lions and sabertooth tigers, or even the ape-men and their hyaenodons, the people of this savage world seem to be able to tame its savage beasts with relative ease. To do this they must capture them young, but if you can find a young beast and give it a surprisingly short period of training you can tame and train it to serve as a beast of burden, attack beast, mount, etc no matter how vicious or non-domesticated they'd normally be. Maybe with generations of selective breeding you could introduce true domestication to Pellucidar.

To add to this, you thankfully are good with animals, though this won't be likely to stop a wild lion or tiger, you might find that a tamed hyaenodon who has lost its master or a tame tiger you feed will quickly come to recognize you as its master. Coupled with **Making Friends** you can likely tame and train any beast you manage to rescue or aid.

Master of Your Own Mind (400 CP): You are the master of your own mind. Despair can't hold you long term, you might break for a moment but you will return soon, and you are likewise able to rise above your other emotions. Psychological traumas are never permanent, and their scars soon fade. Having the very foundational beliefs that govern your world view challenged or disproven will not leave you broken and desperate, but you will recover. You possess the stoic ability to naturally recognize what you cannot change and what you can productively do to improve your situation and focus on that without stressing over what you cannot change. This won't necessarily protect you from mind control, but you do have strong control over your emotions and their ability to influence you, and a mind that is resilient to damage.

And this stoic self-mastery is something others can feel just by being in your presence. It lends you something noble, and dignified, and an air of calm certain strength. Furthermore, if you live by an honorable code of conduct, even if it is not the same as theirs, others will be able to sense this in you, and recognize your honorable nature, even if not necessarily the details of your primitive code.

Anon the Beautiful (600 CP): You're pretty. Oh so pretty. People have a tendency to fall in love with you at first sight, especially if you show them a touch of kindness. There's no one who wouldn't at least recognize that you are a top class beauty. This beauty seems to be most effective when dealing with those who hold power, whether it's the personal power of a hero's quick wits and luck or a chieftain's, high priest's, or king's political power and authority. Important people are just that much more likely to fall in love with you, whether they are friend or foe, and if you were to travel the world you could expect to find yourself leaving lovestricken lords (or ladies) in your wake, and winning the hearts of heroes in an instant. And those who do fall in love with you are loath to see you die or be forever removed from them. Oh they might hold you captive, or threaten you with force, but it'd take some serious effort and countless sleeps of failure to get them willing to kill you. It's hard to completely lose this fondness. Even if you betray someone such that they fume and wish your death for an instant when they see you again it's hard not to feel the stirrings of loving attraction, and even if you've spurned them the more noble and heroic will still hold a soft affection for you.

Also your beauty is easy to maintain. Your hair might not always be perfectly styled, but you'll find long hair easy to care for and not getting tangle, your nails will never need a manicure or pedicure to be beautiful, your teeth stay straight and resist discoloration and decay, etc. Even dirt and exertion fail to mar your beauty and if anything serve only to highlight it.

Raider Perks

Corsair (100 CP): You have a certain luck when it comes to raiding others. You're more likely to incidentally hit people when their defenses are down, or valuable targets are particularly vulnerable or ransomable individuals are visiting the site you strike. This won't do everything for you, but your timing does tend to be unusually good when left to chance.

Communist Tactics (200 CP): You are skilled at sowing dissent and resentment between groups. This works best when playing along existing lines of dissent and resentment, or playing up existing biases and distrust, but you are good at spreading whispers and rumors that eat away at a group's social cohesion.

Cid (400 CP): You might not be a nasty piece of work, but you seem to excel through being one. At the very least you find that it's strangely easy to lead through fear and violence, and that the threat of your violence is strangely good at keeping individuals who lack morals or codes of honor in line. These threats do have to be viable ones, but where normally such rule tends to end in assassination or betrayal the moment there's a good chance of escape, you'll find that those you rule by fear are strangely loyal to you and accept your governance at least as long as your rule is passably competent (even if you're just delegating to your second). You might still have some trouble with the exceptionally treacherous, but even they seem to be more happy to scheme for 2nd position, or to try and leapfrog you entirely if you're not at the top, than target you.

Sly One (600 CP): You excel at lies and deception. You have a mind that's suited for thinking up tricks and schemes and deserves the title of 'sly one.' But even then it's weird how much you can get people to believe you when you already have a reputation of being a liar. But somehow people are just prone to trusting you, even with a history of deception and betrayal. You can push this too far, but you're actually rather lucky when it comes to avoiding punishment for your behavior. You can push that too far too, but as long as your betrayal wasn't too severe compared to the benefits you bring the group you only seem to get a slap on the wrist; sure you tried to abandon everyone else as slaves and run off with one of the women against her will, but this is the stone age so the last is just par for the course and you're sly and clever so you can get back in easily enough, but turning against your species to build an army for man eating dinosaurs who rule over them will probably get you in trouble.

Finally when you are willing to betray a group or faction, you'll find those looking for traitors who you might be willing to betray to seem to have a feeling that you might be the traitor they're looking for.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Compass (100 CP): This is a compass. It will always point north, even when there are other magnetic fields around, and when in a place without a magnetic north you will find it spinning until you focus on it and it will designate a spot directly in front of you – along the curvature of the current area – as north until you leave the local planet.

Engineering Notes (600 CP; discounted with Iron Mole): This is highly detailed notes on the new principle upon which the engine of the Iron Mole was built. These details are sufficient for an engineer to recreate the powerful engine, much more powerful for its size with technology from the dawn of the 20th century than modern internal combustion engines and more powerful even than the most advanced electrical motors today of comparable size, and with the right set up even mass produce them. These notes will ensure that you, or others, can recreate the engine in future worlds for your own purposes, and may even be able to apply the principles to other forms of technology to create more powerful engines and motors.

Harben-ite Supply (600 CP; discounted with J-220): This is a resupplying stockpile of the metal harben-ite. This is a metal stronger than steel, but lighter than cork, allowing for the construction of extremely light but sturdy vehicles. You get 10 tons of this material, and another 10 tons every year.

If you want more, you also get a mine, which can inserted into each jump or attached to your warehouse. It's possible to work this mine's veins out, but they should have significantly more than 100 tons, and it will refill itself at the start of each jump.

Storyteller Items

Adventure Stories (100 CP): This is a collection of books detailing your adventures in the style of classic pulp adventure stories. As such they might not always be wholly accurate, but they're written at a minimal of quality to have gotten published in the 1910s to 1930s, or at the quality they would be if you wrote them, whichever is better. In addition to the bound books you get manuscripts in case you want to send them in to be published.

New books will appear retelling each jump at the end of it.

Telegraph Line (200 CP): 500 miles of telegraph line connected Edgar R. Burroughs to David Innes to relay the future stories after the original book. This isn't quite 500 miles of line, but it should do the job for you. This telegraph line needs no power source to work, seems to have a limitless amount of tape (at least able to produce more at a rate equal to it being used in the process of its function as a messaging device) and connects from your warehouse, or a property of your choice (or just somewhere near your starting location should you lack a warehouse and property) to any location of your choice within the current jump. It won't stretch the whole way, instead disappearing into the ground after a short distance and then altogether before reappearing close to the location of choice. But it will allow you to communicate with the location no matter how far it is, or even if it is in the same dimension.

Post-chain it will still be connected to each of the worlds it connected to during your chain, and able to communicate with them.

Ranch (400 CP): This is a modern, for the late 1920s, ranch and 550 acres of land. This ranch has all of the modern comforts, at least in the 1920s, including the stuff for pursuing a hobby in radio communications. In addition these 550 acres of land have abnormally pleasant climate and weather, and have been fully cleared and built up for use as a ranch or farm.

Beyond the 550 acre ranch a further 20 square kilometers surrounding it (or around 5,000 acres) belongs to you. This area is not yet prepared for use by people, save a road leading through it, and does not possess this abnormally pleasant climate and weather.

The land and ranch will maintain modifications made to it, though can be reset to its original state at the start of any jump. The ranch proper will slowly clear out weeds and prepare the land for cultivation and repair and maintain itself, though these repairs and

maintenance only apply to the original base ranch but intentional changes or plants you added will not be changed by these effects.

Pellucidarean Preserve (600 CP): This wildlife preserve acts as an add-on to your warehouse, consisting of a massive expanse of wilderness replicating several different biomes that could be found in Pellucidar. It holds no valuable minerals or metal reserves, or natural resources beyond plants, water, and animals, but this is still thousands of square miles of wilderness divided into several different biomes accessed separately. Each is full of the plants and animals of Pellucidar that belong in the region, meaning even once you have left this world behind you need not leave its natural wonders. Nothing sapient exists within so you won't encounter humans, mahars, or any of the near human species of the Earth's core.

While you can roughly choose the biome you want to enter when you enter this preserve, it doesn't allow you to choose a specific location within the massive expanse. This preserve will slowly add prehistoric animals from other settings or verses you visit in their own biological preserves. This will only be one biome preserve per future jump, thus being something of a more limited snapshot of the prehistoric world than the many biomes and locations of the initial preserve. This still won't hold valuable minerals or natural resources, and won't pick up anything sapient or particularly rare.

Explorer Items

Rudely Made Bow (100 CP): It may not seem like much being a primitive and rather crudely made bow and arrow. Still the wood is strong yet flexible, and the beast gut used as a string makes for a nearly perfect string. It's nothing too special as far as bows go, but in a land where the bow hasn't been invented yet it's a game changer. Comes with a dozen fire-hardened arrows of differing lengths and weights. The arrows will replace themselves over time as used or lost. The bow will not, but you will find it extremely easy to recreate it from wood and beast gut or something else that can work as a string, with far less effort than it should take to make a bow.

Jalot (200 CP): This is a hyaenodon, and a large one at that. This is a prehistoric dog-like beast as large as a full-grown mastiff. It is extremely loyal to you, and surprisingly dog-like in its behavior despite retaining the wild intelligence needed for it to survive and thrive in a world of smilodons, cave bears, and dinosaurs. You will find that it is a highly capable companion and should it die a new pup will be delivered to you soon with all the same loyalty and wild intelligence.

Express Rifle (400 CP): This is a chambered, high velocity rifle with a caliber perhaps around as high as .577. It comes with several belts of ammunition which will refill themselves over time and it will maintain and repair itself over time. The true value of this gun, however, is when you are shooting large megafauna. It is more effective against large beasts than it should be. It won't be any better against something as small as a human, and while it won't be better – or even as effective – against a dinosaur than it would be against a normal human, it will be a lot closer than it really should be.

J-220 (600 CP): This is an airship made from the fantastic metal harben-ite, a metal both harder than steel, but which is light as cork. This material allows for the airship to be lifted by vacuum tanks as opposed to rare helium or explosive hydrogen. It has a 997 foot length cigar-shaped hull, which is 150 feet in diameter. The interior of the hull is divided into six large, air-tight compartments, running the full length of the ship, three of which, are above the medial line and three below. Inside the hull and running along each side of the ship, between the upper and lower vacuum tanks, are long corridors in which are located the engines, motors and pumps, in addition to supplies of gasoline and oil.

Because of this entirely rigid construction, which eliminates the necessity for cabins suspended below the hull, it is equipped with landing gear in the form of six, large, heavily tired wheels projecting below the bottom of the main cabin.

Overall this airship weighs 75 tons, but can lift 225 tons, and possesses 6 engines capable of driving it at a speed of 105 mph. It is also capable of carrying, and dropping, bombs, as well as flying over mountains even in the frozen arctic regions.

Yours come with a full crew, restocking supplies of oil and fuel for its engines, and even some restocking bombs of a 1920s design.

Inventor Items

Balloon (100 CP): This isn't a hot air balloon, but one lifted aloft by flammable natural gas, so avoid trying to light things on fire around it. Still it comes with a rip cord to help you land, and a strong rope to tie it to the ground.

It will automatically refill itself when on the ground, so do make sure to tie it down. Though if it is destroyed or lost it will be replaced soon afterwards.

Library (200 CP): Books, books, and more books. Books on every academic topic under the sun, at least up to the start of World War I. This is a library with which one could replicate the wonders of the (pre-WW1) 20th century in the stone age. There are detailed instructions on how to make every piece of (real world) technology available to humanity at the start of the 20th century, and how to make the tools to make them with, and how to make the tools to make them, and all the way down to where you could make them with no existing technological base.

Experimental Radio (400 CP): This is a large and powerful (civilian) radio. It doesn't seem to actually need, or have, a power supply, instead generating enough power to run itself at normal capacity. It is also capable of transmitting Gridley Waves which can pass through hundreds of miles of solid stone, potentially even through the entire length of a non-hollow planet. You can modify other radios to receive/transmit these messages from this radio, though they won't contact each other and a radio will have to be modified to communicate with this one via these Gridley Waves.

Iron Mole (600 CP): This is a mechanical subterranean prospector like that created by Abner Perry. Roughly, it is a steel cylinder a hundred feet long, and jointed so that it may turn and twist through solid rock if need be. At one end is a mighty revolving drill operated by an engine which generates more power to the cubic inch than any other engine of the beginning of the 20th century did to the cubic foot, though as the instruments to measure it didn't exist it's hard to say its exact output. Great tanks contain the life-giving chemicals needed to generate breathable air to replace that consumed by breathing, holding enough to make 3 day journeys through the depths of the earth with a crew of 2. It carries 4 days of fuel. Instruments record the temperature, distance, speed, and materials which it passes through. The seats are arranged on traverse bars to keep those within them upright whether the machine is going straight down, horizontal, or straight up, and everywhere in between. It is able to run at speeds of a full 7 miles per hour… which may not sound impressive till you remember this is borrowing straight through the Earth's crust. Yours seems to have had its steering troubles fixed. It is also

surprisingly climate controlled. While this isn't perfect, the outside temperature could range from 10 below 0 Fahrenheit to 155 Fahrenheit and while it would be very uncomfortable at either of those extremes it'd not become lethal despite being in a confined metal space with the heat of a drill pushing through rock in front.

It will repair and maintain itself when not in use, and will refill its tanks of air-producing chemicals, and refuel itself when not in use.

Noble Savage Items

Sturdy Spear (100 CP): This is a sturdy, stone tipped spear. It will always remain sturdy and strong enough for you to use it with your strength, and even if you only have human strength it is surprisingly sturdy for a wooden spear. If it's destroyed or lost you'll find it surprisingly easy to make a replacement from natural, or even synthetic, materials.

Canoo (200 CP): Pellucidar might have more land compared to water than the surface world, but a boat is still a useful tool for navigation. This is a primitive boat, really a canoe, but it will still serve to help you traverse over water, and is well made with water-tight compartments beneath, and bamboo on the sides to stabilize it. It will never capsize or turn over due to winds or waves, floating atop even the most terrible of waves, and won't even be damaged by rough seas, though thunder or acts of man could damage and sink it. It has a way of appearing in any decent sized body of water that you remain close to for long enough.

Bestial Mount (400 CP): This is a massive, prehistoric beast that has been trained as a mount. Perhaps it's a diplodocus, mammoth, or some sort of other herbivorous megafauna of similar power. Doesn't seem to need nearly as much food as it should, and is surprisingly intelligent and loyal to you. As a diplodocus it won't be as smart as say an elephant, but it'll be smart for a diplodocus, and a mammoth would actually be pretty clever. You will find that it is a highly capable companion and should it die a new young one will be delivered to you soon with all the same loyalty and intelligence.

Tribe (600 CP): This is your own tribe. These individuals are stone age hunter-gatherers of the kind found across Pellucidar. They will match your race, unless you are a human in which case they will be gilaks; if you're a mahar they will be a tribe of mahar that have remained disconnected from their kin and never discovered the Great Secret.

The people of this tribe could all be said to possess 'perfect physiques', while not truly peak human or matching top athletes in their field, the range of physiques is significantly smaller with no one being below what would be 'average' on the surface world. The same can be said for their appearance, as even the ugliest among them is well-formed and fine featured.

This includes the tribe's lands surrounding them, enough to sustain the tribe. Whether they live in a dense forest building up in the trees where large predators can't reach them, mountain cliffs, or a floating island supported by the roots of large trees that grow in salt water you'll be able to bring it with you, inserting into the world in future jumps.

The tribe and their lands will retain modifications made to them, good or bad. You can however reset it to its original status at the start of any jump. If any of the native non-sapient species are driven extinct a small, breeding population will be reintroduced into the area at the start of the next jump.

Raider Items

Harquebus (100 CP): This is a primitive gun, along with a collection of black powder and ammunition. Unlike the korsars your powder is reliable and this gun will reload itself when not in use (as well as refilling its supply of powder and balls), will maintain and repair itself when not in use, and is as accurate and powerful as an early 20th century light rifle.

Korsar Ship (200 CP): This is a ship like those used by the korsars fully crewed by korsars. That is to say it is a pirate ship of the style of the Moorish Barbary Pirates who terrorized the sea lanes to such an extent that they are responsible for the creation of the US navy. Admittedly this is rather obsolete compared to modern ships, and those that the empire of Pellucidar will make, but it comes fully crewed and its supply of powder and shot will automatically replenish over time, and it will automatically repair and maintain itself over time as well; replacing slain crew being included in 'repairing' itself.

Thipdar (400 CP): This is a pterodactyl. With a wingspan of at least 20-ft, it's a large, powerful flying predator, capable of carrying off a man and considered one of the most dangerous threats of Pellucidar. Trained as attack beasts by the mahar, they seem to be able to communicate with the same 6th sense, though even if you lack that sense you are able to command it with your thoughts within a limited range. It's not complete puppeteering of them, but commands like you'd give a beast. Beyond that this is a particularly intelligent and physically powerful specimen, and is utterly loyal to you, retaining its wild instincts despite being a well-trained attack beast. You will find that it is a highly capable companion and should it die a new chick will be delivered to you soon with all the same loyalty, training, and competence.

City (600 CP): This is a Pelucidarian city, belonging by default to the Korsars, and resembling late medieval Moorish North African styles, or the bronze age Xexots. By the standards of a modern city it's small, even including the outer farmlands which are necessary to sustain it, but you are recognized as its leader and it will follow you into future worlds while retaining modifications made to it (and its population), good or bad. You can however reset it to its original status at the start of any jump.

If you are a mahar you may instead take a mahar city, complete with its gilak slaves and sagoth soldiers. Your city will have a copy of the Great Secret allowing its mahar queens to reproduce without the need for males. In this case while the sagoth and mahar populations will retain changes, the slaves will be replaced with new slaves – seemingly

from Pellucidar – at the start of each jump to help prevent them getting any rebellious ideas.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump. ***You may only gain CP from up to 6 drawbacks****. Others can be taken for fun at +0 CP though.*

Continuity? (Toggle): Given the framing device for Burroughs's Barsoom novels includes him being delivered the stories, he is receiving the Venus stories through telepathy, and Tarzan shows up in Pellucidar as a major character, it would seem that all of Burroughs's major series may be in one shared universe. With this you can decide if that is true or not for Venus and Mars, though Tarzan is strongly confirmed to be in the same world and therefore cannot be toggled away.

This also allows you to connect your other stays in Burroughs's worlds with this one into a single continuity if you've visited Burroughs's other works. This may change your start date, but you will always be spending at least 10 years in Pellucidar… whatever 10 years means in Pellucidar.

Insertion? (Toggle): If you wish you can insert in place of a character who you match the background of other than Tarzan. This won't give you any of their special powers or abilities, or even Abner Perry's knowledge of how to make the Iron Mole (if replacing Abner without the proper skills it'll have come to you in a fugue state), but you will generally have their past and their place in the story.

Start Time (Toggle): You may shift your arrival date to as late as the end of *Savage Pellucidar* or to as early as the first arrival of the ancestors of the Korsars into Pellucidar from the surface.

Bestial Rage (+100 CP): You've got a temper problem. Like a 'beating the slaves you're bringing in to sell to death in a haze of red rage because an unrelated slave escaped' sort of temper problem. You get mad easily, and when you get mad you get violent and destructive.

Courting Difficulty (+100 CP): You understand nothing of the ways of romance or courtship, or simply dealing with your preferred gender and your perks seem oddly ineffective in helping you to obtain or maintain romantic relationships. You might eventually be able to learn, but don't expect perks to help you do that either and you can expect a lot of social faux pas along the way. And you won't even ask for help from others. Maybe you can try just repeatedly saving their life and following them like a lost

puppy until they decide that even if you know nothing of the ways of proper courtship you're endearing in your own manner.

Deaf (+100 CP): You can hear no more than a mahar. In fact you're utterly unable to experience sound even if you somehow could see, smell, or sense it with some sense other than hearing.

Delicious Scent (+100 CP): Megafauna attempt to eat you on a regular basis. While herbivores won't try and eat you, they will attack you on occasion as well. These aren't constant attacks, but you can expect to have some big carnivore try and kill you fairly regularly if you go where they can be expected to be found, and if you spend too long somewhere safe one will come sooner or later regardless.

Deposited in a Strange Land (+100 CP): You no longer possess any memory of Pellucidar, from in jump or out of it, instead you will remember you were journeying to Victorian era England for a rather grounded and non-fantastic jump as you awaken within the hollow center of the Earth. If you're a surface dweller you will have memories of your life above ground. If you're a native to Pellucidar you will have amnesia of your past in this world. Unfortunately for you, except for a few objects carried upon you, any properties or items that would insert into the setting will be on the surface of the Earth in England, not in its center; or at least they will be if you're a surface dweller or drop-in, if you're native to Pellucidar they'll be somewhere down here but you won't remember where. Perhaps you can find them if it's within your power.

Land of Terror (+100 CP): Good news this world has just gotten weirder, or at least the weirder parts of it have gotten a lot more common. Things like giant ants, bison-men, tribes where women are larger and more muscular than men, and oddities far outside of the normal cave man aesthetic are gonna be a lot more common. The bad news is the writing in general and world-building have gotten a whole lot less consistent and coherent, with things like tribes composed of reincarnated murderers, or entirely composed of feebleminded madmen despite the sheer massive danger of the environment becoming much more the norm.

No Sense of Direction (+100 CP): You lack the Pellucidarian homing sense or any other similar special sense of direction or ability to detect the way home. Moreover, somehow you find yourself getting lost far from wherever you'd call home time and time again. This is made worse by how the terrain seems to shift around you. Oh, it won't change while you're watching and you can sort of get to know a limited area if you stay there often, but you could be passing back through territory you already passed through on

your way out and pass through all different lands and terrains with all different people. And somehow whenever you get lost you do seem to find yourself encountering all sorts of semi-fantastic adventures.

No Surface (+100 CP): Oh it still exists, but you cannot go there. You are unable to leave Pellucidar during your time here, instead forced to remain in the hollow center of the Earth until the end of the jump.

Survival Mode (+100 CP): You lose access to your Warehouse except for one short period every 50 sleeps. You lose access to all infinite or respawning supplies of equipment, ammunition, fuel, etc. Any items you possess with fiat based durability lose that durability for your time here, and any items that self-repair or maintain themselves due to fiat lose that ability for the time here. You lose access to any power that allows you to simply summon or create objects. Absolutely none of your supplies or items will respawn while you're here or return to you on their own if lost.

Ugly One (+100 CP): That is one terrible scar. Your face has been torn horribly, destroying an eye in the process along with your nose, and the flesh from your jaws baring the bones. This terrible scar of a wound follows you in any form you may assume.

Abducted Mate (+200 CP): Congratulations you're in love. Unfortunately everyone else seems to want your mate. Well not everyone but a lot of people. Somehow these people are oddly capable of abducting your mate and holding them hostage – and no powers, competence, or abilities your mate possesses will save them – forcing you, and you in specific, to go and save them before they're killed, or perhaps worse forced to be the kidnapper's mate.

God Sent us Here for Just That Purpose (+200 CP): You know why you have been sent to this jump. To ensure that your species becomes the solely dominant species of Pellucidar (for this humans are gilaks), even if that means wiping out other sapient species. Even within your species you seem convinced that your native culture in this jump - or in your original world - is superior to all others and should be applied upon them. You will be the Victorian English Colonial savior of the WORLD!

Mighty Jumper Savior (+200 CP): Your allies are not useless, just useless without you. If you want to effect any positive (for you) change in this world, you will have to directly oversee and watch over it. Your allies and servants can do fine jobs, or at least if they could without this drawback, when you personally oversee or manage them, but the moment you're not there managing things they at best stall out, and have a tendency to fall into infighting and internal conflict.

No Such Thing as Time (+200 CP): In Pelucidar there is no day-night cycle, and without artificial instruments no means of telling time. As such it is easy for one to lose track of time or have days blend and blur together, to become uncountable messes of elapsed time. This is especially true of you, and you will have a great difficulty keeping track of time even with instruments to do so. And often you will find time seeming to slip away from you, things that should take you minutes taking hours, and the work of a day becoming that of weeks. Or maybe it's no more time for you, but other events are happening at a faster speed where it would disadvantage you. This isn't constant, and it won't happen in the middle of a fight or something, but you can expect to have the nature of time here give advantages to your enemies, allowing them to recover or prepare for many sleeps for your one with terrible regularity.

Old (+200 CP): You are old, and not the fittest even for your age. Oh you're not actively infirm, but you have the physical capabilities one would expect from an aged college professor who'd rather pay for a cab to travel a block than walk it. You will feel the physical aches and pains of age as well, though your mind remains quick and undulled. With time and exercise you can raise your physical capabilities to those of an old, but notably fit and active individual.

Back to the Stone Age (+300 CP): You lose access to all knowledge, skills, or items more complex than those of the Stone Age. You will even lose conceptual understanding of these things. This isn't just science and industrialized technology, martial arts – including the likes of boxing and wrestling – will be stripped from you, even technology as primitive as the bow is beyond your understanding, and magical spells and techniques are likely right out as well, at least beyond the very, absolute simplest of them – perhaps shamanistic trances and the utmost basics of sympathetic magic would remain – and anything approaching a science of magic is gone. If it would not fit with being a stone age man the knowledge, skill, and technology is stripped away from you. This can even affect items or skills purchased here (good buy to most of them in fact), though thankfully you will retain most natural powers of your body and alt-forms, unless they were derived from scientific potions, technological implants, or biological engineering.

Gorbus (+300 CP): Ignore your race choice. You're a Gorbus. This makes you a tusked, and terrible faced albino. The gorbuses are reincarnations of murderers from the surface, able to only clearly remember the murders they committed in their previous lives. Oh they have their memories of their current life, but you'll probably be missing your memories of your previous jumps and lives. After all, the only memories of them you'll retain are those of your greatest acts of murder, though this can include murdering

people's happiness or their love. Post-jump this Gorbus form becomes an alt-form (as does your purchased race if it was not Human or Gilak).

Jukan (+300 CP): You might not actually be a jukan, though if you're a gilak and you want to be you can be, including their tiny irises and their fat, loose mouths. What you are is an imbecile and a madman. Maybe you have hallucinations or paranoid delusions. Maybe you have an advanced case of dementia. Either way you're very much insane, stupid enough to lock a prisoner in a hallway as a cell, prone to being diverted and distracted and utterly incapable of effective long term planning. Thankfully you do tend to focus somewhat when there is clear and present danger to your life.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

The map used for the cover image is from the last book. Somehow in the 3rd book the Korsars attacked the Land of Awful Shadow by sea from Korsar Az without crossing the Nameless Strait, and then David's people sailed from Lural Az around the Land of Awful Shadow without crossing it as well. In other words the geography directly changes between the books so take the map with a grain of salt.

Seriously, time on the surface does not equal time in Pellucidar, or vice versa, and even in Pellucidar it seems to not always be equal in two different places as if who is observing it matters.

The Mahar race is not double discounted or free by taking both Mahar Science and City.

Recreating Civilization vs Library: Library gives you instructions how to build real-world technology. Recreating Civilization helps you build things that you know of and vaguely know how they work. While there's some overlap, Recreating Civilization would enable you to eventually figure out how to build everything in the Library from simple awareness of that technology existing and vague ideas, it'd be a long long long time, they mostly serve different purposes. The Library gives instructions to make everything for an early 20th century civilization, and can be loaned to others. Recreating Civilization works to speed up the process of learning how to actually make a bow and arrow from knowing the technology already exists. They synergize in the sense that Recreating Civilization will massively cut down the time needed to figure out proper shipbuilding techniques from just having plans, or how to actually forge steel from the textbook instructions. Of course Recreating Civilization is also good for reverse engineering alien tech that you have a vague concept of the science behind.

Changelog:

Version 1.0.0: Released.