Fossil Fighters Jumpchain

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Version 1.0

Welcome to the world of Fossil Fighters! Set in the beginning of the Fossil Fighters trilogy, you'll find yourself journeying across the diverse settings of Vivosaur Island for the next ten years, reasons varying from person to person. That would seemingly be rather boring, save for one small fact. See, everyone has an odd obsession with fossils, and for good reason. With the right tools, you may summon powerful Vivosaurs to fight for you in Fossil Battles! Beware though, not all is as carefree as it seems. Darkness looms on the horizon, waiting for its time to strike. You begin one year before the game's plot takes place.

You didn't think you'd be off on your own though, did you? Here, have **1000CP**.

Roll 1d8 for your location. If you would like you choose your location, you may pay 50CP instead.

1. Vivosaur Town- the main port city of Vivosaur Island. Its full of strange and interesting characters along with many pastimes to take up your days. I hear that they offer hotel rooms for free as well, they're pretty sweet.

2. Knotwood Forest- A forest home to the indigenous people of Vivosaur Island, the Digadigs. Beyond them is also the ruins of the Digadigamid, although that tends to be rather perilous to explore.

3. Rivet Ravine- A rocky canyon, known for an odd monk who hangs out there and for its mine shafts. Aside from that, it's one of the largest dig sites and by far holds the largest bounty while also the simultaneous danger of getting lost among its cliffsides.

4. Dinaurian Spaceship- Wow, not sure how you ended up here. It seems that you've ended up on the spaceship owned by the Dinaurians, reptilian warriors in stone sleep. While it would almost mean certain death to be here normally unless you were one yourself, it seems that you're right next to a portal which will take you back to Earth if you need it.

5. Mt. Lavaflow- A sweltering hot dig site, situated on a large volcanic mountain. It's a hub of fire affiliated vivosaurs, although due to its popularity the fighters here tend to be a bit stronger. Watch out for rockslides.

6. BB Base- An island where the BB Bandits reside. While most of them are a bunch of pushovers, in numbers they make a prominent force. Currently there aren't any on patrol, so if you aren't supposed to be here it's possible to take a boat and skedaddle.

7. Secret Island- A secret dig site that nobody is truly supposed to know about, save for the management of Fossil Island. There are some fossil here that you can't find anywhere else, along with a crashed spaceship nearby. Nearby is a wooden rowboat, guaranteed to get you towards the mainland if you choose.

8. Free Choice- Lucky! You may choose to go to any of the locations listed above, or other dig sites that haven't been mentioned here. Heck, you can even go somewhere outside the fossil park. That wouldn't be very fun though.

*Backgrounds

Gender has no true impact here, so you may change it for free if you'd like. Age may be determined by doing the roll according to your background or by paying CP.

Drop-In (Free)- Ah, not one for a history, are you? That's alright then. You start off after waking up in your starting location, feeling well rested.
Roll d10+12 for age.

Fossil Fighter (Free)- All your life you've wanted to be a Fossil Fighter, to prove yourself as the best one out there. Now that you've assembled your own team, you've headed to the island where it all originates to prove your worth.
Roll d7+10 for age.

Researcher (Free)- Working on the the flipside of the Fighters, it's your work which allows places like Vivosaur island to function. While it's a job often laden with responsibility, your is the one that allows for discoveries and progress to be made in the field.
Roll d10+20 for age.

BB Bandit (Free)- You've never been one for following the rules. So when opportunity came knocking in the form of an invitation, you received with open arms. As a member of the BB

Bandits you're expected to regularly perform acts of (rather cartoony) villainy, but in exchange receive the expected benefits of such a job.
Roll d10+15 for age.

Dinaurian (200CP)- Or perhaps you aren't quite what you'd expect, here on earth? The lizard people, almost all left in stone sleep, lay dormant in a quiet orbit of planet Earth. While your prime objective calls for the destruction of humanity in order to facilitate your races rebirth, perhaps you might choose a different path?
Roll d20+10 for apparent age,

*Perks

100CP Perks are free to their origin/race.

Fossil Sense (100CP, Free Drop-In): You have an odd ability to sense underground objects in a fifty meter radius in the form of mental "blips". More specifically, fossil rocks. While admittedly useless outside of the areas of paleontology, you won't have to bother with those pesky sonars. Hey, digging will be easier at least, right?

Jumper Richmond (200CP, Discount Drop-In) If you couldn't tell by the name, you're a rich one. While not necessarily related to the Richmond family (although you may if you wish) you're known to be tied to an incredibly wealthy family. This comes with the prestige that is associated with such things, along with the weight of your family's name behind you. While you certainly won't be bluffing your way into military compounds alone, it's still a considerable thing to keep in mind. Post jump, you may become associated with a different family pertaining to the world you're currently in to receive similar benefits. As a bonus, if you take this perk you may add being in your family as a part of your background, free of charge.

Dinoglot (400CP, Discount Drop-In): Odd talent you have there Jumper. You have the inherent ability to understand Vivosaurs. While this does help incredibly in communicating strategy, do keep in mind that in the end they are very big, sometimes very dumb lizards. Don't expect scintillating conversation unless they happen to be an outlier or otherwise different from the rest. Post jump this works on any ancient creature, provided that they aren't smart enough to have a complex spoken language.

The Firehose of Knowledge, Straight Into Your Brain! (600CP, Discount Drop-In): An odd technique, taught from an odd man in Rivet Ravine. After doing an odd dance and chant the user spreads their arms, causing lightning to strike a willing target. While the lightning does no real damage aside from a slight headache, its purpose is in that it instantly teaches a concept to another upon usage. Use it to identify fossil rocks, solve math problems, understand the

diameter of a black hole, all information is valid as long as it covers a single subject. Does not give people the capacity to perform these tasks automatically, they merely have an extensive knowledge on how they would. Has a two day recharge after the first usage.

Fighter's Instinct (100CP, Free Fossil Fighter): You've got it down when it comes to fossil fighting, Jumper. An education on the ins and outs of the sport along with an innate sense on how to use the Vivosaurs at your disposal to the best of your ability will surely be able to take you far. Be warned, instinct will always be trumped by legitimate strategy, go in without a plan to the wrong fight and you'll soon be looking at the defeat screen.

The Silent Romancer (200CP, Discount Fossil Fighter): You know, you're oddly charming. I say odd because you barely have to do anything to woo anyone. Spending a good amount of time with anyone, regardless of the amount or depth of communication you have with them, is now a surefire way for them to develop romantic feelings for you. The interactions between them and you could just be your answering "Yes" or "No" but by around a few months time expect confessions. Can be turned off if you'd like.

Master Cleaner (400CP, Discount Fossil Fighter): Those fossil won't clean themselves. After all, damaged goods mean that Vivosaurs won't be performing at maximum power. With hands like a surgeon, you're an absolute master at breaking open even the most ridiculously shaped fossil rocks without a single chip or dent coming upon the actual bones. This might not seem like much, but in a world like this it is certainly a sought after skill.

King of the Vivosaurs (600CP, Discount Fossil Fighter): People don't seem to understand the courage it takes to be a Fossil Fighter. Regardless of how lighthearted the world may seem, in essence the job consists of training apex predators and creatures with the power to flatten humans instantly to fight for their enjoyment. This is no longer an issue for you. When training a species considered to be superior to yours to respect your orders you exert an aura of domination and authority, as though you were the alpha of a very motley pack of ancient beasts. As an added effect even the most difficult creatures will initially have at least a grudging respect towards to you work with, recognizing your abilities.

Professor of Vivosaurs (100CP, Free Researcher): The professor title isn't for show. You have a doctorate in Paleontology, along with an extensive knowledge on the history of this worlds Dinosaurs and Vivosaurs. Good for winning trivia quizzes, along for qualifying yourself for related positions.

Scatterbrained Resilience (200CP, Discount Researcher): People might say that you're not paying attention, and they aren't exactly wrong. However, that doesn't mean that you're not working on the current task. Lapsing off into a separate train of thought will have you returning to a sudden new idea to the problem you were dealing with before, instead of completely losing track as to what you were going to say before. Great for problem solving, but after the third instance of this in a day it will lose effectiveness. Keep in mind this isn't some form of

precognition or other such magics, only a push in the right direction upon returning to the subject at hand.

Hands Off Guidance (400CP, Discount Researcher): If the BB Bandits are Team Rocket Ripoffs, then you're Professor Oak. Send kids on quests off on quests and you can be confident that while they'll run into trouble along the way, they'll grow as a person as long as the task wasn't too pointless or outright impossible/dangerous. You also have an impeccable sense of timing as to when your quester is in need of a specific item that you can provide them, making convenient coincidences to provide them what they need to continue on their quest. Can be toggled on and off, if you wish.

The Crazed Inventor (600CP, Discount Researcher): You aren't crazy, but the situations you survive might be. Kidnapped by a criminal organization? They left a rusty piece of metal nearby and you barely manage to escape, pursued by your captors. Sent back in time by an evil alien lizard? You can just barely manage to survive for years before encountering one of their spacecraft and fossilizing yourself for a companion to revive you. Keep in mind this won't keep you out of danger or even guarantee your success, merely open up the window of opportunity if you have the right skills. That would be too easy, otherwise.

B-B-B-B-B-BB BANDITS!! (100CP, Free BB Bandit): Do you…have a speech impediment? Maybe, maybe not. Regardless, people think you're still scary. You could run around in tight purple spandex and people would take you completely serious on your intentions, even if you look like the most ridiculous mix between a supervillain and a skier. Doesn't come with the ability to live with yourself for it, though.

It's a Dog? (200CP, Discount BB Bandit): It is! And its pink, too! Maybe not though. With this, you may become an animal of your choice, as long as it's currently not extinct and smaller or equal to human size. Along with keeping your sentience, when in this form people tend to underestimate you which can lead to some easy scores in your line of work. Also comes with a disproportionately large amount of strength, so you can bowl aside those pesky humans aside. I'll throw in the ability to speak in normal human languages for free, and it'll become an alt-form after ten years.

(Evil) Teamwork is the Dreamwork (400CP, Discount BB Bandit): These guys act like an off brand Team Rocket, but you'd be surprised. They're surprisingly competent, after all. Working with teammates is much easier than you'd expect, as long as those involved have known each other for enough time for some sort of relationship to be established. Even the most bumbling idiots could pull off feats such as breaking into a protected pyramid, although hijinks along the ways would be expected. Works best in groups of three, with the effects tapering off the more or less people you have from that number.

Mastermind in Disguise (600CP, Discount BB Bandit): Nobody would suspect you Jumper. After all, you know better to let them suspect otherwise. Along with the skills and charisma

required to run a vast criminal organization, you also gain the skill to lie perfectly to others in relation to others becoming suspicious on your true identity, even as the evidence stares right in the face and most times that will be taken at face value. Only the most damning or obscure means could expose who you really are.

Dinaurian Body (Free for Dinaurian, Restricted to All Other Backgrounds): You are a Dinaurian, a nonhuman species. While still appearing humanoid in nature, you are now a bipedal blue skinned creature, with hair likely in some shade of pink, blue or white. Aside from being obnoxiously bright in color, you also are naturally faster and stronger than the average human. Don't expect to be holding off any vivosaurs on your own without something else to back you up, however.

Mysterious Mystery (100CP, Free Dinaurian): But who WAS Jumper? Nobody knows until this day. You're a master of mystery and disguise, able to flawlessly pull off a disguise and pose as a character in order to further your goals. Even if you do make minor slip ups, often it will simply be passed off as strange behavior inherent to your character. Don't mess up too bad though, or the illusion will fade away.

Battle Form (200CP, Discount Dinaurian, Restricted to All Other Backgrounds): Looking a little beastly, hmm? Through the power of Dinaurian science, you may transform into a Vivosaur form. The average Dinaurian takes on a form with the maximum size of a raptor, although their sharp claws and such tend to make that a non-issue. Upon taking this perk you may choose an elemental typing for your Battle Form, allowing it to be themed towards that.

Alien Adversary (400CP, Discount Dinaurian): You wouldn't fit the alien stereotype if you couldn't even use your own otherworldly technology, now would you? Good thing you don't have to worry about that. You're well versed in technology native to the Dinaurians, such as rays which revert evolution and mechanized robots to do your bidding. Aside from behind adept at using such features and not blowing your head off as a result, you're also a dab hand at creating such things given the right materials. With time, it's quite possible you could begin to integrate this technology into other branches of science, or perhaps the reverse.

Monarch's Elite (600CP, Discount Dinaurian, Must Purchase Battle Form): Oh wow, you're really up there in the ranks, aren't you? Somehow either a member of the royal family or at least beholden to them as one of the best. Regardless, you've come into greater power. With your Battle Form now being at the maximum size of a large class Vivosaur, you also gain the odd ability to shoot antimatter beams from your mouth in a method similar to a breath attack at high energy costs. Yes, antimatter. Do try and not blow up the earth.

*Items

100CP Items are free to their origin.

Pickaxe, Fossil Case and Sonar (Free to All): Exactly what it sounds like. The Pickaxe is guaranteed to never break as long as it's used for its purpose, and the Fossil Case and Sonar are fully upgraded as to detect all fossils and carry a grand total of 64 fossil rocks within its hammerspace.

Cleaning Tools (Free to All): A hammer and drill, of fine make. They aren't the greatest tools, but they'll get the job done if you're trying to do some work on Dino bones.

Box of Masks (100CP, Free Drop-In): A box of the masks available to the MC in the original Fossil Fighters game. They range from cool looking to ridiculous, and can be easily put on no matter how improbable it seems to be able to do so. Be careful with some of these masks though, people might mistake you for others if you wear them.

Fossil Point Card (200CP, Discount Drop-In): A strange credit card-like device, with seemingly no purpose. However, upon cleaning a fossil and activating the card, you may disintegrate the bones in exchange for creating a single point on the card. These points can be spent via activation of any terminal, which opens a site that instantly teleports fossil rocks to your location in exchange for a large amount of points. Updates to include fossils from other races in other jumps.

Revival Setup (400CP, Discount Drop-In): A fossil revival machine, cleaning table and integration machine that come as a single set. Together they can be used to seamlessly go through the process needed to revive old bones into Vivosaurs. Doesn't rely on any power source and self cleans away any debris left over after cleaning. As a bonus, it doesn't have the odd 90 second limit to clean fossils like the in jump one does.

Fossil Shop (600CP, Discount Drop-In): A small cylindrical shop, staffed by three NPCs. The First is the Fossil Dealer, who will sell incredibly rare and hard to find fossils, provided you have the gold for it. The next is the Info Broker, who from time to time will pick up on a hip and happening rumor to put you in the right direction for a certain subject if you ask him. Lastly is the Mask Lady, who has a curious talent for making masks with themes related to those you have met in the past. In all the place turns a decent profit to you as the owner, however you'll still need to buy anything from it if you want to keep it for yourself. No such thing as free fossils. Appears post jump within ten miles of your starting point as a newly opened location.

Better Tools (100CP, Free Fossil Fighter): Nobody wants to deal with those terrible starter tools, right? You can do better. The Hyper Hammer is an incredibly powerful tool of mass destruction (to rocks) and can also pack a punch if used as a melee weapon. The Super Drill is an incredibly fast working fine cleaning instrument, able to get the fine layers of rock off a bone almost instantly. Guaranteed to never break, comes with a free cleaning kit as well to keep them in tip top shape.

Dino Medals (200CP, Discount Fossil Fighter): This world eat, sleeps and drinks these things. Small discs that could easily be mistaken for a medal, and actually can be strung like one, when thrown it releases your own personal Vivosaur, loyal to you alone. All Dino Medals are based off of the Dinosaur they were revived from, albeit with rather colorful bodies and often shortened names. Regardless, they are rather powerful even at low levels due to their nature and have potential for growth, just as any Vivosaur.
*All Origins start out with a single Dino Medal of your choice, as a freebie.
**Fossil Fighters start out with three Dino Medals to reflect their status as one who uses them competitively.

Digsite Speedboat (400CP, Discount Fossil Fighter): Ever wonder how a Fossil Fighter gets around from digsite to digsite, with all of the treacherous terrain around? They don't, quite frankly. At least, not without one of these. A speedboat with a T-Rex motif, it can comfortably seat eight and travels at around 60mph with an incredibly smooth ride. Comes with an autopilot which will guide the boat to the destination as long as the coordinates have been properly entered.

Dark Fossil Supply (600CP, Discount Fossil Fighter): People would kill for these. Strange fossil rocks that cannot be scanned via x-ray or any other such abilities, they are a deep black in order to prevent their typing or fossil from being known and are known for being notoriously difficult to crack open. However, inside they have special red bones, which when used for a Vivosaur can cause them to reach beyond their maximum potential if integrated. One of these will show up in your warehouse every week, however it won't come with the knowledge of what kind it is.

Sandal Fossil (100CP, Free Researcher): Not necessarily a sandal, this odd fossil appears to be a version of one of your old footwear if it were buried in stone for several millennia. While quite dirty looking and certainly having none of the properties it might have had, it is certainly an interesting keepsake. Or a conversation piece, who knows.

VMM (200CP, Discount Researcher): A green machine that looks suspiciously like an ATM, but instead stores fossils. By accessing this you may store any revived Vivosaurs not currently in your party, as well as preserve any fossils that have yet to be used for a revival. Also has connection to the internet, if you don't mind using a touch screen.

KL-33N (400CP, Discount Researcher): A semi-sentient robot, built solely for cleaning. It takes the shape of a lightbulb-esque looking robot with long arms and a slowly rotating drill on its head. While more of a pet than a companion and absolutely useless in combat, it is able to learn from your cleaning skills and eventually will be able to clean fossils automatically up to your level of expertise, with the sole requirement of you having cleaned one just like it first. Can also hold its own in a conversation, if you're feeling chatty.

Not!Vivosaur Island (600CP, Discount Researcher): What, seriously? We're offering this? Alright then, I suppose it had to be coming. You get your own copy of Vivosaur Island, of which

you are the owner of. Populated by generic NPC's, some of which are eerily familiar to people you may know if they were parodized, it has all the associated dig sites and areas you might find on the actual island. Self sustains so there's no need for upkeep, and can turn a profit if opened up to the public. Post just it will appear off the coast of wherever you first end up, or inside your warehouse as a separate world connected by a door if inapplicable.

BB Suit (100CP, Free BB Bandit): A purple suit with the logo of the BB Bandits on it, standard attire for the organization. While it's rather tacky,the suit is also lightweight helps the user sneak around successfully by a small margin.

Tools For Crime (200CP, Discount BB Bandit): Every criminal needs their tricks of the trade. Thankfully, you've got it right in your hands. Well, sort of. Coming in the form of a toolbelt, reaching into it will manifest a tool to commit whatever mischief you are up to, as long as it could reasonably fit into a tool belt and relatively mundane in nature. These tools never break, but after five minutes disappear into thin air as though they never existed.

Imperva-Ray (400CP, Discount BB Bandit): A ray gun that looks like it might belong in a 90's Saturday cartoon. Firing it at an inanimate object will make it "impenetrable" although in reality it just bestows an incredible amount of durability that can't be shattered by any of this jumps current technology. Comes with a reverse setting that will revert the changes done.

JJ Base (600CP, Discount BB Bandit): A small and shady island, on which a large metal fortress looms with your insignia emblazoned across it. Large enough to house an entire criminal organization comfortably, you'll find that it becomes incredibly hard for others to find it when your organization is actively being investigated by law enforcement. It also has a few fossils along its sandy beaches, if you're into that sort of thing.

Cloaking Device (100CP, Free Dinaurian): A holographic device that when worn, covers all of your lizard bits so you look human. Be an edgy teenager or a ripoff of Luna Lovegood with longer hair, it doesn't matter as long as you program it beforehand. It's made for humanoids though, so it'll deactivate if you shift into a form that doesn't fall into that category. Comes as a small disc that can be worn as a bracelet or attached to clothes.

Dinaurian Battle Gear (200CP, Discount Dinaurian): A blue skintight bodysuit, with light blue and purple highlights wherever you choose. Aside from being incredibly comfy, as well as generally indestructible, it morphs along with your body if you go Dino with it (or any other mode, quite frankly).

Dinomaton (400CP, Discount Dinaurian): A large metal robot in the shape of the Vivosaur Zino. Its claws are razor sharp and can be controlled remotely for use both inside and outside of fossil battles. Has an odd habit to do a dance-like movement when it isn't being ordered to do anything. Can be shifted into a Dino-Medal form for safe storage.

Dinaurian Spaceship (600CP, Discount Dinaurian): A copy of the spaceship owned by Dynal, minus the regression ray that turns entire planets to rats. Quite fast and able to house an entire fleeing civilization in stone sleep, it is manned by NPC Dinaurians who will recognize you as the captain if encountered. May or may not cause the current members of the race to freak out when they realized others survived the planet's destruction.

*Companions

Direct Import (50CP Each, 300CP All Eight): Ah yes, your menagerie of eldritch abominations. For 50CP for each, or a 300CP bargain bin sale, you may import your companions into jump with a free origin and 500CP to spend.

OC Companion (100CP): Did you meet somebody perhaps not seen in the games that you want to take along? That's fine, as well. They gain 500CP to spend and within the first month you'll find yourself in a situation where you can create bonds with your chosen character.

Canon Companion (100CP/200CP): Ah yes, what everybody wants. For the grand bargain of 100CP You may purchase any human character from the cast of Fossil Fighters, with a stipend of 500CP to spend on themselves. Purchasing Dinaurians costs 200CP due to their biological advantages, however they still also receive 500CP to spend.

*Drawbacks

You may take as many drawbacks as you want, but do try and be reasonable.

+100CP Scatterbrained: Seems that all those memories bouncing around in your head has been giving you some issues, Jumper. Often you'll find yourself doing a task, only to have a sudden lapse of amnesia and turn around to do something else entirely different. Five minutes later, expect the same thing to happen. While relatively harmless, don't expect to get anything done without constant motivation and reminders.

+100CP Medal Dealer Joe: This fat annoyance will always show up at the worst times, stealing your dino medals and taking off. While he can be arrested/killed, he always seems to either break out or resurrect a few weeks later. Worst thing is? You'll never see it coming, ever. It's almost as though he has some form of otherworldly protection…

+100CP Just a Generic: Do you have a lot of twins, Jumper? Well people might assume that, now. Just like the NPC's of Fossil Fighters, you'll find yourself with a lot of people who look exactly like you. While they don't have any of your special powers or act anything like you, you'll end up being considered part of a stereotype because of it. Changing your look will only work for so long before they do so as well, they seem to think of you as a sort of trend setter.

+100CP Punny Name: Bea Ginner? Really Jumper? Thanks to this, you now have a name based off of a pun. Nobody will this is funny, and it will force you to fit a theme based around your name. Here's hoping that you aren't Hugh Mungous...

+100CP A What Fossil?: A dropping fossil Jumper. Now every one out of five fossils you dig up will be one of these. Virtually worthless, and only the most crazed of people would even consider collecting these. Hope you like looking at trash.

+100CP Strapped For Cash: Vivosaur Island runs off of Gold. Not the precious metal, but a coin named after it. Unfortunately, it seems to have no exchange rate and the only way to get it is either by fossil battling or by mining it from rocks. You seem to be strapped for it and will never be able to carry more than 1,000,000 Gold at a time. This seems rather high, but keep in mind the prices here can get exorbitant and certain things will be completely out of your price range.

+300CP Plotbound: Congratulations on becoming the MC, Jumper. Upon reaching Vivosaur island you'll find yourself swept up into the main events of Fossil Fighters, such as fighting vast criminal syndicates and tackling an entire alien race to save your planet. Failing in your task will result in the end of your chain. On the bright side, it'll be interesting?

+600CP Royal Wrath: Dynal, King of the Dinaurians, has decided one thing. You are a threat to the continued existence of the Dinaurians, and must die. He will come at you with the full might of his forces, waking all Dinaurian warriors from their sleep to hunt you down along with his two elite warriors, Duna and Raptin. Even He Himself has decided to participate in the hunt, fully prepared to bring you down no matter the cost. Keep in mind, this is the guy who shoots antimatter death lasers from his mouth. However, there is hope. If you can either defeat or somehow convince the lizard king that you aren't what he thinks he is, he might reconsider. might.

+800CP The Ancient Apocalypse: The world could have been ended when Captain Bullwort obtained Frigisaurus. Now, it might as well, thanks to you. Five years into your stay the Legendary Element Vivosaurs Frigisaurus and Ignosaurus will appear on the island with the sole purpose of torching the whole place to the ground. Instead of working against each other, they now bolster each other in their efforts, becoming even more ridiculously powerful than they had been before. If they are allowed to destroy Vivosaur Island, they will cross the sea on Frigisaurus' ice and proceed to coat the world in frost and flames. Destruction of Vivosaur Island counts as a game over for your chain. However, should you be able to defeat these monstrosities, they will leave behind their Dino Medals, albeit in a weakened state. It will be up to you to train them back into their full power.

+800CP End of the World: It seems that your arrival has sent some odd disturbance into the depths of space. Unfortunately for you, someone has taken notice. Guhnash, the World Eater, has targeted Earth as its next snack. With Earth as of yet completely unprepared for its assault as it would have been normally, it will be up to you alone to defeat the alien monstrosity, with the consumption of Earth meaning the end of your chain. If you can somehow figure out how to

beat the behemoth of a creature, you may take its three Brains ,Guhvorn, Guhlith and Guhweep, as legendary element Dino Medals. However, they will never reach the same amount of ridiculous power they had as one body.

*Ending

Seems like you've done your time digging, friend. Or perhaps not. Even so, we've reached the end of your time here.

With your ten years over, you have a choice to make.

- Trace Your Roots- Perhaps looking at this old bones reminded you of old times. You may return home, bringing everything you've obtained on your journey.

- Back to the Site- Were you enticed by the days of endless digging, Jumper? Or perhaps something else? Regardless, you may stay here for the rest of your days, your affairs on other worlds will be handled.

- More to Excavate- Other places to see Jumper? Of course, that's how you all work. You may move on to the next world, just don't forget what you've learned here.

*Notes

- Dino Medals can be of any Vivosaur found in the original Fossil Fighters game, with the caveat that they are in the base five elements and not an event only species. Unlike the ones that you can make on your own in jump, these come with all pieces of the fossil already assembled (Head, Body, Arms, Legs).
- For Battle Form, elements affect attacks. A person who is an Earth Type would breath dust as an attack, as opposed to Wind breathing pressurized air.
-The Fossil Point Card is essentially an exchange system where you clean a bunch of fossils you don't want for a rare that's hard to obtain. Use your best judgement for prices, the canon ones start around 50 points a piece.
-The Crazed Inventor is essentially a luck boosting capstone with the caveat to use it being that you'll need to do so effectively. While it doesn't "help you do anything" it "creates the situation where you can do something" as long as it isn't completely impossible.
- For an understanding of the Fossil Fighters elements, think of it as a circle. Air>Water>Fire>Earth, with Earth circling back to Air to start again. There is also Neutral, which has no inherent advantage or disadvantage. Legendary Vivosaurs have an advantage over all normal Vivosaurs.
-Wanking helps.

***Changelog**

0.1- The jump skeleton was made.
0.2-Added some (rather random) perks and items. Did a drawback, too.
0.3- Added much more content across the board, minor edits for grammar.
0.4-Finished up everything, did some more grammar edits and ability tweaks.
1.0- Literally nothing changed, save for the name. Sue me.