Dinotopia (Books)



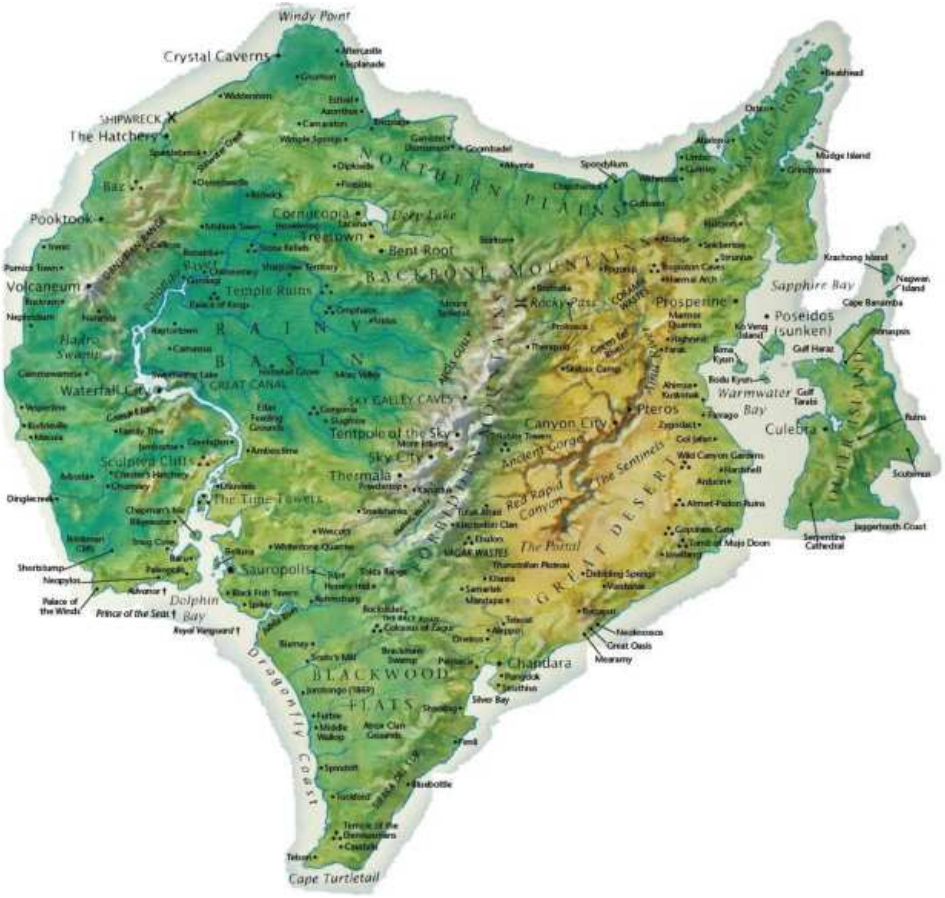
Version 1.8
By Cataquack Warrior

Welcome, ye travelers, to the island of Dinotopia. It is the year 1862 in the outside world, but this island, marooned by treacherous storms and reefs, lives an isolated, peaceful experience. But do not fear, you are certainly welcome here. Many different people and creatures, from dinosaurs to men and women from every land, have found their way here at some point, and everyone has brought something new to add to Dinotopia's culture. So step forward, dear Jumper, for there is much to explore. Breathe Deep and Seek Peace. You have +1000 CP.

Table of Contents

Location 2
Background 4
Perks 5
Items 12
Companions 16
Cards of Fate 18
Drawbacks 22
Fin *26*
Notes 26

Location



There are countless wonders to be explored. Roll a 1d12 or pay 50 CP to choose where to start.

1. Beach- You are on the northwest coast of Dinotopia. Though the interior looks forbidding from the shoreline, there is a hatchery not too far inland.

2. Pooktook- Midway between the hatchery and Volcaneum, this fair-sized city could best be compared to a Paris where the zoo's animals freely roam the streets – and this is but one of the lesser wonders in Dinotopia! Though admittedly, the outskirts have a rougher flavor.

3. Volcaneum- A mining station built on a volcano. The men and dinosaurs at the factory town forge wondrous things from the earth, and while they may seem gruff they are always friendly.

4. Waterfall City- A watery labyrinth of stone, enough to shame even Venice, established on the plateau of several waterfalls, this is the Alexandria of Dinotopia, with a vast library and

timekeeping center as well as countless other wonders. Yet the water constantly grinds against the walls, and soon the cliffs will need to be repaired.

5. Rainy Basin- A lush jungle inhabited by large carnivores such as the T-Rex. Nevertheless, they have their own code of honor, and prefer to dine on fish these days. So long as you do not linger or explore the enigmatic ruins hidden in the undergrowth, they will let you safely pass by.

6. Treetown- A grove of houses built upon canopies of mighty oak trees that tower over even sauropods, Treetown acts as a summer camp for building bonds between humans and dinosaurs.

7. Canyon City- The main station for the air-patrolling Skybaxes, this massive canyon has various bridges, apartments, and other niches built all along the walls. There is something mysterious about the lower level of the canyon, but you are advised to keep your distance.

8. Forbidden Mountains- Though the slopes of the mountains are treacherous, the Cenozoic [Ice Age] mammals and humans living here are welcoming to visitors. Descendants of Tibetan monks maintain monasteries and summit villages on isolated peaks, relying on sky galleys and brave climbers for contact with the rest of the world.

9. Sauropolis- The Roman-style capital of Dinotopia, this magnificent city on the southwest coast of the island is always bustling with celebration and merriment. It is a haven for philosophers, and very idea is debated by two opposing sides, each wearing a distinctive garment.

10. The World Beneath- A vast labyrinth of underground passages beneath Dinotopia and the adjacent seafloor. Don't worry, you can still find plenty of food and water even down there; in fact, the dinosaurs used the caverns as their refuge from a terrible storm that covered the sun. The kingdom of Poseidos later mined the caves for crystals, but they, too, have long since abandoned the underground. If you want to see the surface, there are multiple exit points to places such as Canyon City and the Rainy Basin.

11. Chandara- The throne city for the ancient empire of Chandara, which has long been little more than a myth for the rest of Dinotopia. Isolated by mountains and deserts, the empire is reclusive and bars outsiders, but the current emperor has become more open to new arrivals.

12. Free Choice- Choose any of the options listed above.

Background

Dinotopia is a haven for all living things. Do not be afraid to be whoever or whatever you are here; we all have a place in this world. Pay 50 CP to choose your age and gender; otherwise, your gender is same as the last jump, and you roll accordingly for age.

Drop-In- You have washed ashore as the most recent "dolphinback" maroon from the outside world. You have no experience with Dinotopia, but you bring new knowledge from lands beyond the island. Your age is whatever it was prior to this jump.

Native Human- You are descended from earlier shipwrecked humans, and have grown up in this paradise. In contrast to the dinosaurs, you have a more playful, adventurous spirit, and are a part of the vibrant, colorful culture of the island. For age, roll 1d100+5.

Dinosaur- The dinosaurs are the true natives of the island, but you have long since learned to live in harmony with humans. You can choose to be any kind of dinosaur you know. Please also feel free to select other ancient creatures, from the aquatic Plesiosaur to a type of Pterodactyl to even a large mammal from the Ice Age or earlier. You have a gentle, patient nature that looks out on the world with wise understanding. For age, roll 1d20 and multiply by 20.

Predator- While most of the dinosaurs on Dinotopia are civilized, the larger carnivores live in the wilds, and hunt for their food. Nevertheless, Dinotopians learn to respect and honor the boundaries of the predators, so as long as you don't cause much trouble you can exist on good terms with the plant-lovers. While you are more aggressive than other dinosaurs, you have your own sense of honor and justice. For age, roll 1d20 and multiply by 15.

Perks

Everyone has their own strengths, and hopefully in your journey you will find the treasures that exist in your own heart. To start off though, we have some various perks you can purchase. All discounts are 50% off.

Breathe Deep, Seek Peace (Free All)- This ancient motto of Dinotopia defines the island's philosophy, and reflects the union of two seemingly dissonant visions of life. Breathe Deep refers to humans and dolphins, who have found the determination to thrive in lands where they are at a disadvantage. Seek Peace comes from the dinosaurs, who have learned to accept the world as it is and live in harmony with it. The perk allows you to peacefully reconcile two dissonant cultures and create something new that brings out the best of both ingredients. It also makes it easier for you to adapt to new situations without needing to resort to violence.

Habitat Guardian (-200 CP)- You have chosen a specific habitat on the island to look after and protect. Whichever habitat you select, you will gain innate knowledge of that environment and often special skills to help you live there.

Aerial- You gain better balance to stay on your partner at high heights, and learn how to predict the weather. You can also track the flow of pollen.

Forest- You gain vital knowledge on how to help forests grow, and can "become one" with the woods as you travel through it.

Alpine- As your domain includes not only glaciers but also sulfur vents, you gain resistance to both cold and heat.

Desert- You can find your way across sand dunes without getting lost, and you also learn how to manage water sources and prevent erosion.

Freshwater- You can wade across any substance without getting stuck on anything, and gain resistance to malaria and other diseases common in swamps.

Savannah- You gain enhanced vision and speed so that you can look after the vast plains.

Beaches/Bays- You are given enhanced swimming abilities and can now hold your breath for almost as long as a young dolphin.

Traveler (100 CP, Free Drop-In)- You have likely traveled a lot before ever reaching Dinotopia, and while you cannot leave the island, you still have much to see here. If you wish to go from one place to another, you will always find your way there, even if you end up taking a few detours along the way. Also, you will always find people willing to help you in your journey.

Outside Ingenuity (200 CP, Discount Drop-In)- You bring new ideas of science to Dinotopia that can help the island grow in new directions. You have a knack for creating new technology even in areas lacking industrialization using available resources. On the flipside, you can repair and modify old, forgotten technological relics, even ones that may have been abandoned for millennia.

Discoverer (300 CP, Discount Drop-In)- You have a natural curiosity that helps you uncover secrets that have not been unearthed in centuries. You gain increased insights in how to find hidden things and places, and great luck in successfully reaching normally inaccessible or forgotten locations. You also have increased luck in finding treasure and interesting items during your expeditions.

Dolphinback (400 CP, Discount Drop-In)- New arrivals are often called "dolphinbacks" because they were saved from the storms around Dinotopia by dolphins. You now have enhanced luck in surviving dangerous situations and reaching safety. Furthermore, whenever you are in distress, wild animals, whether dolphins at sea or other creatures in different circumstances, will come to your aid and help carry you to safety. However, the perk only ensures your personal survival and that of companions; it does not ensure the survival of your belongings.

A Way Out (600 CP, Discount Drop-In)- Having come from beyond Dinotopia, you are more determined and able than most to find a way off the island. Whenever you are in an isolated location, whether stranded on a desert island or trapped on a restricted plane, you can successfully find a way out. It may take several years of investigation, but you will always find a feasible path past the boundaries to the other side. That said, feasible does not equal safe. However, you can still send any items you wish past the border, and they will reach the other side unharmed.

Evolving Traditions (100 CP, Free Native Human)- Dinotopia's human population is descended from a variety of cultural and ethnic groups from around the world. Each is deeply rooted in its old traditions, yet has over time transformed into something new and ever-growing. The perk allows you to make changes to traditions that you are a part of, in a way that does not negate the previous traditions but rather helps it grow. As long as the change is not too shocking, your modifications will be accepted overall by adherents of the tradition, and help to reshape the direction of the culture.

Rider (200 CP, Discount Native Human)- You have a fine sense of balance, such that you can ride atop any dinosaur or prehistoric creature - or on animals in general (heck, even the mechanical submarine of an ancient kingdom) without losing your balance. You can even stand up and perform actions upright.

Herbalist (300 CP, Discount Native Human)- You are knowledgeable in the myriad of little-known yet invaluable plants thriving across Dinotopia's lush landscape, and can find at least a half-dozen different uses for any plant you find. The same will apply to any plants you find in subsequent jumps.

Code of Dinotopia (400 CP, Discount Native Human)- "Survival of all or none. One raindrop raises the sea. Weapons are enemies even to their owners. Give more, take less. Others first, self last. Observe, listen, and learn. Do one thing at a time. Sing every day. Exercise imagination. Eat to live, don't live to eat." These and one lost injunction ("Don't pee in the bath?") are the foundation of Dinotopia's morals. What is most extraordinary about these values is not that they were written down, but rather that they were successfully applied. Often, reality proves idealism to be useless, but as long as you uphold the pieces of the code, reality will flow in such a manner that the values truly work. For instance, by heeding the warning against weapons, you gain increased luck in negotiations, and enemies relying on weapons against you may have bad luck, such that their weapons are more of a danger to themselves than you.

Imaginative Ambition (600 CP, Discount Native Human)- Everything is possible, but only if you *do* imagine it. Living in a utopian society, you know without a doubt that the impossible can be achieved, if you truly wish to achieve it. You will never give up on your dreams, however fanciful, and with enough time and effort can bring them to life. Your ability to do so strengthens with assistance from others, and your idealism has a way of infecting others, such that those around you will also begin to open their hearts to the unlimited potential of the imagination.

Wisdom of the Ancients (100 CP, Free Dinosaur)- You were born with the instinctual knowledge and taught the oral history of your kin's long epic, one that stretches back millions of years. You know countless secrets about the earth and her children, and most of all how to live in peace with all. In subsequent jumps, the skill allows you to gain whatever knowledge that dinosaurs or equivalent species had about the world by simply making physical contact with their fossils or other remains (or live bodies, in some cases). This knowledge includes how to speak their ancient tongues.

Footprints in the Sand (200 CP, Discount Dinosaur)- Dinotopia's primary written language is a special alphabet designed to accommodate for dinosaurs, as their very steps create the words. Each letter consists of dinosaur footprints arranged in specific directions. It can be penned by humans or dinosaur scribes onto scrolls, but can just as easily be made by trotting deftly through sand. Natives can understand and write the language, and Drop-Ins can learn, but with this perk, you can literally write the language in sand or mud. After the jump, you can accurately create the language through your footprints, even if you are human. Anyone familiar with the language will be able to understand your message, while others not in the know may simple dismiss them as simple tracks. The perk also makes it easier for you to understand and communicate with body language.

Dinosaur Vision (300 CP, Discount Dinosaur)- Compared to dinosaurs, humans are color-blind. A dinosaur's eyes takes in a wide mosaic of colors that reveal a sparkling, almost magical world teeming with endless life and possibilities. This is the inspirational vision that has been the muse of countless artists who managed to grasp it for but a couple of fleeting moments. Only a few human artists and poets can hope to see that perspective for even a few short years, but your vision as a dinosaur will stay with you forever. In addition to giving you a more wondrous visual understanding of the world and a better understanding of the "heart" beyond physical sight, the perk gives you an enhanced vision that picks up spectrums impossible for humans to see on their own. The vision also helps you literally see magic and other life forces around you.

Time of the Seasons (400 CP, Discount Dinosaur)- The saurian is guided by its own inborn sense of time, far different from man's arbitrary and numerical approach. Rather, it tells time by the turning of the seasons, by the life cycles of organisms. You can use this to keep steady track of natural elements of time, from the punctual life cycle of a 39-year bamboo to the tides of the sea. Moreover, you can now pick out normally-indiscernible patterns in the natural world around you and make reliable predictions, whether it's determining when a volcano will erupt or finding a secret mathematical law in the structure of seedpods and flowers.

The World Beneath (600 CP, Discount Dinosaur)- When the meteor hit the planet, the dinosaurs went below the ground and survived until it was safe to return to the one remaining exit leading up to Dinotopia. Within the jump, you are able to instinctually find your way to the World Beneath, an amazing labyrinth of caverns beneath the island. After the jump, you are now

able to find on any world a secret passage to an underground world free of dangerous creatures and containing sufficient food for a large community. The caverns are protected from all natural (including unnatural equivalents) disasters on the surface, and while individuals can still find their way down, it is difficult to find the entrances without help. If things literally go to Hell and you need a sanctuary for the duration of a jump, this may be your savior.

Hunter (100 CP, Free Predator)- All of your natural senses are enhanced, and you gain increased skill at detecting and tracking things. Furthermore, your natural senses will never get confused or clouded, so that you can scent out prey even in a musty, smelly bog.

"Terrible Lizard" (200 CP, Discount Predator)- Standing tall above scrawny humans, large enough to consume a giant (or a sauropod), you embody the traits that gave dinosaurs their original scientific classification. You are giant compared to humans and even many dinosaurs, and have a ferocious appearance that makes most beings cower or retreat in terror. This also enables your various forms to be slightly larger and stronger than average for your species, even if you're already something big and strong to begin with.

Established Boundary (300 CP, Discount Predator)- Sadly, most battles between nature and humanity has stemmed from environmental conflict, as humans encroach into wild territories. In Dinotopia, however, there is a longstanding peace between nature and civilization. You can claim a wild environment as your territory. As long as you claim the area, surrounding civilizations will not expand into your domain. If they wish to pass through, they will barter with you for permission to travel through briefly. The perk does not address inhabitants already within the environment, as you will have to manage your own kingdom. In order for the perk to work, you must uphold your own end of the bargain and avoid instigating direct conflict outside your territory. Furthermore, if you begin to establish an industrial base within the area, thus making it less "wild", the perk will become less effective.

Circle of Life (400 CP, Discount Predator)- Everyone in the end must face death, as the circle of life continues to rotate. The greatest honor for those who die is to give their life for another, such that life renews. During your time on the island, you will occasionally be visited by elderly dinosaurs who have reached the end of their long existences. They will willingly submit to be eaten so that their death has purpose. After the jump, you can persuade targets, generally animals, to sacrifice themselves to feed or assist you, particularly those on the verge of death. However, this is first and foremost a code of honor. You must honor the sacrifice with the proper respect, and consume the meal for sustenance, in order to reap the benefits of the perk; if you are wasteful with the kills or waste the other benefits provide by their sacrifice, your fortune with the perk will significantly decline.

Guardian of the Forgotten Secrets (600 CP, Discount Predator)- The Tyrannosaur and the Pteranodon among other hunters served as the guardians of the entrances to the World Beneath, and successfully protected the gateways and the hidden treasures for millennia. Whenever you designate a hidden area that you wish to protect, you gain significant boosts to all of your stats as long as you are defending the area. You can quickly sniff out intruders and catch them before they discover your secrets. Furthermore, your presence does not attract but rather deter investigators, and those who escape are simply thankful they survived rather than question why you are guarding the area. If taken in conjunction with *The World Beneath*, as long as you are able to guard the entrance area, nobody will be able to find the ruins for at least 2000 years.

Mimicry (General, 100 CP)- You can mimic a variety of sounds, from the roar of an Allosaurus to the bubbling of a sulphur spring.

Musician (General, 150 CP)- You are skilled in at least one if not more musical arts of Dinotopia, which has a variety of specializations centered around the natural sounds of dinosaurs. And as those tunes are a language of their own in Dinotopia, with enough mastery you can literally "speak" through wordless song.

Chandaran Martial Arts (General, 150 CP)- You have learned the secret martial arts techniques from Chandara, prized by the Acrocanthosaurus warrior-monks there. Built around mastering the predators' natural instincts to attain enlightenment, this art enables its users to maintain calm and control even while giving in to more wild and uncontrollable instincts, it specializes in capturing (and optionally eating) opponents.

Copro Carter (General, 200 CP)- With all the dinosaurs mucking about, someone's got to clean up after them. You are now trained in the proud and dignified livelihood of the Copro Carters, who approach their art with grace and nobility. You can now safely handle any form of dung or poop without risk of infection, and can somehow carry out the task in an elegant, gentlemanly manner. Also, you are a connoisseur of fertilizer, and can identify the species and key qualities of the former owners. Depending on the type of dung you collect, it may be handy as a magical catalyst, or it may have scientific and medicinal uses.

Troodon Knight (General, 250 CP)- You have been trained in the Rituals of the Art by the secretive Troodon knights of Halcyon, the Lost City. The Art combines qualities of European knights and samurai, such as fighting in armor with a variety of weapons, in 'flourishes' or duels which end when one combatant displays the ability to strike past their opponent's defenses. As one trained in this style, you excel at penetrating an opponent's guard while maintaining your own. On the flipside, by redirecting force through turning and spinning motions, you can deflect hard weapons with mere cloth or paper - turning away thrown stones with a paper fan or blades

with a silk sash. In addition, since the denizens of the Lost City have rejected violence altogether except in sanctioned competitions, the perk makes it easier to apply fighting skills to tournaments and sports.

Anthroceratops (General, 600 CP)- A type of mythical, demisaurian being in Dinotopian folklore that is said to be half human and half ceratopsian. Essentially, you have the arms, legs, and body of a human (albeit with a few scales and such) and the horned and frilled head of a ceratopsian. Such a being was said to have incredible wisdom (from the dinosaur side), but also raw power and ambition. It is unclear if such creatures ever existed in Dinotopia or if their legends are based on the tales of Poseidos, but Jump-chan has decided to give life to the myth regardless. This form gives you greater affinity for magic, but more than that it qualifies for both the Native Human and Dinosaur backgrounds, giving you the discounts for both. If you wish, you can choose a different prehistoric creature for your dinosaur half, as long as it isn't predatory (see *Anthrorex* for carnivores). You're able to eat anything that either half (the dinosaur or the human) could normally eat safely.

Anthrorex (General, 600 CP)- A less notable type of demisaurian myth in Dinotopia, coming from a time when humans sought the attributes of dinosaurs not for their wisdom, but for their raw power. You have a humanoid body with the head of a prehistoric predator. You're able to eat anything that either half (the dinosaur or the human) could normally eat safely. You gain increased physical strength, and it qualifies for both the Drop-In and Predator backgrounds. Unlike the *Anthroceratops*, the Anthrorex is an ill omen, and will not be as well-received on the island.

Items

In Dinotopia, true wealth comes from the heart, not from gold or silver, but there are still many interesting treasures here. All discounts are 50% off. Any items lost or destroyed, unless given other specifics in their descriptions, will be restored/returned to your Warehouse in a month.

Pilgrim's Robe (50 CP, Free Drop-In)- A desert robe apparently belonging to some sort of monk or mendicant – or maybe just a reforming glutton. But whatever the case, people who see you dressed in it seem to view you as some sort of wise rustic seer and will seek you out for cures or prophecies. Even if you only offer a few words of benediction, those seeking your help won't become aggressive, just befuddled or slightly hurt (unless your "help" is excessively bad), and you tend to be treated more hospitably.

Helix Clock (50 CP, Free Native Human)- A special clock in the shape of a helix, which represents the Dinotopian view that time is not straight or circular, but rather an eternally-expanding yet repeating spiral. It may be difficult to understand how to track the time with it, but once you do, you will realize that it opens up many possibilities. For the future repeats the past in new ways, and with enough analysis you may gain a better idea of where your journey is going and heading back toward. You can also better connect past events to your present situation.

Dinotopian Scrolls (50 CP, Free Dinosaur)- A collection of some of the classics in Dinotopian literature. Dinosaurs have millions of years of scholarly experience, making their works invaluable. Includes *Songs of the Sea Turtles*, *How to Make Gold*, *Paleozoic Poems*, *Lessons from the Bee Dance*, *The Care and Teaching of Humans*, *Perpetual Motion Mechanics*, *A Compendium of Helpful Fungi*, and *Masterpieces of Termite Engineering*. Also includes textbooks on Chandaran sciences such as adversefluology, undulomancy, and cyptocatoptrics; if you have the *Chandaran Martial Arts* perk, you receive additional tomes of surprisingly-serene poetry and calligraphy published by the meticulous albeit hungry monks.

Treasury of Poseidos (50 CP, Free Predator)- One of the lost hoards of Poseidos that survived the great cataclysm, bartered to the kings of the forest for safe passage inland. You own a large roomful of gold, silver, and other treasures.

Destiny Cards (General 50 CP)- A set of old, faded picture-cards. If you shuffle the deck and draw a card, the card will reflect your character and destiny. If two people pick the same card, it's a sign that they belong together.

Bean Candy (General, 50 CP)- Some very sticky beans from the story of Little Simon, who outwitted a greedy Tyrannosaur using the beans. Whoever eats the delicious candy will have his jaws stuck together for two hours. Your supply replenishes daily.

Fern Spores (General, 50 CP)- A box seemingly filled with gunpowder, it actually contains long-dormant fern spores. As soon as they are exposed to light, these remarkable plants will sprout to life in a wide variety of types, a sampling of many of different ferns found across the island. Stock regenerates every month.

Remora (General, 100 CP)- A primitive yet hardy submersible with room for four people. Normally runs on foot power.

Dragon's Flute (General, 100 CP)- A long flute with a carnivorous dinosaur's head on the end. Playing it helps calm listeners' fear and anger.

Vision Crystals (General, 100 CP)- A special type of sunstone that, while lacking the special properties of normal sunstones, can project smoky visions reflecting images of the ancestors of whoever is standing next to the crystals. Even if you had no memory or knowledge of your ancestors, the visions would still prove true. However, they cannot speak or interact with you.

Tree of Phylogenetic Heraldry (General, 100 CP)- A tree seed that, when planted, grows into a tree symbolizing the entirety of the phylogenetic linkage of your current species' ancestors and relatives (in terms of phylogenies). Each branching has a special banner to represent the group's unique attributes. Each leaf stands for a specific species and has a red strip of paper identifying it. For instance, the tree for a dinosaur would be split at two trunks at the base, representing the main groups of Ornithischia and Saurischia. You can only have one tree per phylogenetic line, but whenever you wish to plant another one for a new line, you get a new seed.

Clockwork Map (General, 100 CP)- A clockwork world map that shows vague impressions of the world's landmasses. By winding the clock backward or forward, you can see how the continents' arrangements have changed and will change over time. You can get a new map for each world you visit. Please note that the changes on the map only account for natural patterns and may not account for unexpected, unnatural circumstances.

Scrolls of Registry (200 CP, Free Drop-In)- Two extensive scrolls. The first is a copy of the scroll that all new arrivals sign. The second, stretching infinitely, contains the names of all your Companions and family members, updating with each jump. All those who have signed the scroll feel a sense of community and harmony. Everyone becomes more accepting of others' views, and work to resolve disputes through discussion rather than argument. If others willingly sign it, while they might not automatically become Companions, the signing helps them become true and mutual friends with you and your companions.

Trilobite Tea (200 CP, Discount Native Human)- You can now grow Arctium Longevus, a thistle offshoot of burdock that is unique to Dinotopia. The plant's roots can be ground up into a special tea that extends the longevity of those who drink it on a steady basis. With a regular diet of Trilobite Tea, you could live for over 200 years. It also has other medicinal uses like strengthening wing membranes. Your stock replenishes daily.

Armor (200 CP, Discount Dinosaur)- While dinosaurs are gifted with natural armor, it doesn't hurt to have a little more protection. This armor is designed to fit perfectly onto your body. When you are in other forms, the armor adjusts to fit you properly, and its durability increases accordingly with your ability to handle the weight. If you have the *Troodon Knight* perk, it includes a suitable weapon such as an axe or sword, though you should heed the warning: "weapons are enemies, even to their owners".

Sunstone (200 CP, Discount Predator)- The source of power for the ancient empire of Poseidos, these gems absorb sunlight and concentrate the energy within the crystals, refracting light in a reverse spectrum. It can therefore serve as a power source for a variety of devices. Many have been concentrating and refining their stored sunlight for eons, and contain intense power that could almost be considered magical.

Map Room Charts (General, 200 CP)- A detailed set of maps of every part of Dinotopia, including the cave systems of the World Beneath. Only covers physical/natural features (mountains, rivers, caves, climate, etc.). In each subsequent jump, you can get an extra map covering an area of your choice approximately the size of Dinotopia (about 62,400 square miles), though it still only covers physical/natural aspects.

Strutter (General, 400 CP)- The strutters were large, mechanical automatons built by Poseidos to replace dinosaur labor. You can take your pick from a variety of machines, which were built to mimic the natural forms of dinosaurs and other creatures. The strutters lack weapon systems, but generally have physical abilities matching their natural counterparts. For instance, a sea crab strutter has powerful claws and sturdy armor, while a ceratopsian version can briefly sprint forward at fast speeds for either charging or escaping. To run normally, the strutters require a

sunstone (yours doesn't need one, but adding one gives it additional energy). The sunstone also activates a very limited artificial intelligence that cooperates with the pilot for more fluid body movement. However, the artificial intelligence remains active as long as the sunstone is in place, and without a pilot to manage it, the machine may go on a mild rampage, causing general havoc as it behaves like a wild beast.

Bilgewater Star Galleon (General, 400 CP)- A copy of the ships anchored in the landlocked town of Bilgewater. The locals, descendants of proud sailors who challenged the Spanish Armada, rebuilt their trio of ships and fused them together, their bows pointing upward. However unlikely it may seem, these ships are capable of flight and even space travel, with those traveling aboard remaining safe throughout the voyage. Moreover, the ships, serving as lifeboats for when dark days return and Earth should strike a reef and sink, begin to lift whenever they sense danger, the level of movement correlating to the level of danger.

Ruby Sunstone (General, 500 CP)- The greatest of all the sunstones, energized from millions of years of sunlight and darkness, this was the crowning glory and doom of ancient Poseidos. The sunstone has near-unlimited power, significantly enhancing anything that draws on its energy, but it magnifies the dark desires of all that touch it, whether organic or machine. It constantly emits a minor electric field for defense, only allowing those with tainted hearts to wield it painlessly.

Island of Dinosaurs (General, 600 CP)- A smaller island (no bigger than 20,000 square miles in area) that nonetheless embodies the overall character of Dinotopia, with intelligent, sapient dinosaurs and rich, colorful cultures. Due to its smaller size, either the diverse features of Dinotopia are reduced in scale for the island or one particular type of environment is present. You can access this island from your Warehouse or import it to a place of your choice in each jump. You can also choose to have a selective natural barrier to keep people from getting in or out.

Companions

Life's wonders are best shared with others, so don't feel like you have to journey alone. All discounts are 50% off.

Import (50/300 CP)- You can import or create up to 8 Companions to share your adventure with. It costs 50 CP per Companion and 300 CP for all 8. They can have any background and +400 CP.

Extra Import (100 CP)- Want even more people to share in the experience? If you have already reached the limit for *Import*, you can pay 100 CP to import 8 more companions, with an additional 100 CP for each subsequent set. None of these extra imports gain any CP, but they can still have fun exploring the countless wonders of the island.

Canon Character (100 CP)- For 100 CP apiece, you can befriend a character from the books and take them with you as a companion.

Mount (General, 100 CP)- Some sort of prehistoric animal (you choose) that you can easily ride. Has high intelligence and is not as close to you as a Habitat Partner, but it still is loyal and helpful, carrying you across all sorts of terrain.

Guide (200 CP, Discount Drop-In)- Since you are new to Dinotopia, you will likely need someone experienced to show you the way. This relatively old and saged dinosaur knows much about the world and island, more than you could ever learn, but be patient and he or she might teach you some things. The guide will not bond with you in the same way as a Habitat Partner, but instead takes the role of a mentor and will help you grow as an individual. If you get the guide interested in your travels, he or she may choose to accompany you when you leave, wishing to continue learning about life until the last breath.

Habitat Partner (200 CP, Discount Native Human/Dinosaur)- Each habitat patrol is made up of two partners: a dinosaur and a human. In either case, your partner will be approximately the same age as you. With enough work, this partnership will become a lifelong bond of mutual respect, and you can always count on each other. Dinotopia lets everyone pursue whatever dreams they want, but if you took the *Habitat Guardian* perk, your partner will be especially suited for the environment you chose.

Pack (200 CP, Discount Predator)- You are the leader of a pack of five members of your species or similar species of carnivores; if you did not choose the Predator background, just pick from any of the common species of prehistoric hunters. As long as you prove your strength and honor, your followers will obey you, though they still have independent streaks suitable for untamed kings.

Two Halves of a Key (General, 300 CP)- You will meet your soulmate on Dinotopia, someone who will intertwine with you as if you were two halves of one object. Your relationship embodies the Dinotopian concept of *cumspiritik*, which means "breathing together". He or she will have different views than you, but your differences complement each other while still having enough commonalities to find shared affection.

Cards of Fate

You see a set of old, faded picture-cards before you, each with a prominent symbol. They symbolize paths that your life may take, if you should choose them.

For +50 CP, choose a card that resonates with you and return it to me. By doing so, your fate is linked to the image on the card. If you can complete the scenario connected to the card, you will receive +50 CP that does not count toward the standard drawback limit.

However, you will only get the extra +50 CP after you complete the respective task. You can ignore a card's mission even after you choose it here, and still successfully complete the jump. If you finish a card's destiny, though, you get +50 CP that you can use for another set of purchases within the jump, either at that point or when you complete the full jump; the extra CP does not carry over to other jumps.

You can choose multiple cards for additional bonus CP if you wish. Companions can also pick cards to get bonus CP for themselves. If multiple people choose the same card, you are all bound to its scenario – all must succeed (each individual will get +50 CP), or none will earn the CP.

Bridge – In ages past, when the now-abandoned town of Ruhmsburg was the center of the theatrical circuits, the playwrights at the Saurian Grand brought the art of music and theater to newfound heights – packed houses six nights a week, a 75-piece consort of top-notch brassmen and hadros, the works! But those days are long gone, possibly to never come back. Can you restore the now-decaying theater house and bring back the dying art of true theater? Get ready for a musical revival like none other!

House – The many ages have wiped away the stories of great civilizations, but sometimes a remnant endures. You have discovered a lost city, but there is some fundamental issue plaguing that place that you must solve, for the sake of the civilization's future.

Book – You have been invited by the Emperor of Chandara to attend the fabled Imperial Academy, with the expectation that you will present a special project of your choice at the end, covering a key philosophical or scientific topic – something to match the contributions of renowned scholars in millenniums past. Will you be able to meet the emperor's expectations?

Fish – A dancer, fascinated with the fish, elasmosaurs, and other creatures in the farthest depths of the sea, wishes to speak to them and learn the grace of their movement. But she has never even seen the ocean before in her life, much less swum in it, so she wants your assistance. Will you be able to help her overcome her natural limitations, and the sea folk's wild nature? Beware, for while much of the sea life is peaceful, others are fiercer than a tyrannosaur – and could potentially eat one for lunch.

Racer – A special racing competition is coming up, in which teams of four to five members each traverse all the environs of Dinotopia. Does your team have the strength, speed, skill, and bond to make it to the finish line first?

Tree – The tenuous peace with the Rainy Basin's wild carnivores is up in the air after you broke an ancient edict in the concord. You must now stand in a "court" of the forest and prove your virtue and innocence before the ultimate innocents, those who have rejected civilization who and will innocently devour you for the transgression should your defense fail.

Flame – A wise old master at Volcaneum long dreamed of forging and crafting a magnificent treasure to rival that of the ancient kingdoms, but he could not find the essential mineral he needed. Said mineral has recently popped up, albeit in a rare location, but he's too old to reach it on his own, much less carry out the complex work at the forge. Can you help him achieve his lifelong dream?

Stone – A massive boulder has tumbled down from the western mountains and dammed the very source of the Polongo River. No one has yet been able to dislodge it, but can you free the river? Remember, one raindrop raises the sea, and strength's true value may not rest in just one person.

Bone –A dinosaur has decided that its time has come, but it has a few last things it wants to do before the end. Can you help it fulfill these last wishes and reach the Rainy Basin before it's too late?

Sandstorm – It's said that the eerie winds echoing across the barren deserts of the Vagar Wastes carry the voices of unhappy spirits, driving men mad and making them lose their way. You've heard those voices, and they are calling you out by name. Is it the fabled demisaurian Amon-Ceratops asking you to help the King of Day, or will vengeful ghosts laugh as you are lost for eternity amongst the endless, deceptive dunes?

Cloud – Clouds in the sky, like the weather, come and go in an endless cycle. However, there is an enigmatic cloud that continues to move throughout the skies above the island, never disappearing. What mysteries lie inside this stubborn cloud? Be careful – even if you have a means to fly up there, the weather surrounding it is rather treacherous.

Mountain – The Forbidden Mountains' seemingly lonely peaks in fact contain multiple settlements and monasteries, but there is one particularly-daunting mountain that no man or beast has successfully climbed. Something about that mountain calls out to you, challenging you to ascend and find a new understanding of yourself.

Coin – Someone has started stealing things all across Dinotopia. Everybody's been accepting of the thefts at the moment, as they would willingly give anything over to someone who wanted it more than they did. But the thief, perhaps perturbed at the lack of reaction, is becoming increasingly more reckless, and it's possible that future thefts could get violent if you don't do something about it. And this is a very tricky thief, so solving the trouble won't be easy.

Flower – The last seeds of a long-extinct plant from another era, long cocooned beneath the earth, have finally awakened to blossom. But the world has changed much since then, and the plant is having difficulty flourishing. With the help of a pair of plant-loving Habitat Guardians who wish to use the special properties of the flower for new cures for everyone, you must keep the plants alive and find somewhere on the island that can properly sustain them for long-term growth and reproduction. And be warned: when the flower finishes blooming, the plants will release their seeds and die.

Trilobite – Even far inland, there are great monuments to the trilobites, nautiloids, and sea scorpions. This reflects a widespread belief that in the beginning, long before even the first dinosaur, the trilobites lived here, and everywhere, on a vast world sea. Some even believe they founded a great kingdom at that time, but if so it has long been forgotten, even by those trilobites that still live today. If you search throughout the island, and perhaps even further, you will find various clues left behind by the ancient ones. Can you unlock the mystery to Panthalassa?

Moon – A once in 2,991 years alignment of the stars and moon is said to occur soon. Strangely, the meticulous records of Waterfall City do not mention what comes during that time, only noting it as a "night of chaos". As the moon approaches, many of the dinosaurs express unease, though they cannot say why. Can you discover what the secret of this returning event is?

Sun – The sun has become increasingly unbearable, putting much of the island into a growing drought. Legend tells that long ago, a special sunstone captured the excess light and saved the

island from disaster. Such a sunstone would be found in the World Beneath, but you have to wonder, what would become of such a crystal after absorbing all that power? A certain infamous sunstone seems to haunt your thoughts, but what other choice do you have?

Weighing Scale – Dinotopia takes pride in finding harmony with new arrivals, but can that balance last forever? Some new or old concept is creating tensions between locals and new dolphinbacks, and people are looking to you to adjudicate. Who is in the right, or is it even a matter of right and wrong, or something in between?

Drawbacks

Dinotopia is a happy place, but nothing lasts forever, and night always follows the day. Take up to +600 points, if you feel lucky.

The Poseidos Adventure (+0)- Instead of arriving in the nineteenth century, you arrive much earlier, when Poseidos' empire is at its peak. Between the growing conflict between man and dinosaur and the recent earthquakes, things are going to heat up soon. There is a lot of interesting technology available, but be careful, as the local rulers may take an interest in your own technology.

Stranded (+50 CP)- It is impossible for you to leave the island; please note that the World Beneath still qualifies as part of the island.

Lost (+100 CP)- You have difficulty finding your way anywhere, and are constantly getting lost.

Stodgy Codgers (+100 CP)- Dinotopia appears to have taken a more conservative outlook of late. Whereas locals were hospitable and open to new ideas, there is now a tense rejection of change. You will be expected to conform to the ideals of being a Dinotopian, and don't expect people to consider suggestions for new things.

Hay Fever (+100 CP)- There are many unusual plants throughout the island, but unfortunately almost all of them make you sneeze uncontrollably.

Mischief Maker (+100 CP)- You are a natural troublemaker and am always causing trouble of some sort.

Ornithoscelidaphobia (+150 CP)- You have an irreversible fear of dinosaurs. With enough therapy, you can handle limited interactions with them, but you are still tense and ready to snap back to fear at the slightest instigation.

Avarice (+150 CP)- Few beings on the island care at all about wealth, but you on the other hand are intensely greedy. You are always trying to strike it rich, even if it means stabbing allies in the back.

Great Debater (+150 CP)- You are constantly getting into debates with others over philosophy, science, and even trivial things like food. In every case, you feel compelled to treat the matter like a formal debate and cannot continue until you have thoroughly resolved the discussion one way or another (and you can't just forfeit).

Problem Solver (+200 CP)- The world, at its heart, is the countless lives that touch each other across all times and places. You'll find that your path will cross with many different people throughout your journey, and they will all have problems that you have the capability and need to solve.

Naïveté vs Reality (+200 CP)- You have a rather naïve view of the world, like many other Dinotopians. The difference is, the world doesn't go along with it. You find that your naïve beliefs will get you into trouble again and again throughout the jump.

Luddite (+200 CP)- You have a general disinterest in mechanical contraptions, preferring to do things the good old-fashioned way. Even if pushed to use machines, you tend to mess things up.

Man of Science (+200 CP)- You put your faith in rational science, and you have trouble putting aside your "realistic" presumptions for the more fanciful and "primitive" elements found throughout Dinotopia.

Desert Hospitality (+200 CP)- When you arrive, you meet the generous tribesman Nibor Dooh, who is happy to welcome lonely travelers. However, it is the law of hospitality in his tribe to give – and take – everything to and from one's neighbor. He takes possession of all belongings directly on your person at the start of the jump and replaces them with some various items he received from his last "guest". The items will have some utility during the jump, but whether or not they make up for what you lost is up for debate. You will be unable to find Nibor Dooh again, but you will get all your lost belongings back after the jump's over. For +50 CP extra, you can give Nibor Dooh a randomly-selected item that you own and was not directly on your person at the start of the jump, receiving in exchange another miscellaneous item that may have some level of usefulness in the course of your journey; this can be done multiple times, +50 CP for each trade – however, any items given willingly to Nibor Dooh are permanently lost, and since the choice is random you cannot determine what you will give up. Also, the value of the

items you receive in return will only at best equal, never surpass, the overall worth of the items you gave up.

Outsider (+250 CP)- You are estranged from those around you, not due to actions on their part but your own uneasiness. You'll never feel at home on Dinotopia – or anywhere else – for the course of the jump, and will constantly be searching for ways to escape it over the years. If your attempts to leave are unsuccessful, you will try increasingly wild methods like building flying vessels and submarines, or trying to find flooded underground tunnels that reach past the reefs and storms. If you do manage to escape, the rest of the world seems stranger still, and you will be driven to return to Dinotopia, running the stormy gauntlet once again.

Sickly (+250 CP)- You seem to have caught an especially unusual and potent illness. Even with the great medicinal knowledge of Dinotopians (and your own, maybe), the lethargic effects can only be reduced, not cured entirely. And the disease will prove fatal before the jump ends. But there's still hope: one notably rare herb, found in an extremely remote and dangerous part of the island, can fully cure you, if you can find it.

Sink or Swim (+250 CP)- You begin the jump several miles off the coast of Dinotopia, right where the storms and reefs are the fiercest. Hopefully you have a dolphinback's luck and can reach safe harbor.

Grungchock (+300 CP)- In the tyrannosaur language, this means, "Courageous Provider of Sustenance." For some reason, every carnivore finds your scent especially tasty, and will find it tempting to take at least just a nibble. Larger predators such as the rexes will not even hesitate.

Wardens (+300 CP)- Dinotopians are very forgiving, but something you did has pushed them to their limits. For the entirety of the jump, you will be placed under the watch of two spike-headed wardens who will follow your every movement both day and night. They will make sure you uphold Dinotopian virtues and interfere whenever you seem even close to crossing the line.

Amnesia (+300 CP)- You conked your head on arrival, and have lost all memory of your past experiences before the jump.

Wrecked (+300 CP)- Any supplies you have with you upon arrival are immediately destroyed or lost (does not include purchases for this jump). Furthermore, you cannot access the Warehouse during the jump.

Stolen Identity (+400 CP)- Some enterprising (and sneaky) individual managed to pass himself/herself off as you, claiming right to your Warehouse and all your items (including those purchased for the jump). Everyone who has not already met you will believe the impostor to be you, unless you can prove that you are truly who you say you are. If you disprove the impostor's claims, you get back your items and Warehouse.

Beyond the Veil (+400 CP)- Within five years of starting the jump, at least one foreign power in the outside world will find a way to make permanent contact with the island, for better or for worse.

A Sinking Feeling (+500 CP)- Before the ten years are up, unless something is done, all of Dinotopia will be swallowed by the sea. But the island has already achieved the impossible, so never give up.

Terrible Place (+600 CP)- Lee Crabb's warnings about Dino-topia have turned out to be true, as the island now has a darker atmosphere to it. The skinnies [humans] are slaves to the scalies. In turn, embittered humans try to kill dinos at any opportunity, so either way you're not going to have a fun time.

Paradise Lost (+600 CP)- In truth, Dinotopia's prosperity depended a lot on luck, and that fortune is about to run out. As you arrive, a terrible curse has made all of the dinosaurs into truly wild and mindless beasts. Furthermore, the storms surrounding the island are now encroaching inland, and soon Poseidos' fate may be envied.

Fin

Well, the ten years are up. What do you wish to do now?

Stay- The island's peaceful nature has grown on you, and leaving is no longer a concern for you. You spend the rest of your life in paradise, keeping your gear, companions, and abilities.

Go Home- You've had enough of scalies and all this nonsense. Time to go back to the real world where things make sense. You appear back on your original Earth at the moment you left, and cannot travel to more worlds. However, you retain your powers, gear, and companions.

Continue- There are so many more worlds that you wish to see, so it's only natural that you travel onward to the next jump. Even so, you will keep your memories of your time here close to your heart.

Notes

The Other Jump- This jump was produced independently of the miniseries jump by *Jane Doe* – and let me give her a big thanks for permission to make this additional jump! While the miniseries is fairly interesting in its own right, this jump only considers the original books by James Gurney (as well as the chapter books) as canon, since there are some significant differences like the relationship with carnivorous dinosaurs, the role of sunstones, and the missing line in the Code of Dinotopia. If you really want to be in the miniseries, then just take the T.V.-oriented jump by *Jane Doe* instead.

Cards of Fate Credit- The idea for this bonus section can be attributed to *Dirge* and the Arcana section in his *ARIA* jump. I loved the diverse feel of those light scenarios and how they blended with the magical yet carefree nature of the jump, so I wanted to capture that sort of idea for *Dinotopia*. I tried to change the set-up into something unique, drawing on the picture cards featured in the first book, but I apologize for any particular similarities to Dirge's work.

Edit Log

- 1.6- Added *Clockwork Map*, edited *Maps into Map Room Charts*, removed *Drone* and *Hoverhead items*, changed *If I'm Gonna Eat Somebody…* to *Grungchock*, relabeled general perks/items, edited *Arcana Draw* into *Cards of Fate*.
- 1.7- Edited *Anthroceratops* and *Anthrorex* perks, edited *Island of Dinosaurs*.
- 1.8- Edited *Anthroceratops* and *Anthrorex*, edited *Bilgewater Star Galleon*, edited *Cards of Fate*, edited drawbacks.