Dino-Riders Jump

Version 1.0.0



So, jumper, do you wanna play with some toys? Well here you may find yourself with a chance.

You will be entering the world of Dino-Riders, a 1980s toy commercial… I mean cartoon series. For 20,000 years the Valorians lived in peace and prosperity, their world powered by a star crystal, and their lives dedicated to science, art, and following the Path. Then the Rulons attacked. Led by the wicked Krulos, the Rulons ravaged the galaxy, using their brain boxes to enslave the populations they found on the worlds that they attacked. They found that the telepathic Valorians were immune to their brain boxes and thus decided on a course of total genocide. They were stymied by the Valorians creation of a planetary forcefield, but it could only hold them back for so long. The Valorians had spent their time creating a starship designed to carry 400 of their bravest to a new world, using the starcrystal repurposed as the core of a Space-Time Energy Projector or S.T.E.P.

Damaged in the escape the S.T.E.P. crystal was unable to power a spacetime jump until Krulos's cruiser attached a tractor beam to it causing a power surge that allowed the S.T.E.P. to launch both ships through a warp in space and time which led directly to the planet Earth during the age of the dinosaurs.

Both ships have crash landed here, where their crews will shortly encounter the native megafauna. Where the Valorians will use their Amplified Mental Projection devices to befriend the dinosaurs, and form a mutualistic relationship with them becoming their allies and friends as the Dino-Riders, the Rulons will use their brain boxes to bind the dinosaurs to their will and begin a dragged out war in an attempt to claim the S.T.E.P. crystal so that they can return to their time and resume their conquest of the galaxy.

Your presence may change this conflict, but to do so you will need these:

+1000 Cretaceous 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%. Certain perks and the first copy of certain items are Free for the origin instead. The 2 Rulon and 2 Valorian origins share Items with the other of their kind.

Earthling (Special): You're not one of the fighting factions of space but a being native to the Earth. Given this is the Jurassic period that probably means you're a dinosaur. The price of this origin varies by the variety of dinosaur chosen.

For **Free** you can be a deinonychus, protoceratops, or struthiomimus. You're a small dinosaur that's just large enough to have a rider and your battle harness if you had one would be little more than a chair and possibly a pair of guns.

For **100 CP** you are a more normal dinosaur that might be ridden by the dino-riders. This mostly means the (small relative to other dinosaurs in the setting) triceratops, but can also include a pachycephalosaurus, or dimetrodon.

For **200 CP** you are one of the larger and more powerful dinosaurs that might be used as a multi-rider battle station such as a torosaurus, diplodocus, or stegosaurus. Alternatively you can be a flying 'dinosaur' such as a quetzalcoatlus or a pterodactyl.

For **300 CP** you are a massively powerful beast on the scale of the tyrannosaurus-rex. Or this world's unusually large tyrannosaurus-rex. This makes you one of the most powerful dinosaurs in the setting, capable of overpowering nearly any other species, though one that's a born fighter might be able to overcome you, and you are not the largest.

For **600 CP** you are on the scale of the brontosaurus. Your head is disproportionately small, but still larger than a human, one of your legs alone is nearly the size of a tyrannosaurus-rex, and where lesser dinosaurs might hold 3 or even as many as 5 riders, you could carry an entire command center, like walking around with a ship's bridge upon your back. Your sheer physical power and might are unrivaled.

You may choose another dinosaur as long as its size and power roughly fits. Carnivores tend to be more powerful for their mass so tend to be somewhat smaller, and you may even pick a dinosaur listed at another tier and be a particularly small and weak (or large and powerful) version more in keeping with the power of the other dinosaurs at your level. You won't be a flying 'dinosaur' for less than 200 CP, though you could be a larger quetzalcoatlus for 300 CP or 600 CP; you would not have the same level of raw power as a

land bound dinosaur of your price tier, but you'd be able to fly (with aerodynamics defying maneuverability) and much more maneuverable. For 300 CP you might just be a quetzalcoatlus that was properly sized compared to pteranodon and pteradactyl. For 600 CP you'd be an aerial beast larger and more powerful than the tyrannosaurus, if not to the level of a brontosaurus.

Post-jump this dinosaur form becomes an alt-form.

Though as you're presumably native to the Earth originally if you want to you can also take this as a drop-in origin gaining neither memories nor connections to this world. You may choose to still become a dinosaur while doing so, or if you choose to drop-in you may remain human.

Rulon - Combatant (Free): You are one of the Rulons. You likely work under Rasp, or Hammerhead, or Antor, though you might be from one of the other species in the interracial horde that makes up the Rulons. Like most of the common soldiers you are surprisingly skilled in trapping animals for someone from a spacefaring society, and you may possess Rasp's peculiar luck as well. As a Rulon you possess a form resembling an anthropomorphic animal of some sort – hammerheads, snakes, crocs, ants, frogs, and others are shown – and post jump this will become an alt-form.

Rulon -Commander (Free): It would seem Krulos has a new second in command. Or maybe like Rasp and Hammerhead you merely lead one of the species in his coalition. Whatever your status you seem to take after your new overlord, possessing similar skills in barking and shouting orders, and perhaps even in forging an interracial alliance of evil species and leading a ravaging horde across the cosmos. As a Rulon you possess a form resembling an anthropomorphic animal of some sort – hammerheads, snakes, crocs, ants, frogs, and others are shown – and post jump this will become an alt-form.

Valorian - Dino-Rider (200 CP): You are one of the noble Valorians who, driven from their world, have begun to befriend and defend the dinosaurs they found on Earth living in harmony when not called to battle Krulos and his evil Rulons. You are one of their warriors and soldiers. Like all Valorians you possess telepathic powers, and you may possess the combat skills needed to protect your people from the evil Krulos.

Valorian - Walker of the Path (200 CP): You are one of the noble Valorians who, driven from their world, have begun to befriend and defend the dinosaurs they found on Earth living in harmony when not called to battle Krulos and his evil Rulons. You are one of their sages or telepathic specialists. Like all Valorians you possess telepathic powers, and you may possess additional abilities such as extra-sensory perception or empathic healing.

Location:

You will be arriving on the Earth shortly after the arrival of the Valorian and Rulon ships. As a Valorian you will arrive at the Valorian ship. As a Rulon you will arrive at the Rulon ship. As an Earthling you will arrive somewhere in the vicinity of the two ships.

Age and Gender:

If you choose to drop-in your age and gender remain unchanged from the end of your last jump. If you do not you may choose your age and gender as appropriate to your origin. If you took the Lad drawback you are locked as a child.

Perks:

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

Prehistoric Engineer (200 CP): A seemingly common skill here, as both the Rulons and Valorians quickly demonstrated it. You know how to build and design things out of simple, natural materials, using only hard, manual labor – dinosaurs help but aren't necessary – and pulleys and simple devices. You are particularly skilled at creating objects which can be raised or lowered, or swing into position, in response to the movement of some counterweight. This includes designing structures as well as physically working wood and stone.

Anytime You Need Something New I'm Your Man (300 CP; requires Prehistoric Engineer): It seems your construction skills aren't limited to stone age materials. You're a fully trained Valorian or Rulon engineer, and know how to make a huge number of things through low tech means. Oh you'll still need proper resources to make laser cannons and spaceships, but you could forge a sword, make a mirror, or design a building with relatively archaic means. Of course you're also capable of making high tech devices with high tech resources – even something like inventing a new type of particle cannon wouldn't be outside of your potential abilities. Simply put when it comes to engineering and making things, like Turret, you have a very broad knowledge and skill base.

Mind Knife (500 CP; requires Valorian Telepathy): This seems to be a rather marvelous ability. Like the comic version of Serena, you possess the power of the mind knife, or the ability to kill people, and mighty beasts, with pure, directed telepathic force. With will alone you can kill another, shutting down their brain with a telepathic assault, one which even fellow Valorians – with their relatively weak and fading telepathy – must fear.

This also heightens your telepathic abilities. Even before additional training, you'd not need an A.M.P. to communicate across a battlefield, or to telepathically communicate with a dinosaur.

Super Warrior (500 CP): This seems to be a rather marvelous ability. Your DNA has been merged with that of dinosaurs rendering you a scaled, humanoid form with a tail and some dinosaur traits – perhaps the toe-claws of a deinonychus, a thagomizer on your tail, t-rex teeth, or a triceratops frill and horns – and making you tougher and stronger than a tyrannosaurus rex while remaining on human scale. This also gives you super speed so that normal humans appear to be moving in slow motion compared to you.

Taken as a dinosaur you will show traits blending another dinosaur into your form, and will make you massively superpowered by the standards of your species – a small triceratops might be strong enough to topple a brontosaurus and to overpower it, and as a brontosaurus you would likely be best defined as a living disaster.

You can toggle this perk off or on as if changing between alt-forms, in case you ever don't want to be a dinosaur hybrid.

Earthling Perks

Intelligent Dinosaurs (100 CP; Free to Dinosaur): Dinosaurs aren't exactly known for having the largest brains, especially relative to body size, and animals aren't exactly known to be particularly intelligent either. The dinosaurs around here are rather clever. You'll find that even if you're put in a form that should be less intelligent than a human, you'll retain your human intellect and cognition despite reductions to your brain.

Born for the Saddle (200 CP): Riders and armor seem to limit your movements less. You don't notice their weight as much and your movements seem to shake them up or knock riders from the saddle less. You still probably shouldn't fly upside down while carrying someone, but as a dinosaur with a properly scaled battle harness you'd not be slowed down even with the armor, energy cannons, and rider(s). This applies to a lesser extent to just loads that you're carrying; you won't be able to lift more up off the ground, but it will affect your movements less if you can manage to get it going in the first place.

Rocksmasher (400 CP): You seem to be unusually capable of destroying inanimate objects. With just the hard head of a pachycephalosaurus you could shatter boulders, or with the horn of a triceratops you could stab through a metal door and tear it with ease. This won't help you hurt living creatures, but you can do some real damage to objects even compared to the strength of your saurian body, as a stegosaurus or tyrannosaurus causing a canyon's walls to cave in wouldn't need high powered energy weapons.

Laser Proof Hide (600 CP): Lasers should hurt. Weapons that instantly destroy boulders the size of smaller dinosaurs should do *something* to a tyrannosaurus-rex, right? Apparently not. Especially not for you. You are highly resistant to 'energy weapons' this ranges from things like charged particle beams and 'impulse cannons' to disintegration rays, fire spells, and even just plain electricity. If it's not good 'ol fashion impact force, it probably isn't hurting you as much as it should, and even there an explosive shockwave won't so it's better to say if it's not some physical object with real mass behind it. Though this won't protect you from completely non-physical harm; a disintegration beam that breaks apart your molecules, this will help with, but a telepathic attack against your mind or a death spell that just snuffs out your life without harming your body this won't help with.

The extent of this does scale with size. Where a deinonychus might feel even a Valorian hand weapon much less a boulder destroying weapon mounted on a dinosaur, a tyrannosaurus would take some real heavy arsenal to hurt much less bring down, and a brontosaurus could shrug off anything in the arsenal of the Rulons or the Valorians at least now that their fleet is grounded – and it's doubtful just one of their ships could bring one of

them down. Simply put, the larger you are the harder it is for ‘energy weapons’ or explosion to hurt you.

Rulon Combatant Perks

Trapper (100 CP; Free to Rulon Combatants): You're a surprisingly good hunter, able to set up traps or kill zones, and coordinate with others to drive animals into them. Even if you have to work alone you're good at figuring out where to see up your traps so as to catch animals either when they naturally arrive at a location or identifying where you can drive them.

Surprisingly Sneaky (200 CP): You are surprisingly sneaky, able to move silently, and with a good awareness of lines of vision that you might be observed from. Strolling into an enemy base and back out again wouldn't be too hard for you, especially if the enemy's security is lax.

Unpunished (400 CP): You'd think that openly rejoicing in the fact that your leader's condition is untreatable and that he will die, and then beginning to tear apart your forces in an attempt to become the one of his three lieutenants to take his place before he's even dead would get you some sort of punishment when they recover. Either Krulos is far more forgiving than most or there's something about you that avoids a leader's wrath.

You seem to escape punishment from bad or villainous bosses and leaders. This is most effective when it is just incompetence, but as long as you're not openly traitorous or caught repeatedly intentionally working against their interests, your boss is more likely to just give you a ranting series of insults than any real punishment. It might be possible to push this too far, say repeated attempts at usurpation or to assassinate them, but you can really push this further than is reasonable if your boss was a mentally stable individual even with the sort of superior who kills minions for slight failures.

Raspy Opportunities (600 CP): You seem to be a rather lucky individual. Like Rasp, whenever he sets out to find Krulos's favor, you seem to stumble into opportunities to advance your plans and desires. This luck only gives you a start, helping you find the opportunity, but it's up to you to seize it for yourself, and to bring it to completion.

This luck does seem to activate even more after you suffer some humiliating failure or set-back, like being knocked from the sky in battle dropping you directly onto an unguarded passage into the enemy base leading straight to where you can steal the object you're after. However while this luck will carry you further towards your goal in these situations – in addition to just being more reliable – it's still up to you to seal the deal.

Rulon Commander Perks

Voice of Command (100 CP; Free to Rulon Commander): You possess the voice of a villainous leader and commander. Loud and authoritative it is a voice that snaps people to attention and inclines people naturally to obey. Not a huge effect, but when you speak people naturally listen.

Born Fighter (200 CP): Like Krulos, Questar, or certain dinosaurs, you seem to be a born fighter. You're stronger than average, and more importantly you have excellent instincts in a hand-to-hand fight or brawl. You hit hard, you hit fast, you've got good reflexes, and all around when you have to mix it up in close combat you're one of the better ones.

Galactic Ravager (400 CP): You are a skilled military commander. You're no generation redefining genius, this is a Saturday morning children's cartoon, but you're actually no slouch having an understanding of tactics and field command, enough to make it actually believable that you could successfully lead a horde of cutthroats into a conquering empire, at least in a world written for children. Beyond that you're good at coming up with plots and schemes that take advantage of the behavior and nature of your opponents.

Krul Command (600 CP): The Rulons are not a cohesive whole like the Valorians. Each species within it is their own faction that looks out for themselves. They are composed of backstabbing, power hungry, greedy, wicked, and evil beings. It's some dark miracle that the Rulons don't kill each other, much less actually can work together well enough to oppose the Dino-Riders.

Like Krulos, you are such a miracle. You find it easy to get wicked, greedy, and evil beings to unite under your command and work together without incessant backstabbing or internal fighting. Somehow you can get such power hungry beings to accept you as their master and leader, and to work together. Oh you still might have to promise them rewards of power (and keep those promises), but you can keep a mercenary band of raiders working together in strange harmony. This seems to work better when you are more powerful than those around you, though it caps out at being able to beat them in a one-on-one fight; still if you were suddenly enfeebled to the point of near death you might find this effect weakening.

Valorian Dino-Rider Perks

Valorous Telepathy (200; Free to Valorian Dino-Riders): Like all Valorians you are a telepath. This telepathic power is relatively weak, able to send messages to allies but only from short distances, and able to empathically pick up on others giving you vague insights. It requires some amplification device – such as the A.M.P. carried by Valorians – or a lifetime of mastery to do such things as communicate from thousands of feet to miles away or communicate with animals; still you could learn to do such things.

This telepathy also helps to protect your mind from outside influence and control such as the Rulons' brain boxes which have no effect on you. It is, however, weakened by excessive hatred, and other unruly dark emotions that go against the Path.

Staying in the Saddle (100 CP; Free to Valorian Dino-Rider): It's nearly impossible to remove you from a saddle. Even without the new saddles designed for upside down flight you could do a few loops on a pteradactyl without falling off, and enemies won't be knocking you out of it easily.

A Little Teamwork Might Help (200 CP): You excel at working as part of a team, especially in a fight. You seem to naturally find a flow with allies, picking up on small cues and instinctively knowing how to avoid getting in their way (especially) during a fight. Things just go smoothly, and you find it easier to keep an awareness of what your teammates are doing and to predict what they will do.

You Ain't Seen Nothing Yet (400 CP): You're the sort of person someone would want at their back in a firefight. You've got excellent instincts when the laser bolts start flying, whether that's figuring out where to duck for cover – or how to move your dinosaur steed – or where you need to shoot for maximum effect. Your aim is excellent as well, making you a truly sharpshot, almost giving the feel that you're someone out of a western, and this aim isn't limited to hand guns; it will stay excellent even with weapons awkwardly mounted on parts of your mount (or vehicle) without sights or targeting equipment.

Dino-Rider (600 CP): You possess a mastery of mounted combat. Working with a mount – whether a dinosaur, some ice age mammal, or something stranger still – comes easily and naturally to you, and you seem to possess an awareness of its movements and state similar to proprioception. You're also very good at guiding your mount, almost as if you were doing so through telepathy; a willing mount will respond to the smallest guiding forces, and move almost as if it was a part of your body. Though given how you seem to be able to share your life essence with your mount to temporarily supercharge it granting it brief super speed, or strength, to obey one of your orders maybe there really is some telepathy

involved here, a link forming that allows you to empower it with your energies. By default this draws on your psychic power and general life force, and you can't expect more than a few surges from a mount in a fight, but if you have other forms of energy stores you might be able to learn to channel them through your mount. This can also be used stably on a lower level to significantly reinforce their toughness and keep your mount from being shot out from under you; though this won't stop them from shooting you off of it.

Valorian Walker of the Path Perks

Valorous Telepathy (200; Free to Valorian Dino-Riders): Like all Valorians you are a telepath. This telepathic power is relatively weak, able to send messages to allies but only from short distances, and able to empathically pick up on others giving you vague insights. It requires some amplification device – such as the A.M.P. carried by Valorians – or a lifetime of mastery to do such things as communicate from thousands of feet to miles away or communicate with animals; still you could learn to do such things.

This telepathy also helps to protect your mind from outside influence and control such as the Rulons' brain boxes which have no effect on you. It is, however, weakened by excessive hatred, and other unruly dark emotions that go against the Path.

To Walk the Path (100 CP; Valorian Walker of the Path): The Path seems to be a mental discipline focused on peace and harmony with the world. You have walked this path quite a ways learning many techniques and methods to control your emotions – especially your negative ones – and to maintain mental discipline. Through this or sheer nature, you possess a disciplined will, and excellent self-control.

Voice of Serenity (200 CP): You seem to be the oil that greases the wheels of society in that you excel at playing the voice of reason, calming down high emotions, and keeping people working together and acting reasonable. You won't be able to calm everyone down all the time, but you're good at maintaining social stability and reminding people of their ethics and morality in hard situations like being suddenly thrown back from a technological civilization to frontier living while being constantly attacked by an enemy army.

I Can Imagine It (400 CP): You may not be blind, but like Mindseye your psychic senses seem incredible. You possess an extrasensory awareness of the world which can't quite replace your sight, but gets close enough that you could almost fight by it; you'll be a little clumsier and more awkward, it takes some focus and mental effort to use, but if you were fighting in the dark you'd have a clear advantage over others. This also gives you a feeling for psychic impressions from the world around you, especially the natural world, so you can feel if a place is full of life and good to live in, or bad, and get flashes of information and awareness.

With Valorous Telepathy you will also find that you are much more highly proficient in it, not needing an A.M.P. to communicate across a battlefield – though maybe if you were trying to communicate with others many miles away – or with animals. This still isn't necessarily your limit even without this perk, and this does increase the limit of your

telepathic abilities somewhat as well, but you will begin at the peak shown by the Valorians.

Healing (600 CP): You possess a rare telepathic talent that of psychic healing. Through this power you can transfer your life essence to others to heal them. This is very draining. Even with an A.M.P. healing a dinosaur from wounds too severe to wait for medical treatment would normally leave you dangerously weakened, and doing it twice in quick succession could leave you so drained that you would be comatose and in need of an infusion of life energy as well. This can heal problems other than wounds – Krulos's amphibian dehydration was healed through this technique and it likely can be used to treat diseases and infections though that might be harder as you'd need not to give the virus or bacteria life force.

If taken with Valorous Telepathy or I Can Imagine It you also possess an empathic sense for wounded beings, able to feel their need for healing, and general location. This gets more precise as you get closer, and this sense will be longer ranged, becoming more precise and informative as you get closer, with I Can Imagine It than with Valorous Telepathy (and even more so with both so you might know that the wounded being is your sworn enemy even before you go hunting for them).

Items:

The first copy of an item associated with an origin marked as being Free is free if you have that origin, other items (or additional copies of the free item) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Hand Weapon (50 CP): This is a laser gun. Well presumably it's a laser. It seems to be more a short burst of destructive energy that can cause small rocks to explode than a sustained beam that melts things. It's powerful enough to quite potentially kill humans (or Valorians or Rulons), be used against smaller dinosaurs, or even potentially dislodge brain-boxes or damage the riding saddles used by both sides; though the larger or better designed brain-boxes will need more fire power than this, and a tyrannosaurus-rex is probably merely annoyed by this toy.

You don't need to worry about power supply for this weapon, and it will automatically repair and maintain itself.

Grounded Spaceship (500 CP): This is a Valorian or Rulon ship. It has crashed on the Earth and can't fly any more, but it still was built to house around 400 individuals living within it, and comes armed with a high number of energy weapons, functioning lab and manufacturing spaces, a power supply which even if not 100% functioning produces more than enough power for basic electricity for 400 individuals, and just enough metal walls and hab structures to be salvaged and made into a town. The ship could be repaired, but without you putting in the elbow grease it's not going to fly on its own.

Post-jump it will restore to this condition on its own if lost or destroyed, though once you have successfully restored it to fully operational once it will automatically repair, maintain, and refuel itself when not being used as a spaceship.

S.T.E.P. Crystal (1600 CP): The STEP, or Space Time Energy Projector, crystal is that object the Valorians and the Rulons are fighting over. Used to open the temporal portal that took them both to the past, it was stated to have powered the Valorian civilization for 20,000 years. This doesn't seem to be something that it can do simply or on its own as the Valorian ship had energy issues, and they often talked about the danger of losing their power source used to energize the crystal, but with the right technology it can apparently

power a planetary civilization. Similarly it is unable to open a time portal on its own – the STEP was a device the crystal was placed into – but its qualities make it an essential part of such a process. You'll need to put the scientific work in, but with this crystal you could create a time machine capable of transporting you millions of years into the future or past and then returning you to the precise moment you left, and even transporting you to a distant star when you do so. Or power a planetary civilization indefinitely.

Earthling Items

Ride Harness (50 CP; 1 Free Dinosaurs): This is a set of the armored weapon platforms that are worn by dinosaurs in this world. It's only a basic version – some light armor, a seat for a rider, and a few weapons (unless the dinosaur is overly small). You can choose what sort of dinosaur this is built for when you purchase this.

Bronto Sized Meal (200 CP): This is half a ton of leaf matter delivered daily. If your diet is something else it can be something else within the range of dinosaur meals, though, it will be a smaller amount of more nutrient dense foods; a comparable meat eater eats much less in raw weight. Still this is enough to feed a brontosaurus each day (with a bit extra) so you could feed many smaller dinosaurs on this.

Elite Ride Harness (400 CP): This is a heavier version of ride harness designed specifically for you. Like the torosaurus, diplodocus, later showings of the tyrannosaurus, and the brontosaurus this has additional and specialized weapons, armored seats for riders or even entirely enclosed command centers, and potentially even melee weapons. The details will vary based on your size as a dinosaur; a deinonychus version is likely rather basic with merely a more powerful experimental gun, possibly an additional helmet mounted gun or tail mounted weapon, while one built for a brontosaurus likely matches the brontosaurus's with enough firepower to overwhelm entire forces of enemies, and a particle cannon capable of threatening the tyrannosaurus and destroying anything in its wake.

As this is ride armor designed specifically for you, it will shift with you when you change alt-forms, redesigning to fit and function on your current alt-form. As a human it might be a backpack seat for a smaller humanoid and a few weapons run by it. As a copy of a larger version of Godzilla it could vastly eclipse the armaments that it'd provide on a brontosaurus.

Jurassic Park (600 CP): This is a slice of prehistoric Earth about 100 miles in diameter. It has no significant mineral resources, but it will exist as a pocket world accessible through your warehouse or a portal in another property you possess. It will still occasionally see emigration/immigration of wild animal populations from outside, though by some means it seems to be stuck in this prehistoric period where dinosaurs, pterosaurs, Permian era synapsids, and other prehistoric animals grouped into dinosaurs and living over hundreds of millions of years difference live side by side with an appropriate environment, weather system, and plant-based ecology.

Simply put this is a dimension you have access to which contains populations of prehistoric beasts, and an environment conducive to them.

Rulon Items

Environmental Suit (50 CP; 1 Free to Rulons): This is an environmental suit much like that worn by Krulos. It maintains an internal environment that has the proper humidity and balance of gasses for your well-being. At least within the norms that might be seen among Earth life, and the Rulons. It does need to take in gasses from the outside regularly to maintain its proper levels, but it has air-filters and as long as the proper gasses exist even if not in the proper amounts it can provide you with what you need to live.

Also like the Valorian uniforms it presumably regulates temperature using solar power to keep your body at a nice, comfy temperature at least within the extremes of the depth of the last (non-mini) Ice Age or the height of the age of the dinosaurs when there were no polar ice caps. If you just want a base suit… take off the helmet.

Computer Tap (200 CP): This is a small electronic device that will attach to a computer when placed against it as if by magnetism or magic. While it is attached it causes the computer no matter how advanced to report back all of its activity to another computer it is set up to send to. Your enemies are also unlikely to casually notice this device as long as it is somewhat hidden as if there was a small field of aversion to spotting it; this isn't too strong, so it might get noticed fast attached to a laptop or if they start actively looking for it.

If it's lost or destroyed, say because it's found, it will fry itself after 24 hours then replace itself.

Capture Traps (400 CP): This is the materials for an array of various easily assembled primitive traps for capturing dinosaurs each broken down and ready to be constructed where you need them. They are surprisingly effective despite their primitive construction and materials, and seem to be much harder to break or destroy than one would expect; ropes that will hold down giants that can easily tear apart cliff faces and wooden barricades that can contain dinosaurs capable of casually smashing stone.

You may have additional traps insert already prepared around any or all properties/locations/buildings you have received directly from jump documents. The number of traps will scale with the size of the holding, though they will remain primitive.

Brain Boxes (600 CP): This is a collection of brain boxes, the technology that the Rulons use to control the minds of their dinosaurs and force them into service. This can affect sapient beings, though even low end telepathic or psychic capabilities protect from these brain boxes. You get several dozen designed for the heads of dinosaurs, as well as

instructions on how to build more. In future jumps you may have these starting dozens be designed for local species, it will tend towards the megafauna, but you might have some built for controlling humanoids even before you begin production yourself.

Valorian Items

A.M.P. (200 CP; 1 Free to Valorians): The Amplified Mental Projector, or A.M.P. for short. This is a device which serves to focus and amplify telepathic and psychic powers, much like a wand or a staff serves as a focus and amplification device for many wizards. The Valorians use these devices as battlefield communication devices, amplifying their mind speak to be heard from hundreds or thousands of feet away, and to communicate with animals; they are also used by dino-riders when urging their mounts to extra action, or when they need to transfer life force to heal, though only Serena shows the unique talent to heal most forms of injury.

For you, you'll find this will always work to focus and amplify your psychic powers, making them easier to harness and control and stronger by an amount that is at least noticeable no matter how powerful you become despite Mindseye's apparent disdain to use one.

Periwing (200 CP): This is a chest harness meant for humans to wear. It has a backpack with glidewings that if you drop from a height will then allow you to fly. It also has a laser weapon on the chest which fires straight up past your face… or straight forward past your face if you're flying. This laser is about on par with the norm mounted on a dinosaur, as opposed to the handheld blasters of most Dino-Riders; still no major threat to a tyrannosaurus but much more powerful than the hand guns.

Fortified Farms (400 CP): This seems to be a slice of the Dino-Riders' farms. It's not as large as the entire community's, but it's good enough to feed say about 100 of the colonists and the associated dinosaurs. You'll have to do the work for growing things, but it comes with wooden walls, including weights and pulleys to allow dinosaurs to open and close them so that it can be completely closed off to the outside world (unless they fly or dig under) except for the river that flows out of it from a spring and provides ample water for the farm, and a series of tar filled pits to provide defense against stampedes. All in all it's a fortified patch of farmlands.

Better yet it comes with automatically resupplying stocks of seeds for edible prehistoric flora, with surprisingly domesticated yields, to be grown in the farm and while you'll still have to grow and tend the plants yourself, any damage done to this farm by enemy raids or attacks seems to naturally undo itself; even if Rulons stampede a herd of triceratops through your fields they'll be better in a few days if you just keep watering and tending the plants like nothing happened.

Ikonic Staff (600 CP): You possess a crystal tipped metal staff like that used by Ikon the Dino-Riders' tactician. The leg brace that it is attached to is optional, if you'd rather actually just hold a staff than have it attached to your foot, but the function will be mostly the same regardless. Through some unclear means this computerized staff is able to give estimations of the percent likelihood of success of various plans or actions even when they are vaguely defined. Presumably it relies on a telepathic uplink, taking your knowledge on the subject, even subconscious knowledge, to approximate the probability based on the best information you possess. We'll also say that if you have psychic senses it may also tap into them to get a better underlying understanding of circumstances than your conscious mind could obtain.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 400 CP; they gain an origin as normal, but cannot purchase Items costing 500 or more CP before discounts are applied. For 100 CP you can import or create 3 companions with 400 CP. For 200 CP you can import or create up to 8 companions with 400 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 400 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.

You may pay the price to import or create 1 or more companions a second time to give that many companions that you had imported 200 additional CP and the ability to take an origin that costs no more than your own for Free (they are still limited to 1 origin).

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

Rasp (Free): Krulos's often bumbling, serpentine underling eager to prove himself for reward, and just as eager to overthrow Krulos and take his place if he thinks he has a good chance of success. If you want the snake to come with you it can be arranged without any cost. Just realize that this won't arrange his loyalty, just his accompanying you. You'll have to win loyalty yourself… or not.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Comics (Toggle): By default this assumes you'll be traveling to the cartoon show. There was however a series of tie-in comics that lasted only 3 issues, but show a somewhat different world with Questar having a brother who wants to take control of the Valorians because Questar is too soft and weak, Serena having the power to kill via telepathy, and Questar's brother becoming a superpowered dinosaur-Valorian hybrid who kills a t-rex in hand to hand combat. There's not much there, but if you want to go there you can.

Formlocked (Special): You are locked in the form of your origin from this jump, unable to shift into any other form. This is worth +100 CP if you are a Rulon or have the Super Warrior perk (though you will be locked into that form), or significant alt-forms/shapeshifting ability to be loss and it is worth +200 CP if you are a dinosaur (even if you'd also qualify for the +100 CP).

Grounded (+100 CP): You are only fully comfortable when you're flying. You're just sort of antsy and anxious when you're on the ground, or even riding on the back of a dinosaur that is. Of course if you're trying to be stealthy – or not shot out of the sky like skeet – it can be rather useful to say on the ground and out of the air.

I'm Going to Dry Out (+100 CP): Are you a fish? Maybe an amphibian? You must remain moist at all times. Maybe you should take to wearing an environmental suit like Krulos, or just taking some very long baths. Of course, like Krulos you won't dry out immediately, but it will leave you cripplingly weakened and hours without moisture – even in the humidity of a Jurassic forest – will kill you.

Lad (+100 CP): You are a prepubescent child. This will make you smaller, weaker, and also mean you possess less emotional control. You can eventually grow up, but you'll have to pass through puberty with all of its wildly spiking hormones on the way, and you can expect this to take at least as long as for a human.

Losing the Path (+100 CP): You will find that your perks and supernatural powers are now reliant on your state of mind. Your negative emotions will significantly weaken them, and reduce their effectiveness, reducing you ever more to a normal human, dinosaur, or Rulon the more you hold these negative emotions.

Youngstar (+100 CP): You're something of a hot-head, and you definitely have an arrogant streak. You're not necessarily completely insufferable, but like Youngstar you tend to overestimate yourself, and to go off half-cocked without any real plan.

Blind (+200 CP): Like Mindseye you are completely blind. You might be able to make up for this with certain other senses, but nothing will ever be able to completely or perfectly replace your vision.

Hippocratic (+200 CP): You cannot intentionally cause harm to another living creature – plants are fine. You can shoot brain-boxes off of dinosaurs, but actually attempting to injure, much less kill, a Rulon or dinosaur is beyond you. You cannot even bring yourself to let your enemies die, and must attempt to save any life in imminent danger that you can without it being directly suicidal to do so. Yes this means you will heal your enemies of fatal wounds even knowing they will remain your enemies afterwards or that they will cause more long term harm and deaths.

Incompetent Minions (+200 CP): Your companions, followers, pets, and even allies (local or otherwise) have had their competence reduced to that of a Rulon soldier's. They aren't completely incapable of being useful, but given their track record let's just say you shouldn't trust them to do anything important.

Prehistoric Warfare (+200 CP): Like the Valorians you have somehow found yourself being regularly targeted for attacks by an enemy. Like the Rulons this enemy will be riding dinosaurs armed with various high tech weapons, and always coming up with new plans and methods of assault. And just like the dino-riders you never seem to be able – or willing – to end this threat for any substantial time, or if you manage to one that's just as bad or worse will take their place soon enough.

Bumbling Fool (+300 CP): Your competence has been reduced to that of a Rulon soldier's. Given how many times they charge their dinosaurs into each other, shoot their allies, or just mess up simple plans… well let's just say you shouldn't be trusted to do anything important right. Now they do sometimes manage to do things so you aren't doomed to fail at everything you try to do, but you can expect to make sloppy, stupid mistakes regularly.

Brain-Boxed (+300 CP): You have been brain-boxed, presumably by Krulos and his Rulon minions. Even if you're the most powerful telepath ever, or normally immune to mind control, this brain-box can and will control you and you will be unable to remove it yourself. Maybe an ally or friend, or just an enemy of Krulos, could remove it for you, but just like the tyrannosaurus you can expect to be brain boxed again and again.

Marvel Productions (+300 CP): Not only did Marvel publish the wildly different comics, their animation studio made the cartoon. And now whichever version you went to, they're a part of the Marvel universe. Which since this is at least 70 or so million years before the present era might sound rather safe. Unfortunately you can rest assured you will have to deal with alien visitors, time travelers (Doom and Kang say hello), and at least a few world-threatening disasters during your time here, and that's if you don't somehow find yourself transported to the modern day. These won't be constant threats, but you can expect enough of them to remind you just how much more powerful things in Marvel are than around here.

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, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

To be very clear you could be a 600 CP theropod or flying archosaur with the brontosaurus option. You'd not be as large as the brontosaurus option, but the theropod would likely be as strong if not stronger and probably faster too, and the pteranodon would be a lot faster and fly even if maybe only a little bigger and stronger than a T-Rex.

When Mind Knife and Super Warrior are described as marvelous it's because they're from the licensed Marvel Comics.

Surprisingly Sneaky went to the Rulons despite the Commandos having hyped stealth skills, and there being more episodes about the Valorians sneaking into the Rulon base than vice versa because… When the Valorians do it, it's a whole episode of them struggling to do so and eventually getting caught. When the Rulons decide to stop blasting and just sneak in, they're into the heart of enemy territory and out in a scene with no one ever the wiser.

Born Fighter is named after a dinosaur thing, references Questar, and gets put onto Krulos because he had it too, and of the options Commander needed the perk.

Krulos gets a military tactics perk because as far as Saturday Morning Cartoon villains go he's actually pretty good. He shows better tactical skills than Questar, it's just that his minions are bumbling, and the Dino-Riders are man for man better on the battlefield. They're also often outnumbered and outgunned (which Krulos does lose points for picking fights in those situations) and despite that usually require some lucky break to win. He's not a tactical genius, but he's probably better than Megatron tbh and he's definitely better than Skeletor.

You Ain't Seen Nothing Yet vs Born Fighter: You Ain't Seen Nothing Yet is for ranged combat/firing vehicle/mounted weapons, and Born Fighter is for a hand to hand brawl. They are pretty much just the Ranged vs Melee versions of each other, and since Ranged combat has an inherent advantage, and You Ain't Seen Nothing Yet has an explicit aim boost which applies in at least one explicitly unrealistic situation the ranged version costs more.

Healing: It is possible for Valorous Telepathy and an A.M.P. to do this on a much lesser level. It took a whole group of Valorians and dinosaurs working together to stabilize Serena after she had healed 2 dinosaurs from deadly wounds. And they didn't even suggest that for

the wounded dinosaurs any time they were wounded implying that it only worked for Serena's drained vitality and wouldn't work on wounds.

Grounded Spaceship: If you don't want to add a 3rd spaceship to the setting this can just be taking (a copy of) one of the spaceships with you at the end.

A.M.P.: Mindseye's apparent disdain is that instead of holding his AMP and having it glow, he reaches to his own temples and has a different visual effect when sending mental messages. He doesn't talk down about AMPs, he just doesn't bother to use his. One could argue this indicates that they only work for low enough level telepathy and mastery or raw power could reach a point they're useless. You explicitly don't have to worry about that.

Fortified Farms: If you don't want to just magically get it and have your new Valorian friends wondering where this farm came from ready and waiting, this will just slowly morph a section into the CP backed version over time.

Changelog:

Version 1.0.0: Released.