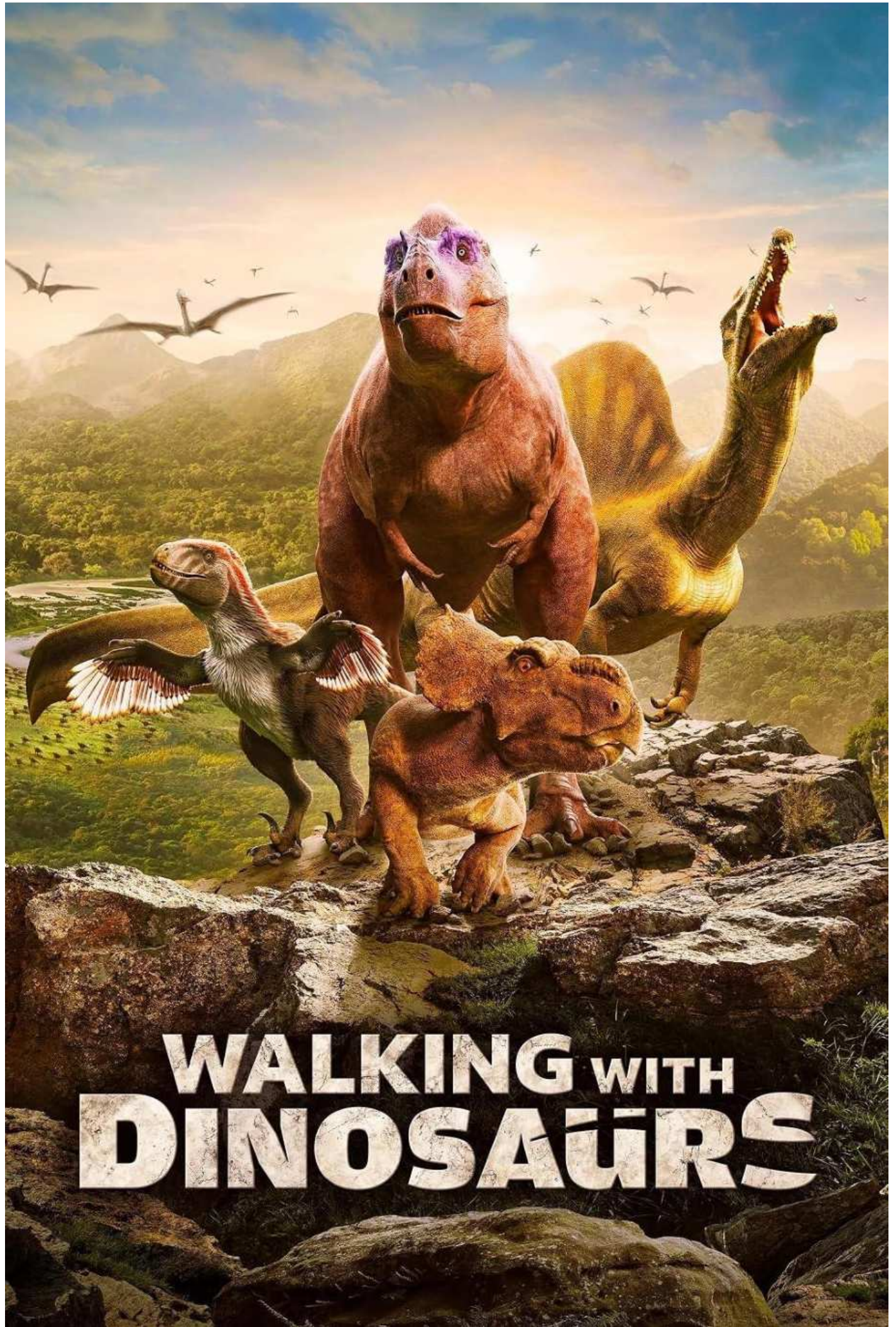




WALKING WITH DINOSAURS

Jumping with Dinosaurs

Version 1.0.0

Welcome to Walking with Dinosaurs. The 1999 documentary series had some scientific errors, like the theropods lacked feathers, but it brought dinosaurs into the homes of millions, showing the magic of them to a generation. Of course this is a documentary series on imagining the past and dinosaurs, so you aren't required to enter any of the specific sites and scenarios shown (though you can), but will be entering into the past and the world of dinosaurs. Likewise, even the 2025 revival updated the science (and added feathers to theropods as was already the science in 1999) so you can be entering a historically correct version of the world. Or you can be entering as it was shown if you prefer.

Either way you will be here for at least a decade walking with dinosaurs, running from dinosaurs, perhaps even exploring history's most dangerous oceans. Whatever you choose to do you will get to spend a decade either as a dinosaur, living, fighting, and hopefully not dying as one, or as a human paleontologist who somehow has found themselves getting to experience dinosaurs first hand and up close and personally.

Whether you intend to research, go on the ultimate safari, or simply to experience walking a (few) mile(s) with another foot, you will be staying here for a while, and you may find yourself needing something to help you with your time here. As such take these:

+1000 Cretaceous Points

Good luck and good jumping.

Origin of Species:

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

Time Traveler: Like Nigel Marven, zoologist AND adventurer, you are a human who has traveled back in time to the Mesozoic. You could be part of Nigel Marven's crew, a documentary film-maker on your own, or something else. The only certainty is you do know your paleontology. You may take this as the Drop-In option if you'd prefer not to have memories or connections in this world.

Carnivore: You are a carnivorous dinosaur from the Cretaceous or earlier, probably a theropod, but there were some early carnivores (or omnivores carnivorous to count) who weren't theropods.

Herbivore: You are an herbivorous dinosaur from the Cretaceous or earlier. You could be a sauropodomorph, an ornithischian, or even some theropods were herbivores (or omnivores herbivorous enough to count).

Non-Terrestrial: You are not a dinosaur. You are also not an alien. You are a flying archosaur, or a marine reptile from the Cretaceous or earlier. You can be a flying avian dinosaur, they developed before the K-T (or K-Pg) Mass Extinction event, but this option also includes those flying and marine animals commonly grouped with dinosaurs that were accurately speaking not dinosaurs.

You may pay **50 CP** to choose to be a human, or any prehistoric species from the time dinosaurs first appeared in the Middle Triassic up until the K-T Event (or Cretaceous-Paleogene as it's now known) which ended the dinosaurs, instead of one appropriate to your chosen Origin. This includes non-dinosaurs from the period if you wanted to be a cynodont other than a time traveling human, as well as reptile species that have remained mostly unchanged since the time of dinosaurs, prehistoric insects (though the Carboniferous and its giant bugs was much earlier), fish, or any discovered prehistoric species from about 240 million years ago till about 65 million years ago.

Location:

The show focused on specific fossil sites, so you probably should pick one to start at, but you can begin at any time and location appropriate to your species; give or take a few million years (the show sometimes did). If you paid **50 CP** to take a species that was outside of your origin, that will also allow you to be in an inappropriate time and place within the period where non-avian dinosaurs walked the Earth. This probably makes things harder for you, but you can.

You can also choose to roll to randomly decide your location, even if it is one inappropriate to your species (feel free to roll before actually choosing your species if you're taking this option).

1. Arizona, 220 MYA
2. Oxfordshire, 149 MYA
3. Utah, 130 MYA
4. Antarctica, 106 MYA
5. Argentina, 100 MYA
6. Alaska, 70 MYA
7. Montana, 65.5 MYA
8. Free Choice: Well look there, you can begin anywhere on the Earth at any time when non-avian dinosaurs walked the Earth.

Age and Gender:

If you're a Drop-In you retain your age and gender from the end of the last jump. Otherwise you can pick your age and gender freely within the normal range of your species.

Perks:

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

Fossil Record (50 CP; cannot be purchased by Companions): It would seem that there's a record of your existence. You will now find that whenever you begin a new jump scattered throughout the world are the fossilized remains of your past selves from previous jumps, your Companions, your allies, and even your enemies. It's possible some of these fossils will have been discovered before you arrive, but if they haven't you can expect at least some of them to be discovered soon after your arrival.

You can toggle this off when you're about to enter a jump, if you don't want to befuddle science with mysterious remains from beings that shouldn't exist in their past.

Care For Young (100): Unsurprisingly, as megafauna, and the ancestors of birds, dinosaurs tended to actually put a fair bit of care into their young. Now, you'll be quite good at it yourself. You're a good parent, and especially good at caring for the very young, protecting them from predators and danger, and teaching basic life skills.

Great Not Dying (100): You are particularly well adapted to life in a hot and arid environment. At least for your species. Surviving, like the dinosaurs did, through the Great Dying that ended the Permian would still be hard for you, but your body wastes less water, deals with the heat better, and generally is better capable of dealing with hot and arid environments.

Inhabitant of the Snow Forest (100): You are particularly well adapted to life in a cold or arctic environment. At least for your species. You're probably not living in Antarctica now, at least not without technology to help you out, but you'd do better than most in the Antarctic of the Mesozoic when it didn't have a snow cap. In general you retain heat better, and deal with cold environments better.

Quick Recovery (100): A broken, or even simply wounded, leg is often a death sentence in the wild, and yet there are fossils which have fully healed these breaks. To help you become one of these fossils over one whose death probably traces to its broken leg, you now heal twice as fast as normal for your species, and are highly resistant to infection in wounds.

Time of Titans (100): You are big, abnormally big. If your fossils were discovered you'd be the largest of your species ever discovered.

You can choose to have this perk affect, or not affect, each of your alt-forms individually at the start of each jump.

Biologically Variable (200): The biochemistry of the Earth has changed over time. While the change from the Mesozoic to the modern period is less than say the Ordovician and the modern period, it's still different. Modern research indicates the Triassic had only 12% at the start of the period, well below what a human would need to live, and the Cretaceous had possibly over 25%, not enough to kill but enough to cause discomfort. And that's before getting into things like how the biochemistry of plants have evolved requiring changes in the gut of animals.

You are now capable of dealing with a higher range of biochemical variability. Concentrations of atmospheric chemicals at ranges which would normally be just enough to kill your species will instead see you operating as if they were the same as you were evolved and adapted to, and you can survive a fair bit further from your ideal. This also renders you more resistant to poisons, especially organic ones, though the levels of environmental chemicals needed to poison you is generally higher. You have a robust digestive ability. While you can't just eat anything and everything, you're only resistant, not immune, to poison, the range of substances that don't qualify as poisonous to you has expanded as have your range of digestive enzymes to help you actually break down food. This has also improved your immune system, though the improvement is more towards novel diseases than those which you'd already have an evolved specific immunosystem response. In the case of marine life this will even help greatly expand your healthy salinity range, allowing a fresh water fish to operate better in saltwater and vice versa.

This will help you a little with temperature as well, though expect better results from the dedicated perks above. But generally the amount of biochemical situations you can not only survive, but perform at your peak in is greatly expanded.

Finding Feeding Grounds (200): You've got a talent for finding food when you go out looking for it. Whether you're hunting, gathering, scavenging, or just looking for a good deal at the local marketplace, you seem to have a sense for the best places to look, or maybe it's luck in stumbling into it. Whether it's a knack for recognizing where, luck, or a mix of both, your attempts to gather food tend to be more successful.

Mating Display (200): You have an appearance, scent, voice, and the like which are generally attractive towards prospective mates, especially in your secondary sexual characteristics which would be displayed to attract them. You will also find that your displays of physical fitness and survival capability are especially attractive towards prospective mates. Show it off a bit and you'll have all the mates swooning. This also makes you very good at performing the traditional mating displays for whatever species you happen to be at the moment.

Nocturnal (200): You have excellent night vision, even for your species. This won't improve your vision more generally, but you see very well at night. You are also adept at moving through the dark by relying on your other senses, and at navigating the world without or with minimal vision. Being blind, or just in a dark forest without sufficient light, will still hinder you but it will do so a fair deal less.

Inherit the Earth (300): Are you a bird perhaps? Or one of their ancestors? Not that dinosaurs didn't inherit the Earth themselves at the end of the Permian. You seem to have a very special type of luck. Specifically you have a great deal of luck geared towards helping you survive, and even thrive, in great upheavals and destruction such as massive ecological change, natural disasters, or even the collapse of civilization. This won't protect you against a predator seeking to end your personal world, but if it could be said to destroy the local ecosystem as a whole, you have an odd way of making the most of it whether it's running in the way that leads you away from danger, finding food that has survived the mass extinction event, finding a mate to pass on your genes, avoiding predators, dodging the worst of natural disasters, finding water in a drought, even getting rain when you really need it, and other points of lucky breaks to keep you (and your genes) alive when the worst comes. Though do take care. This is a good deal of luck, but things that destroy the majority of the local 'world' tend to be hard to survive even with luck.

Time Traveler Perks

Paleontologist (100): You are a fully trained paleontologist and an expert on dinosaurs and the prehistoric Earth. While you're well-versed in things from the Cambrian explosion onwards, this has a focus on the Mesozoic Period where you seem to have the knowledge of a whole team of experts, being at the very forefront in many specialized topics, and having an overall knowledge of the Mesozoic Period which is broader and more detailed than any singular person should.

This includes knowledge of how to work fossil digs and hunts, and the techniques used by paleontologists in their research.

Imagine You Could Travel Through Time (200): You possess the ability to mentally view the area around you in the past; though this follows tectonic shift and the movement of the land. It is easier to find a specific moment the further back in time you are viewing, though this soft caps at tens of millions of years in the past. You can look further back, it just stops being easier to find the specific date you want. For the recent past you might have trouble hitting the proper millennium (which should give you an idea of what counts as recent past), much less century, but by the point of a period like the Mesozoic you could reliably hit the proper season of the year.

Once you are viewing an area in the past you can follow a creature there, moving your view along with it and even skipping ahead or back in time through its life. This is again easiest when you are back tens of millions of years or more from your time, where you might be able to control to the exact day how far you skip, but it is doable with smaller time frames, though don't expect to hit anything nearer than the right decade with things happening in the recent past. You can also use this with the fossilized remains of a living organism, moving your viewpoint to when it lived and along its lifespan without ever needing to be in the area it was from when alive; this does require fossilized remains, and won't work for fresh ones.

Smells Like a Mammal (400): You know you'd think your size would matter as much as your scent for getting dinosaurs to ignore you as a small furry creature of no importance. But regardless of your size or your scent, animals are oddly willing to dismiss you as a threat, or as prey. They might be curious about your presence, but animals are mostly willing to just accept you being around unless you do something like mess with their nest or young, attack them, or do something stupid like poke a predator in the inside of its mouth with a stick. Maybe a truly starving predator might try anyway, but even that's

unlikely; a hungry tyrannosaur could just walk past you without even turning its head to investigate the strange scent.

Adventure Zoologist (600): You are an expert in wilderness survival, at least by the standards of people living outside of a hunter-gatherer lifestyle. You know how to identify edible food, find shelter, identify water that is probably potable, and the varied skills a human would need to have a chance to survive in the wilderness.

This also includes an encyclopedic knowledge of zoology, and patterns in animal behaviors. You excel at understanding animal behavior, recognizing their ecological niche, and intuiting which patterns of animal behavior could be applied to newly encountered animals. This natural tendency for understanding extends to animal-like beings that are not technically ‘animals’ as long as their intelligence is on a similar level; it would help you guess at the behavior of a chimeric ‘monster’, a moving plant, a robot with animal-like intelligence, or some living meme with animalistic intelligence. The further they move away from animals in behavior patterns the less effective your existing knowledge will be, but you will always retain an intuition and talent for recognizing the patterns of their behavior.

Dinosaur Totems (800): What even is this? Nigel Marven certainly doesn’t have this, and no one else shows it. I guess you are something somewhat from outside of things but... You possess the ability to channel the physical capabilities of a dinosaur. This will not change your shape, so you can’t fly like a pteranodon, or get the size of a titanosaurus, but you can gain their abilities. You can only channel one general aspect of a single dinosaur at a time, such as gaining the vision of a tyrannosaurus rex, the strength of a brachiosaurus, or the speed of a utahraptor becoming superhuman in that aspect to match the level of the channeled dinosaur.

Carnivore Perks

Special Hips and Ankles (100): It might not be the design of your hips and ankles, but you possess extraordinary balance and sure footedness. You don't slip even in poor conditions, and it's hard for someone to push you or knock you off of your balance, and you can easily regain it if you do somehow lose it.

Padded Feet (200): You might not have padded feet like a tyrannosaur, but a predator has to be fast or stealthy, and the larger theropods weren't the former. You are able to move very quietly, and seem to almost have a sixth sense for when you'd step on something that'd make a loud noise as if warning you to move a few inches to the side so as not to snap it. You've also got a wonderful instinct for how to use cover to conceal yourself, with a natural feel for the direction of the wind, and passively taking in available cover and understanding line of sight and how you have to move to keep it between you and them. It won't help you if your enemy can see through walls, but as long as there's something to hide yourself behind you can. This also applies to generally understanding how easily seen you are; where you could blend into the background and from what, even with a good idea for how different ranges of color vision affect it.

Eyes of a T-Rex (400): Regardless of what Jurassic Park would have you believe, tyrannosaurus-rex probably had excellent eyesight, potentially the sharpest eyes in history. Well at least until you. Your eyes are much sharper than normal for your species, giving you excellent range and resolution of your vision, allowing you to identify (relatively) small objects at (relatively) long ranges; even if you were a smaller theropod like a utahraptor your vision might compare to the might tyrant lizard king's. Your eyes are also good at picking up minute amounts of light giving you excellent night vision relative to your species.

Of course sight wasn't the only sense such beasts relied upon. T-rexes had impressive olfactory bulbs indicating they had wonderful senses of smell, able to pick up on many distinct odors and in smaller trace amounts. Your sense of smell is likewise much sharper, able to distinguish more specific odors and pick them up more easily than the normal range for your species. Finally hearing is also important for a predator, and yours is substantially more keen than your species should have; the improvement here is less, but you'll distinguish sounds better and hear further.

And as this is intended as a perk not a nightmare you can toggle this off or on at-will; wouldn't want you to be unable to eat because everything smells wrong.

Hunting Pack (600): Megafauna are extraordinarily dangerous to hunt alone. You though excel at the pack hunt. Working together with allies to flush out a target, separate it from its allies, cut-off escape routes, and then to bring down prey as a single, fluidly functioning unit are all things that you understand by instinct. You seem to be supernaturally aware of the location of your allies in a hunt – or a fight – able to track their movements even without directly perceiving them, and it's unnaturally easy for you to communicate with them, a twist of the head, a glance of an eye, and nothing more needed. This might be part of how you seem to fall in sync with allies during a fight, slotting into an easy, flowing coordination of your combat talents, and when you directly lead a group you will find that those fighting alongside you fall in step with each other easily.

You also have a good feel for how to lead a pack, both in how to keep it functioning and do a good job as leader, and to maintain the position of a head of a pack, whether it's composed of dinosaurs, people, or something stranger still. This gives you the dinosaur equivalent of a chieftain's charisma.

Prey Selection (800): A predator has to know how to select their prey. They look for the sick, the injured, the young, the foolish, and the weak; easy targets. After all, when your prey is much larger than you, armored to its eyelids, and capable of breaking you in half with a swing of its tail, you'd have to be stupid not to. But that can be hard.

Not so much for you. You have a sense for how dangerous an individual is. It doesn't take much for you to get a sense for how dangerous a creature is – both to you and in general. This can even include non-obvious dangers like venom, poison, contagious disease, and spiritual or psychic powers, but it is about how dangerous they would be to fight and not social danger or how dangerous they could become if you let them get some prep time.

You also have the reverse. You can tell how vulnerable an individual is. You can tell at a glance if a being is injured, sick, or otherwise physically impaired so unable to fight at its best, and just how much it will leave them vulnerable. This will give you a more general and vague idea of how vulnerable a creature you observe is in other ways such as isolated and alone, mentally distracted, etc, though this is more vague than more direct physical impairment.

Finally you have a sense for the weaknesses of prey. This is easiest with simple weaknesses – it's simple for you to look at a creature's physiology and recognize whether

it'd be better to go for the jugular or the hamstring – though you'd still have a vague insight when dealing with less physical or even more esoteric weaknesses.

Herbivore Perks

Migratory (100): Whether they're migrating or just hunting for new food supplies, dinosaurs moved a lot. Thankfully you're good at handling it. You don't seem to get as tired as you normally should from walking or jogging – or the equivalent in flying or swimming. This won't help you if you start really pushing your speed, but you could walk all day without getting really tired and do it every day. It also seems to cost you less calories than it should, meaning you won't have to eat quite as much as others with your level of activity.

This also ensures your feet and to a lesser extent legs (or wings), are resistant to the strain and damage of such movements. The muscles won't get sore, and your feet are highly resistant to damage from walking; broken glass can still cut them as a human, but as long as you're careful you're probably fine walking around barefoot.

Gentle Giant (200): It's easy to be the bull in the china shop when you're several times larger than a bull. But you're good at avoiding it. You excel at minimizing the unintentional harm of your movements and actions. You won't knock over things as you move past them, you won't accidentally break an egg even as you carry it in jaws capable of crushing a dinosaur's neck with ease (or whatever super strength you have), you won't crush something under your step you'd prefer not to. To some extent this is just an ability to without conscious effort you control your force and movements to avoid accidentally damaging things, and gives you excellent control of your force and ability to restrain it. Besides this fine-control, however, there seems to be something more where the sheer bulk and strength of your body does less damage than it should to the world around you.

Shape the Landscape (400): Apparently dinosaurs knocked over trees to influence how forests grew. Of course they're big enough to do it, and it's not unheard of for herbivorous animals to practice some level of instinctual plant husbandry. You, though, seem to take that a good deal further. You seem to instinctively know how to use your abilities and special powers to alter the landscape in ways beneficial to you. This won't reach the level of sophisticated engineering projects, at least without some serious engineering skills, but you will have an instinctive understanding of how to use your powers to shape the local environment to be better suited for you. Whether it's knocking down trees to make room for the plants you eat, or knocking them into a river to form a simple dam to build a lake for your purposes. It will always be easy for you to recognize how to use your powers to shape the landscape.

Threat Display (600): Many herbivorous dinosaurs have structures that seem to have been intended for display. It's not uncommon for dangerous prey to use displays such as that. You have the ability to flush blood, and air, into a body part, causing it to turn red and possibly swell up, and make you seem larger and more intimidating. Yours however does something more. When you flush this body part with blood it showcases your power. The viewer might not know the details of it, but they will be able to feel the sheer scope and scale of your power and the danger you represent. After all, the best defense for an herbivore is to make sure the predator knows that the meal isn't worth it.

Too Big to be Threatened (800): It was the final, ultimate defense of the saurapod, and now of you. The more you outclass an attacker in size the less they can hurt you, as if your size reduced the force and power of their attacks. If you're twice the size of your attacker you will find a major reduction in the force of their blows, and if you were a titanosaurus humans would be mostly laughable, even when armed with modern weapons their bullets simply bouncing from your flesh. In the case of external weapons this will be based on the wielder or the weapon's size whichever is bigger; this will do more to protect you from a sniper rifle – or even some clarktech supergun – than a piece of artillery. In the case of vehicle mounted weapons the entire vehicle counts as the attacker.

Non-Terrestrial Perks

Disappearing in the Blue (100): It's hard to hide in the ocean or sky. There's just no cover. You, though, have a way of disappearing into the background, and going unnoticed in the vastness of the sky, sea, or horizon. The noises you make and your scent don't seem to carry as far either. While it's always harder to sense something further away, for you this seems to be doubly reinforced.

Hunting in Vastness (200): It can be hard to detect prey from high above, or far below. Oh scent and sound carry very well in the water, and when you're aerial you've got unobstructed line of sight, but still distance can hide many things. You, though, seem to have much greater ease at noticing and detecting distant things. It's as if your senses have an extended range of effectiveness. This won't help with nearby things where they'd be within the optimal range to pick them up, but your senses seem to degrade with range much more slowly than normal making them work at their optimum further away, and work at all even further still. This isn't limited to your 'natural' senses, it can work for ESP, spiritual energy detection, or whatever else, though it won't help with ones with a range as short as touch.

More Agile (400): You are unusually agile and maneuverable when within your native environment. If you are in a body adapted for flying you can swoop, change direction, rise, and dance through the air with an ease to make you seem like a pterosaur half your size. If you are in a body adapted for swimming you could swim circles around another of your species. Even if you're just in a body adapted for the land you will find yourself more maneuverable, able to turn at speed more easily, to swerve and dodge with ease and grace, and generally more agile. This will also make you noticeably faster in your element, though not to the extent of your breathtaking agility. As a final benefit you'll find that if you'd normally need an updraft to fly like many types of pterosaur that is no longer a restriction for you.

This perk, however, does only apply if your body is adapted for movement in that environment as if it was your natural and preferred environment. A human can swim but isn't adapted primarily for it, so this wouldn't help you swim as a human.

On the Shore (600): Did *Cryptoclidus* really go on shore like sea turtles? Well whether the show got that wrong or not, you certainly can. You will find it much easier to move through environments you are not truly adapted to. As a pterosaur you can walk about on land with more grace and speed, as an aquatic reptile (or whale) you might not be speeding across the land, but you'd find it strangely easy to drag yourself back to the sea

if you were beached; maybe even quickly enough to save yourself as a shark. Now this won't give you the ability to fly without wings or something, but if you find yourself in an environment where it's possible to move but you're not physically adapted to it, you will find it much easier to move than it should be, and that your body's instincts even seem to guide you to how to 'walk' or 'swim' or 'float in microgravity' as needed.

Taken with **More Agile** you will find the former perk now applies even in non-native environments, though it is to a lesser extent the more you'd rely on this perk to move around there.

Alert For Danger (800): In these times, when you're not the biggest thing around you're a potential meal. Well you're not the biggest thing around. Thankfully you are extremely alert for danger. Where others might get distracted while eating their meal and thus become a meal, you find it easy to fully maintain your awareness of the area around you, and potential threats even while you are distracted or resting. At least when conscious. Your guard never seems to fully drop, though you don't have to carry yourself with the tension of constant wariness to maintain it.

In addition you seem to have a minor danger sense, getting a warning when you are in imminent danger of attack. It won't tell you precisely from where or what, but it will alert you that there's a threat. This ought to give you at least a fighting chance of flying off before a hungry Albertosaurus takes a chomp out of you.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

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.

Cast Fossils (Free to Jumpers only): This is a cast replica of the fossilized 'remains' of each of your various alt-forms, as well as each of those of each of your Companions. At the end of each jump you'll receive new fossils if you, or your Companions, have gained any new alt-forms or you've gained any new companions.

Video Camera and Sound Stick (50): This is a high quality video camera that might be carried by a professional cameraman working on filming a nature documentary, and an attached sound stick. This camera doesn't seem to actually need or use power to work. It can either use film, of which it can hold an unusually high amount, or digital recording, where it has an abnormally high data storage on each of its removable data storage devices, and will make new tapes or storage devices as its old ones fill up. Tape vs digital is not a one time choice, you can switch based on your needs.

Museum Wing (100): This is a long, hall-like structure in which there are fossils on display, with information about the displayed fossils and the animals and plants that lived there. It's focused around the dinosaurs, at least to start, but will add additional sections for each new world you visit, including a display on some of the prehistoric species found there.

This can be a warehouse add-on or can import into settings.

Nest of Eggs (100 CP/200 CP): This is a nest filled with eggs of your species for this jump. There's perhaps a dozen eggs, though some may not hatch. They're also a genetically diverse clutch, obviously not from the same parents if one did DNA testing, to minimize the genetic bottleneck. You'll receive another nest with a dozen eggs at the start of each jump and every 3 years after.

For the higher price they do not need to match your species, and you can even change which species they are at the cost of missing your next nest of eggs.

Bicycle Horn (200): This is just a mundane bicycle horn. You squeeze the rubber bulb and a loud noise is made from the horn. This noise appears to be unnaturally terrifying to animals, and beings with animal-like cognition, especially those not familiar with humans.

Jeep (200): This is an all terrain jeep. This jeep can drive through prehistoric jungles without trouble, and generally deal with hard or difficult terrain whether that's bumpy rocks (though you can expect to bounce around there), slick mud, or what have you. It never seems to get a flat, never seems to get stuck, and generally makes its way through difficult terrain with far more ease than a normal car. It will also repair, maintain, and refuel itself when not in use. After all, what would become oil is still living creatures in this time period.

Naturalist Boat (200): This is an 80-ft boat. It has a sail, but it is completely optional as the boat has a motor for more speed and to avoid needing to maneuver with the wind. The boat is equipped with tech for finding marine life, such as sonar, and submersible camera and sound recording equipment which can plumb quite deep. It generally has the equipment one would expect from a naturalist mission to study marine life with a surface boat; not ideal for deep marine life, but enough to track and study fish that are found nearer the surface. It also comes with a metal diving ball, similar to a shark cage, designed to keep animals that could be described as sea monsters – ancient marine predators who make great whites appear to be weak and tiny – from eating you when you dive with bleeding bait to attract them.

This boat will maintain, repair, and refuel itself when not in use.

Ultralite Plane (200): This is a tiny 1 person plane. It's extremely light, made of light weight wood, and with only minimal metal parts. Still it is capable of flying, and requires minimal runway space for landing and take off with surprisingly robust wheels and ability to use uneven and non-level ground as a runway. There is also a series of small digital cameras built into it to film what's piloting it, in front of it, to its sides, or even below it.

This plane will maintain, repair, and refuel itself when not in use. And at least repairs seem to be relatively quick and simple.

Time Portal (300+ CP; cannot be purchased by Companions): This is a portal that will be added to your warehouse (or an appropriate property if you lack one). This portal can lead to various places and times on prehistoric Earth. Primarily it seems to lead to sites where large amounts of fossils came from at the time they did, but it will have some

other options, though nothing closer than 30,000 years ago, and most being on the order of 65,000,000 to 250,000,000 years ago. This portal is only one way, not allowing you to take things from the past (though you won't suddenly lose digested food when leaving if you eat things here), nor does anything you do here change the past, maybe it's an alternate timeline. This portal can only be open for 1 week every 2 months, though that time does not need to be consecutive, and when the portal is closed everything that passed through it is immediately forced back to the present.

For an additional 100 CP you will find that the portal is able to access various times in the prehistoric past of the local setting, allowing you to explore its equivalent to dinosaur and pre-human (or other sapient) times, with some portals that might lead to points in the developmental past of recognizably sapient species. Nothing done through this portal will change the past of the setting, however; it is as if the pasts accessed are alternate timelines.

For a wholly separate additional 200 CP you will find the portal is now fully two way allowing you to bring things back from the past to the present. You may combine this option with the previous one. Nothing done through this portal will still not change the past; if you brought the first two humans into the present they'd still exist without that in the past.

Companions:

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

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

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

Nigel Marven (Free): Zoologist and adventurer and even a time traveler. This will ensure that your path and his will cross and you will encounter him on one of his time travel safaris. If you can convince him not to return to the 21st century but to stay with you, then you can take him along as a companion for free.

Drawbacks:

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

Science Walks On (Toggle): It does that, especially when it comes to dinosaurs. Of course Walking With Dinosaurs had things that were scientifically inaccurate even to the knowledge of the time; just look at the raptors. This toggle lets you choose to go to one reflective of (current) scientific understanding, or more directly based on the show. Of course we only see a small slice of the ecosystem in the fossil record so you can expect a plethora of organisms that we've never found fossils of either way.

Story of a Life (Toggle): You may extend your jump to longer than 10 years if you'd like, up to the natural lifespan of your species. As long as you survive at least 10 years death will not end your chain.

The Movie (Toggle): This doesn't lock you into the events of the movie, but it does make all the dinosaurs weirdly humanized in their behavior and minds. Why you'd do this to yourself, I do not know.

Alex (+100 CP): A talking Alexornis has taken to following you around. There's nothing you can do to make them stop – they'll somehow follow you through the ocean depths even – and they're completely useless to you. They prattle on and on, adding extremely stupid and inane commentary, and seemingly possess the supernatural ability to annoy you no matter how patient and immune to irritation you would be. They won't always use this power, but they will use it from time to time. If you want you can take them as a companion at the end of the jump.

Bad Weather (+100 CP): The weather is unusually bad for you. You can expect longer, worse droughts, unseasonable rain storms when you'd want them least, early or late cold snaps that damage the food supply, and the like. It's not every day, and you might not see everything every year, but the weather is against you.

Form Locked (+100 CP; incompatible with Strict Realism): You are locked into the form of your species in this jump, and lose access to all abilities to change form.

Life Long Obsession with Food (+100 CP): Dinosaurs ate a lot. You, though, seem to eat more than average for your species, needing more food than usual. You have also lost access to any infinite food sources, resupplying supplies of food, or out of jump food sources in general.

Predators (+100 CP): Normally there are many species of dinosaur you could be that, as an adult, would not need to fear attack from predators. A full grown titanosaurus is just too large for even the largest predator, and a tyrannosaurus-rex is probably the local apex predator. Now, no matter what you are, you seem to find yourself being attacked by predators who have decided that it's worth the risk of trying to kill you no matter how dangerous you are. A predator might be more likely to die attacking a full grown titanosaurus than to kill it, but even just the wounds they inflict can be serious threats reducing your ability to find food, or risking infection, and somehow these predators just keep coming no matter how many you kill or what kind of extinction event is going on. They won't necessarily attack you constantly, or even daily, but you can expect to have to fight off predators with unnatural regularity during your time here.

Whiff of Wood Smoke (+100 CP): Fire! Fire! Environments you find yourself in have unusual numbers of wildfires, and they spread unusually fast.

Fossilized (+200 CP): Any time you're in a place or situation where you'd make a good fossil if you died, you seem more likely to die. Unfortunately circumstances – such as volcanic eruptions, flash floods, and landslides – for making good fossils seem to seek you out.

Hatchling (+200 CP): You no longer get to choose your age. You will instead find yourself as a newborn, having just hatched from your egg. You will be unable to speed your aging in any way or assume a matured adult form until you have reached sexual maturity. Life is a lot more dangerous for a baby dinosaur (or newborn human) than an adult.

Runt (+200 CP): You are physically subpar for your species. You're smaller, weaker, slower, less healthy, and generally physically below average. Oh, and if you change your species, say with an alt-form, this caps you at below average for your species in this jump or your current one whichever is worse.

Wounded (+200 CP): You have a wound to a limb used for movement leaves you hobbled and slowed. While it will not bleed constantly, it will never fully heal and does risk being reopened for a time if you push yourself too hard.

Boundary Period (+300 CP): You're in a time of sudden, rapid ecological change. Maybe supervolcanic activity has caused a massive swing in levels of sunlight coming in, causing a mass die off of plants and poisoning the air, maybe a meteor has hit the Earth at a specific place causing fire rain and the beginning of a mass extinction, maybe it's something more localized. Either way you will have to live through a mass extinction

event with a scope large enough that you won't ever reach an ecosystem not being affected by it unless you just go somewhere that doesn't have an ecosystem. It's not necessarily world-wide, but you won't get outside of it.

You can expect the vast majority of species in your area to die off during your time here, and even for those species who do manage to survive you can expect the majority of individuals to die. And because this would be trivial with a food supply, you do have to eat and any infinite sources of food are lost to you and restocking ones will not restock.

Raptor Brained (+300 CP): Utahraptors were possibly the smartest animals alive in their time period. The documentary said so. It chose, however, to show them as extremely stupid. And the same with other predators, as if using them to demonstrate why stupid behaviors would get them killed. And now you're as dumb as one of these demonstrative predators. You're dumb enough to think that pushing your head directly in the path of a weaponized tail sweeping back and forth is a good idea, instead of any attempt to go around it, or as a pack hunter to rush in alone into the middle of a whole herd of dinosaurs each larger and stronger than you, and attempt to attack one that's not old, sick, or in a vulnerable position. If you're not a predator, you're still this special brand of stupid.

Strict Realism (+300 CP): You, and your Companions, lose access to your warehouse, and all out of jump perks, powers, items, followers, non-imported companions, pets, alt-forms, etc. If it's from out of jump, you will lose access to it (including alt-forms). Of course some of the options here aren't really strictly realistic...

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

Time of Titans is intentionally vague on how you'd compare to people with gigantism with it as a human. After all, finding a fossil of an animal with that would be very unlikely, but you can rest assured you're fairly big, and if you wanted to be the tallest man ever you do you.

Running From Dinosaurs didn't address the air thing for Biological Variability. Not sure if that's because he was moving to later parts of the Mesozoic with closer to modern levels of oxygen, or just because it wasn't something they could make a point about until the trio of ocean specials where the Ordovician lacked surface plants. Though the amount he gave (half modern) is only ever so slightly less than the early Triassic.

Oil deposits tend to be plant matter from before the time of the dinosaurs. I figure if the science in the documentary is inaccurate the joke in the item can be too.

Why is Hatchling and Runt the same value? Because Runt is a drawback that caps you at below average. Perks, powers, body mod... you'll be below average for your current species. A hatchling with a superstrength or superspeed perk can easily be physically superior to a runt who has lost access to those.

Changelog:

Version 1.0.0: Released.