

John Carter of Mars (Barsoom Book Series)



Intro

The year is 1866 by Earth standards and we focus on the fourth planet in the sky, Barsoom, or Mars to the Earth Men. Somewhere in a dried Martian seabed an immortal warrior awakens naked near a Green Martian incubator. This is John Carter, an immortal warrior from Earth that has astral projected to Mars. Being from Earth, John has great strength and jumping prowess. Through his actions the age-old cultures and traditions of Barsoom will change. Your jump will start on the same day in your location.

Take 1,000CP to help you survive your Martian decade here. Remember that a Martian year is 687 Earth days, so that would be 18 years and 300 days by earth standards.

Age: Most Martians are considered adults after 5 years (Greens are 40), but will not be past the age of 1,000 due to religion. Select an age from in this range, knowing the older you are, the skills you have mastered.

Origins

Earth Man - The rarest people on Barsoom. Most appear as they are dying on Earth and looking up at the red planet while wishing to travel there. Others arrive through astral projection and may safely return to Earth if their body on Barsoom is killed.

Warrior - You are a martian warrior, either a mercenary pantham or a padwar officer, equivalent to a lieutenant.

Noble - Prince or princess, the blood of thousands of generations of royals flows through your veins. Trained since hatching to lead and rule.

Scientist - Not everyone on Mars is a warrior, many do take the path of knowledge. The ethics of Barsoom are not similar to Earth, but those seeking knowledge can and will go far if they are willing.

Races

All races on Mars lay eggs that will hatch after five Martian years as fully grown examples of their race, just slightly smaller. They will then need to learn the culture and language. Lifespans are unknown, but the main religion of the planet has people take voluntary suicide at age 1,000 and at least one is known to appear as an old man (appears as an Earthly 70 year old) and claimed to be over 2,000 years.

Locations: Besides the Red and Green Martians, most races are locked to a specific location.

Earth Man - You are not of Barsoom and come from the third planet of the system. To the locals you will appear to belong to no known ethnic group as most Earth men tend to have traits from different tribes.

Location: Earth Men can appear anywhere on Barsoom and appear naked.

Red Martian – The main race on Mars. These people have a typical reddish-copper skin tone and jet black hair. The reds lack all body and facial hair. Once hatched, they will take approximately five years to grow into adults. Red Martians are the most diverse people on Mars. Once they reach 1,000 years of age, they go on a journey down the River Issus to seek the Valley Dor.

Location: Red Martians have many cities scattered over its surface.

Slaves: Reds will take other Reds and some Greens as slaves

Therns (White Martian) – In appearance they are the same as Caucasian humans from Earth, with blonde hair and blue eyes, but this is a lie. They are completely hairless, with their wigs being ceremonial in nature. It is said the only meat they eat comes from the Red and Green Martians after the plant men have drained them of blood. They are seen as holy on most of Mars as guardians of the Valley of Dor. Their own religion has them as the gods of Barsoom and as such they can do no wrong. Once they reach 1,000 years of age, they go on a journey to the Temple of Issus, their promised holy land.

Location: Living in the south pole, the Therns stay past the Valley Dor, the supposed afterlife. Here is where they capture their slaves.

Slaves: Therns will take Reds and some Greens as slaves

Okar (Yellow Martians) – A secretive tribe from the frozen north pole and thought to be extinct. They appear as humans, but with skin the color of lemon and black hair. Unlike many on Barsoom, these people do have thick facial hair. Like many, they believe they are the superior race and actively enslave greens, reds and other yellows. But bow to the brutality of the blacks and the glory of the whites.

Location: In the far north their domed cities are protected by a large magnet that will attract and destroy all airships.

Slaves: Okar will take Red, Green and Yellows as slaves.

First Born (Black Martians) – Claimed to be the first sapient race on Mars and guard the Temple of Issus. They are feared as raiders worldwide. In appearance they appear as Roman statues carved of ebony, including their irises. The First Born do not work, they use slaves. Males are only warriors and raiders, while females do nothing. Even feeding themselves is too much work for a proud First Born woman. The males will kill the women once they get too annoying to make way for new ones. Their favorite meat is the Therns.

Location: These people live underground near the Therns in a large underground cavern.

Slaves: First Born will take Reds, Therns and some other Blacks as slaves. They do not take Greens as slaves.

Green Martian – 15 foot tall giants with six limbs. The Greens use their middle set of limbs as either hands or legs when needed. They sport lark tusks and antennae they use for ears. Even with Mars being warlike, the Greens are the most savage. They know no love or joy and only smile and laugh when watching the pain and suffering of others. Like Reds, their religion will force those of 1,000 years to seek the River Issus.

Locations: They live in the dried up sea bottoms of the dried oceans and ruined cities of old.

Slaves: most common are Reds and other Greens slated for the arenas. The lives of these slaves are very short lived.

Lotharians (Males only) – These are an auburn-haired subspecies of White Martians that were lost long ago before the seas dried up. There are no surviving females or children in the city and it is illegal to imagine such. Only a few thousand remain from the millions of the past. Over time the Lotharians have developed the power to create with their minds, as many believe there is only thought. There is a debate among the people if they are even real or just illusions that have taken on life and believe they are real. People point to the fact that some of their people do not need to eat and just imagine they do not need it, while the other side sustains themselves by imagining food and then the digestion process. Only one known case of an illusion gaining full life is confirmed, but he did explain that long before he and other illusions have gained sapience, but keep it from their masters.

Illusions: Anything they imagine can become real for a time and warp reality, but it can only affect others if those others believe so. As such they need to summon soldiers out of sight and use weapons and attacks the enemy knows. If the foe knows the truth then it becomes a battle of wills to see who wins.

Location: The hidden city of Lothar

Slaves: Imaginary creations

Kaldane – A race of head sized crab things of great intelligence. They appear as oversized blue-grey heads, with six spider-like legs that they walk with when not using a rykor. They prefer to live underground and do not like the surface. The race possesses genetic memories and believe in their swarm rules by a king that will lay all the eggs of the swarm. The main goal of all Kaldanes is the day when they can become pure brains devoid of need of a body, so that they may think all day. Due to them being mostly brain, they do not need much oxygen and consist of a diet of all meat, mainly rykors fattened up.

Rykor are headless Martians that have been specially bred to be mounts and bodies of the Kaldane. Without the Kaldane to guide them, a rykor can only flail around and eat if the food is placed in its hands.

Eyes: Kaldanes can control others by matching their gazes. This is a willpower feat, but even an average one is able to force their foes to drop their weapons and freeze in place.

Location: Bantoom

Slaves: Rykor and any who enter their territory

Perks

Origins get their 100CP item for free and discounts on the rest of their line.

Generic Perks

Telepathic Speech (Free / 200CP) Those of Barsoom do not speak with their mouths, but instead use a form of telepathy to speak to those near them. Even outsiders, such as John Carter, learned this ability once he was trained.

For an **undiscounted 200CP**, you may learn to train others that lack natural telepathic speech how to do the same. This will take some time to teach and limit them to just speech. Not the higher psionic functions the people of Barsoom can learn.

Love Finds A Way (100CP) Just because you are of a different world and species does not mean you should be denied children with your alien spouse. You now have the ability to crossbreed with other sapient races.

The People Weep Tears Of Joy (200CP) Some rule through fear and other rule through intrigue. You rule because your people love you to the point they weep when you are sad and cannot imagine anyone else ruling in your place. Revolt will never enter their minds as they know that even if times are hard, you only have their best interests at heart. Those you rule will gladly follow you to war if you called.

Mind Breaking Beauty (400 CP) Like the famous princess of Helium, you are a ravishing beauty. So beautiful in fact, people tend to fall in love with you at a glance, and their love for you can easily overpower their own good sense. Someone who wants to kill you might decide to instead imprison you until you accept to marry him instead when he actually sees you, while someone who isn't completely evil might swear to save you just from receiving one of your smiles. Your beauty might even arouse affection and possessiveness from creatures that supposedly have no emotions.

Earth Man

Mysterious Age (100 CP) You have been around for a long time, and will probably be around for even longer. Your body does not age past mid twenties and you cannot die of old age. Despite that, people do not seem to notice or care about your agelessness, you can be part of a family for generations on Earth and no one will comment on it being weird. Martians already live for thousands of years.

Astral Space Travel (200 CP) Even without spaceships humans and human-like beings exist in many worlds. Why that might be answered by this ability you and some other humans possess. By letting your soul go just before death, you might send your mind and soul to a nearby planet capable of sustaining life, no matter how far, creating a new body adapted to that planet. You cannot use this method to return to a planet where you already had a body if that body was destroyed, but if your body is intact enough you can transfer back to it by this method. This can help you escape death if you have a few seconds to spare and don't mind starting a life on a new planet, but it is too slow to avoid death in combat.

Impenetrable Mind (400 CP) All martians are naturally telepathic, and martian speech is partially telepathic. It is possible for Martians to attempt reading the inner thoughts of each other and powerful telepaths can break even the strongest mental defenses. Except for yours. You can let others read and transmit enough to speak barsoomian, but your mind is an impassable wall against mental intrusion, hypnotic powers and mind control.

Earthborn Strength (600 CP) Are you really a native to this world? It seems as if you've come from a world with much higher gravity. You are much stronger and tougher than your build would indicate, able to kill enemies nearly twice your size with a single punch, break stone with your fists and jump over small buildings in a single bound.

Warrior

Just a Pantham (100 CP) Sometimes a warrior, even the most honorable ones, needs to sneak into an enemy city. You are well prepared for it, a skilled actor and con-man. You also know how to use pigments to change your skin color to the point a white martian could walk into a red martian city pretending to be a red martian. For some reason, people are especially easy to deceive if you disguise yourself as a low soldier or mercenary.

Princess Saver (200 CP) Martian princesses are beautiful, but they seem to suffer from terrible luck, constantly attracting stalkers and kidnapers. You, on the other hand, have very good luck when it comes to saving them, or any other prisoners you try to save. Not only that, whenever you save someone from imprisonment it makes them see you in a much better light and even helps them see you in a romantic light.

We Still Live! (400 CP) The catchphrase of John Carter that other Martians later adopted. The idea and knowledge that you still live boosts your willpower. You might become enslaved, imprisoned or worse. But when times look bad, the simple knowledge that you still live is a boon and salve to your mind. Lesser men might break under such circumstances, but it only increases your desire to live and fight on. This power can be granted when fighting in a group. By shouting out "We Still Live!" you can boost the morale and fighting spirits of your side, while demoralizing the enemy.

Weapon Master (600 CP) Mars is a world that loves its wars and those that can fight are the most beloved. John Carter is stronger and faster than most martians, but what makes him so dangerous, and so beloved among the red martians, is his sheer skill with a sword. He is capable of fending off four or five skilled duelists at a time, taking them down one by one. Green Martians actually see value in being good shooters. You have mastered all of the basic Martian weapons and are considered a one-man army capable of taking down scores of normal soldiers. Expect people to seek you out for duels or training in swords, shower swords, knives, rifles and pistols.

Noble

Noble Training (100 CP) A martian noble is not there just to sit and be pretty, though they usually are strikingly pretty, due to a lot of eugenics. They must be ready to lead their city once their jedda passes. In order to do that you have been extensively trained in diplomacy, politics and administration. You have also spent a long time learning to sing, dance and play multiple instruments. Lastly, having to constantly

put up with would-be suitors has gifted you with a witty and glib tongue, ready with scathing insults, put-downs and comebacks.

I Have Fought For You (200CP) Part of Barsoomian romance is proving that you can fight and defend your lady love. This is so ingrained into the people that the phrase “I have fought for you” is near enough to propose marriage. Through your combat prowess, you may win the hearts of others. This works best when you are saving them and when they can witness your efforts first hand. The amount of danger will equate to how much affection you can win.

Banth Controller (400CP) They say that beauty can pacify the beast, but you are on another level entirely. Perhaps a quirk of your psychic abilities or you're just so beautiful it transcends species, whatever it is you have the ability to take control of animals. If you yell stop, a charging Banth would stop in front of its prey, no matter how hungry or angry it is. You could take control of a pack of trained hunting animals away from its owner or walk fearlessly into a cave full of deadly beasts. Unfortunately this does not work on actually intelligent species like other martians. In future jumps, you may select a different predator to have this connection with.

Fight Me Honorably (600CP) It is the way of Barsoom to fight someone with equal or lesser weapons. There is no honor in just pulling out a gun and shooting a swordsman. There are also codes of honor about fighting and killing people of the opposite sex. At will, you may declare honor when fighting. When you do, your opponents must follow this golden rule of equal or lesser weapons and require them to be the same gender as yourself. This will not force them to lower their skills or strength to match yours, just what weapons they are willing to use. This effect will fail if you break this honor duel.

Scientist

Martian Sciences (100 CP) While the Martian culture might seem barbaric, it is also very old and its sciences are much ahead of those from Earth. You are well versed in martian sciences and engineering. You know how to make radium bullets, how to work with the 8th and 9th rays of light, and given time you might even be able to learn the secrets to create interplanetary ships, telepathic machines, invisible paints and more.

Trained by Ras Thavas (200 CP) Even more impressive than martian engineering will be the discoveries in biology and medicine made by Ras Thavas. You have as much knowledge as if you were his disciple, taught how to perform brain and other organ transplants, how to put someone in near death hibernation, how to bring the recently dead back to life and even how to create clones.

Hypnotic Eyes (400 CP) While all martians are natural telepaths, you are particularly talented, capable of hypnotizing people just by looking in their eyes, cutting through all but the most powerful mental shields with ease. You can implant post hypnotic orders that even other telepaths can't notice, make yourself invisible by a constant field of telepathic power making people believe they can't see you, nearly rewrite other people's personalities and even force their body to work in weird ways, such as making someone hibernate for thousands of years and then be perfectly healthy when awakened... Until the hypnosis is broken in which case their age would catch up to them and swiftly kill them.

Lotharian Etherialism (600 CP) With this perk you have learned the power of the Lotharians. By far the most impressive mental discipline on Mars, the Lotharians can believe things into existence. By simulating people in their mind, they can conjure these people into being for a time, as an illusion that

affects all senses, including psychic ones. These illusions are not solid but are extremely realistic and can be given their own personalities and even live their own lives in the back of the Lotharian's mind. They are so realistic that if one cut you, there would be no wound, but if you believed in them you might still feel the wound or even die from it. Even knowing they are not real, it would take some mental effort to ignore their attacks. A single Lotharian can create enough of these illusionary people to fill a city, including an army.

Lotharians can also believe that they do not need to eat or drink any longer, and thus they do not. Or they can create illusory food and drink that give as much nutrition and hydration as the real thing. A powerful enough Lotharian could even create a being that becomes real and continues to exist even when the Lotharian is not paying attention to them, and even after the Lotharian dies. This takes decades or even centuries of effort to achieve under normal circumstances. But the more you learn the faster you will get.

Items

Origins get their 100CP item for free and discounts on the rest of their origin. You may substitute your discount for an equal ranked Animal or Airship. This will allow you to get a Small Animal or Personal Flyer for free instead of your Item.

You may import items to give them a new look for free. Any lost or destroyed items will reappear in a week. Tech based items all come with blueprints that will update to future jumps as to allow people to make local versions.

Harness And Metals (Free) Everyone on Barsoom wears a leather chest harness and some arm and leg metals to display their station. You get yours for free.

Gridley Wave Radio (100CP) Gridley Wave is a special frequency discovered to allow interplanetary communication in real time. In universe, these radios were used to communicate the stories of people on Mars to those of Earth. This item grants you a radio set that can connect to other radios in the solar system. This will allow you to communicate between planets and even the inner worlds at the center of worlds.

Jumper Prince of Jumpchain (100CP) A complete collection of stories of your jumper in the style of early pulp fiction. Includes stories of their companions and the adventures that have transpired throughout your chain. Updates with each new jump.

Atmospheric Factory (400CP) At the start of each jump you gain a single factory that can provide an atmosphere to an entire dead world. This can be deployed as you wish or stockpiled for a future jump. It is a large building with six main engines, but so simple to use that a single man can easily keep it running for years. This item also comes with the blueprints on how to craft more factories.

Earth Man/Drop In

Jumper's Mausoleum (100CP) A beautiful mausoleum in a style of your choosing. The outside is very well crafted. Inside you will find space for jumper and their companions. Below is an extra crypt that will expand to hold those you place within. Those interned in this place will have their bodies protected from

negative effects of decay, predation from animals and even magics to raise them. None can enter without your permission.

Spiritual Cave (200CP) Deep in the deserts of Arizona is a cave that is spoken of by the Indians in hushed whispers. Even brave warriors will not enter, let alone wild beasts. From the back of the cave comes the wind, changed to the sound of heavy breathing. The cave aids in spiritual pursuits and astral projection. While projecting or meditating inside of the cave, your body will not age and the cave will emit an aura to ward away animals and people that would do you harm. Only someone seeking peace and spiritual enlightenment can enter safely. Post jump this can become a warehouse attachment or placed somewhere you know the location of.

Endless Mines (400CP/500CP can be taken multiple times and is discounted if taken more than once) John Carter was said to have found an endless mine full of gold. The city of Gathol is said to have mines full of endless gems and metals. Barsoom is said to have gems of such size and beauty that there are no comparisons to those of Earth. Pick gems or metals and get a mine full of them. Somehow, it will have multiple types in your mines. Over the decade it will never run dry no matter how many slaves you have mining. It will refill and heal itself at the start of the next jump. For an **extra 100CP (undiscounted)** your mine can be fed new metals or gems from other settings to start growing in your mine.

Spaceship (600CP) While some might use astral projection and chance to travel to other worlds, many just are not skilled enough for that. This is a ship capable of traveling between the worlds of the solar system in a timely manner. The spaceship has a synthetic brain and can be controlled by telepathy. That means it can be controlled without touching the controls, it can be helmed by a single person, and it can even be controlled from outside at a distance. It has enough space to hold around a hundred people. Who knows, maybe you can use it to connect Mars and Earth in trade or save people from their dying worlds.

Warrior

Weapon (100CP) What is a weapon master without blade or gun by your side? Take a sword and rifle of exquisite craftsmanship. A Martian rifle typically can fire around 200 miles due to the low gravity and atmosphere. Do not fear, you will gain a decent replenishing supply of radium bullets for your firearms. **For 100CP extra** you get a full collection of all other common Barsoomian weapons. These include the sword and rifle mentioned, but also knife, short sword, and pistol.

Recommendations (200CP) Part of being a wandering mercenary is your reputation. Barsoom is known for its warriors and their word being golden. Here and in future jumps, you will gain a list of backers that have previously employed you for various jobs. And these are not normal people. They will be well respected so that their words of your good work ethic will weigh more.

Disintegration Ray (400CP) A special rifle created for Tul Axtar. It fires an invisible ray that disintegrates metals, organics and inorganics. This effect spreads to all of the targeted material touching the hit spot. Meaning, that a single hit can destroy an entire war ship, a single person or just make a hole in a wall. The ray comes with the necessary dials to control if it will destroy everything or just certain things. Along with the rifle comes a bucket of blue paint that will neutralize the ray and the formula to make more.

The Flying Death (600CP) A number of missiles and a command console that can be used to change the settings of the missiles. The missiles carry enough radium to explode battleships, fly on their own power and can be set to search for the vibrations of specific materials, like the blue paint that neutralizes the

disintegration ray. Once a missile is activated it flies off and seeks the nearest source of the material, and can go to the other side of the world on its own, constantly accelerating as it gets closer. It is also smart enough to fly around slower obstacles, though not enough to dodge bullets. Used missiles restock every week

Noble

Farm Lands (100CP) As a noble you need food and farms on Mars are prized things. You have your own section of farmland that grows many Martian crops, crops said to look like nothing on Earth. This is easily enough land to produce foods for your entire noble house with a surplus. It can come automated by machines that will do everything from planting, tending, harvesting and preparing for long storage. Or you can come with a number of followers that will keep your farmlands safe.

Palace (200CP) A home fit for nobility. It has all the modern Martian accommodations. A landing pad, multiple guest rooms, wonderful gardens, entry into the underground prison below every Martian city and more. Like all homes on Barsoom, there are no locks. What this palace does is rise into the air on a giant hydraulic press at night.

Cadre of Assassins (400CP) The people of Barsoom pride themselves as facing their enemies in open combat, but they also approve of assassins and the skill this takes. Every noble has some working in their houses. You may choose to take a dozen loyal assassins as followers. They will come with other skills to blend into the domestic life. But if you do not like having them living in your mansion, you may be given contact information in each jump on how to contact an organization that will fulfill your contracts.

City (600CP) To be Jeddak is the goal of many. The ruler and chief of all they see. Nobles bow at your word. Common people cheer your passing as you have a thousand generations of Jeddaks behind you. The city and rule if yours. Where the city is depends on your race. Reds have the most available space to choose from. While Greens, rather than a thriving city, have the ruins of a once great city to house a nomadic war band.

Scientist

Invisibility Paint (100CP) Created by Phor Tak, and like the disintegration ray and the flying death it will only be invented several decades after the jump's start. This paint works by bending light in the perfect way to render items invisible to the naked eye. Because it is light based, other methods of detection can be used to find the items painted with this.

Observation Scope (200CP) A popular Martian pastime is to gather and watch other planets. Observation Scopes appear to be a large telescope on the outside and are controlled by pointing it at what you wish to see in real time. To do this is a small model of the solar system. Through ray technology you can see and hear anything you point at as if you were right there. This will work at any time of day or night. Some Martians like to watch Earth as if it were a television show, but can watch anything on planets and moons in the solar system as long as they have line of sight. Gain blueprints on how to build more. While it only starts with the local solar system mapped, it can be expanded to view more distant stars and their worlds.

Lab of Horrors (400CP) Much like the scientist Ras Thavas, you own a compound full of scientific horrors. On the surface this small island compound has high walls and several buildings, a landing pad, housing, a

small farm and more. Under it is where the laboratories are. Ras Thavas spent over a thousand years doing his experiments and it shows. In the lab you will find operating rooms, spare body parts and embalming fluid that can perfectly preserve organics in perpetuity. Deeper still are the storage rooms full of stacks and stacks of Martians and animals in various states of life and dismemberment, but waiting to be woken up. You could wake everyone up if you wanted, or you can use them as cheap body parts. Used inventory respawns at the start of your next jump.

Cloning Machines (600CP) This is a special laboratory equipped with a dozen cloning pods and all of the literature on how to use them properly. Unlike the originals, these come with built in protections to prevent deformities and unintended mutations. Without a proper brain transplant, the new clones will be mentally underdeveloped, but a smart scientist should be able to attack a form of mental conditioning upgrade.

Animals

All animals come with an adult breeding pair of choice and a regenerating clutch of eggs for expanding the race. Martian animals typically have six limbs. Buying more animals nets a discount.

Small (100CP) There are many smaller animals people keep as pets or for other reasons. Mistal (the local rats that grow to the size of house cats), Birds (variety of song and plumage), Flying Toads (frogs with bat wings and toxic to eat), Sorak (the size of a woman's hand and compared to a noble woman's cat)

Pets & Livestock (200CP) There are a number of animals that people keep as pets and livestock. Animals such as the Thoat (large eight legged horse analogs), Calots (large dog analogs with wide mouths, they can track people anywhere and are loyal unto death), Zorat (large goat like that can be ridden as a mount)

Large Animals (400CP) There are many large animals, some common and some rare. Examples include; Orluk (yellow striped mammoths of the north prized for their fur), Malagor (large birds used as mounts, thought to be extinct), Basto (Large, blue, 1200lbs boars famous for their horns and tusks)

Apex (600CP) You have one of the rare apex predators of Mars. Something like the Sith (predatory spider things that have been hunted to near extinction due to the danger they pose), Banth (a large lion like creature), an Apt (native to the poles, large and uses its front paws to grab its prey), Rotik (a large deep sea leviathan that can grow to over 1,000 feet in length)

Airships (size varies)

All airships come with unlimited fuel and regenerating ammo. Once a ship starts to reach its max speed it works by using the magnetic field of the planet to help keep the motor energized. All ships come equipped with a functioning weapons system. Typically the smaller the ship, the faster it is. All airships typically appear much like a boat or sailing ship in body, save for the Personal Flyer. They hold the cabin and cargo holds below, but a large flat deck on top with many places to attach your harness to prevent falling overboard.

Personal Flyer (100CP) You have a small single man flyer. This is like the motorcycle of the sky. Light flyers have been known to travel over 1,000mph.

Corvette (200CP) Smaller ships that crew around 15-80 personnel. Comes with a decent sized captain's cabin, galley, cargo hold and enough space for a personal flyer or two.

Frigate (400CP) About the size of a sailing ship of old. These flyers can carry a crew of around 90-200 men and clock in at a speed of around 200mph. This model upgrades the former size and adds officer quarters, larger cargo and even more flyer spaces.

Battleships (600CP) These ships are much larger and can easily be compared to a modern day air carrier in size and capacity. Each of these ships can hold a few hundred crew and several smaller flyers and a Corvette or two that can be deployed when needed. Typical speed is around 100mph

The Jhama (400CP) Created by the mad scientist Phor Tak. Unlike other ships with an open deck, the Jhama appears to be a submarine in the sky. The ship holds a standard engine, but is coated in special blue paint to protect from disintegration beams, with another layer of invisible paint on top of that. Speaking of disintegration rays, that is one of the weapons this ship comes equipped with a version that can either disintegrate the entire enemy ship or just the crew so that the ship can be taken.

Companions

Create/Import/Recruit Companion (50CP – 200CP) Import a previous companion, create a new one or take a canon character as a companion. 50CP for one, 100CP for 4, or 200CP for up to 8 companions. Each companion gets 600CP to spend as they see fit.

Red Skinned Princess (100CP) Someway and somehow you have won the affection of a Martian princess. Not only is she honorable in the ways of Barsoom, her beauty is second only to Dejah Thoris. Enemies will constantly try to steal her to make her their wife. But she is no slouch, she is a competent warrior with blade and wit. Not only that, her people adore her and weep when she frowns. Her royal family loves you and welcomes you in as a lost son, for you have won her heart. She will get 600CP to spend. She does not have to be a Red Martian, but can be of any race of your choice, except Kaldane (single gendered). If you are Lotharian, then this is a secret creation of yours that has finally been given life.

Slaves (100CP) You have up to a dozen slaves to follow your orders. Who they are, what race they are and their relationship to you is up to you to decide. Some do like being slaves and are known to reject freedom. Others hate their masters and will try to kill them. Others see it as a means to clear a family or life debt.

Drawbacks

Extended Stay (+0CP) The stories of Barsoom take place over many decades. Just the first book is a single decade long. If you like, you may stay for a Martian lifetime of up to a thousand years.

Movie Universe (+0CP) This jump is based on the books and novels, but if you like, you can instead go to the movie universe. Expect things to differ.

Ancient Old Man (+100CP) One might think being an elder in a culture that honors the ancestors would be a good thing, but the main religions are such that anyone over 1,000 years of should have committed

voluntary suicide and taken the journey to the afterlife. This is mostly to ensure there are enough resources for others. You are over 2,000 years old. Not only will you need to put up with the body of an old man, you will face the scorn of other faithful that see you as a heretic.

Cannibal (+100CP) A few races love the taste of martian flesh and this is seen in horror by many others. This practice was stopped by John Carter. But for you, it is now an addiction. While you can hold off on the urge to feast on the flesh of sapient beings, the desire will never go away.

Loved Friend (+100CP) You have set your sights on someone that you normally would hate; cowardly, stupid and probably treasonous. Also you will spurn people you actually love or who love you, at most treating them like friends and denying any romantic or sexual feeling for them.

Very Verbose (+100CP) People in this world love to talk and talk at length. They like to make sure you get every detail of their monologues and love to repeat someone else's words. Not only is everyone else prone to monologues, you are as well. Include the urge to end each monologue with the phrase, "I have spoken!"

Honor (+200CP) Few Martians will lie, it is something about their culture and honor, but it is still a known possibility. You are one of those that takes honor to the next level, You cannot lie at all and people know it. Your word is solid and your dedication to your Jeddak and duty is to the death. It doesn't matter how you feel about something, duty will always come first.

Virginian Fighting Blood (+200CP) John Carter has often claimed to be unable to make battle plans as his nature causes him to rush into battle without thinking. It is brought on by seeing or hearing of something that goes against his morals. Have fun only realizing there might have been an easier way or that maybe you should not have rushed headlong into thousands of enemies alone.

Body Problems. (+100CP/+200CP/+300CP) Forget the normal starting locations, you awaken on the isle of Ras Thavas, the surgeon, and awaken as one of his experiments. Ras Thavas has no compassion and only the desire to learn and experiment. His favorite tests are to mess with brains and move them into new bodies. (New bodies will become alt forms)

+100CP - For the cheapest option you have had your mind switched with another person. This could be a broken shell damaged and without limbs, an elderly person who traded for a youthful new body or even switching your gender. It typically takes a year or more to get used to the new body.

+200CP - Ras Thavas has switched your mind with that of an animal. Either partially or fully. One man was partially switched with that of a white ape, but you can pick your favorite Barsoon animal to become. Examples can be the Martian lion (Banth), the local horses (Thoat), the ice stalker (Apt), The loyal dog (Calot), Great White Ape, or some other creature of your choosing.

+300CP - Ras Thavas was ancient and old, his body was failing him. That was before he found the perfect replacement, yours. He has stolen your body and has access to any powers and abilities linked to your flesh. Your mind is in his old decrepit thing. He cannot see without glasses and can barely move when this process takes place. It will take him some time to get used to your body, but you will need to get yours back before the jump ends as the body of Ras Thavas is nearing its final end.

Slave (+100CP/+200CP/+300CP) Slavery on Barsoon comes in a few flavors of difficulty. See the race selection above for where your starting race is normally kept.

+100CP - This is the easiest and most minor form of slavery. Most commonly you are a debt slave, possibly failed to pay your bachelor tax and have been sent to work on a farm or have been bought out as a house slave. It isn't overly difficult work, but someone has to do it.

+200CP - Most likely captured in a raid and not well treated. You can expect forced labor in a mine or being chained to the floor and beaten as part of an assembly line.

+300CP - You are one of the lucky few. You have gazed upon the glory that is Issus and now must serve her for a year before being butchered and eaten as the main course. She is an ancient and wicked thing that delights in the pain and suffering of all she considers lesser than herself, so everyone.

Frozen In (+300CP) For the past century Hin Abtol, self proclaimed Jeddak of Jeddaks, has been building an army for this attempt to flood the world and take it all by force. His favorite way of breaking the slaves in is through a specialized process that involves an upside down crucifixion in the arctic weather. The men are left able to think as they spend years frozen and in storage before they are to be thawed out. You will find yourself frozen for 25 years and unable to escape until your time is up.

Endings

Go Home – If you have grown weary of the chain and adventure, you may go back to Earth with all you have gained.

Stay – Perhaps you have taken a liking to this world and want to end your wandering. You may now call this world home.

Move On – Why give up now when there are so many new worlds to visit? Move on to the next world and try to have fun.

By Wanderer. perks from Bookman

Change log

0.3.1

Finished most of jump

0.4

Added warrior origin

Added extended stay, movie universe and Loved Friend drawbacks

Updated airship description is appearance

Added items Gridley Wave Radio, Jumper's Mausoleum, Disintegration Ray, The Flying Death, Cadre of Assassins, Invisibility Paint, The Jhama

V0.4.1

Added items Recommendations, Farm Lands, Spaceship

Finished

Fixed the last typos I could find.