



Tarzan Jumpchain

This is a world much like the one you left, in the year of 1909, at least superficially. But with a little exploration, some differences become more apparent. The wild areas of the world are wilder and harder to colonize, and are dotted with hidden places, where remnants of old civilizations still live, even places that still have dinosaurs or where non-human species have evolved away from Homo Sapiens. For a more ambitious traveler it is even possible to reach an inner world inside the crust of the Earth, and there is talk of life on other planets. Since you'll be starting in Africa, a more easily noticeable difference is that there are no savannah or plains regions in the subsaharan part of the continent, only jungle starting from the beaches in one coast all the way to the beaches of the other coast, dotted with a few mountains, swamps and occasional sandy deserts. Because of that lions, elephants, rhinos and other savannah animals live in the jungle.

In this world, in 1888, was born John Clayton II, son of John Clayton and Alice Clayton, a couple marooned in the jungles of Africa. After their deaths, the young boy was raised by a tribe of mangani, large apes bigger than humans but smarter and more aggressive than gorillas, who named him Tarzan. The boy managed to grow up into an intelligent, powerful man, even teaching himself to read and write English from the books left in his parents luggage.

In a few days he will first see other white people when a party of English and Americans get marooned not far from where his own parents got ashore.

It is in this place and time where you wake up, with a 1000 CP to decide your fate.

Origin

Where do you come from:

Jungle: You live in the deep African jungle. You may be one of the black tribesmen, a second white child that was raised by the mangani or maybe you just appear in the jungle from nowhere with no history or memories of this world. Can be taken as Drop-In

Civilization: You are someone from the civilized world. You may be part of the Porter's group, a soldier with D'Arnot, or you may be someone still living in England, France or the USA.

Lost World: You are a member of one of the many Lost Civilizations spread around in Africa, a minor noble or army officer, it will be years before you meet Tarzan unless you manage to get out of this hidden valley on your own.

Your age is 20+1d8 and your sex is the same as before this jump, or you can pay 50 CP to change either or 100 CP to change both.

Location

You start in a location appropriate to your origin. If you come from the Jungle you start in the African Jungle. If you come from Civilization you can choose to appear with the Porter expedition, in one of the African cities from where Europeans start safaris or even in a large city in England or the United States

If you come from a Lost World, you may choose which Lost World you come from or roll 1d6 in the following table to decide where you come from. If that Lost World has a different race you can start as that race for free.

You can also pay 50 CP to choose a different starting location, like being a civilized human lost in Athne or a Minunian that somehow got to Paris.

1 - Opar: An ancient atlantean outpost, isolated and forgotten after Atlantis sunk. After inbreeding started setting in, a nearby tribe of mangani started raiding them and taking their females, killing any female offspring that looked ape-like and any male that looked too human, so today the Oparans have a very extreme sexual dimorphism, where the men are very ape-like and the women are all statuesque beauties with white skin and golden hair.

2 - Athne and Cathne: A pair of rival city-states on opposite sides of a hidden valley. Filled with white people descended either from Greeks or Atlanteans, and their black slaves they took from nearby tribes. Athne is the City of Gold where gold is so abundant they sew gold plaques in their armor, and they venerate lions, at the same time using them as pets and hunting beasts. Cathne is the City of Ivory, the herd and ride elephants and sew ivory disks into their armor. Both cities are almost constantly at war except for a yearly festival where they trade.

3 - Pal-ul-don: A large valley surrounded by unpassable mountains and an even more unpassable swamp that only provides a single route during a few dry days in the summer. It is the home of three humanoid species, the Ho-Don, the Waz-Don and the Tor-o-Don, and several species that resemble dinosaurs, such as the carnivorous Triceratops-like Gryfs, and the lion maned and tiger striped saber toothed tiger Jatos.

4 - The Valley of the Ant-Men: A valley enshrouded in perpetual mist and enclosed by a thorn barrio, it is home to two species, one of white skinned neanderthal like being where the females are dominant and live in a large cave system and the males are submissive and live in the jungle nearby, with only a few hundred of them existing there. The other race are the minunian, the so-called ant-men, a race of eighteen inches tall white skinned people.

5 - Valley of the Sepulcher

A valley hidden between two mountain ranges, each hidden entrance to the valley is guarded by a castle with the nobility and knights made up of white descendants of lost crusaders, while the peasants are black africans taken from nearby tribes. One castle is occupied by a faction that wants to give up the crusade and go back to Europe and they guard the valley entrance that would lead closer to the east. The other faction wants to join the crusade against the middle east and guards the western entrance to stop the others from going back to Europe. Both groups still have horses and medieval armor and avoid full war between fellow christians by holding yearly jousting tournaments. They also refuse any evidence or information about the crusades having ended centuries ago.

6 - Castrum Mare and Castrum Sanguinarius

A pair of former roman outposts, they are rivals and regularly attack each other, but also trade between themselves and with the nearby black tribes, that they also raid for slaves.

Races

Human - Free

Humans are the most numerous and civilized race in the world.

Mangani - Free

Apes around human size, leaner and more agile than gorillas, capable of living and travelling through the treetops. They speak their own language, which other species of apes and monkeys also speak, and form tribes around an alpha male. They exist all around the jungles of Africa but tribes have also been seen in the Americas, South Asia, and Pellucidar.

Minunian - 100 CP

A race of white skinned 18 inch tall people but perfectly proportional, more like shrunken humans than pygmies or a people with dwarfism. The minunians are divided in several nations with a medieval-like culture, they live in enormous hives similar to termite mounds and ride royal antelopes the size of hares. In some ways the minunian science is above even the discoveries made by european or american scientists. Minunians gain a discount on Minunian Science

Ho-Don - 100 CP

White skinned and light haired, the ho-don looks almost human if you ignore their hand-like feet with grasping thumbs and their long prehensile tail. They live in primitive cities and have their own religion. They are more agile than humans.

Waz-Don - 100 CP

Similar to the ho-don in that they have human-like bodies with monkey feet and long prehensile tails, but they also have dark skin, a more monkey-like face and a cover of sleek black fur. They live in caves on the mountain walls that can be only reached by inserting pegs into a series of round holes carved in the mountain. The mountains are too sheer to scale otherwise with no handholds that even a monkey could use. Like the ho-don they are more agile than humans.

Perks

General

Jumper Does Not Kneel - 100 CP

You have your pride, and it is not easily bent. Luckily for you, it rarely needs to. People in positions of power are willing to take a lot more attitude from you than from others. Refuse to knee or bow, tell them they do not rule over you, tell them the truth when they want worship, offenses that would have others beheaded on the spot, will be given much smaller punishments, or even be found as amusing. If they would find you attractive, they might even decide that your willingness to confront them just makes you even more desirable, either because they want a strong partner, or because they want to be one to break you.

Lordly - 100 CP

There is something about you that makes it so anyone, from a small monkey to a peer of the realm, can realize that you are from a strong, well bred lineage. You are obviously from an aristocratic background, and naturally stronger, smarter, tougher and better looking than the little people. You are also naturally more decent, noble and honorable than others, though you can suppress your nobility if you want. This acts as a capstone booster.

Savage Beauty - 100 CP

It is amazing how some people can live in the harshest environments and still look like a model in a commercial. Not only are you strikingly good looking, the type of person that gets suitors wherever they go, but living a life of adventure never seems to mar that beauty. You will never get scars, unless they make you look even more impressive. Dirt and sweat just don't seem to stick to you, and a bath in any river or lake will make you look as if you have come from a spa. You can live for months in the jungle and your hair will always be clean and well cared for, and you will always be able to shave cleanly and completely, even if all you have is a knife.

Jungle

Lost World Explorer - 100 CP

There are many lost cities, hidden kingdoms and forgotten valleys filled with dinosaurs or sapient humanoids that evolved from other animals. Not only in Africa, but Asia, America, small islands outside shipping routes, probably an entire civilization in the Australian Outback, not to mention the underground world inside the Earth, and probably Atlantis under the ocean. All waiting for an adventurer like yourself to find them. This perk increases your chance of finding such places whenever you wish for adventures, or are simply bored and wandering without a real destination. You can also bring that sense of discovery to other settings, ensuring that there are always at least a few such hidden civilizations even in worlds with aviation and satellites. In real sci-fi settings this might mean hidden planets instead where human colonies, or aliens, got lost and forgotten, creating new cultures or reverting to barbarism.

Forgotten Corpse - 200 CP

Whelp, you got knocked in the head, your enemies could kill you while you're unconscious... And they're leaving. Not even gonna cut your throat to be sure. Apparently whenever you are knocked out or thrown into a river or dropped from a cliff or any situation that might look fatal, your enemies will almost instantly decide that you have in fact died. They won't actually check, and even if normally they would take your head as a trophy or are under orders of bringing your body as proof, if your "body" is too far away or down a cliff or something they'll decide it's just too much trouble. Tarzan is too honest to do it, but nothing stops you from using this to play dead.

Animal Friend - 400 CP

While you might have been raised among animals, you still knew instinctively that they were your inferiors, yours to befriend and command as you wish. You know how to befriend and train wild animals, with just a few hours you could turn an elephant into a friend for life that comes running at your call, and if you take the time to train it you could turn a lion cub into a hunting partner as loyal and obedient as a good dog. If you can communicate with an animal it will be much more willing to hear you out instead of attacking and be easier to influence than it normally would be. Also, wild animals seem to instinctively dislike your enemies. Your enemies will find that random animals will attack them, monkeys will be more likely to throw stuff at them, big cats will stalk them for no real reason, elephants and rhinos going on a rampage will direct their fury at them instead of other people, etc.

Beast Raised - 600 CP

Like Tarzan and Korak you spent most, if not all, of your formative years among the mangani, the great apes that inhabit most jungles in Africa, India and South Eastern Asia, Pellucidar, and possibly South America. Between having to hunt your own food, traveling through the treetops and general rough living you have reached peak human abilities, your strength, endurance, agility and speed are all the equivalent of what the greatest athletes can only get in one category, and your senses have been trained to a point most people don't even think possible. You also have great hunting skills, you are stealthy enough that you can sneak close to a gazelle or lion without their noticing it and you can follow spoor that even most animals would find hard to track. You also know how to speak the primal language, a language that is spoken by all apes and monkeys, and that most animals seem to at least understand, according to their intelligence.

Boosted: Lord of the Jungle

A lesser man that had lived your life would have become peak human. But you are not a lesser man, you are made from a stronger, nobler stock, and life in the jungle has made you more than human. You can do feats of strength that would leave a circus strongman dumbfounded, your agility is beyond even monkeys, you can survive and heal from wounds that would kill lions, and your senses are better than should be biologically possible for a human to have.

Civilization

A Gentleman and a Scholar - 100 CP

While there are a number of adventurers and rough sorts going into Africa to escape their past or make their fortune, you aren't one of them. Or at least you don't look like them. You have a distinguished air and the eloquence and manners that paint you as someone with an education. People can quickly believe you might be a minor noble, a military officer or at the very least a scion of a rich family. Besides making you seem more trustworthy for other rich people going to a safari, when taking this perk you can receive either a full college education in something that would be interested in exploring Africa, such as mineralogy, anthropology or zoology; several years experience in the military, including skills as a military scout; or the knowledge and skills necessary to be a thief, con-man or spy.

Doppelganger - 200 CP

Tarzan has had to deal with multiple people either claiming to be him, looking so much like him their actions are attributed to him or both. And now you can join in on the fun. With this perk you'll not only look like his long lost twin, but also sound close enough to fool listeners and smell close enough that even animals will have a hard time choosing who is the real Tarzan. You can decide to be someone else's look alike when taking this perk if you want. At the start of each jump you can pick a different person to be your near twin. This perk also greatly increases your acting skill, when impersonating someone it will take very little studying to learn their speech patterns and mannerisms.

Army Man - 400 CP

You are someone in the mold of Tarzan's great friend Paul D'Arnot. You are a skilled soldier, swordsman and marksman, and a man of great willpower, determination and self-control, capable of not making a single sound or flinching even when being tortured by cannibals. You also have a civilizing effect in the area and people around you, under your tutelage, even a savage raised by ape-men could quickly learn the manners and etiquette to pass as a noble. More than just a veneer of civilization you'd cause him to internalize and accept concepts like justice and mercy. Your affinity with civilization also makes soldiers, cops and other defenders of civilization to be more amiable to yourself and to your friends.

Contrived Coincidences - 600 CP

Sometimes your life seems to be a series of random events that nonetheless always end up with good results for you and bad fates for your enemies, as if you were lady luck's favorite son. Whenever you are in trouble, coincidences will mount to allow you to escape if you give at least a try. If people you care about are endangered, they will get many lucky breaks to keep them safe and somehow you'll always be brought upon their trail. When enemies set against you, even if you don't know about their plots, bad luck will plague them, they'll constantly lose materials, servants and even treasures, betrayal and dissension will keep forming among them, and if two or more groups of enemies are against you, there are good odds that they'll keep interfering with each other, fighting for the same treasure or objective. This doesn't clean all obstacles from your path, but it evens the odds, gives you more to interfere and makes sure that what you are seeking will come into your reach if you don't give up.

Boosted: The Clayton Curse

Luck and fate seem to bend to help you and it's never more apparent when others lust over your partners. You are downright immune to having your partner taken from you. Whenever someone tries to go after them, all sorts of increasing misfortunes will befall them. If they are someone you like, or at least don't dislike, they will suffer a little before being given an opportunity to find a different person, and if they don't desist they'll be given opportunities to redeem themselves by sacrificing their life for your significant other. If it is someone you dislike, or that is antagonistic to you even without you knowing, they will suffer constant misfortunes, more than twice what the base perk does, ruining their plans and their lives. Even if someone kidnaps or tries to rape your significant other, they'll be constantly interrupted or attacked and your partner may even get a boost of skill to fight them off and escape.

Lost World

Secret Valley - 100 CP

There are many hidden places in this world, protected from the normal flow of history by natural barriers, but also by the way intruders can rarely escape unnoticed after they enter. With this perk you can make sure your own hidden valley remains hidden. You can pick a place you own or live in to be considered a hidden valley. This place can be big enough to furnish two medium city-states, with thousands of people in each, along with enough outlying farms to feed both. If there is space for it around the area, it will be quickly surrounded by nigh impassable nature, whether it is a mountain chain that a goat would find hard to climb, a stretch of deadly swamp or sandy erg, a forest of thorny trees that would kill any animal that tried to cross it or sinking the region in canyon, these natural obstacles will leave only small hidden passages to cross in or out of the area. Also, any person entering this area will find it much harder to remain hidden from those that live there, and if you are inside the area you will always know if there are intruders and have a good general sense of where they are.

Tyrant - 200 CP

Many of the hidden cities around Africa seem to be under the control of tyrants, despite most of these tyrants being despicable cowards, absolutely crazy, hated by nearly all of their population, or all three. Like them you are an absolute master at gathering and maintaining political power, ruling through fear, and cultivating sycophants. Even with a much better candidate to the throne around and a population on the edge of revolt for decades, it would still take a wandering demigod to unseat you from the throne. If you are even a little competent at ruling and keeping your people happy, your reign will be unbreakable.

Minunian Science - 400 CP

Most of the civilizations that live in these lost worlds are just as primitive as you can assume. Except for the Minunians, who have managed to create a fuel that burns producing as much light and heat as normal coal, while absorbing Co₂ and releasing pure O₂ allowing people to live underground indefinitely. They also have the ability to use vibrations to allow them to shrink a human to their own size and then grow him back. Whether you are minunian or not, you now have all of the scientific knowledge of their great science Zoanthrohago.

Lost Nobility - 600 CP

In his many voyages, Tarzan will meet many men he could call friends, almost peers, such as the minunian prince Komodoflorensal, Om-at the waz-don tribe chief, and Maximus Praeclarus a patrician from Castra Sanguinarius. You are one such person, someone possessing courage, strength, intelligence, charisma and innate nobility, enough that even the king of the jungle can respect you. You are strong enough to have become one of the best warriors of your city and brave enough to be considered fearless. You are very charismatic and anyone can see how noble and cultured you are, even among barbarians, and with a little work you could become so beloved by the people that even the worst tyrants would balk at having you attacked for the fear that the people would rise to put you in the throne. You are both intelligent and wise and if you do somehow become a leader of your lost civilization you could bring to a golden age.

Boosted: Forgotten Warrior

Whether you are a crusader knight, a roman-style centurion or a minunian gazelle rider, you aren't just one of the best warriors in your kingdom, you are the best. Your strength, toughness and agility are close to peak human, or the peak of your race if you're not human, and you are skilled enough that you could go toe to toe with a superhuman like Tarzan. Your intelligence, wisdom and charisma are similarly boosted, if you decided to leave the world you knew for England you could easily adapt both to new technologies and to a different society with ease, in fact you might prove to be smarter than the most so-called civilized people.

Items

General

The Adventures of Jumper - Free

A number of books, comic books, movies, cartoons and other media, depicting your own adventures. They are of varying quality and genres, but tend more to be pulpy fun and focus on the action-adventure and wholesome parts of your life. The movies tend to use good looking athletes to represent you instead of anyone that can act, but they're not too bad. If this is your first jump you gain this item at the end of the jump, showing the highlights of your stay here, if not you gain it at the beginning of the jump, focusing on your prior jumps. More media is added every ten years, some with whatever new adventures you had, some recounting the best adventures in new styles.

Jungle

Weapons of the Wild Man - 100 CP

A steel knife, a spear, a bow, a quiver of arrows and several feet of thin but strong rope. With just this Tarzan can thrive in the jungle and hunt any kind of prey. Since you are paying CP for your kit, it comes with several benefits: the items always appear near you during the night if lost, are much harder to break than normal materials and repair themselves if damaged, the knife is sharper than a razor and never needs to be sharpened, the quiver is always full of arrows and the rope is both much stronger and much lighter than it should be.

Trained Lion - 200 CP

A particularly large, powerful and beautiful lion, as to other lions what Tarzan is to other men. He was trained from cub and will not attack you or anyone you point out as friendly, can be ordered to subdue a human without injury, and when he kills something he will bring it to you so you can take the first meat, or decide if it is edible. He is also much smarter and more adventurous than normal lions, if given a chance he will escape his cage and track you down to participate in your adventures.

Jungle Reserve - 400 CP

The jungle is such a... Well, not a peaceful place, not a simple place, but an uncomplicated, honest place. So why not take some of it with you? In your warehouse you find a door to a small pocket world, a large stretch of african jungle, with a few mountains and small areas of river plains, large enough that you can spend weeks wandering around without noticing the same landmarks. It has lots of animals, even a few tribes of mangani, but no humans.

The Cursed Treasure of Opar - 600 CP

As much treasure as Tarzan found in the secret vault under Opar. Scores of thousands, possibly hundreds of thousands of gold bars, and several hundred chests full of precious gems. A fortune big enough to buy a few small countries if you want. You could live like a millionaire in England just by taking a small amount of treasure every few years. More importantly, while this treasure can be sold normally, anyone who tries to steal it from you will suffer increasingly bad luck until they die or the treasure comes back to you. And circumstances tend to cause the treasure to come back to you, or to let you find it accidentally, somehow. This treasure will also awaken a deep greed in people who dislike you, even driving mad those with a weak will.

Civilization

Preparations for a Safari - 100 CP

You'll find in your warehouse enough provisions for you and a small group to go on a safari. Khaki clothes and pith helmets, several months worth of rations, tents and bedding, cooking utensils, a first aid kit and medicine chest, and several other odds and ends that may be useful. A few good hunting rifles and a dozen cheap ones for the native guards, a shotgun or two, a couple of revolvers and enough ammo to hunt for months. A small purse of money, enough to hire natives for a few weeks. After a safari, put the stuff back into your warehouse and wait a few days, and whatever was used, broken or lost will be replaced, refilled and repaired.

An Explorer's Plane - 200 CP

A personal airplane, the best money can buy for a private citizen in this day and age. Its fuel tank is always full and any minor problems will be repaired and cleaned up automatically while it is grounded. If it crashes or is destroyed you will find a new one in your warehouse after some time. As time goes by it is replaced so you will always have the best personal airplane available for a private citizen to buy.

Viscount Title - 400 CP

Some English relative of yours has died, leaving you the title of viscount, along with lands, a few business ventures and investments. Not only does this grant you legal rights as a member of nobility, but also a good yearly sum of money, enough that you would be rich even without finding treasure in Africa. You can choose to bring the land with you to future jumps, or just benefit from the annual salary and noble title. If you bring the land with you, it is a group of farms centered around a small picturesque English town, both the farms and the town populated by followers.

Immortality Drugs - 600 CP

A chest containing thousands of pills, taking a single pill stops the body from aging for a decade, and rejuvenates it back to the prime of life if the person is old. It also boosts immunity against disease and improves the body's natural healing. As long as the person keeps taking these pills they will only die by accident or injury. The chest refills a decade after it is exhausted.

Lost World

Ceremonial Armor - 100 CP

An armor similar to those of the cities of Athne and Cathne, similar to a centurion's armor, but with bands of gold or ivory instead of steel. Despite being made of subpar materials, yours offers excellent protection, is tougher than actual steel, and does not weigh enough to hinder you, like armor made of gold normally would.

Lost Valley - 200 CP

A small valley tucked among mountains and perhaps bordered by a near impassable swamp or desert. It holds a city-estate, large tribe or something similar. Doesn't need to be your background culture even if you are from a Lost Civilization. Comes with a full complement of followers to populate the city. This place can be either its own pocket world, be imported to other settings in a hard to reach isolated area or become part of your territory if you already have one. If you have the Exotic Menagerie your city also has a large population of tamed animals, though they are of lesser quality compared to your personal stable.

Exotic Menagerie - 400 CP

Many of these hidden cities have needed to use all their resources to continue existing, including taming several wild animals. You have several personal animals such as a pair of trained elephants, half a dozen trained lions, a stable of riding antelopes or even a single ... a carnivorous triceratops.

Gonfal - 600 CP

A diamond as big as a child's head, it holds much more value than a giant diamond normally does. Anyone holding the diamond gains great psychic abilities, allowing them to read minds, implant hypnotic suggestions, cast mental illusions and possibly use other abilities on those they can see, and once someone has been in their control they can be tracked and affected from dozens of miles away. The user can also keep track of all minds in several hundred feet and find and command animals from miles away.

Companions

Import/Create - 50 CP/200 CP

Import or create a companion with 600 CP to use. Companions cannot take drawbacks or buy more companions. 50 CP each or 200 for up to eight companions.

Companion Offer - 50 CP

Tarzan and Korak will probably accept companionship for free if you can convince their wives to come too, but most other people will need some convincing. If you want to skip that you can pay 50 CP to guarantee they'll come with you at the end of the jump. This also guarantees that they'll be alive and at the prime of their lives at that time, probably useful if you take the Unaging Adventurer toggle.

Waziri Tribesmen - 100 CP

A tribe of several hundred waziri has agreed to become your followers. Unlike most tribes featured in this world the waziri are brave, intelligent, honorable and capable warriors.

Drawbacks

Jungle Tales - Free

This toggle allows you to start earlier, during Tarzan's childhood.

Unaging Adventurer - Free

This toggle allows you to stay in this world until 1965, when the last canon adventure happens. You won't age during these years. Much like with Tarzan, no one will find it strange that you don't age.

Gentlemanly - 100 CP

You have an inborn instinct to be noble and heroic, at least for the next ten years. You will have a nearly unstoppable urge to stop and help those in need. And when it comes to saving women, it stops being 'nearly'. You WILL go out of your way to save women in need, even if you know it is a trap or that it will cause a lot of trouble to you.

Sidekick - 100 CP

You know what your adventures in this world really need? A comedic sidekick. A screechy little monkey that swings between unjustified bravado and rampant cowardice depending on how safe it thinks it is, with a very short memory, low intelligence even for a small monkey and a penchant for kleptomania. Its favorite pastime is annoying lions, rhinos and other dangerous animals then running back to you for protection, so you can fight them. He is immortal and can always find you no matter where you go. He can sometimes be useful, doing small tasks, carrying messages or bringing others to you, but he tends to get off track and take weeks to do something that should take days. If you somehow get attached to it, you can take it as a free unaging follower.

They've Killed Tarzan, Those Bastards - 100 CP

You remember that Forgotten Corpse perk? This is the other side of it. You now have a weak spot on your head that, when hit, will cause you to pass out for a few hours. Also, whenever your friends see you pass out, spend too much time away from you during a dangerous time, or are told by anyone that you died, they will immediately believe that you are dead. Yes, even if they know you wouldn't die so easily. Yes, even if it happens several times in less than a month. Do not count on anyone trying to save you. On the flipside, this rampant gullibility also means that they'll realize they were wrong as soon as they see you or hear you are alive, never questioning how you survived or holding to any unnecessary grief or guilt.

Lost World Magnet - 200 CP

I hope you like getting lost, Jumper. Because now whenever you wander away from your house or home base you will almost be attracted to lost civilizations. Wander the forest and you will accidentally enter a lost valley full of dinosaurs, or go through a pass that only opens for a few weeks a year. Get into an airplane and it will fall into an oasis with a lost chinese civilization in the Sahara desert. Go into the sea and your boat will sink near a tropical island filled with vikings. Even in the middle of a city you will probably end in a situation where you will travel to the side of the world and end up in a lost world.

A Plague of Jumpers - 200 CP

Hey jumper, didn't I just see you doing [thing you would never do]? Well maybe not, it might have been one of your many doppelgangers. There are a lot of them, some trying to pass themselves as you, some just getting confused with you by accident. They are all close enough to you that even your companions might be fooled. Even if you try to get rid of them, more will just keep popping up. Even if you try to stay hidden in the forest one might crash his plane nearby and start harassing the nearby animals, who will flee then come and attack you.

Where It Hurts - 200 CP

Only two times was Tarzan really hurt. Once when his son was kidnapped and lost for years and once when Jane was kidnapped by the germans. Like him, someone you love, either a companion or someone you'll meet in jump, has been kidnapped and lost in the jungle. You'll not be able to find them through supernatural or super science methods, only by searching the jungle physically. It will take years to find them, at minimum.

Faulty Memory - 300 CP

No, you haven't lost your memory from before this jump. Yet. But now you have to deal with some faulty wiring on your brain. Getting hit on the head has a 50% chance of erasing your memory. You will keep some of your skills, but you will lose interest in most things and just travel around like a primitive being. You will regain your memory after a while or if you take another hit on the head, but expect this to happen at least a few times during the jump.

Prisoner. Again. - 300 CP

How do you keep getting into those situations? It seems that your abilities and skills tend to turn off at the worst moments, allowing you to be captured by your enemies and forcing you to stay imprisoned until you get someone to free you, whether someone rescues you or you trick them into helping you. At least this doesn't happen when you are actually fighting for your life.

Ending

After ten years your drawbacks are lifted and you are given a choice:

Back to Your Family Home: Back to your world of origin

A New Home on the Jungle: Stay in this world

Continue Wandering: Move to the next jump

Notes

If you buy multiple land items, you can have your Lost Valley be hidden in the Jungle Preserve, have the lands from the Viscount Title be on the edge of the Jungle Preserve or whatever other arrangement you want.