



Disney's Dinosaur By Sentry342

A long time ago, the world changed. A massive meteor struck the Earth, reshaping the landscape and leaving behind a harsh, fractured world where survival is never guaranteed. Forests still grow, rivers still flow, and life has not been extinguished, but everything exists under the weight of constant struggle. This is the story of a young Iguanodon named Aladar, who was raised among a small family of lemurs after being separated from his kind. When catastrophe strikes once more, Aladar is forced to leave his home and join a migrating Herd of dinosaurs traveling across a dangerous land in search of the Nesting Grounds, a rare sanctuary where new life can begin safely.

Along the way, he must survive predators like the Carnotaurs, endure a world growing more hostile with every mile, and navigate the conflicts within the Herd itself. Survival is not only a matter of strength, but of leadership, compassion, and the willingness to keep moving forward when everything else says to stop. There are no true safe places left. Only journeys. And every journey eventually leads to the same question. Do you keep moving forward, or do you fall behind? Take these **1000 Choice Points (CP)**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world.henta

Location

You can either choose one of the locations below or roll D5 and receive **+100 CP** to let the whims of fate decide your path.

1.) Nesting Grounds

Welcome to the heart of the migration's destination. The Nesting Grounds are a lush, fertile valley where herbivorous dinosaurs gather to lay their eggs and raise their young in relative safety. Fresh water, abundant vegetation, and enclosed geography make it one of the most desirable locations in the entire region. Unfortunately, this sanctuary is under imminent threat from a Carnotaur attack, and its future is far from certain. Interestingly, this place also serves as both the end of the migration and, in a sense, the beginning of a new cycle. Where life ends one journey, another begins.

2.) Lemur Island

Before the migration, before the Herd, and before the long journey across the land, there was this. Lemur Island is a secluded, forested landmass isolated from the mainland. It is home to several tribes of lemurs and a small population of dinosaurs, all living in relative peace and safety. This is where Aladar was raised after being taken from his original home. That peace, however, does not last forever. The island is eventually destroyed during a catastrophic meteor shower, forcing its inhabitants to flee and begin anew. A place of beginnings, and endings.

3.) The Beginning of the Line

Every journey has a starting point. This is the origin of the great migration route, where herds of dinosaurs gather before beginning their annual journey toward the Nesting Grounds. It is a place of uneasy order, where leaders establish control, groups form, and the first steps of survival are taken. From here, the Herd sets out into the unknown. It also happens to be where most predators will start tracking their prey. Once you leave this place, there is no guarantee of what you will find ahead.

4.) The Watering Hole

A vital stop along the migration route. Roughly halfway to the Nesting Grounds lies this large watering hole, where countless herds converge to rest, drink, and recover. It is one of the few reliable sources of water in the region, making it both a sanctuary and a point of tension when resources grow scarce. For many, this is where exhaustion sets in... and where survival becomes truly uncertain. So you can either wait here for a herd to show up or take your chance marching on alone.

5.) Free Choice

Lucky you, feel free to pick any of the locations above or choose a location not listed. not every journey begins in the same place... but all of them must begin somewhere.

Time

You will be starting out a few days before the main plot of the story begins. Aladar will still be in the nesting grounds and the Carnotaur will attack shortly, kicking off the start of the story.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump by default, but you may change it if you wish.

Origins

You may choose one origin below. Any of the origins may be taken as a Drop-In if you wish. Drop-In refers to you forgoing an In-Jump history and simply appearing within the world.

Orphan - Free

Ah, another soul taken from their home. Whether by chance, disaster, or fate, you've been separated from all you once knew. Perhaps you've found a new family since then, or perhaps you're still searching for where you truly belong. Like Aladar, you are young, hopeful, and willing to see the good in others. The world can be cruel, but whether you let it harden your heart or strengthen your compassion is a choice only you can make.

Family - Free

The lemurs lived peacefully upon their isolated island, far from the countless dangers of the mainland. There they learned to depend upon one another, forging bonds stronger than blood alone. Whether you're a member of their troop or another close-knit family entirely, you've grown up surrounded by those who look after one another. In times of hardship, no one is left behind if it can be helped.



Herd - Free

Life is rarely easy for those who travel with the great herds. Every day is a struggle against hunger, thirst, predators, and the ever-changing land itself. Yet there is safety in numbers. Whether you're a Pachyrhinosaurus, Brachiosaurus, Iguanodon, or any of the countless others making the long journey to the Nesting Grounds, you are one among many, relying upon the herd as much as it relies upon you.

Boss - Free

Someone must lead when the path grows uncertain. As one of the Herd's leaders, the burden of countless lives rests upon your shoulders. Every decision carries consequences, every delay invites danger, and every loss weighs upon your conscience. Whether you rule through Kron's uncompromising resolve, Neera's compassion, or a style entirely your own, the Herd will look to you when it matters most.

Hunter - 100 CP

Where others travel in fear, you are the reason for it. You are one of the great predators of this age, an apex hunter born to stalk, chase, and kill. Perhaps you are a Carnotaur whose thunderous footsteps send entire herds into flight, or another fearsome predator that has carved out its place atop the food chain. Survival is not given, it is taken, and few creatures are better equipped to claim it than you.



Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

Lemur +200 CP

Life on the mainland is unforgiving, especially for something this small. You are a lemur. Let's be honest, you are probably one of the smallest creatures in this entire land. That comes with obvious disadvantages. Nearly everything around you is larger, stronger, and more than capable of eating or crushing you without much effort. On the other hand, lemurs survive through wit, agility, and social bonds rather than raw strength. If you want to live long enough to see tomorrow, you will need to rely on all three. Try not to get stepped on.

Velociraptor +100 CP

Out here, survival often belongs to those who can move quickly and strike first. You are a Velociraptor. Small by predator standards, typically standing around three to four feet tall, but far from harmless. Velociraptors are fast, intelligent hunters that rely on coordination, ambush tactics, and relentless pursuit to bring down prey far larger than themselves. You are one of them. Just remember: there is always something bigger in the food chain.

Iguanodon - Free

For those who travel in herds, strength alone is never enough. Endurance matters just as much. You are an Iguanodon, like Aladar. A large, strong herbivore built for endurance and survival. Capable of both powerful defense and steady migration, you are well-suited for life on the move. Your strength lies not only in your body, but in your ability to endure hardship and keep going when others cannot. The journey ahead is long. Good thing you were built for it. As a final note, you may optionally be related to either Aladar or one of the other named Iguanodons if you want.

Pachyrhinosaurus - Free

Not every member of the Herd is meant to lead the charge. Some are meant to keep it moving. You are a Pachyrhinosaurus, like Eema. You're a sturdy, heavily built herbivore with a thick skull and a natural talent for enduring harsh conditions. While not the fastest traveler, you are resilient, dependable, and far harder to push around than your appearance might suggest. You may not lead the charge, but you will outlast it. Plus, you happen to have a very tough head on account of the shield-like dome coming out of your skull

Anklyosaurus - Free

When the Herd is threatened, there are few better things to stand behind. You are an Ankylosaurus, like Earl. You're basically a living tank. Ankylosaurs are heavily armored herbivores built like walking fortresses and covered in spikes. With thick plating and a powerful tail club, you are capable of defending yourself against most predators. When something tries to make you part of the food chain, it usually regrets the decision. Just try not to let anyone flip you over. That's basically your only weakness, well and being a bit slow.

Brachiosaurus - 100 CP

When the land itself seems too small to contain you, survival becomes a matter of perspective. You are a Brachiosaurus, like Baylene. You're a towering giant among dinosaurs, possessing immense strength and size that far exceeds most creatures in this world. While age may have slowed others, your sheer mass ensures you remain one of the most physically imposing beings in any herd regardless of how old you are. Even predators think twice before drawing your attention.

Carnotaurus - 200 CP

In a world where most creatures run, there are a few that prefer to hunt what runs. You are a Carnotaurus. One of the most feared predators in these lands. Standing roughly twenty feet tall and stretching nearly fifty feet in length, you are a powerful apex hunter on the level of the largest Tyrannosaurs. Your body is covered in thick, armor-like scales, and your jaws are built to tear through flesh and bone with terrifying efficiency. Fast, aggressive, and relentless, you are built for one purpose: hunting. And very few things in this world can stop you when you decide something is prey. Lastly, you may optionally decide whether you're related to the other two Carnotaurs wandering around.

What About...? - Free/100/200 CP

Ok there's plenty of dinosaurs and I'm sure at least some of them aren't listed here. This option allows you to become any other prehistoric species of your choice. The **Free** tier covers the majority of herbivores, the weaker carnivores, and the miscellaneous dinosaurs. For **100 CP**, you can instead become one of the more top tier dinosaurs, though not quite those at the top of the food chain. This level consists of most of the sauropods and the medium size carnivores. Lastly, for **200 CP**, you can become a true apex predator. This consists of the largest predators like the local super Carnosaurs and whatever buffed up T-Rex is wandering around.

Skills and Perks

All Perks are Discounted to their Origins and the **100 CP** Perks are **Free** to their Origin.

General Perks

Dino Instincts - Free

Being dropped into a brand new body can be a rather disorienting experience, especially when that body happens to weigh several tons or possess a tail longer than you are tall. Thankfully, that's exactly what this perk is for. Upon starting this Jump, you'll immediately gain the instincts necessary to use it naturally. Walking, running, hunting, flying, swimming, climbing, or simply balancing all come as easily as if you'd been born that way. Better yet, your mind readily accepts these instincts without them overwhelming your own personality or judgment. After all, tripping over your own tail isn't exactly the best first impression. As one final bonus if you ever gain access to a new body, this perk will provide similar adjustments as needed.

The Journey Begins - Free

This world is one of migration, survival, and constant change. Regardless of your Origin or species, you begin this Jump fully acclimated to its era. You know the local geography, recognize common plants and animals, understand the seasonal patterns, and possess enough practical knowledge to survive in the wilderness without immediately becoming someone else's lunch.

Everyone Get Back - 100 CP

When the meteor struck the island, panic spread almost as quickly as the flames. Yet despite the chaos, the lemurs still managed to gather their family, regroup with Aladar, and escape before everything was lost. Sometimes, keeping a level head is the greatest act of leadership. You excel at organizing others during moments of crisis. You don't end up panicked, your voice naturally cuts through confusion, and people instinctively understand simple directions even amidst everything falling apart. Regardless of whether evacuating a collapsing city, coordinating survivors after a disaster, or simply getting everyone out of harm's way, you're remarkably good at keeping people alive until the danger has passed. Best of all, even in the middle of complete chaos you won't overlook someone who still needs saving.

Trying to Survive - 100 CP

While the Carnotaurs may be considered the villains of this story, they never truly did anything wrong. Ultimately they were simply trying to survive like every other creature in these harsh lands. It just so happened that surviving meant eating meat. Similarly, those who know you, travel beside you, or otherwise consider you an ally are remarkably accepting of your actions. A predator won't be condemned for hunting, a vampire won't be shunned for needing blood, and a creature born with frightening instincts won't be feared solely because of what it is. Just remember this applies to your allies. So another member of the Herd might not judge you for eating someone, but an outsider will probably still be scared.

Leave the Thinking to Me - 100 CP

Leadership often demands confidence. Whether that confidence is earned or merely projected is another matter entirely. Fortunately for you, yours tends to be both. Once you've committed to a course of action, your mind naturally begins anticipating obstacles several steps ahead. Potential complications, logistical concerns, and likely reactions become much easier to predict, allowing you to adjust your plans before problems have the chance to develop.

Better yet, those under your leadership find it much easier to focus on their own responsibilities rather than second-guessing every decision you make. Additionally, should someone insist on challenging your authority, you possess an intimidating presence that quickly reminds them why you're the one in charge. After firmly putting a challenger in their place, whether through words, competence, or force if necessary, others become far less inclined to question your leadership frivolously. Respect, after all, is much easier to maintain than it is to earn.

Found Family - 200 CP

Despite belonging to an entirely different species, Aladar was never treated as anything less than family. Love, after all, is not limited by blood, appearance, or where someone came from. You possess an incredible gift for forming genuine familial bonds with others, no matter how different they may be. This also ensures that no one will find your situation odd. Oh, you're an iguanodon raised by lemurs that checks out. Additionally, the families you become a part of will remain families. Petty disagreements heal more easily and trust broken through honest mistakes is far simpler to rebuild. Family may not always agree, but they'll always have a reason to come back together.

Orphan

A Lucky Break - 100 CP

By all means Aladar should have died multiple times while he was still inside his egg. Swept away by predators, carried across the sea, and separated from his own kind before he had even hatched. Despite all of that he not only survived, but even found a new family. Like the young Iguanodon, fate has taken a liking to children under your care. Until you reach adulthood it is practically impossible for you to die.

Misfortune may still find you, but it will always stop just short of claiming your life. Fortune has a habit of placing just enough help in your path to see you safely through your younger years. Nor is this protection limited to yourself. Any child that is truly under your care will receive the same blessing. Illnesses fade, developmental issues correct themselves over time, and accidents that should have ended in tragedy somehow become little more than frightening stories.

We Need Water - 200 CP

When the Herd reached the watering hole they found nothing but dry earth and fading hope. While everyone else prepared to move on, Aladar noticed that something wasn't quite right. Digging beneath the cracked ground revealed the water hidden below. You possess a remarkable instinct for finding what others have overlooked. Whenever you or those depending on you are in genuine need, you'll find yourself noticing small clues that point toward hidden opportunities. A patch of greener grass might reveal an underground spring, an overlooked cave could provide shelter from a storm, or scattered stones may lead to the materials needed to finish a project. The answer is rarely handed to you outright, but if one exists, you'll have an uncanny knack for finding it.



We All Watch One For Each Other - 400 CP

There are times when a degree of ruthlessness is necessary, but strength alone is not what carries a family through hardship. Sometimes all someone needs is the chance to stand beside everyone else. Luckily, you have a gift for bringing out the best in those around you. Through encouragement, cooperation, and perhaps a bit of roughhousing, you can inspire others to push well beyond what they believed themselves capable of.

The exhausted will find the strength to keep walking, the timid can discover unexpected courage, and even the weakest member of the group can contribute in meaningful ways. Those under your care become more than the sum of their parts. Working together comes naturally, burdens are shared without complaint, and everyone finds a role they can fulfill. Under your guidance, no one is cast aside simply because they're struggling to keep up.

Stand Together! - 600 CP

For most the larger predators are a nightmare that cannot be stopped. That however, is not quite the case. While predators like the Carnotaurs are more than capable of killing any herbivore one on one, even they don't dare challenge the entire Herd at once. Standing up against them however, is a difficult task. One which you are well suited for. You are a natural leader capable of inspiring others against impossible odds. More importantly, for you those odds aren't quite impossible. When facing a threat against yourself or your charges you will receive a boost in strength. For instance, protecting yourself from a pack of Velociraptors might give you a small boost. However, if you were protecting your entire herd from two adult Carnotaur you might become strong enough to fight the predators head on and win.

Family

The Prime in Primate - 100 CP

For a Lemur you're rather charming. You know exactly what to say, how to impress your desired mate, and perhaps most importantly, how to avoid making a fool of yourself during those critical moments. Thankfully, if nothing else, you've managed to learn all of Yar's old tricks, dances, and questionable advice. Whether you're attempting to woo a



potential partner, smooth over an awkward first impression, or simply entertain those around you, you possess a natural charisma that puts others at ease. While this won't make someone fall in love overnight, it certainly helps you put your best foot forward. Even closed off or otherwise distrusting individuals will warm up to you.

Life Goes On - 200 CP

A family can grieve without falling apart. Even though the lemurs lost their home, they were able to stick together and remain strong. Like them, you and those close to you process tragedy in a healthy way. You won't become emotionless or forget those you've lost. Instead, you find the strength to mourn, support one another, and eventually move forward without becoming consumed by despair. Even the darkest of days can be moved past. Moreover you also excel at doing this with others. Much like how Plio was able to draw Bruton out of his suicidal depression, you too can give others hope.

Monkey See, Monkey Do - 400 CP

Growing up in a close family means you're probably learning by watching everyone around you. So, it's a good thing you possess an exceptional talent for learning through observation. By watching someone perform a task, especially when repeated, you can rapidly grasp new techniques. You might watch your mother mix some healing salves once and be able to replicate the process perfectly on your own later. Even complex techniques can be learned in hours rather than weeks, provided you can sense or observe them clearly. Likewise, those around you find it easier to learn by watching your example. Even if you're not necessarily the best at explaining it, simply demonstrating the skill can convey it to others. Whether it's climbing trees, preparing food, crafting

tools, or learning an entirely new skill, your family improves together simply by spending time with one another. Though, you can restrict this so as to not accidentally spread any family secrets to outsiders.

Love Makes a Family - 600 CP

Some believe family is determined by blood. Others by circumstance. Plio would tell them they're both wrong. Family is a choice, one made every day through kindness, sacrifice, and refusing to leave one another behind. The bonds you forge with those you truly consider family are something extraordinary. So long as that love is genuine and returned, it forms a connection that even fate struggles to sever. First, your resolve becomes nearly impossible to break. Grief, despair, loneliness, and hopelessness may wound your heart, but they will never consume it. No matter how dark the road ahead becomes, you'll always find the strength to stand back up and keep moving for the sake of those waiting for you.

Second, neither distance nor disaster can keep your family apart forever. It doesn't matter whether you're separated by continents, trapped beneath rubble, or lost within another world entirely. Circumstances will align almost uncannily to create opportunities for you to reunite. The journey may be long and difficult, but there is almost always a path back to one another if both sides still seek it. Finally, those bound by these ties become remarkably difficult for fate to claim. Fortune seems to favor their survival in moments of catastrophe. A collapsing cave leaves just enough room to escape, floodwaters carry them somewhere safe, or help arrives just when all hope seems lost. This won't save someone who knowingly throws themselves into certain death, nor will it prevent the consequences of repeated recklessness. Tragedy however, will find it surprisingly difficult to tear your family apart. After all, families belong together.

Herd

I Love Big Girls - 100 CP

Baylene may be getting old, but no one in the Herd doubts she's still the largest dinosaur around. And, with that size comes incredible strength. Like the elderly Brachiosaur, you possess tremendous physical power. Your size, weight, and sheer mass work for you rather than against you. You're far stronger than your frame alone would suggest, capable of combating, and overpowering creatures of similar size with surprising ease. Even those significantly larger than yourself will find you far more difficult to move than expected. Though I would still be careful about fighting a Carnotaur if you were something like a Gallimimus.

Built for the Trek - 200 CP

The march to the Nesting Grounds is a grand journey even at the best of times. The blistering heat, intense winds, and cold nights can weaken the toughest of dinosaurs. You though, you're built tougher than the rest. You can handle any environmental obstacle without concern. Even when deprived of your needs entirely, your body continues functioning for an astonishing length of time before suffering any serious consequences. For instance, you might be the only Dino capable of making the migration without suffering from a lack of water. Though doing something like swimming through lava is still a bad idea.



These Old Bones Still Got It - 400 CP

For most age is the ultimate enemy bringing low even the strongest of dinosaurs. You, however, are the exception to this rule. As you grow older, age won't diminish your ability to survive. You'll retain your wisdom, experience, and your physical capabilities far longer than your biology should allow. In fact, your body continues to grow stronger and hardier with age rather than weaker. Best of all, say goodbye to any age-related declines. Oh, you're worried about arthritis, I'm just as spry as I was decades ago.

You Gave Us Hope - 600 CP

The migration is a perilous trek even at the best of times. Often they can lose as much as half of their numbers, in these seemingly impossible marches. Yet so long as you refuse to stop, neither will fate. Whenever you're pursuing a worthwhile goal in earnest, you'll find that genuine progress is almost always possible to achieve. Obstacles arise, setbacks happen, and failures still occur. Yet none of them will truly mark the end of your journey. You might find a hidden pass appears through the mountains, unexpected allies arrive when they're most needed, or an overlooked opportunity reveals itself just when your resolve begins to falter. The longer you persist without abandoning your goal, the more the world seems to conspire to keep you moving forward. Every journey has a destination. So long as you refuse to abandon yours, fate will ensure there is always another road to follow. It may not be the one you expected, nor the easiest, but one day you'll look back and realize every detour brought you one step closer to where you were always meant to be.

Boss

A Place to Rest - 100 CP

Coordinating hundreds of individuals at once can be difficult, especially when you need to find a place to sleep. Somehow though, you have a knack for finding safe spots. Whenever you're ready to settle down for the night you can always seem to guide your group to a safe resting area. Best of all while in these spots, no one ever seems to bother you. Predators rarely stumble upon these places, dangerous weather seems to pass them by, and there's almost always enough room and nearby resources for everyone to recover before continuing the journey. You may face other challenges, but at least you'll never lack a place to safely rest your head.

I'll Hold Them Off - 200 CP

Bruton was a rude and arrogant dino, but when it came down to it, he never hesitated to protect others. Faced with two Carnotaurs, he willingly stood his ground so Aladar's group could escape. This is a resolve, you're capable of as well. Whenever you choose to stand between a threat and those under your protection, you become capable of delaying or holding it back far beyond what should be possible. The greater the danger, the greater the price you'll be asked to pay. Holding off a lone predator might leave you exhausted for a few minutes. Holding back an entire stampede could leave you crippled for weeks. However, doing the same to two Carnotaurs that could each kill you on their own. Well that might require you to sacrifice your life. No matter the cost, you'll possess the strength to buy those behind you the time needed. The only question left is that when it comes down to it, what are you prepared to sacrifice?

Keep Up The Pace - 400 CP

When driving the Herd forward, Kron never allowed them to slow their march. Every delay gave the Carnotaurs another chance to catch up, so he demanded they keep moving no matter how exhausted they became. Those following your lead become remarkably resistant to fatigue, hesitation, and failing morale while working toward a shared destination. Forced marches that would normally bring an expedition to a halt become manageable, long journeys remain organized, and even the slowest members somehow find the strength to keep pace with everyone else. So long as you continue leading from the front, your group will always find the determination to take one more step. The group may not be happy, but they'll be keep up.

Weight of the Herd - 600 CP

Leading others is more than giving orders. Every decision carries consequences, every mistake costs lives, and every success belongs as much to those who followed you as it does to yourself. Few can bear that burden for long. You can. Whenever others genuinely place their trust in you, the weight of that responsibility becomes a source of strength rather than a burden. The more lives that depend upon your decisions, the calmer your mind becomes, the sharper your judgment grows, and the more resilient your body becomes.

Stress shall sharpen your focus instead of clouding it. Seemingly impossible decisions never leave you paralyzed with indecision. The countless demands placed upon a leader become surprisingly manageable. More importantly, you instinctively recognize the choices most likely to ensure the survival and prosperity of those under your care. You won't always like the answer, nor will it necessarily be the easiest path, but you'll rarely find yourself wondering what needs to be done. You will always be able to understand the consequences of the decisions you make, even those far into the future. Being the leader might never stop being difficult, yet it will never break you either.

Hunter

The Thundering Charge - 100 CP

Long before the Carnotaurs came into view, the Herd could already hear them. Every thunderous footstep served as another reminder that the predators were drawing closer. You are a living embodiment of this relentless pursuit. Your charges rapidly build momentum, becoming increasingly difficult to stop once underway. The pounding of your footsteps carries an instinctive sense of danger that unsettles prey long before you arrive. This unsettling presence often causes hesitation, panic, or outright flight amongst your prey. Whether you're hunting down prey or charging into battle, few sights are more intimidating than watching you bear down upon them.

No Trail Left Unseen - 200 CP

The Carnotsaurus are stubborn creatures, who will never give up on a hunt. This is made even more terrifying on account of the fact, they're remarkable trackers. You are capable of hunting down any individual you want to pursue. They might leave behind tracks, markings, or even the bodies of those who couldn't keep up. Even if the trail has gone cold, you'll instinctively recognize the smallest clues others overlook. A broken branch, disturbed earth, lingering scent, or frightened wildlife all become pieces of a much larger picture. More importantly, boredom, frustration, or setbacks will never tempt you to abandon the hunt before it's truly over.



Pick Off the Stragglers - 400 CP

The Carnotaurs are more than mindless beasts. They are intelligent predators who understand that the easiest meal is rarely the one standing in the middle of the Herd. Instead they patiently wait for exhaustion, panic, or carelessness to create an opening before striking. You possess these same predatory instincts. A single glance is enough to identify the weakest point in a group. The exhausted traveler, the isolated guard, the commander who has wandered too far from their soldiers, or the frightened prey barely keeping up with the rest all stand out to you immediately. Better yet, you instinctively understand how to exploit these weaknesses to shatter morale and scatter even disciplined groups. Of course, should subtlety fail, you're no slouch in a direct confrontation either. After all, every predator eventually has to bring down its prey.

The Meat Eating Bull - 600 CP

The Carnotaurs that stalked these lands were unlike anything history remembers. Towering over even the mightiest predators, they were absolute monsters whose sheer presence could send an entire Herd fleeing. Like these titanic hunters, you stand far beyond the peak of your own species. Your size, durability, strength, and overall physical capabilities are increased to more than double what should be the absolute peak for your kind. Basically you're the Florida Man on steroids of dinosaurs. Thick natural armor protects your body, your bite carries crushing force beyond that of nearly any predator, and every movement possesses tremendous power without sacrificing speed or agility. Most would assume you were an entirely different species at first glance. Should your species already possess exceptional traits, they'll likewise develop beyond what should be naturally possible. After all, apex predators don't become legends by settling for ordinary.

Items

Given that most dinosaurs don't really have many belongings there is no Origin Item Tree. Instead you will be given **two floating Discounts for each tier**. These Discounts may be stacked, for instance, you can combine a **100** and **200 CP** discount to make a single **200 CP** item **Free**. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

General Items

Dino Memorabilia - Free

While it wasn't Disney's most successful movie, the film generated quite a bit of memorabilia. This included a video game, some standard T-shirts, cups, and even a theme park ride. Since you came here why don't you take some of this stuff with you. This is a complete collection of all memorabilia and collectibles associated with the movie. Also, yes before you ask, the roller coaster is included. We'll install it in your Warehouse along with enough room to keep it in working order. As a final bonus, we'll throw in a figurine of your dinosaur form and that of any Companions that join you in this Jump.

Disney's Dinosaur - Free/100

This is a copy of the Dinosaur movie. It contains the events that occurred throughout the movie and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional **100 CP** it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

100 CP

Velociraptor Pack

The Velociraptors are some of the more common predators roaming these lands. Though they're small enough that they won't usually attack larger herbivores unless they're isolated or vulnerable, they're still more than capable of overwhelming smaller prey through sheer numbers and coordination. Fortunately, this particular pack has decided you're worth following instead. This is a loyal pack of twelve Velociraptors that have accepted you as one of their own. They're intelligent hunters capable of tracking prey, scouting ahead, guarding camps, and coordinating with one another remarkably well. While they aren't mindless servants, they'll gladly follow your commands and defend you when needed. Best of all, if any of them are killed, they'll be replaced within a day or two.

Traveler's Oasis

Long journeys can wear down even the strongest travelers. Sometimes, all you need is a safe place to stop for the night. This is a small spring surrounded by shade trees, edible vegetation, and enough open space for a sizable traveling group to comfortably rest. While it isn't large enough to support a massive group, it provides more than enough fresh water and food to allow weary travelers to recover before continuing on their journey. Interestingly, regardless of where your travels take you, this oasis always seems to appear somewhere nearby when it's needed most. For instance, if you were starting to settle down for the night while traveling, you could turn a corner to find the oasis tucked away.

Fossil Archive

The past has a habit of disappearing. Thankfully, someone thought to preserve it. This is an ever-expanding collection of perfectly preserved fossils, skeletons, eggs, preserved plants, and other prehistoric remains. Every specimen has been carefully catalogued and is maintained in pristine condition. The various objects are all stored within special containers, though you may remove them if needed. Post-Jump, each new world you visit will add representative specimens of extinct species native to that setting. For instance, traveling to a Godzilla universe would give you a variety of kaiju bones and tissue samples. Scholars, researchers, and museums alike would consider this collection utterly priceless. Lastly, should you use the samples up or somehow destroy them, you'll receive a replacement a week later. Just try not to break anything for the sake of it.

Comfortable Nests

No matter how long the journey, eventually everyone needs a place to rest. This is a collection of surprisingly comfortable nests woven from branches, leaves, grasses, and whatever other materials you happen to have on hand. Despite their humble appearance, they always seem perfectly suited to the size and needs of those using them. They're perfect for providing a warm, dry place to sleep regardless of species or environment. So don't worry about being too big for the nest as it will adjust to fit your body. The other main benefit of these nests is that while resting here, your body's regeneration rate is noticeably boosted. For instance, an injury that would normally take a month to recover from, might be better in only a day. Outside of healing, this also affects you mentally to a degree as well. Anyone who spends the night within these nests enjoys a particularly restful sleep, waking well-rested, refreshed, and free from the aches of the previous day's travels. You might still need some real medical help depending on the situation, but these nests are perfect for recovering from a hard day's work.

200 CP

Healing Salve

Lemur island was home to a number of remarkable plants. The most useful of which could be ground into a thick healing paste. When applied to wounds it dramatically accelerates the body's natural healing process while greatly reducing the risk of infection. Though it won't regrow missing limbs or instantly close mortal wounds, even serious injuries can recover in a fraction of the time they normally would. Additionally, it also numbs the area as shown when Plio applied to Bruton's wounds. Purchasing this grants you a pouch filled with these medicinal plants alongside a supply of seeds capable of cultivating more. If you use them up they'll be replaced within twenty-four hours.

The Tunnels

Scattered beneath the desert lies a vast network of ancient tunnels accessible through hidden cave systems. Though they twist and wind beneath the earth, they somehow provide a much faster route than traveling across the surface. Distances that would normally take weeks to cross can instead be traversed in only a matter of days. These tunnels currently form a connection throughout the world, but you may acquire a version that connects all of your properties allowing you to move your people at will. Moreover, as you explore them you'll find new entrances across the world. Though interestingly, it seems as though only you and those you grant permission may enter the tunnels.



Hidden Spring

At first glance this appears to be nothing more than a dry watering hole. However, beneath the surface lies a vast underground reservoir. Whenever drought, famine, or similar hardships strike one of your lands, you'll always be able to discover some overlooked reserve of vital resources. It may require effort to uncover, but hope is rarely as far away as it first appears. The only rule is that it must be some sort of liquid. Here it might be water, while in another world you might end up with a fuel reservoir. The reserve will generate an effectively unlimited amount of resources. As one final benefit if you happen to have any territories or land you may scatter these deposits throughout the area.

Migration Map

Traveling can be hard sometimes, particularly when the routes change or you have trouble remembering the exact pathway. That however, is exactly what this is for. This is a stone tablet that records every route you have personally traveled or otherwise become familiar with. More importantly, it continually updates itself to reflect the current state of those paths. Landslides, floods, new roads, dangerous territories, or freshly discovered shortcuts are all noted automatically, ensuring the map never becomes outdated. Should you venture into an entirely unfamiliar region, the tablet will begin recording your journey from the moment you arrive, slowly building a complete map as you continue exploring.

400 CP

Ancient Grove

Some forests have stood for centuries. Others seem as though they've stood since the dawn of time. This is one such ancient grove, filled with towering trees and prehistoric plants from throughout Earth's history. Medicinal herbs, edible fruits, useful fibers, and countless other valuable flora flourish here year-round. Whether you're searching for a rare fern from the Carboniferous, a flowering plant from more recent ages, or simply somewhere peaceful to rest, you'll likely find it within these woods. Better yet, the Grove continues to grow alongside you. Whenever you discover a new plant species during your travels, it will appear within the Grove as well. If it requires any special conditions to grow the grove will generate an area capable of caring for it properly. No matter how strange the world, life always finds a place to take root.

The Alphas

When you're alone, leading can be difficult. Thankfully, you aren't. This is a group of twelve exceptional dinosaurs who stand head and shoulders above their peers. They are loyal, experienced, and each possesses their own area of expertise. Some excel as warriors capable of protecting those around them. Others are natural organizers, scouts, healers, or caretakers suited to guiding communities through difficult times.

Together they form the foundation of any successful Herd. You may freely design their appearances, personalities, and histories if you wish. Likewise, each may belong to any species available for **Free** or **100 CP** in the Species section. Should one of them eventually perish, another worthy individual of a similar caliber will gradually rise to take their place. Remember, even the greatest leaders need someone they can rely on.

Living Fossils

Time has claimed countless species throughout history, leaving many to wonder what the world once looked like. Perhaps you'd rather preserve a few of them yourself. This is a hidden valley with more than enough room to support a remarkable collection of wildlife. Its unique property is that it serves as a sanctuary for creatures that would otherwise be extinct. At the beginning of each Jump, you may select up to ten species native to that setting.

They can be extinct, endangered, or simply exceptionally rare species within the setting. A healthy breeding population of each will then establish itself within the valley. Every species is provided with its own suitable habitat, allowing them to thrive without

disrupting the others or exhausting the ecosystem. The valley naturally maintains a healthy ecological balance regardless of how unusual its inhabitants become. After this Jump, the valley becomes a Warehouse attachment, though you may freely attach it to any suitable property you own instead.

Echoes of Life

One of life's greatest lessons is to persevere. We never truly know how things will turn out, so sometimes the best we can do is keep moving forward and strive to leave the world better than we found it. This item embodies that ideal in the form of a single gleaming green seed. By planting it within an area, the seed slowly begins restoring the surrounding land. Barren soil becomes fertile once more, rivers flow once, forests gradually reclaim forgotten ground, and native wildlife will reestablish healthy populations once again. The process takes time, especially when repairing catastrophic damage. However, given time even the bleakest wasteland can eventually be transformed into a thriving paradise. The seed itself may be removed and replanted elsewhere once its work is complete. So once an area is renewed you can bring new life wherever your journey leads.

600 CP

Lemur Island

This is an isolated island just off the coast of the mainland. The island is composed of a lush forest, expansive grasslands, and a small mountain overlooking the sea. Altogether it contains enough space to comfortably support several hundred dinosaurs alongside its native wildlife. Its main inhabitants are several tribes of lemurs and a small population of peaceful dinosaurs who have learned to coexist with them.

The island is naturally abundant with fresh water, fruit, vegetation, and other resources, making it an ideal place to settle down away from the dangers of the mainland. Best of all, the island is seemingly locked away from the rest of the world. There are no predators running about here, it never is affected by disasters, and everything on the island is capable of recovering given time. Lastly, by default this island will become a warehouse attachment, but you may import it into future worlds if you wish.

Nesting Grounds

The Nesting Grounds are a fertile sanctuary where herbivores gather to lay their eggs and raise the next generation. Surrounded by towering cliffs and centered around a massive freshwater lake, the valley remains lush and filled with life throughout the entire year. Food is plentiful, clean water is abundant, and the natural defenses of the valley make it one of the safest places in the world. The greatest blessing of the Nesting Grounds, however, is reserved for children and prospective parents.

Any child conceived, born, or hatched within this sanctuary is guaranteed to be healthy. They'll be born free of congenital illnesses, birth defects, and other complications. Likewise, pregnancies tend to progress safely, births come more easily, and young grow into strong, healthy adults. For countless generations this valley has represented hope for the future. Now, it may do the same for you. This valley will become a Warehouse attachment post-Jump, though you may import it into future settings if desired.

Hunting Reserve

Surviving can be difficult for the largest carnivores considering the amount of meat they require. Normally they must follow the migrating Herds to keep pace with their appetites. Though every so often fortune smiles upon a predator and it discovers a place where prey is never truly scarce. This is one such vast region of untamed wilderness. While the Reserve is your territory, it is made up of a shifting expanse of ecosystems ranging from open plains and dense forests to rocky badlands and winding canyons. Every

environment is carefully balanced, allowing both predator and prey to flourish without exhausting the land.

Perhaps the strangest trait of the Reserve is that it never truly forgets what has been hunted within it. Any species that you personally hunt and consume will eventually establish a healthy wild population somewhere within these lands. For instance, after traveling to Monster Hunter you might end up with some Aptonoths and Rathalos. Regardless of how strange the creatures are, future generations can always be found roaming your territory. The ecosystem naturally balances itself, ensuring no single species grows so numerous that it threatens the others. Every great hunter deserves worthy prey, and this is where you'll find yours.

The Herd

Well, you can't exactly be in charge if you don't have someone to be in charge of. This is a massive migrating herd of various dinosaurs, totaling around one thousand individuals. The majority are common herbivores such as *Iguanodon*, but the group also includes a mix of other compatible species that naturally travel together in the wild. All of them recognize you as the alpha and will follow any orders you give them. Should the Herd suffer losses, it will gradually replenish itself over time, restoring its numbers so long as there remains suitable habitat for them to migrate through. After the Jump, the Herd may expand further, gaining members of new appropriate species encountered across other worlds. The Herd moves as one, but survives as many.

Companions

If it is not otherwise specified then each Companion receives 600 CP to customize themselves, and may choose one Origin. All Companions are allowed to take Drawbacks as well. Companions may also purchase other Companions. Lastly, unless explicitly stated otherwise, all Companions are fully loyal to you and can be trusted.

Import/Create companion 50-400 CP

Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

Canon Companion - 0/100 CP

If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Your New Family - 100 CP (Free Orphan)

Ok, hey you lost your family, but it's not the end of the world. Cause guess what, we got you a new family, so stop crying. We got you the full bundle: two loving parents, a gaggle of siblings, a charismatic yet cranky grandparent, and an open spot just for you. They will love and care for you as a member of their family regardless of what you are. They may either be members of the same species as you or any of the Free Species options. You however, may design their personality, appearances, and the exact relationship you have with each of them if you wish. By default, we'll pick something you'd enjoy subconsciously.

Scaly Youngster - 100 CP (Free Family)

Oh, wonderful another mouth to feed, albeit this one's a bit more scaly than most. Granted, that's the norm rather than the exception here. Regardless, this little youngster is a young dinosaur who only just popped out of their egg relatively recently. Now guess who the first individual they laid eyes on was. If you guessed yourself then you're correct. If not then you're already failing as an adoptive parent and or sibling. Now they may be a member of any dinosaur species you can think of, regardless of species price. The only requirement is that they must be a real dinosaur, though they may be a super version of a normal Dino like the Carnotaurs here. Aside from that you should know

they'll probably grow up to be fairly badass regardless of what you do, though you can always help them reach greater heights. Lastly, you are free to customize their exact appearance and personality as well.

Wise Leader - 100 CP (Free Part of the Herd)

Ok, good you're not the one in charge. I mean, behold a veteran dino that actually knows what they're doing. This individual is starting to get up there in years, but they're still in the prime of their life. Most important, however, is that they're quite knowledgeable and know how to put those thoughts to work properly. They happen to have a soft spot for you and will do everything they can to assist you. Though most of this help is going to be making sure you avoid doing anything stupid. By default, they'll be an Iguanodon, but you may select another of the Free Species options if you wish. As with the others you may design their personality and appearance if you wish.

Bulk for Brains - 100 CP (Free Boss)

Sometimes, you don't need a partner to plan things out. Sometimes, you just need some dumb muscles to smack someone for you. After all, you don't get mad, you have people who do that for you. This is an individual slightly lacking in intellect yet making up for it in muscle. They are an absolute unit of a dinosaur possessing both size and muscle that puts them well beyond other members of their species. For instance, if they were an Iguanodon they'd be comparable to Bruton. In this case, combat wise they wouldn't quite be capable of beating a Carnotaur, but they'd be able to hurt it quite a bit before going down. You may freely customize the appearance, personality, and species of your new muscle if desired. They may be a member of any dinosaur species you want.

Packmate - 100 CP (Free Hunter)

More often than not, predators live lonely lives. This is admittedly, due to their aggressive nature and need to consider other creatures generally. Regardless, that doesn't make up for the loneliness. You however, aren't alone, somehow you've ended up befriendng a large predator. By default this is a Carnotaur, but you may choose another species if preferred. You may freely customize their exact appearance and personality if you wish. The only main factor is that they will be protective of you. This however, will decrease a bit if you're stronger than they are. Though, it will never fully disappear.

The Old Queen - 100 CP

Somewhere far across the ocean there was a strange island said to be ruled by creatures that should not have been able to survive so long. A land of roaring beasts, broken fences, and repeated "accidents" that somehow always benefited the largest

predator on the island. That reign eventually ended... not because she lost, but because she got bored. This massive female Tyrannosaurus has since wandered beyond her home territory in search of something more interesting. Fortunately for you, she's taken an unusual interest in your group instead of treating it as a meal. While she is still every bit the apex predator she was born to be, she has decided, for now, that following you is more entertaining than hunting you. Do try not to disappoint her.

The Lost King - 100 CP

Deep within a forgotten valley beyond the migratory routes lies a creature that should not exist at this scale. This towering ape-like titan is the last of his kind, a relic of a wilder age when strength alone decided the shape of the world. Once worshipped as a god by lesser creatures, he now wanders alone after the collapse of its territory and the extinction of his kin. Despite his overwhelming strength, he is not mindless. The king is observant, cautious, and deeply territorial. However, upon encountering you, he oddly chose restraint rather than violence. So congrats, you are now part of his "domain," whether you intended to be or not.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP

So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

On With The Story - 0 CP

The exact amount of time this story takes place over. It is simultaneously very long and very short. Long since the story starts out with Aladar's birth, but short since the full migration is only a few days. Given this bizarre range in time, you may use this toggle to alter the duration of your stay. If you don't want to wait for Aladar to grow up, you can instead start shortly before the Lemurs are forced to evacuate the island. Choosing this will instead limit your stay to a few days, finishing up once the migration herd reaches the Nesting Grounds.

Extended Stay +100 CP

For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

I Hit My Head +100 CP

Something appears to have gone wrong upon entering the jump. As a result you have forgotten all information related to the future of this setting beyond what your origin provides. You will have no knowledge of events or people that have not yet occurred. As far as you are aware this world is a brand new setting waiting for you to discover its secrets.

The cause of this memory erasure is unknown and cannot be reversed by any means available to you. You will have to rely on your instincts and natural abilities to survive and thrive in this new world. While this may give you a sense of freedom and the chance to start anew, it also means that you are vulnerable to being caught off guard by unexpected events and enemies.

It Can't See Us +100 CP

While the Carnotaurus is an incredibly dangerous predator, it isn't without its weaknesses. In the darkness, its vision becomes unreliable, allowing motionless prey to slip past unnoticed. Unfortunately, you've inherited a similar flaw. Your vision deteriorates significantly in dimly lit environments, making it difficult to distinguish movement or recognize details beyond a short distance. Remaining still allows others to disappear from your sight surprisingly easily, often forcing you to rely on your other senses instead. Perhaps it isn't so bad though, after all, what can't move can't run.

It's a Flesh Eating Monster +100 CP

When the lemurs first found Aladar's egg, Yar wanted to get rid of him out of fear. To them, he was the child of a terrifying predator that would one day grow up and eat them. However, he couldn't bring himself to kill the baby dinosaur. You however, might have been willing to do so. Whenever you encounter a member of another intelligent species for the first time, your instincts immediately assume the worst. You'll naturally view them with suspicion, question their motives, and find it difficult to trust them until they've proven themselves. That's not to say you can't get over this, but your first thought anytime you encounter a being from another species will be a bit negative. Thankfully, first impressions aren't everything. Given enough time and genuine effort, these feelings can still be overcome.

The Weak Will Perish +200 CP

The migration is long, resources are scarce, and not everyone can keep up. At least, that's what Kron believed. You have an unfortunate habit of viewing anyone who slows the group down as a liability. While you don't necessarily want to abandon them outright, convincing yourself to take risks for weaker companions becomes significantly more difficult. You'll naturally find yourself prioritizing efficiency over compassion, practicality over kindness, and the needs of the many over the needs of the few. Thankfully, these thoughts don't control your actions. They simply make it much harder to ignore the uncomfortable question. What if they really are slowing everyone else down? Can you afford the slow pace with the predators nipping at your heels, ready to pick you off.

The Long Dry Season +200 CP

The desert wasn't always this barren. For one reason or another, rain has become a distant memory wherever you travel. Droughts are beginning to occur with alarming frequency, rivers are shrinking into muddy streams, and what little vegetation you can find is always at risk of withering. Finding sources of food or water is going to be a constant concern going forward. Even regions that should be lush and fertile seem to be suffering from unusually harsh dry spells while you're nearby. The world won't become completely uninhabitable, but surviving in it will require considerably more effort than usual. After all, water doesn't do much good if you can't find it.

Stand Aside +200 CP

Someone always thinks they know better. Whenever you're part of a group, another capable leader will inevitably emerge with goals that conflict with your own. They may not actually be evil, irrational, or even necessarily wrong. They simply believe their plan is the correct one, just as strongly as you believe in yours. Their disagreement might concern where to travel, how to survive, or who should be protected. Regardless, they don't want to compromise with you. Essentially... you've got another Kron. Though this one might not necessarily be as competent as the original. Hopefully everyone realizes that before it's too late.

Stampede! +200 CP

Fear is a funny thing. Sometimes it only takes one frightened individual to send an entire Herd running. Unfortunately, these moments seem to be far more common around you. Whenever danger appears, groups around you are far more likely to panic, overreact, and descend into chaos. Organized retreats become desperate flights and previously ordered crowds will turn into rampaging stampedes. Even experienced individuals may struggle to remain calm in emergencies. While this won't force people to abandon all reason, it does mean that keeping a group organized during a crisis becomes significantly more difficult. Hopefully nobody gets trampled.

No One Left Behind +400 CP

It's natural for members of the Herd to want to stick together, but sometimes you can't afford to protect everyone. Despite this, you simply can't bring yourself to leave others behind. Whenever someone nearby genuinely needs help, walking away becomes almost impossible for you. You'll always feel compelled to stop and offer assistance, even when doing so places yourself in considerable danger. While you aren't forced to succeed, ignoring someone in need requires tremendous willpower and will likely weigh heavily on your conscience for a long time afterward. Unfortunately, not everyone wants to be saved. Some will refuse your help outright, while others may simply be beyond

your ability to rescue. Whether they accept your hand or not, you'll always feel compelled to offer it.

Forgotten Payments +400 CP

It seems your benefactor forgot to renew their subscription. Either that or they decided saving money was more important than your comfort. As a result, access to your premium features has been temporarily revoked. You may not use items that did not originate from this Jump and your Warehouse remains completely inaccessible for the duration of your stay. Anything currently stored within it will have to wait until the Jump concludes. Fortunately, your powers remain unaffected. Unfortunately, all those useful supplies you were planning to bring along are currently locked behind a paywall. Perhaps next time they'll remember to read the fine print.

Powers Begone +400 CP

So, you thought you could simply overpower the setting with abilities acquired elsewhere? Unfortunately, someone has decided that wouldn't make for a very interesting story. All powers, abilities, and supernatural advantages originating from previous Jumps are sealed away for the duration of this Jump. If you're going to survive, you'll need to do it using the abilities available within this setting instead of relying on powers accumulated over countless adventures. As a small mercy, abilities that reasonably fit the setting remain available. Dinosaur-related powers, prehistoric adaptations, and abilities originating from similarly themed Jumps will still work. Some examples include Generic Dinosaur Gauntlet, Jurassic Park, Dinotopia, and other dinosaur based settings. Looks like you're going to have to do this the old-fashioned way.

Another Carnotaur? +600 CP

There were only supposed to be two Carnotaurs. Unfortunately, fate seems to have misplaced another one. Somewhere in this world lurks an apex predator every bit as monstrous as the pair that hunted the Herd. For reasons known only to itself, it has decided that you are the greatest prey it could ever pursue. It always seems to know roughly where you are, never truly abandons the hunt for long, and possesses enough patience to wait for the perfect opportunity to strike. It doesn't care about wealth, territory, or anyone else around you. It wants you. Even if you happen to be a Carnotaur yourself, it simply considers you competition.

The Exodus +600 CP

During the Lemur's yearly mating rituals a massive meteor shower occurred. However, despite its beauty the lemurs were forced to evacuate from their home. At some point during this Jump, disaster will strike the place you call home. This might come in the

form of a meteor shower, volcanic eruption, or some equally devastating catastrophe. Regardless, the result remains the same. Staying behind is no longer an option. With little time to prepare, you'll be forced to abandon your home and undertake a long perilous journey in search of somewhere new to settle. The road will be harsh, resources will be scarce, and danger will never be far behind. Reaching your destination is by no means guaranteed. Oh, and you'll forget that you took this drawback until said disaster occurs in the Jump.

A Disney Classic +600 CP

People often forget that the original fairy tales were far darker than the stories Disney eventually told. This world has decided to remember. By taking this drawback, the setting undergoes a dramatic shift in tone. Happy endings become far less certain, tragedies become commonplace, and the consequences of failure grow much harsher. Characters who originally survived may now perish, disasters become more devastating, and acts of cruelty are met with few miraculous rescues. The story itself won't change beyond recognition, but it will no longer pull its punches. If something can reasonably go wrong, there's a good chance that it will. Welcome to the original version of the tale.

More Predators +600 CP

For a world filled with dinosaurs, there really aren't all that many predators running around. That has recently changed. A massive influx of carnivores has begun pouring into the region. Packs of Velociraptors become commonplace, additional Carnotaurs roam the wilderness, and entirely new apex predators such as Tyrannosaurs now compete for territory. Naturally, every one of them has received the same "glow-up" the Carnotaurs enjoyed in this setting. So, basically every carnivore is significantly larger, tougher, and more dangerous than their real-world counterparts. Needless to say, this makes surviving the migration considerably more difficult. I'd recommend running away from the Tyrannosaur... even if you happen to be a Carnotaur yourself.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. **You will not chain-fail** if you give up unless explicitly stated otherwise.*
- Alternatively, you may take multiple compatible scenarios concurrently with your main jump. **You will not chain-fail** if you fail or give up on any scenarios, unless explicitly stated otherwise. You do still chain-fail if you die though, so maybe think twice before you take all of them at once.
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

The Great Migration

Congratulations. It seems the story has found its new center. In this scenario, you will take the place of Aladar and become the driving force behind the Great Migration. From the moment you hatch, your journey will begin among the Lemurs. Every trial, hardship, and loss that followed in the original story will now become your own. You will experience the full path of the migration: the harsh desert, the struggle for water, the fractured Herd, the rise of Carnotaur threats, and the final push toward the Nesting Grounds. All events of the original narrative will still occur in some form, though your actions may change how they unfold. As a mercy you'll begin with all of Aladar's baseline abilities, instincts, and the knowledge he accrued throughout his life. Additionally, you possess his memories, giving you an understanding of what's going on in your new life. However, you only get to keep these boons if you make it to the end of his journey. There is a full list in the Notes section showing what you start and end with.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, you get to keep everything listed in the Scenario Notes section.
- Second, you will get to take ALL of your friends, family, and forces with you. This will include the Lemurs, all of the named dinosaurs who've survived, and the Herd given that you're now its leader. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

The Noah Draft

Before the story you know was ever written, there was another version. In that version, the protagonist was not a survivor, but a visionary. You will take the role of Noah, an Iguanodon born with a rare and terrible gift: the ability to see fragments of the future. These visions are not always clear, but they are always true in some form. Through them, you have foreseen the coming meteor, the collapse of the world, and the

disasters that will follow in its wake. Armed with this knowledge, you must attempt to guide others toward survival long before the catastrophe fully unfolds. Among those you encounter is a tyrannical herd leader named Cain, a figure who would later become known as Kron in another life. Whether you unite with him, oppose him, or replace him as leader will shape the fate of the Herd. The scenario will be complete once you reach the hidden valley. Along the way you shall be pursued by a number of predators, face food shortages, and other various obstacles. Hopefully, your story ends just as happily as the revamped version did.

Rewards:

- First, you get to keep Noah's prophetic abilities. As a bonus they will be refined granting you clearer visions, though it may still take some effort to properly interpret what you're seeing.
- Second, you get to take any surviving members of the altered cast with you as Companions for Free. They may share a single Companion slot or be split up as you desire.

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

Image Links

- Title - [Disney's Dinosaur: Movie Poster](#)
- Lemur/Family - [Disney's Dinosaur: Lemurs & Family](#)
- Hunter/Carno - [Disney's Dinosaur: Carnotaurus](#)
- We Need Water - Screenshot
- Built for the Trek - [Dinosaur's Migrating](#)
- Hunter - Screenshot

Expy Companions

- The Old Queen - REXY, Jurassic Park
- The Lost King - King Kong (Peter Jackson version)
- The Indomitable - Indominus Rex, Jurassic World

Scenario Boons

The initial rewards will be given to you at the start of the Scenario while the Scenario End Boons will be given to you over the course of the scenario if you complete it.

- **Initial Boons**
 - **Species**
 - Iguanodon
 - **Perks**
 - **General Perks**
 - Dino Instincts
 - The Journey Begins
 - Everyone Get Back
 - Found Family
 - **Orphan Perks**
 - ALL Orphan Perks
 - **Family Perks**
 - ALL Family Perks
 - **Herd Perks**
 - You Gave Us Hope
 - **Companions**
 - Canon Companions
 - Lemurs
- **Scenario End Boons**

- **Items**
 - Healing Salve
 - The Nesting Grounds
 - The Herd
- **Companions**
 - Canon Companions
 - Neera, couple kids, Eema, Earl, Baylene

Changelog

- Jump in Progress
- Jump V1 is complete