



*In another moment
down went
Alice after it,
never once considering
how in the world
she was to
get out again.*

Welcome to the Rook Islands.

This archipelago nestled somewhere in the general vicinity of Indonesia, south of Thailand, appears to casual observation to be an untouched paradise. Roaring waterfalls, crystal clear waters, lush jungles, glistening beaches. But appearances can be deceiving; the Rook Islands has had a blood-soaked history of outsiders coming in, taking over, and then losing themselves to madness, betrayal, and death. And even in ancient times, local legends speak of monsters and warriors, a culture with whispers and hints still hidden across and deep within the Islands.

These days, however, may be the darkest it has ever been. Hoyt Volker, one of the world's most powerful traffickers in slaves, drugs, and arms, has settled on the Rook Islands as his base of operations. By utilizing his private army of mercenaries and teaming up with local pirates commanded by Vaas Montenegro, he's made the archipelago into a dark haven. A trap. A sin-soaked sunny paradise.

Some stand against them; the Rakyat, a group descended from the ancient warriors and rebels of old and commanded by the fierce Citra Talugmai, are waging a shadow war against Hoyt and Vaas. For

Citra, worshiped like a goddess of war by her faithful Rakyat, the conflict is especially personal; Vaas is her brother, after all, but more critically she sees the destiny of her and her Rakyat being to rule the Rook Islands unopposed. More than a shred of shadows fills her heart, but in a place this dire, she's the only hope the natives have of anything other than subjugation, enslavement, or death.

This is the scene into which you enter, Jumper. A twisted tropical paradise, where threats lurk around every corner, betrayal and madness dog your steps, and even the best of intentions could cost more than you can imagine. And you've got ten years to enjoy it all. Will you join the madness, lose yourself to base instincts? Will you play the hero, be the villain? Or have you come as yet another conqueror, here to plant your flag atop the highest peak and declare the Rook Islands as your own?

Whatever your destiny here, you'll need something to start your path. Take **+1000 CP**, and prepare yourself. The Rook Islands are eager to claim the unwary.



Age & Gender:

The Rook Islands don't care who you are so much as what you do, or can endure. Keep your gender and age from your last Jump, or change it to whatever you like. Just bear in mind, if folks see you as too young or too old, they may judge you accordingly.

Origins:

Who are you in this world? An innocent? A killer? A madman? The Rook Islands welcomes all, and has a history of calling to people of unique strength or destiny. Take your pick, and let's find out what destiny you seek.

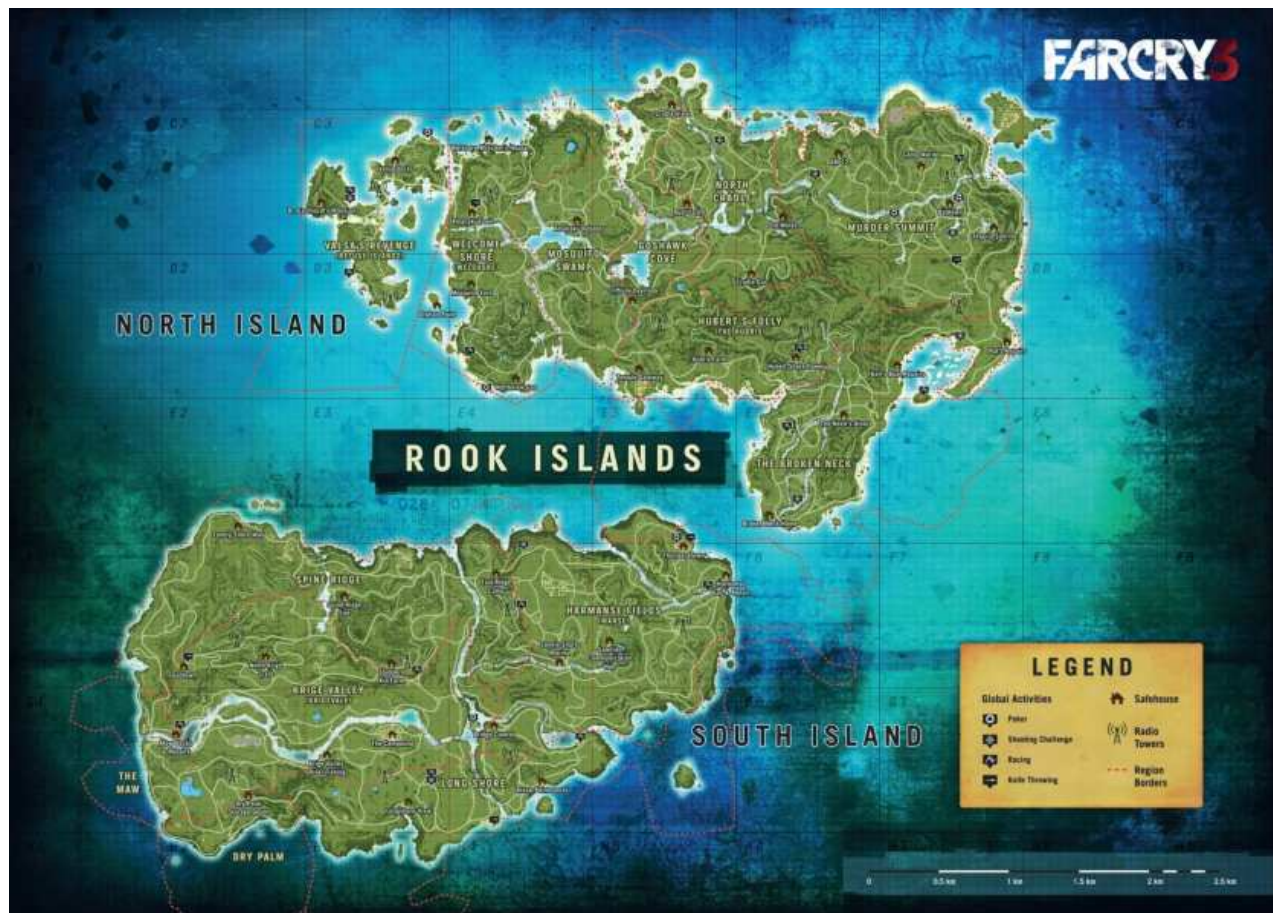
Outsider: You're not from around here, and not (initially) tied up in the local affairs. How did you come to the Rook Islands? Were you lured here as part of Vaas/Hoyt's ongoing ransom-and-slavery operations? Are you here hunting for the lost treasures this island hides? Trying to escape your past? Did you just happen to wash ashore, alone and afraid? An outside perspective might help you survive here, maybe even make a difference, but be careful... this place has a way of changing people.

Rakyat: The Rook Islands are not for outsiders, for interlopers and abusers. Vaas, Hoyt, and all those like them use these islands for their own purposes, but they don't deserve them. Only you do, you and yours, the true inheritors of the Rook Islands. The power of this place, of the old ways, frees a man in ways no one outside can comprehend. Surrender yourself to it, take up arms, and follow Citra to a new glorious era.

Pirate: Like your leader Vaas, you are wild, untamed, pure in your wanton nature as a ravager and reaver. While technically working under the larger umbrella of Hoyt's organization, it's to chaos and all the pleasures it brings you that you've tied your flag. Other men around here try to dress what they do up in fancy talk, high-minded ideals, and endless waffling to excuse doing the same thing over and over again. Maybe you should explain the definition of insanity to them...

Privateer: You're no mere savage. You're a professional, a cut above. Yes, you kill, you deal in drugs and slaves, and you work for a man who happily exports all of that and more around the globe. But that's the important thing; you work. You do the job, get paid obscenely well, and reap the benefits. So long as you can keep the locals subdued, the pirates in their place, and eliminate threats from the outside, you'll be rolling in cash and high-end equipment. Hell, maybe Hoyt will even invite you to his exclusive poker nights...

Location:



Welcome to the Rook Islands. Did we say that already?

Outsiders & Rakyat can start on either the North or South Rook Islands, the two largest in the archipelago, but should be aware the South is- thanks to being Hoyt's center of power -even more inhospitable to both than the North. Pirates start on the North Rook Island. Privateers start on the South Rook Island. Though, depending on your Drawbacks and/or Scenarios taken, this may change somewhat...

Perks:

The untrained and powerless can count the length of their survival on the Rook Islands in breaths taken. Let's fix that for you, eh? Perks are at a 50% discount for their respective Origins, with the **100 CP** Perk available for free.

General:

Free/100: Local Tongue. The Rook Islands have played host to an absurd number of outside influences over the years, and it has left its mark. An array of languages are going to be bandied about here, and it would be rather rude of us to assume your prior knowledge. Just to cover the nut, we'll grant you full mastery (verbal & written) of English, Malay, Indonesian, Spanish, Chinese, Japanese, and Thai. There; now at least if someone calls you something nasty and tells you to go die in a hole, you'll know it. If you'd like to keep this language pack for future use, pay **100 CP**; we'll even throw in French and German as a gift with the purchase. Your choice of accent is entirely optional.

Free/100: Beach Body Ready. The Rook Islands are a cruel and harsh place. If the pirates don't get you, the wildlife will, and if neither get you, good luck traversing the island avoiding both safely without injury on and around the many hazardous climbs. If nothing else, this will grant you the basics you need to handle the latter. You've got the natural reflexes and climbing skills of an experienced parkour enthusiast, and the toned healthy body to match. You look good, you feel good... good luck making that last. This is free while you're here, and **100 CP** to keep it after this Jump.

Free/200: Anti-Malaria. Wouldn't it suck to be traveling around these islands and be felled by something nasty you couldn't stab, shoot, or explode? Like, say, a nasty disease? There isn't exactly robust health care infrastructure out here, and most groups would just as soon kill you rather than waste time and resources helping you. If you want to dodge illness, from STDs to malaria to anything you might get from the local wildlife (what's worse than being bit by a bear? Being bit by a rabid bear), this is the Perk for you. It will give you full immunity to all mundane diseases, and a heightened immune system to fend off anything else. Lucky for you, it won't kick in when you want to effected, so you can still get drunk or high if you'd like. This is free while you're here, and **200 CP** to keep it after this Jump.

Outsider:

100: Outside Experience. Who were you, out there in the real world? A pilot? A student? Ex-military? Just some thrill-seeker sense freak, out for a good time? Take ten years, and break them down into proper real-world experience. A few years in this profession and a few in that, or a full decade's worth in a single line of work, whatever you pick. You've got the experience, the practical skills, and the physical advantages those cumulative ten years would provide. Try to throw some wilderness survival classes in there if you get the chance.

200: A Natural With A Gun. You learn quickly. Which is good around here and considering the circumstances. As long as you are getting practical experience with them, you'll improve your skills five times faster than normal.

400: This Knife Will Save Us. Being stuck far from home and from all the comforts and security it brings can make a man feel almost naked. Fortunately, the world seems to agree. Circumstances keep putting items you need to have a chance of survival and progress in your path. Not instantly, not easily,

and not without challenge... but they'll always be there, somewhere.

600: Synapses Go Dark. Little by little, one by one. You've been touched by the madness of the Rook Islands, and it has left a mark. A mark you can call upon. An inner strength in times of need. When you've been hurt bad, when you're up against someone bigger, better, more experienced, in their wheelhouse... the world seems to shift. Change. Focus in. It becomes just you and them, no matter how much muscle they brought to the fight. You gain a burst of adrenaline and stamina, enough to overcome even considerable recent injuries and push past them to fight at your best. This won't last past your true focus, but you might be amazed when you come out of this to find a good few of the lesser threats they brought with them were slain while you were 'honed in', as if you killed them out of instinct rather than rational action.

Rakyat:

100: The Old Ways. People of note tend to die by the blade rather frequently around here. Perhaps there's something about the Rook Islands that makes that more natural. Whatever the case, you're now a natural with blades and bows, and gain considerable skill in moving with silence and grace. Hunt your prey properly, be they of four legs or two.

200: You Are A Warrior. The modern world is banal, dull, tame. But that is only a skin; underneath, the dark and powerful of the ancient world awaits you. And the world recognizes that; the more you fit the mold of legendary tales and heroes, the more you seem to be subtly empowered. Paying lip service to the ways of your ancestors may see you gain a small boost to morale and skill, but fully replicating a folk hero's story could see you tapping into their abilities and pushing yourself to fill their role even if you normally couldn't. Lose yourself, and you will be glorious.

400: Check The Bulletin Board. Adventure leads to adventure. Kill leads to kill. It's the nature of the Rakyat lifestyle that to stand still is to stagnate and die, but luckily for you that never seems to be the case. So long as you desire it, accomplishing one goal or task will always lead to new ones you can explore. Frequently, but not always, this will come with clearly defined goals and rewards for accomplishing them.

600: Kill For Me! You have a natural charisma that is hard to deny, be it for your friends or your foes. People naturally trust you with minimal effort (though you can always prove them wrong), and the powerful will find themselves as drawn to your orbit as they are to the Rook Islands as a whole. Casually, this could give you the chance to make folks open up and talk to you. Concentrated and in the right hands, well... blood cults have been built off of less than this.

Pirate:

100: A Pirate's Life. You've got the skills needed for bare-minimum in Vaas's merry band. A smattering of skills, from blades to assault rifles, basic small boat usage and maintenance, and methods for subduing and binding threats without killing them. Can't take hostages or sell slaves if you're always killing folks, after all.

200: Gets You Every Fucking Time. Pirates are wild, rude, crass, and enjoying fucking with each other just as much as they enjoy fucking up targets. However, oddly, they're one of the healthier sides on the Islands; Vaas seems to legitimately care about and joke with his men, and if he died they'd still be prepared to go down swinging together. You now carry an enhanced version of this; so long as

you're not outright betraying your fellows, they'll never take your jests too seriously, and never escalate their own to anything that would really harm or upset you. And those around you- even drugged up madmen -will more fully embrace you as a comrade and be prepared to fight like hell beside you so long as you're still going.

400: Did I Ever Tell You... Patrolling the Rook Islands almost makes you wish for a violent attack by the Rakyat; at least that would break the monotony. For you, though, this won't really be a concern. You've got incredible stamina and mental fortitude, allowing you to follow the same patrols day on day without issue and still fully able to pick up on clues something is off even after a three-day bender. In short, so long as you can follow up by shooting threats or calling for help, you're the kind of patrolling guard everyone wants on their side and dreads bumping into where they shouldn't be.

600: Killed You Once Already. It's not like I'm crazy, right? Didn't you die? I was sure you died. I saw you get stabbed in the chest... or was it blown up? Did you get shot, maybe you got shot... or was it just someone who looked like you? This Perk will let you, once a Jump (or every ten years, whichever comes first) survive what by all appearances was a clear-cut unsurvivable death. What's more, it'll seem to those who did it like it has to have done the deed, and you coming back is going to unsettle all but the most unsettled already. Boy, it'd be really funny if you got into a blood feud with someone else who also had this Perk...

Privateer:

100: Professional Training. You're the closest thing the Rook Islands has to a standing army. Lucky them. You've got the equivalent of full modern infantry training- how to dress, move, fight, reload, take cover, kill, and live. In addition, you've got one specialty; might be the use of heavy armor and weaponry, might be piloting helicopters, might be full sniper training, but it is something. Hoyt hired you for a reason. Don't disappoint him.

200: Promoted Because Of An Accent. There's something about you that just screams 'bad guy worthy of trust', as odd as that may sound. Maybe it's your physical appearance, or your steely demeanor. Or maybe you just sound German. Whatever the case, villains and rogues think higher of you and your capabilities instinctively, and you'll find yourself with a greater degree of trust and ease of moving up in the world than others of similar skill level and tenure. Handy if you're looking to infiltrate and move up the ranks quickly. And even if/when you get back to the rest of the world, well, you'll find everyone from paramilitary groups to cutthroat wall street shark tanks will equally see you as worthy of chances and advancements ahead of others.

400: The Three Rules. Protect Hoyt's product, Kill any native on sight, All profits go to Hoyt. Simple rules to live by, easy rules to die by, especially if you break them. Unless you use this Perk. With it, not only for this organization, but for any you're a part of, you can ignore a single rule without issue. Just the one. In this example, you could either dip into Hoyt's product for your own use, spark up friends among the natives that you let come and go, or skim some profits off the top. If you're only ever breaking one rule, the fates will align such that you'll never be called out or punished for it. The moment you break a second, however, all bets are off for your infractions, so don't get too lax.

600: The Secret To Keeping Employees Happy. According to Hoyt, that's fear. Fear keeps people in line, or so he says. How well that has worked for him is debatable, but for you, it's shockingly effective. When you brutalize someone, it doesn't invoke anger from their friends and family, just terror, desperation, and submission. When you suppress people, their ability to rise up and revolt is

disproportionately inverse to how strong you appear and how much horror you inflict. In the hand of a good man, this could be Batman's dream come true; a handful of thugs beaten down could see a city's crime rate start to visibly decline. In the hands of a monster, it could keep a place like the Rook Islands enslaved and compliant for generations. Now, it's in your hands. Let's see what you do with it.

Items:

All the training in the world won't help you if the other guy has a gun and you've got nothing. Let's give you some options there too. Items are at a 50% discount for their respective Origins, with the **100 CP** Item available for free.

General:

Free/50: Repair Tool. This isn't exactly a finely-honed knife or a pitch-perfect toolbox, but in a pinch it's not nothing. This ubiquitous Oxyacetylene torch can be seen in the hands of everyone from the locals to the warring factions. Using it on any broken-down vehicle that isn't completely wrecked will gradually repair it. You could also use it as an improvised weapon, but fair warning, it's got little more reach than your fist; this is one case where rock might actually beat fire. Due to the sheer number of them around the archipelago (and the need for them to get the many hand-me-down vehicles operational), this is free for your use here, and **50 CP** to take it with you on your Chain.

50: Insane Edition. Well, this might break some brains around here. This crate comes with the Insane Editions of the Far Cry 3 game for PS3, Xbox 360, and PC, which means a trio of Vaas bobbleheads, plus the respective consoles/laptop with controllers/inputs. Of special note is the Essential Island Survival Guide... if this is your first exposure to the Rook Islands, while this is stemming from an external fictional perspective, it might be helpful. It's far from comprehensive, though, so consider it more of an introduction with hints than anything deeper. But hey, if nothing else, a fully functional modern laptop could come in handy around here...

Outsider:

100: Your Backpack. Well, this is handy. Whether this is what you have left of your luggage from a vacation gone wrong, or just your own personal kit, it's not just a waterproof airtight tear-resistant container, but it also comes with a handful of useful items. A full water thermos with built-in purifier, a half-dozen protein bars, and about a hundred dollars in local currency. Not a lot, but enough to buy some supplies... or a cheap gun and some ammo, if that's what you need most. At the start of every Jump, you'll get a new set of bars, cash, and a thermos in Your Backpack, so you can begin every adventure somewhat fresh.

200: Wingsuit. Travel through the jungle can be harsh. Travel up the mountains, more-so. Wouldn't it be nice to be able to sometimes dodge as much of the former and improve your odds of survival on the latter? Thankfully, we just so happen to have this CIA surplus Item on hand. With the Wingsuit, you only need extend your arms mid-air and you'll begin to glide. It may take some time to practice and get good at maneuvering, but you'll soon find yourself zooming around from place to place with ease. Best of all, it meshes with any outfit you happen to wear, so not only will no one know you have it until you use it, but it won't clash with any other outfit you decide to wear.

400: Survival Guide. A handy tablet computer that always seems to carry a charge, this not only will provide a map of regions you pass through- and note any places of interest you might uncover along the way -but also has an expandable section devoted to discussing whatever flora, fauna, arms, armor, and persons/groups of interest you should encounter. Rarely ever in-depth and with a strangely jingoistic flare, as if you were being fed information by a slightly twisted CIA operative, but handy for learning more about the world around you. No matter what world that happens to be...

600: Celestial Compass. This three-part golden compass thrums with a strange otherworldly power, though whether that is real or just a trick of your senses is rarely clear. What matters is that the Celestial Compass 'knows where you're headed'; it can guide you, if you follow it, to where you're meant to go. Bear in mind, where you're meant to go may not be the same thing as where you *think* you have to go. The Celestial Compass will work in this fashion three times per Jump or ten years, whichever comes first.

Rakyat:

100: Traditional Arms. You'll need the bare minimum to accomplish what the Rakyat ask of you. This grants you some local clothes (with a subtle blue flare), a well-honed machete, a professional Recurve Bow, and a quiver with a dozen normal arrows, three Fire Arrows, and one Explosive Arrow. You'll receive a fresh quiver's worth every morning at dawn, so you need spend as little time as possible away from your hunts.

200: Plants, Syringes, & Recipes. The Path that the Rakyat walk upon requires being able to make the most of your surroundings, which includes the many strange plants native to the Rook Islands. Now, you have this kit, which comes with two dozen reusable unbreakable syringes, samples of the many useful plants on this island, and the recipes needed to properly convert the former elements into useful injections. Everything from rapid small-scale healing to animal repellents, enhancing senses to spot animals and other threats almost supernaturally, and even abnormally impossible things like resisting fire or removing the need to breathe for a period of time. Other than the one intended to instantly heal you, each Syringe will last roughly 30 seconds before its effects wear off. Plant samples will be refilled top of every month, and will be enough to just barely fill the Syringes provided with whatever combination of the above you desire. If you need more sooner, I suggest a walk in the jungle to go harvesting.

400: Vision Quest Flask. This long-necked golden flask with a round body smells faintly of lilac and herbs, and contains a portion of strange liquid. If you drink from the Flask, you'll fall into a deep hallucinatory slumber where the past, present, and future meld. You'll see people, persons, places, and things relevant to the path you are on and what you need to achieve success on it. And if you're listening and watching carefully- and can keep your wits during such an experience -you may even be able to discern who/what will be an ally and who will be revealed as a threat by journey's end. The Vision Quest Flask refills automatically once each year, but certain special locations and methods may allow you to refill it early if you can find them and earn the opportunity.

600: Silver Dragon Knife. Chinese in origin, entombed with Lin Cong, but long said to be associated not just with the ancient peoples of the Rook Islands but also with strange impossible phenomena. This is not merely an excellent weapon- in spite of its age, it is nearly indestructible and has never lost its potency as a slashing or stabbing implement -but it is always there. Always. When you need it. When it needs you. It compels the world to usher opportunities to its master... opportunities that will frequently require the Silver Dragon Knife to spill more blood, but said bloodshed will always result in profit for its master.

Pirate:

100: Pirate Loadout. You'd be a pretty useless member of Vaas's team without some fitting gear. So let's fix that. This is a full outfit with red shirt and bandanna, some scrounged-up body armor, a couple field knives, and an AK-47 with three spare 30-round magazines in a holding belt. You'll also get two

unlit Molotov cocktails, a satchel to carry them in, and a nice sturdy lighter to light them. Every dawn, the holding belt and satchel will refill with a fresh set of their respective munitions. So, go wild.

200: Memory Cards. You know what sells? Drugs. You know what sucks? Drugs take effort. Not just to sell them, but to manufacture them and to figure out the best markets for them. So why not take advantage of other people's hard work? This set of twenty memory cards covers a wide array of drugs, from the classic and popular like ecstasy and heroin, to the obscure like spice, to a whole slew of 'failed' patent drugs. There's even a rundown of drug concept based on the Rook Islands' unique flora, and coverage of all viable markets and marketing to get the most bang for your buck. In future settings, these will update with additional formulas and market research, so you can keep the party going.

400: Radio Tower. Seems there's now a 19th Radio Tower in the archipelago. Wonder how Hoyt and company missed it? Whatever, it's yours now. This tower, while a bit aged and challenging to climb without some hearty parkour skills, comes with a dozen interconnected comm units. Using these, you'll be able to keep a whole squad of guys in contact with one another no matter where they are on the islands. There's also a jammer installed, so no one else can listen in. And just to sweeten the pot, we've even thrown in an Quad-Bike ATV, sitting fully gassed up and ready to go at the base of the Radio Tower for your personal usage. In future Jumps, you can import the Radio Tower (with comms & ATV) anywhere you'd like, and it will cover a region equal in size to the Rook Islands in secure crystal clear communications.

600: Cavern Base. This natural rocky bay nestled somewhere on one of the main Islands (your choice, but it defaults to the North Island) hides a well-protected dock, warehouses, and a deep series of caves retrofitted to enable upwards of forty people to live in relative comfort and safety. It comes fully stocked with enough food, clean water, booze, and party drugs to last half a decade, and fishing in the bay is healthy enough to supplement that with a little work. And in the event you need them, down at the heart of the Cavern Base is a series of sturdy cages for storing prisoners. Comes complete with a pair of gassed-up Jet Skis to help patrol the region, or just for fun. In future Jumps, you can Import this anywhere you'd like, and if there isn't obvious water access this will connect it to the nearest viable body via river offshoot or other method.

Privateer:

100: Recruit Loadout. Hoyt isn't going to send you into the field empty-handed; that's just poor usage of well-scouted talent. This kit comes with yellow-accented field armor with matching helmet, pads, and body suit, a P416 with four 30-round magazines, four frag grenades, and your choice of either a Flamethrower with a spare tank, an RPG-7 with six rockets, or a Z93 with two spare 5-round magazines. Expended munitions will be replaced every dawn for free. This also comes with a Cohiba cigar, cutter, and brass-case lighter, plus a deck of card to kill the time between patrols and missions.

200: A Buck. Well, more like thirty thousand of them. You're now on the payroll officially and permanently, pulling thirty grand each month deposited into whatever account you like (and granting you an untraceable one if you need it), or passing it over in hard cash stacked and wrapped for your convenience. And yes, you'll still be getting that once a month, every month, from now on. Converted to local currency if you leave the Islands, or this Earth, altogether.

400: Vehicle Pool. Cavalry trumps infantry. Tanks trump trenches. The real mark of superiority over one's foes is the superior means by which you can convey your forces and assault theirs, something you

now have in abundance. This garage with heavy secured doors provides the parts and fuel one needs to supply all the vehicles provided, plus parts and room for that many over again. And with it comes an APC, a Technical with a mounted HMG, a Scavenger with a mounted LMG, and a swift Buggy. Parts, fluids, and the like will be restocked once a month, at which time any destroyed vehicles will also be replaced. In future, you may Import this by itself, or attached to any structure/location you own, or simply use it as a Warehouse extension.

600: Private Headquarters. You must've really impressed Hoyt for him to give you this. Or maybe he just didn't like the wallpaper and this is his way of passing it off. This walled-off set of structures in your choice of location (but defaulting to somewhere on the South Island) functions not unlike a miniature version of Hoyt's personal Compound, with a trio of barracks, a mess hall and kitchen, a bar, arms & fuel depot, radio room, and your own personal home/office from which to conduct your end of the business. There's even a basement with a few well-protected cells, a handful of guard towers with spotlights and gun emplacements, and closed-circuit security cameras linked all throughout the whole place to make it that much harder for folks to escape or break in. Last, but hardly least, you'll find a private helipad, complete with your very own Helicopter. Traverse the archipelago in style, but don't get any funny ideas; Hoyt won't find it funny if you start taking private trips to the mainland on his dime. In future Jumps, you can Import this anywhere you'd like, but bear in mind you might get some odd looks if you import a whole military base in miniature into the middle of suburbia.

Tatau Skills:



You might've noticed an odd numbness in your left arm as you entered this world. This was to prepare you for the Tatau; a ritualistic sleeve tattoo worn by many Rakyat warriors. Tradition claims that it has its origins in a powerful warrior from the north who came to this region, used the Tatau to draw on the land of the dead for power, and slew a terrible giant whose head became the archipelago. Whether you believe the story or not, it would seem the Tatau does carry some power with it; at least, it seems to reflect one's rising power. As you grow in strength and ability, so too will the Tatau. But as a Jumper, perhaps you'd like a bit of an early lead for this purpose? You may take **100 CP** as a Stipend, and purchase Tatau Skills from these lists to improve yourself. And if you wish for more, perhaps follow the Path of the Warrior down to the Scenarios...

Each Tatau Skill belongs to one of three headings. Certain Tatau Skills require investment in others, either from their category or just other Tatau Skills purchased, to unlock.

The Heron: The Tatau Skills under this heading are largely focused on mobility, speed, and utilizing both for swift brutal kills.

The Shark: The Tatau Skills under this heading are largely focused on survival in combat, and employing your raw power to overcome foes.

The Spider: The Tatau Skills under this heading are largely focused on stealth, using the environment to maximize one's efficiency.

50: Aimed Reload. (Heron) You've learned the trick to keeping your firearms even and steady while reloading, letting you keep a target in your sights even as you slam another magazine in to end them.

50: Syringe Potency. (Heron) You've learned how to improve on common recipes in the Rook Islands. Any Syringe you make or received from Items/Scenario Rewards in this Jump will last 25% longer than normal.

50: Steady Aim. (Heron) Keeping a tight aim requires keen focus and muscle control, something you now excel at. You can steady any scoped weapon roughly twice as long, making it easier to line up and deliver kill shots.

50: Line Gunner. (Heron) You've got the practice and devil-may-care attitude needed to make use of the Islands' many Ziplines with one hand, and any weapon you can heft with a single hand in the other, aiming and firing without any loss of accuracy you'd have if you were just standing pat.

100: Long Gun Expert. (Heron) Your accuracy when hipfiring with assault rifles, sniper rifles, and LMGs is significantly improved. Feel free to make use of this to look absurdly badass while sacrificing little in the way of hit ratios.

100: Hip Shooter. (Heron) Your accuracy when hipfiring with pistols is significantly improved. You could be a keen old-west duelist with this and some skill in quick draw.

100: Enhanced Syringe Potency. (Heron) Your herbalist skills have improved to an absurd degree; any Syringe you make or receive from Items/Scenario Rewards in this Jump will last 50% longer than normal. <Requires: Syringe Potency>

100: Cook Grenades. (Heron) Whether this is due to madness or practice, you've perfected the art of 'cooking' grenades, letting you calmly hold a live grenade and mentally account for how long you have before it will explode. This will make it a lot easier to make sure hand-thrown explosives detonate where and when you want. Won't save you if you cook it too long, though.

100: Death from Above. (Heron) You're like a bird of prey; when you've got an elevation advantage over any foe you could kill with a Takedown, you can descend on them with ruthless efficiency and deliver a lethal Takedown before they can respond. This has the added benefit of using them to break your fall, letting you descend from larger heights than normal. Handy to have a two-for-one. <Requires: the Takedown Skill>

100: Death from Below. (Heron) A foe stands watch on the pier, looking out over the waves. You ascend, breach the waters, yank them without a sound, and kill them in a heartbeat, letting the ocean claim the corpse. When a foe has an elevation advantage over you, but you can reach them, you can perform a Takedown on them if you otherwise normally could. <Requires: the Takedown Skill>

100: Deep Breath. (Heron) This won't let you breath underwater, but folks will be forgiven for mistaking it. You can hold your breath for a significantly longer time, bordering on a force multiplier, without discomfort or pain.

100: Soft Landing. (Heron) Falls happen; the region has a lot more verticality than most folk realize, and you never know when a bit of cave or wooden floor will give way. This Skill improves your ability to roll with such things, reducing damage from falls by roughly a quarter. Could mean the difference between a broken ankle and a sore one.

100: Cool Gunner. (Heron) Mounted machine guns and their ilk are a handy form of escalation

around here, but their tendency to overheat limits how much you can do with them. Somehow, however, it seems they like you; they (and similar arms) take a lot longer to overheat, and never damage themselves if they do. <Requires: Two other Heron Skills>

100: Breath Control. (Heron) Were you a military sniper in a past life? If not, consider a job change once you're done here. Now you can steady any scoped weapon four times longer than normal, letting you calmly easily hone in for the kill. <Requires: the Steady Aim Skill>

100: Dual Death from Above. (Heron) Did they think moving in pairs would save them? Two field mice are just twice the opportunity for the owl. Now if you could employ the Death from Above Skill, you can kill two roughly adjacent targets with equal ease, speed, and stealth. <Requires: the Death from Above Skill>

100: Dual Death from Below. (Heron) One by one you took them. Now, you'll take them two by two. If you could employ the Death from Below Skill, you can now snatch two roughly adjacent targets, slaying both swiftly and silently. Handy if you've struck enough fear that they've started doubling up on their watches. <Requires: the Death from Below Skill>

200: Gunslinger Takedown. (Heron) Your skill and deft hands have grown to the point where, against any foe you could perform a Takedown on, you can snatch their handgun, fire it on them, then quickly turn it to other potential threats. This deadly method will require you to be in close quarters with a foe armed with such a firearm to pull off, but damned if it isn't both effective and awesome. <Requires: Four other Heron Skills + the Takedown Skill>

200: Marathon Man. (Heron) Now you're a true persistence hunter. Not only can you sprint faster than before, but you can do so indefinitely without muscle fatigue, strain, or damage. Go break some world records. Or necks. <Requires: Two other Heron Skills>

50: Physical Conditioning. (Shark) You've improved your overall constitution such that it takes a lot more to put you down. You're more capable of taking damage, roughly half-again as hearty and able to keep going in spite of injuries.

50: Field Medic. (Shark) You know how to get the most out of medical supplies made on the Rook Islands. Such supplies, including healing Syringes, heal roughly twice as much as they normally would.

50: Takedown. (Shark) If you get behind a foe silently, you don't want to waste your chance. When a foe is unaware of your presence, if they are lightly armored or less (nothing more serious than a flak jacket and pads), and you have a blade to hand, you can kill them quickly, quietly, and in a single blow. This won't be much use against the higher-ups among the Pirates or Privateers, who are prone to wearing various forms of heavy armor, but those under them will soon learn to fear the shadows.

100: Adrenaline. (Shark) You're too busy to let minor injuries stop you; you've got too much to do! When you suffer from minor injuries, you can recover fairly quickly, shrugging off minor bumps, scraps, and bruises in about a minute. <Requires: One other Shark Skill>

100: Advanced Conditioning. (Shark) Have you been training with bears? You're now instead twice as hearty and able to keep going, regardless of injuries racked up. <Requires: the Physical Conditioning Skill>

100: Expert Conditioning. (Shark) Are you part-bear?! You're now twice-and-a-half as hearty and able to keep going; even without body armor or other abilities, a foe could sink rounds into you at close range, and you could handily dispatch them before seeking aid. Your foes, if they live, are going to have nightmares about you. <Requires: the Advanced Conditioning Skill>

100: Button Up. (Shark) You know how to get the most out of protective gear. Any body armor or equivalent you use is half-again as effective, making it (and you) last longer in a pitched fight. <Requires: one other Shark Skill>

100: Grenade Takedown. (Shark) Spotted a foe looking to make use of hand-held explosives? Make them pay for it. You can snatch the pin, trigger the explosive, then knock them away to a somewhat safe (for you) distance in a single swift motion. Even if said grenades were safely secured on their person. Honestly, that's the best time to do it; they'll be too frantic to likely solve the problem before it solves them, and if you aimed them right, it'll suck for their friends too. <Requires: one other Shark Skill + the Takedown Skill>

100: Improved First Aid. (Shark) Injuries happen, and sometimes supplies are short. With some effort, even without medical supplies to aid you, you can heal most minor cuts, scrapes, and bruises in yourself or others. This will take time and dedicated effort, however, so it's not much use in a firefight.

150: Evasive Driving. (Shark) You're as adept at rolling with the punches in vehicles as you are in melee; any vehicle you drive takes roughly half as much damage from attacks, environmental hazards, and accidents.

150: Field Surgeon. (Shark) Okay, now this is verging on magical healing, just with needles. You can coax three times as much healing as normal out of medical supplies; with this, a single healing Syringe could potentially fix ruptured organs, and get someone from death's door to fighting fit in a matter of moments. <Requires: one other Shark Skill + the Field Medic Skill>

150: Fire Retardant. (Shark) Heat likes you. Whether that is reciprocated or not, this has a lot of benefits around here, especially when idiots start burning things. You take roughly 50% less damage from fire, whether that is being around it, touching it, or being ignited with it.

150: Ironsides. (Shark) Was your mother a battleship, or are you just that skilled in using your environment to soften the blows? Concussive force and shrapnel are much less effective against you, resulting in damage from explosions being reduced by half.

200: Advanced First Aid. (Shark) You're the kind of miracle worker any ER would pay through the nose to have on staff. Now, even without medical supplies, you can heal injuries as severe as sprains, cuts, and fractures. Still takes time and focus, but anyone you aid- potentially including yourself -will consider it worth the wait. <Requires: the Improved First Aid Skill>

200: Heavy Beatdown. (Shark) Don't like the requirements of Takedown? Surpass them. With this, you can use Takedowns even on heavily armored foes. Nothing on the Rook Islands is now immune to your methods, unless they hide themselves behind thick walls or enclosed vehicles. <Requires: Four other Takedown Skills>

200: Chained Takedown. (Shark) You are a machine of death. So long as you'd otherwise qualify to

do so, you can string together up to ten Takedowns, literally using target to target to propel and position yourself. With proper planning and a bit of luck, you can wipe out a whole squad of foes before they even know what hit them. With skills like these, don't be shocked if a certain Brotherhood wants to recruit you when you're done here... <Requires: Four other Shark Skills + the Takedown Skill>

200: Peak Conditioning. (Shark) This is outright inhuman. You are three times as hearty and able to keep going. A foe with a shotgun could get the drop on you, unload the barrel, and there's a damn good chance you could *still* lay their ass out. <Requires: Two non-Conditioning Shark Skills + the Expert Conditioning Skill>

200: Adrenaline Surge. (Shark) Are you sure you're human? Your ability to recover from minor injuries ramps up to sprains, cuts, and fractures healing up within a few minutes, and the kind of injuries formerly covered by Adrenaline now heal in seconds. <Requires: Two other Shark Skills + the Adrenaline Skill>

50: Sprint Slide. (Spider) Aaaaand safe! You've trained in using your momentum to safely and efficiently turn a full sprint into a strong slide. Use this to deftly enter cover, vanish from sight, or break some poor bastard's ankles.

50: Expert Archery. (Spider) You've trained extensively in the art of the bow, in particular honing in on your targets. As such, you have improved stability when lining up a shot; no worries about shaky hands or unsteady feet ruining your aim.

50: Nimble Fingers. (Spider) You're exceedingly skilled at swiftly reloading smaller or simpler firearms; pistols, SMGs, and shotguns can all be reloaded much faster.

50: Nimble Hands. (Spider) When it comes to reloading larger weapons with bulkier magazines, few are faster than you. You can reload assault rifles, sniper rifles, and LMGs much faster.

50: Horticulture 101. (Spider) You've gained considerable knowledge when it comes to the unique flora of the Rook Islands and how to make the most of it. When harvesting ingredients from the local plants, you can acquire twice as much of it. This extends to other unique native plants in future Jumps.

50: Zoology 101. (Spider) You know the fauna of the Rook Islands inside and out. Which is handy, given how much their hides, pelts, and meat go for on the open market. When you skin and break down your animal kills, you can acquire twice as much viable product as normal. Especially handy if you're looking to make a fur coat or cook some roast boar for dinner.

50: Penny Pincher. (Spider) Something about you just makes it so money falls into your hands. Mainly, from the hands of others; when you kill folks, you're a lot more likely to find large sums of money on their person. <Requires: Two other Spider Skills>

50: Dealmaker. (Spider) You are a master of turning trash into treasure, which is handy since the Rook Islands has a lot of both. When you sell things, you can usually squeeze an extra 25% worth of value out of them. <Requires: the Penny Pincher & Loot Takedown Skills>

100: Combat Archery. (Spider) Bows can't beat modern firearms for rate of fire. But with this? You're at least closing the gap. You can draw, notch, pull, and fire arrows half-again as fast without compromising power or accuracy. You might still lose a quick-draw contest against a skilled

gunslinger, but anyone shy of that is going to get an arrow in the throat before they can even clear their holster.

100: Expert Swimmer. (Spider) Were you training for the Olympics before coming here? You're now much faster when swimming, piercing through the water with intense alacrity. Roughly speaking, you should be able to keep up with a lot of the large marine life around here. Could be handy in case you piss off a shark.

100: Jungle Run. (Spider) Moving while trying to remain ducked down, out of sight, and as silent as possible is... slow. Well, it used to be, anyway. Now you can sneak and stealth while moving at a brisk pace, and not be any louder or more likely to draw attention to yourself while doing so. Dart through the underbrush and take your foes by surprise, then vanish again just as fast

100: Takedown Drag. (Spider) Downing a foe is all well and good, but if he's going to be found moments later why even bother doing it quietly? Now when you execute a Takedown on a foe, you can shift your grip to immediately and easily hoist the corpse and move it with relative ease. Yes, even if they're larger than you and heavily weighed down; if you can use a Takedown on them, you can heft their lifeless body around like a bag of groceries. <Requires: the Takedown Skill>

100: Running Reload. (Spider) Reloading a firearm takes precision and a steady hand. Reloading it quickly and under stress, more-so. Doing while in a full run without sacrificing speed or risking dropping munitions or the firearm? That takes this Skill. So take it.

100: Quick Swap. (Spider) Most folk won't go into the field with just one weapon, but the art of the quick-draw is a dying one. Now, you're one of its prime artists; you can swap between weapons swiftly, drawing and lining them up with incredible ease.

100: Knife Throw Takedown. (Spider) You know what sucks? When you stealthily take one target out, only to spot their friend coming around the corner up ahead. Now, you've got the training and deft hands to snatch a knife or similar melee implement from your fallen target and underhand it to take out a second target in practically the same motion. <Requires: the Takedown Skill>

100: Loot Takedown. (Spider) This is just some magical bullshit right here. Scored a Takedown on a guy? You instantly empty his pockets into yours. Not even joking. Handy for hitmen, assassins, and folks in dire need of walking cash and zero scruples. <Requires: Two Takedown Skills>

100: Stone Wall. (Spider) You're hardy as hell and stiff on your feet, the kind of pairing that would make for a solid defensive lineman in football. It's much harder for you to be knocked down, and your unwavering nature make attacks from animals less effective against you.

200: Ninja Step. (Spider) You are practically soundless when you move. Walking, sprinting, you're still exceedingly likely to go unheard. By the time they realize you're there, you're already gone. And they're already dead. <Requires: One other Spider Skill + the Jungle Run Skill>

Companions:

Folks who fly solo in the Rook Islands don't last long. Maybe it'd be worth your while to bring someone who can watch your back, or make some new friends.

50/200: Import. Want to bring some friends along on your prolonged 'vacation' on the Rook Islands? For **50 CP** each you can bring one Companion with you, with a discounted **200 CP** for bringing a whole squad of eight. Each gets an Origin of their choices and **600 CP** to spend, plus half of all CP you gain specifically for the Tatau Skills section (e.g., if you earn 1000 CP for the Tatau Skills section, each Imported Companion would get 500).

Free/100: Export. Looking to gather some local friendlies for your travels? Anyone you can persuade to come along for the ride, you can take from here for free. For **100 CP**, you can guarantee yourself some positive run-ins with them, and even can take them with (if they're willing) if they die during the events of this Jump. NOTE: If a character is named as a Companion for purchase or as a Scenario Reward elsewhere in this doc, they cannot be selected for Export. Buy or earn them.

50 ea.: Guards. Need some extra muscle? Then take your pick; with each purchase, you get five Followers of a given Rook Island faction (no, it doesn't have to match your own faction; cross-group friendships and spies/traitors can be a thing). They will receive lesser versions of the 100 CP Item & Perk of their respective faction Origins. Each purchase also comes with your choice of either a heavily armed/armored senior officer of that faction, a Patrol Boat, or a Cargo Truck. A few purchases of this, and you'll be rolling deep in the face of all threats. And don't worry; no matter what choices you make on the Rook Islands, your Guards will follow your orders to the very end. Should any of them die or their vehicles be destroyed, you'll get free replacements after a month.

100 (Free for Outsider): Survivalist. This wasn't supposed to happen. Not to them, anyway. This Outsider was journeying around the world when a friendly contact suggested they divert to the Rook Islands. Having tread foot across every continent, the idea of a strange untouched archipelago they'd never so much as heard of caught their imagination, so they packed up their boat and headed out. Said boat has since been sold off to a warlord, and they'd have been sold with it had they not taken advantage of some confusion and escaped. Now with little more than their experiences, their favorite hiking pack, and some supplies they've scrounged, they're looking for a friendly face. That's when you entered the picture. Give them a reason to hope, and they'll give you whatever they can in return. The Survivalist comes with all Outsider Perks and Items, and **500 CP** for the Tatau Skills section.

100 (Free for Rakyat): Dream Warrior. From an early age, the wise ones said they were gifted. Different. Special. Stories of old filled their head, inspiring them in the day. At night, they dreamed of strange impossible things, and sometimes when they spoke of them at waking the wise ones would softly nod and mutter to one another. When old enough, they undertook the Trials, and were given a place in the Rakyat. The final Trial saw them drinking the purest lotus waters, which gave them a vision of their destiny; you. You, and your past, your present here in the Rook Islands, and glimpses of your future. You, and they, and the glories that await. As soon as they could, they presented themselves to you. After all, they'd been waiting for you their whole life. The Dream Warrior comes with all Rakyat Perks and Items, and **500 CP** for the Tatau Skills section.

100 (Free for Pirate): Tech Pirate. What, did you think all this crap fixed and set itself up? This Pirate spent a few years on the mainland, gobbling up every inch of computer science, mechanical engineering, and IT knowledge on offer, before coming back to the Islands they were born to. Lucky

for them, Vaas needed their exact skill set, and they've excelled at it ever since. Every Outpost has owed them a debt for making it even vaguely viable, and they've impressed so many that they even have their own personal HQ hidden away on the North Island. Yet for all that, they're bored. They need some spice, some excitement, some... and then they met you. Bam. They're in. Don't even need to say what for, they're in. Let's go nuts. The Tech Pirate comes with all Pirate Perks and Items, the Outsider Perk Outside Experience, and **400 CP** for the Tatau Skills section.

100 (Free for Privateer): Vengeful Professional. Once upon a time, they were in the military. They were a proud patriot, born to serve, following in the footsteps of their family before them. Then, a good friend got assaulted by a commanding officer. When the friend reported it, they stepped up to back them up. Within a month, both they and the friend were dishonorably discharged, and the whole thing was covered up. Lost, angry, and embittered, they went into PMC work, and got a reputation as a fearsome merc who got jobs done and targets dead. Hoyt offered them a contract with a lot of zeroes attached, and they've been working for him ever since. They see something in you they like- a lot -and are willing to let you in on their dream; taking all that money, everything they've learned, and the squad of men now more loyal to them than anyone, go back, and kill the SOB that ruined their military career to protect his own ass. If you're up for a bit of revenging when you get back to civilization, you've got a hell of a friend for life. The Vengeful Professional comes with all Privateer Perks and Items, two instances of Guards (Privateers), and **400 CP** for the Tatau Skills section.

Special Companions:

(All Companions in this section will not exist in this setting as described unless purchased here)

100: The Jackal. This man is freshly coming from business with the many warring factions of Kyrat. Now, he's ended up in the Rook Islands. A morally ambiguous gun runner with deep connections, intense philosophy and strange schemes... he seems to fit right in here. He comes with (and can offer to you) the Item **Gun Crate** (contains four AK-47s and twenty 30-round magazines, will refill itself once a month) and the Perk **Guns Aren't Biodegradable** (weapons of war you and those affiliated with you use won't jam, rust, or break down from normal usage).

100: Alisha Ghale. Raised by strangers, she only recently learned she had a living brother and mother... but said mother just passed away. While trying to reach their ancestral homeland to reunite and help scatter her ashes, she was waylaid by attackers and had to fight her way free. After numerous adventures, she attempted to escape, only for the plane she was on to suffer an emergency and be forced to land on the Rook Islands. All she wants is to reunite with her surviving family, and she's prepared to war straight through the archipelago to achieve this. She comes with the Item **Kukri & Gun** (a borderline indestructible inwardly curved blade, and a 1911 that she never seems to run out of ammo for), and the Perk **Tiger & Elephant** (She can be taught and learn any Jump specific special skills or Perk-equivalents; e.g., the Tatau Skills in this Jump).

100: Pagan Min. Ex-Triad. Former King. Tyrant. Visionary. Sociopath. A man hiding a broken heart behind flamboyance and snark, he gave everything he had left to the only remaining child of his beloved, minus a helicopter to flee with. Unfortunately for him, after a particular incident, his pilot attempted to sell him out to one of Hoyt's men. Unfortunately for the pilot, Pagan Min had a spare pen in hand. Now he's looking for a friend to help him continue his retirement in peace. He may seem frankly mad at times (though no worse than those you'd otherwise encounter around here), but to a friend? A real friend? He'd damn well burn the world on your behalf. He comes with the Items **Bejeweled Pen** (functions as a shockingly effective shiv, won't break when used as such, and will still write perfectly) & **MP34** (a fairly outdated but effective sub-machine gun with a few spare magazines),

and the Perk **Halfway There**, which he'll happily share; when confronted with having to elevate one side or another in a conflict, should you elect to take a third path and kill the leaders of all sides, you'll find those under them much more compliant and willing to follow you. It worked in Kyrat. Might be handy to have around here...

100: Chatri. This kind and soft-spoken boy, seemingly born of Thai blood, has been raised in the Rook Islands for most of his life. No one seems entirely clear where he came from, but it's clear why he's lived this long and this well; the Islands like him. Water embraces and buoys him, animals respect him, the plant life seems more fertile when he's around. His arms bear a strange vitiligo that seems almost like a crude naturally-occurring Tatau, and some natives whisper there is much to him that has yet to be seen. No side as of yet has taken note of him, which may be the other reason he's been untouched thus far. But if you're willing, he's more than happy to share with you his almost encyclopedic knowledge of the Islands. Indeed, it seems there isn't much here he doesn't know...

Drawbacks:

I know. I know... you want more. You see everything on offer, and it's all so tempting. The Rook Islands are keen to inflict- and reward -hardship. How much can you take? That's up to you; take as many Drawbacks as you'd like, and add the listed bonus to your total CP available to spend.

0: Far Cry Tales. The spiraling insanity of the Rook Islands pales in comparison to the continuity of the Far Cry franchise. Have you been here before in this world? Fighting mutants, struggling through war-torn Africa, embroiled in uprisings from Kyrat to Montana to Yara? Were you a cyborg? A caveman? A survivor after the end? Take this toggle, and all your past adventures in Far Cry stories will be accounted for in this world... somehow. How is on you, frankly.

+100: The Definition Of Insanity. Doing the same thing over and over and expecting different results. You have trouble learning from your mistakes around here, and will find yourself defaulting to how things worked elsewhere. Not all the time, not permanently, but it's going to be that much harder getting used to this place.

+100: Showy. You, much like many of the most important people around here, stick out like the sorest of thumbs. Gaudy clothing, exaggerated mannerisms, loud vocalizations when trying to make a point, the works. To say you're not going to be able to keep a low profile is putting it lightly, and if you were hoping to be subtle, you're going to have a hell of a detriment in that department.

+100: No, I Learned That In France. Wow, you... really cannot shut up. Maybe it's a coping mechanism, maybe you slammed a Buffy the Vampire Slayer marathon before coming to the Islands, but you talk a lot. You talk when it would be a good idea, you talk when it would be a bad idea, you talk to yourself when you see something interesting... at the very least, if you have to sneak in silence, you can remain mostly quiet, but the second cover is blown or the threat is passed, you're right back on your verbal bullshit.

+200: Make It Bun Dem. Did you know that the Rook Island present the perfect environment for growing copious amounts and varieties of drugs? And did you also know that said drugs can even occur naturally, resulting in mushrooms spraying hallucinogenic spores into the air if disturbed? And did you know that sometimes, some dumb bastards light up massive quantities of pot plants, sending up obscene clouds? Well, you're going to be learning all that and more. Expect to end up high as hell, tripping balls, and seeing things that may or may not be altogether real periodically throughout your journey. Sometimes it'll be a great insight into your own psyche, and sometimes it'll just make your latest fire fight a hell of a lot harder. And no, your resistances to such things don't factor in; you're about as vulnerable as Jason Brody was to these instances, if you need a baseline to work from.

+200: The First Time, It Felt Wrong... You are not at all comfortable with killing. And that is going to be hard to shake. In most places in the world, that would barely be worth noting. It would be logical, even. But in the Rook Islands? You might wind up dead long before you can shake this. Luckily, you can shake it... with enough practical experience.

+200: That Smell. You've got an odor to you, Jumper. Don't worry, no human can smell it. Just the other native life around here; expect to be harassed by wild animals a lot more frequently, almost aggressively, like you pissed them all off. They won't attack you over defending themselves from other threats, but you're going to have a lot more close encounters with tigers, dingos, and the dreaded komodo dragons. At least it only works for land-bound animals, and if you've a mind to go hunting, it

might not be the worst thing in the world.

+300: The Far Cry Experience. You begin the Jump buried up to your neck in sand on the shore of the North Rook Island... somewhere. At least one hostile faction knows you're there; they're the ones who did it, after all. At least they aren't around immediately when you come to, but they could be back any minute. Any Perk you have that would instantly extract you is turned off, at least until you're freed. Hope you have a friend or a really good idea.

+300: Some Fucked Up Foreplay. You are of keen interest to one Bambi "Buck" Hughes. Ex-Australian Armed Forces, now Hoyt's personal hitman, and all-around bastard. He has something you want, something you have no way to achieve without him. And the only way to garner it is to play along with him. There's something on the island he's keenly interested in. Might be the Chinese ceremonial dagger he sent Jason Brody after, might be something altogether different; this island holds many secrets. The only way to get what you want is to give him what he wants, and that's going to involve delving deep into the strange, borderline arcane ruins deep inside the island. Down there, your Perks and Items will work- at best -at 10% of their normal capabilities, and anything that would let you shrug off damage or bypass them altogether is shut off for the duration. And make no mistake... these ruins are at minimum crawling with angry wildlife and deadly traps, and at worst are being actively scouted out at the same time by deadly rivals eager to shoot you on sight. Bringing the item back to Buck will grant you access to what you desire, but be forewarned, he's not likely to let you just walk away... and his basement has the same effect on you that the ruins did, so long as Buck is still alive. Of course, there is a good way to resolve that...

+300: Super Drowning Skills. You might be a badass in every other respect, but unfortunately for you the waters around the Rook Islands are evidently your kryptonite. Not only can you barely hold your breath underwater without aid, but your Items and Perks barely function when you're fully submerged. Which is bad news, as once you're in the water, the local sharks will immediately know. And they seem to think Jumper would make a wonderful chum. Have fun with that.

+300: The Definition Of Insanity. Doing the same thing, over and over again, and expecting a different outcome. You now find it hard to shake your initial approach to people and things; taking down one outpost didn't fix the local bandit problem? Take down another! That guy shrugged off pistol shots? Empty a whole clip into him! Your best trick is escalation, and only when you run out of ability to repeat and escalate will you try something new.

+300: Open Warfare. Time was, the conflict between the Rakyat and other forces was a small thing, isolated, happening in pockets, and it would only escalate to a three-way dance in the event the Pirates lost their leader. Now, it's much more open and much louder. Everyone is scrambling a lot harder, and even alleged allies are more than willing to gun one another down over minor infractions. The Rook Islands just became a full-on warzone so severe, it wouldn't be shocking if a certain arms dealer starts dropping by from Africa to sell product.

+300: No Easy Way Out. No shortcuts home. Any effort to leave the Islands altogether, be it by vehicles or Perks or anything else, will fail. For any number of reasons, you will inevitably turn back, or be turned back. The only exception is if you manage to acquire the Escape Boat Item from one of the Scenarios, or as part of the normal end conditions of the Jump itself.

+400: No Alerts Bonus. The bonus in this case is not having things made ten times harder. If you're spotted by guards or patrols somewhere they don't want you to be- which depending on the faction

could very well be 'Anywhere on planet Earth while still breathing' -and they're able to send up a cry, reinforcements will arrive swiftly, and with considerable firepower to boot. Thankfully, this Drawback won't apply to the reinforcements (we're not looking to cause an IRL stack overflow here), but it will constantly make your life that much more miserable if you're not very careful. Or very stealthy and murderous. That's also an option...

+400: ...But Now, It Feels Like Winning. Killing is a part of the Rook Islands. Aggression, bordering on the feral, is a part of the natives, those who moved here from elsewhere, the wildlife... hell, even the damn plants. But even by those standards, you've got a blood-lust of considerable extremes. Every kill feels even better than the last, like the finest drug any pirate could dream of obtaining. Forget being desensitized to it, if you're not careful you could become addicted to it. Fall too deep down this rabbit hole, and even Vaas and Hoyt might seem kindly compared to you.

+400: Agnes, How Can I Refuse You? During your time here, fairly early on, you'll encounter someone who reminds you of something vitally important. Maybe they remind you of a lost loved one, or perhaps a younger more idyllic version of yourself. They could be a part of your faction (if you have one), a helpless civilian, or an outsider lost and scared here in the Rook Islands. Not only must you protect them, but you will feel deeply invested in protecting them, and are very likely to acquiesce to their requests besides. Even if it would endanger you. Especially if it would endanger you. Should you survive, you can take them with you as a free Companion.

+400: Keeping You Playing Until The House Collects. There's a lot on the Rook Islands that could distract a man. Hunting, seeking lost relics, doing odd jobs, climbing radio towers... it'd sure be rough if someone felt they had to, in essence, 100% everything the Rook Islands has to offer. Unfortunately for you, if you take this Drawback, that's your exact compulsion. And we do mean compulsion. This isn't just some checklist, this is a driving burning need, an itch in the back of your brain you won't be able to silence until It Is Done. You won't negate an active firefight or dying friend just to go seeking out lost tablets or letters from Japanese soldiers, but anything less pressing than that will see you making excuses and hunting rabidly for new things to do. I hope any friends you were trying to make around here are very understanding.

+400: Down Here, You Hit The Ground. Thought you were hot shit, Jumper? Bad luck you ended up here. Now, every Perk or Item you had before this Jump? Doesn't work here. Any Companions who came with you? Same for them. Warehouse access? Gone, as is access to any equivalent you had. You have only what the Rook Islands provides, your friends, and your Body Mod. And you won't remember you took this until five minutes after the Jump begins. Hope you're not the type to start swinging dick soon as you Jump in.

+400: Stop Making This About Us! You thought you'd be lucky enough to just have a Drawback that means no Companions? Nah, mate. Bring them in. Bring them in, and watch in horror as this island, your past, your flaws, everything causes the lot of you to break apart. To pull away from one another, until some of you would sooner stay in this place than move on. You won't remember you took this, but before your final choices you will, and this effect will be gone. Just hope none of you said anything you can't take back while it was active.

...Oh, and if you didn't Import, Export, or acquire Companions here? No worries, you can take this still. It'll just apply to *literally every single interpersonal relationship, small or large, you try to strike up here*. Enjoy every effort at building friendships, partnerships, or loving relationships failing horrifically, and the revelation at the end you did it all to yourself.

+500: The Definition Of Insanity. Insanity is doing the *exact same* fucking thing over and over again, *expecting* shit to change. Something you are going to become very used to, as this Jump can no longer end unless you've done it- or died during it -ten times. No, you won't remember you took this, not until the ninth loop concludes at least. Yes, you'll remember each loop. You'll remember it too well. It's not like respawning. It's not like an extra life. Die, and you'll have nightmares about it, and whatever killed you will strike the fear in you such a thing deserves. Win, escape... and you're just stuck starting over again the next morning. Ten times. No matter what. And no one else will remember the loops. Not your Companions, not the natives... well, except one. Vaas will.
Did I ever tell you the definition of insanity?

+500: Never That Easy. You were just going to rescue someone, and now the whole complex is burning down around you. Went to access some files on a ship, and the damn thing was wired to explosives you didn't notice until it was too late. Underground base to explore? Some psycho activated a self-destruct and all the guards are willing to risk a fiery demise just to put a bullet in you before you can flee. Every time you go to do something 'simple' on these islands, if it could put you in opposition to something, put you on a timer for your life, or both, there's a good chance that will happen. And if all else fails, there's always an angry bear or three somewhere...

+600: Spilled Ink. There is a new faction in the Rook Islands... or more accurately, a very old one. The Rakyat legend of the giant has come once more, rising from still waters and unleashing its hordes of Ink Minions to sweep over the land. Any hope of escape is cut off, and these monsters will not bargain or barter; all they desire is to feed everyone- alive and screaming -to the so-called Ink Monster. And should they succeed in killing everyone on the Rook Islands, the whole world will be their next step. It would take either a legendary warrior, or a union of the various forces on the Islands, to fell this threat before it can devour all.

+600: How Stupid Do You Think I Am!? Hoyt knows. He knows you're a Jumper. He knows you're here. He knows when you arrived, he knows your face, he knows all your Companions and Perks and every Item right down to their placement in your Warehouse. And he also knows that he is immune to the lot of it. If you face him, you'll face him stripped down to Body Mod only. Worse still, you'll forget you took this Perk until you're face to face with him. The only prayer you have is that he's still a mortal man, and he adores taunting his prey. And prey you are; he believes killing you will grant him access to everything you have, so he'll work hard to get a sit down with you under favorable circumstances to him. Good luck.

+600: Worse Than Malaria. The phrase 'hardcore difficulty' comes to mind. Now, every threat on the Islands is ten times what it once was. Bullets hurt worse. Falls hurt worse. The truly skilled and dangerous, like the deadliest natural predators and the various faction leaders? Let down your guard and every one of them can kill you with a single stab. And this is a one-way path; your enemies, whoever they might be, aren't any worse off. Only a perfect warrior could take this and survive everything the Rook Islands can throw at them. Are you that warrior?

Scenarios:

It isn't enough just to survive, is it? No... you want to push the envelope. To do more. Understandable. You may take any or all of the following Scenarios. Failure will not end your Jump, unless you would otherwise Chain Fail (or in the case of High Tides, give up). For each Scenario you complete, you may take an additional **+600 CP** for the Tatau Skills section, with **+100 CP** granted for sub-Scenarios.

Supply Drops: The hostile and war-torn Rook Islands aren't exactly conducive to easy transportation of vital goods from place to place. Doubly so if you're just a local, not even part of one of the factions fighting for dominance. Fortunately for you, this Scenario will open up plenty of opportunities to deliver food and medicine to these beleaguered communities. Unfortunately for you, everyone else wants these too. Succeed in finding, transporting, and delivering supplies to at least ten locations across the Rook Islands will complete the Scenario and grant you the Item **Supply Drop**. This large bundled package has enough food and drink to keep a dozen people alive and healthy for a month, and enough all-purpose medicines and first aid supplies to handle most mundane issues for that many people as well. You'll receive a new Supply Drop each month, either delivered to you or your Warehouse.

Path of the Hunter: Some animals exceed even the extremes of the wildlife on the Rook Islands, becoming legendary for their destructive tendencies and ability to survive assault. These Legendary Animals bear in them a piece of the primal energy of this place, and make life that much harder for every person on it. No more. You're going to put these beasts down, and you're going to do it in a way the Rook Islands will respect so they won't be repeated; by either blade, or by unique specified arms. The Undying Bear that has claimed countless lives, for example, must be slain by shotgun, while the lethal and artful Golden Tiger must be slain by bow. Slay twelve such Legendary Animals, skin them to prove the kill, and the native (and everyone else, frankly) will be able to breathe easier. In return, you'll receive the Item **Ammo Pouch**; with it, any replenishing stipends of ammo or other supplies will provide you with twice as much, and you can store all of them in this without issue. When a new magazine, rocket, grenade, or the like is needed, it'll simply move to your hand when you shove it inside the Ammo Pouch (if available). You'll also receive a new Companion: **the Golden Tiger**, one of the Legendary Animals you slew, has been reborn as a loyal ally to fight alongside you. Aside from being smarter than even the ruthlessly clever wildlife of the Rook Islands normally is, the Golden Tiger is fierce in a fight and an expert in ambush tactics. Let it hunt, or offer it direction, and you'll find foes dead perhaps before even you spotted them.

Challenges of the Rakyat: Across the islands are large ancient red stones, adorned with strange script and designs. To touch one is to briefly leave this reality for a kind of pocket one, one devoted purely to chaos and violence. You'll be reduced to your Body Mod and any Perks taken here, given a random weapon with infinite munitions, and a limited span of time with only two instructions; Don't Die, and Kill Them All. Until touching one, you won't know what it will consist of; you might be handed a shotgun and told to slaughter your way through a horde of close range foes, or given an endless bandoleer of grenades and a sea of enemy vehicles, or maybe a rocket launcher and enough enemy helicopters to blot out the sun. Whatever the case, fight through each without loss; to die will shunt you back to the normal world, without harm but having to try again. Completion will mark the stone with your name, making it clear you have triumphed over it. Complete twelve such challenges and you'll receive the Item **Time Barrel**. This blue barrel will, when broken open, unleash chronal energies that can either extend a time limit in a given Jump's activities by a full year, or grant a Jumper an extra year in a Jump before they have to make their End decisions. A new Time Barrel will be granted at the

start of each Jump, and every ten years post-Chain.

Wanted Dead: Some monsters are born of flesh and blood. Across the three factions are men who have done terrible things, even by Rook Islands standards. And the dead need someone to speak for them. But it is not enough that they should go to their maker; they must be made examples of, so others do not follow in their footsteps. Slay these targets by blade in close quarters, and leave behind the corpses as a warning. Killing twelve such targets will complete the Scenario, and grant you the Item **Japanese Tanto**. This shockingly well-preserved blade matches your own strength in melee and doubles it, making it a lethal tool in any hands but especially in a Jumper's hands.

Monkey Business: Meet Hurk. Hurk Drubman Jr. is... weird. And more than a little dumb. But he means well, honest. His efforts at training the local monkeys in the use of explosives has been going impressive... ly badly, if we're being blunt. The only 'success story' had to be put down by Hurk himself after he went rogue and tried to train his fellow primates in the use of grenades. Now he's looking to take some of the meaner folk around here down a peg... admittedly, mostly to impress Citra and get himself a Tatau, but a man has to have priorities, right?

Look, let's be blunt here; Hurk is a dead man if you don't help him out. He's in so far over his head, he's practically pinball-scored his way back around to zero. So, you know... help him out? First, he'll need you to raid a temple to secure Bowa-Seko conflict diamonds. Next, he's located a trio of Rakyat turncoats; wipe them out, send pictures of the kill. Third, well... he's going to get himself into trouble, so find his barge, kill his captors, and then help fight your way off the river. And lastly, he's parsed out a major depot in a disused WWII submarine base; invade, and destroy the stash located there. Manage all this, and Hurk will be forever grateful. So will the monkeys he'll no longer be arming with suicide vests.

Completion of this sequence of events, with Hurk surviving the lot of them, will see you well rewarded. First, you'll receive the Item **Blood Diamond Case**. This steel suitcase contains a number of large uncut conflict diamonds, roughly a million dollars worth on the open market. You'll receive a new case each Jump, shifting the material inside to something that will move equally fast and be equally ethically challenging to obtain otherwise. Next, the Item **Camera**; this advanced professional-grade digital camera not only will never run out of digital storage for photos but can 'mark' persons of interest for you, giving you a sense of their location for a time afterwards. A handy trick if looking to infiltrate or track down a target, or just doing some sightseeing. Lastly, you'll gain **Hurk** as a Companion. He's a bit of a dumbass, but his heart is in the right place overall, and he's more than willing to get elbow-deep in some wild causes if it means helping out the good guys. He comes with his barge, Big Sally, a temperamental vessel with good carrying capacity and a strong mounted minigun. He also comes with a whopping **100 CP** for the Tatau Skills section, which he considers to make the two of you Tat-Brothers. Yes, even if you don't have a tattoo. Or are female.

Lost Expeditions: The Rook Islands are only a piece of a much larger puzzle, one that stretch back deep into the mists of time and legend. This world bears countless mysteries, and in the shadows two groups have fought for ages over the most powerful among them. In modern parlance, these groups- the Assassin Brotherhood & the Templar Order -wage a shadow war over the fate of humanity. Chief among their interests in this regard are the fabled Pieces of Eden, ancient relics capable of miraculous reality-warping effects, said to be technology from the Isu, an advanced precursor race now lost to time. These Pieces of Eden have played key roles in human history, as they are lost, found, and utilized by both sides and others. When one surfaces, or its location becomes known to the Assassins and Templars, it is quickly descended upon in the hopes of securing it for their respective faction. Except

in one instance.

For many years, the Brotherhood and the Order have known full well a Piece of Eden exists somewhere in the Rook Islands. Both groups have sent agents, frequently backed by friendly parties, to the archipelago to hunt for it. Scientists, explorers, mercenaries, and more. The sort of veterans of conflict used to handling themselves, even in the face of the strange things this world can throw at them.

None ever returned.

Eventually, both sides mutually agreed that whatever value there was in the Rook Islands, it was outweighed by the constant drain of personnel as the Islands claimed their agents time after time. Silently, softly, both sides withdrew. However, recent events have caused the long-simmering conflict to reignite with considerable volume. Reward once more outweighs risk, and like a certain pirate boss's oft-quoted philosophy, they've elected to try the same action yet again in the hopes this time, it'll be different.

At some point while in the Rook Islands, you'll be contacted by each faction. They have heard you're a person of considerable talent, and are more than willing to offer you pay, support, and even training in exchange for your help. All you have to do is scour the archipelago, seek out the Piece of Eden, and secure it for their side.

However, some time after both contact you, a third party will as well; CIA agent Willis Huntley. He's quite aware of both groups, and seemingly of the object of their pursuit. And in Willis's eyes, the fact both groups function across international borders and attempt to subvert or control national interests makes them both threats to US security. He's got a counter-offer; kill the representatives of both factions, destroy the Piece of Eden, and he'll give you a reward befitting a true patriot.

Naturally, a fourth option exists too; seek the Piece of Eden out and keep it. You'd hardly be the first to elect to claim the power of one of these artifacts for yourself, but bear in mind doing so will make enemies of all three parties. You might need to follow up such a choice by wiping the slate clean of all of them, lest they're able to contact their superiors and you spend the rest of your time in this Jump dodging kill teams of wildly varying ability and capability.

Whatever you choose, you'll still need to locate the Piece of Eden, and as your new 'friends' will admit, what it looks like could vary greatly. What they do know for sure is that it is hidden somewhere deep within the earth, and it is possible some group or other may have located it before. As a result, your journey will take you across the main Islands and the lesser ones, delving deep into abandoned mines, lost laboratories, disused but dangerous missile silos, Chinese ruins, Japanese bases, temples that were old when the Rakyat were young, and much much more. These explorations may each in turn provide hints and clues as to the current-day location, or they may just see you running face-first into others sponsored by the different sides, eager for that offered payday. If you keep up the hunt, eventually, you'll finally locate the Piece of Eden... and will have been trailed to it by the chief agents of both the Assassins and the Templars, who gave you this job in the first place. Neither will be listening to reason, and both are more than willing to exterminate the other, and you if you side against them. Completing this Scenario will see you having to fight and kill one, or both, of these representatives of secret societies, then either handing over the Piece of Eden to the survivor or keeping it for yourself.

If you sided with the Assassins, you'll gain their representative, **Nimue Rochana**, as a Companion. Hailing from Thailand, she's been an active participant in the growing conflict for most of her life, and is a huge believer in the powers of free will and self-determination the Brotherhood espouses. The Rook Islands have cast a long shadow over her sphere of operations, and the hope of finally resolving this lingering danger in her backyard is something she is very committed to. She comes with two instances of **Guards (Assassins)**, who served as her support in the region, and will grant you the Items **Hidden Blade** (a stealthy assassination tool strapped to the underside of one's arm and capable once per Jump of subverting being sighted or limitations put upon the Jumper by anything short of a Drawback to make itself available for a kill), **Hooded Jumper** (a white/gray hooded zip-up jacket with red lining that makes it easier for the wearer to hide from casual observation), & the Perk **Brotherhood Training** (extremely enhanced agility and parkour skills, training in the optimal use of the Hidden Blade, and the ability to survive long high falls so long as something even slightly soft- like hay -can cushion the impact). This also opens the Jumper up to purchase **Guards (Assassins)**, a variation that possesses their own lesser versions of the aforementioned Items & Perk.

If you sided with the Templars, you'll gain their representative, **Agent Noritaka Kimura**, as a Companion. Hailing from Japan and currently undergoing training for the rare rank of Black Cross, he's proven a lethal and effective field agent for the Order, a jaded but sincere believer in their mission to create global peace ruled over by the Templars. For him, this mission is of special importance; his ancestor was one of the scientists present in the Rook Islands during World War II, so obtaining the Piece and finding his ancestor's fate would mean closing a dire chapter for his family. He comes with two instances of **Guards (Templars)**, who serve as his support in the field, and will grant you the Items **Sigma Gear** (a full body armor set designed for maximum mobility without hindering movement, plus laser-sighted bow with a quiver of high-grade arrows), **Dark Money** (a private encrypted account with one million dollars deposited in it), and the Perk **Hunter Of Blasphemy** (when targeting those whose actions disrupt the current order of the world, one's attacks are considerably more effective). This also opens the Jumper up to purchase **Guards (Templars)**, a variation that possesses their own lesser versions of the aforementioned Items & Perk.

Siding with Willis, eliminating both Nimue & Noritaka, and destroying the Piece of Eden will result in being rewarded with both **Willis Huntley** and **Sam Becker** as Companions. Willis is an experienced and rabid CIA Operative, deeply embedded for some time now in the Rook Islands as part of an ongoing effort against Hoyt's vast criminal enterprise. Sam is his only surviving subordinate- the rest of his team having gone off the radar some time ago -and is currently acting as Willis's man on the inside for the Privateers. Both are deeply invested in stopping threats to America, which both Hoyt and these warring secretive factions most certainly represent. They'll offer you **400 CP worth of Items from the Outsider & Privateer Item sections** (with a refund if you purchased them already), and the Perks **This Data Is Classified** (attempts to look up information on you in Jumps will be met with considerable red tape, redaction, and other difficulties) & **BLITZKRIEG!** (full-frontal assaults on entrenched foes are more likely to shock and unsettle them, granting you opportunities if you're willing to put yourself at greater risk). This also opens the Jumper up to purchase **Guards (CIA)**, a variation that possesses the 100 CP Perks & Items for the Outsider & Privateer Origins, plus their own lesser versions of the Perks listed here.

Lastly, siding against everyone and claiming the Piece of Eden for yourself will result in obtaining the Item **Eris, Blade of Discord**. This ornate keris- a double-edged asymmetrical dagger -is in truth ancient technology so powerful it verges into the realm of the arcane. Intended to aid in the training of soldiers to serve the Isu, this awakens a subconscious 'Will to Power', acting as both a willpower booster and a training booster to not just the wielder but also those within a half-kilometer

radius (this effect is toggleable and selective for the Jumper). It encourages those subject to it to grow stronger, up to whatever limits they may possess, and then to seek ways to overcome those limits. In the hands of someone especially determined, Eris could enable them to turn a band of outcasts into a viable army, an army into a conquering horde, and could easily turn the tide of many conflicts in this world. Oddly, in spite of it seeming like an answer to the strangeness of the Rook Islands, even once taken from here the Rook Islands will continue to call the strong to it and bear its many strange phenomena. Perhaps even this was only a piece of the archipelago's vast consuming puzzle...

Relic Hunter: The history of the Rook Islands has not been just endless bloodshed, no matter how much it may feel that way to an outside eye. Their culture, history, religion, and philosophy runs deep. However, constant conflict has left much of that scattered. Hidden. Lost. Recovering it would be practically impossible. But Jumpers excel at the impossible, don't they?

Four kinds of Relics can be found across and around the archipelago: the Sharks, frequently found deep underwater; Spiders, frequently found in secretive or hidden chambers; Herons, frequently found in high elevated locations that are challenging to reach; and Boar, buried under the earth in long forgotten or forbidden places. Finding just one Relic would be reasonably challenging. Finding ten, an impressive feat.

We're not asking for you to find ten.

We're asking you to find one hundred and twenty.

Yes, we're assholes.

This will not be easy. There's no hints, no easy detection method. Finding these Relics will be a matter of pure exploration, experimentation, and patience. The many challenges of the Rook Islands will be on full display on your journey. Bring a map, bring some friends, bring some food and drink.

If you manage to find all one hundred and twenty Relics, you'll have earned these Rewards. First, you'll acquire the Items **The Bull & AMR**; the former is a customized M133 shotgun with 11-shell capacity, reflex sights, and massively enhanced damage, and the latter (short for Anti-Material Rifle) is a customized Z93 sniper rifle with high power scope & a special 5-round magazine utilizing high-power explosive rounds. Neither is a good option for going quietly, but you'll get three full reloads for each and a fresh batch of them each dawn.

Next Items, you'll get a pair of special Syringes; **Untouchable** will render anything injected with it invulnerable to all forms of damage for 30 seconds, while **Touch of Death** will make any successfully delivered attack to an organic mortal creature an instant-kill, also for 30 seconds. You'll only get one each of these per Jump or ten years, whichever comes first, so be strategic when you make use of them.

Lastly, you gain the Body Mod Perk **The Final Tatau**. It... allows you to carry over your Tatau from this Jump to all others. Not the Skills, just the physical sleeve of tangible tattoo on your flesh. It's admittedly a very cool tattoo and very unique, so maybe you can find a way to leverage that for bragging rights even if you're reduced to Body Mod in future? And it can be a permanent reminder to you of all the fun times you had hunting down every single last Relic.

Battle for Rook Island: Something has to give. The Rakyat, led by Citra, are a cult of warriors that

will not stop until the islands belong to them alone. Vaas's Pirates can only barely contain their chaos and instability, so following orders long-term isn't likely to work out well; besides, they've fought back before. And Hoyt's Privateers clearly see everyone but themselves as expendable assets at best, cockroaches at worst. While the conflict has been simmering for some time now, it's time to resolve it. It's time for someone to win.

Now, you might think this decision is tied to your chosen Origin. Not so; anyone can be a hero for any side, if they're willing to drown the islands in enough blood. For this Scenario to succeed, however, the conflict must end permanently. That's not happening without at least two of the three sides being expunged, and no one is going quietly without a fight. It's up to you to decide who.

Killing off any given side in this conflict is going to be tricky; they're spread wide, and have managed to survive this long without issue. The leaders- Citra, Vaas, and Hoyt -all have well-entrenched fortified home bases, and unless you know where to go and what to do from the start they're all likely to see you coming. Expect traps, tricks, and heavily armed guards. And even once a leader is felled, you'll still have the rest of the forces to contend with; after all, you just made an opening for promotion, and the one who takes your head is going to be first in line for the job. And if you allow too long a gap between killing the leader and dealing with the rank-and-file, someone will step up. Only by neutralizing 75% or more of a given side in addition to their current leader will a side's survivors officially disband and call it quits.

For whichever side you fight for, your rewards will be plentiful upon victory. First, **the leader** will consider you as close as kin if not more-so; they'll gladly become your Companion after leaving this place, and bring along **ten instances of Guards** for their respective faction. No sense leaving behind the forces you got to lead to victory, after all.

Second, each offers a unique Perk and Item:

For the Rakyat, you have gained the Perk **Ultimate Warrior**. You are the pinnacle of all the Rakyat have sought for so long, and are now a font of the power the Rakyat seek. In addition to being a massive force multiplier for every Perk and Item you've obtained here, and to the efficiency of the powers of the Tatau, you gain the ability to grant the Tatau to others, allowing them to draw on the power from the land of the dead. With this, you can spread the glory of the Rakyat far and wide, as befits a true Warrior of the Path. In addition, you'll receive the Item **Lotus Pond**. From this pond and the plants that grow from it, you can easily produce copious hallucinogenic waters that can grant visions and make the imbiber more susceptible to suggestion. If you have the Vision Quest Flask, filling it with these waters will make the visions vastly more powerful, potent, and revelatory.

For the Pirates, you have gained the Perk **Defined Insanity**. You are, at once, both perfectly sane and perfectly shattered. Able to flash and flit easily between a veneer of thoughtful introspection and raving lunacy. What others might find a weakness or flaw, however, you have honed to a razor's edge weapon. Nothing can affect your mind. No one can read your intentions. Forget poker face, you have a 5D Chess brain. You can appear, and for all intents be, pure madness one second and cold determined focus the next and not even gods and devils could tell where or how the shift occurred. And best still, you can share this gift with all those who follow you, letting them enjoy all the benefits of untouchable sanity and undeniable chaos so long as they obey. You'll also receive the Item **Endless Drugs**. A shipping container packed floor to ceiling with illegal narcotics, cut and prepped and ready for transit and sale, will be delivered to you once a month, every month, no matter where you go. In the event you for whatever reason don't want it to arrive by your side, it will be delivered to your

Warehouse instead. Forget intent to distribute, with this Item alone you could corner the narcotics market in almost any place you Jump to forever.

For the Privateers, you have gained the Perk **His Head For Your Very Own Island**. When you bring down a significant threat to those you work for, your reward will vastly outstrip the threat. Brought down the dragon? Have the princess's hand in marriage! Secured the enemy city for your army? You'll be General before you know it! This kicks in right away, as Hoyt lives up to his promise; all of North Rook Island is now your domain to do with as you see fit for the duration of this Jump. You'll also receive the Item **Constant Supply**. Another shipping container delivered monthly, but this time it has your choice; slaves, firearms and munitions, or a mixture of both. You're Hoyt's favorite now; best to keep the supply chain of product rolling.

Of course... maybe none of these appeal to you. Maybe you don't think *any* of these sides deserve the Islands. If that's how you feel, your course is clear; wipe all three out. You don't have to reveal this is your intentions from the start, but within a month of the second side falling, you must at least begin your assault on the third. On the plus side, if you'd been sided with the third up until this moment, you're likely the last person they'd expect to pull this. But given what all three groups have done to people up until now, and are likely to do in future? They have it coming.

If you do this, you'll have a final choice to make; keep what you kill, or walk away. If you remain, you will be the sole power on the Rook Islands. If you leave, you can never return to them, but will leave the free native population to decide their own fate for the first time in years.

If you stay, you'll receive first and foremost the Item **Rook Islands**. Both the massive North and South Islands, and the numerous eastern islands of smaller sizes. The natives, the flora, the fauna, and all the strange nooks and crannies hiding all their twisted secrets are all yours. The forests will bend to your whim, and even tigers will offer their necks to you if you will it. This is your domain absolute now, and you can freely import it into any future Jumps with any changes you've made to it retained. Welcome home. In addition, you'll receive the Perk **Welcome To The Jungle**; you can now spread the flora, fauna, and overall vibes of the Rook Islands to everywhere you go. Which is to say, hallucinations, madness, unexplainable phenomena, and more. It will take time for places to become so infused; after a single year, a space the size of the Rook Island archipelago could be impacted. After three, a space the size of Australia. After ten years, a world the size of Earth. You may turn on and off this Perk as you see fit, but the area impacted will remain affected. You can't undo the spread. Only contain it once it begins.

If you leave, you take with you the Perk **More Than That**. You are free of temptation. You are you. No drug, no rush of power, no manipulation can sway you at your core. The dark side can try to tempt you, offer you every pleasure and all the riches, drown you in your favorite sins... and you can walk out the other side. Not perhaps untouched, but certainly unmoved. This neutralizes all corrupting effects from anything short of willingly taken Drawbacks, and even those may now have a road through them to something approaching normal again. You'll also gain a new Companion; **Jason Brody**, a man who more than any other can understand what you've just endured. He comes with the full Tatau Skills, all Outsider and Rakyat Perks and Items, nine-and-a-half fingers, and an additional **600 CP** to spend. The Rook Islands left a mark on him too; maybe with your help, he can find his own way home. To help with that, you'll gain the Item **Escape Boat**. This boat, with a full tank and revved engine, comes with a perfect GPS to let you navigate your way anywhere you want to go. While it looks a bit ramshackle, it'll never break down or run out of fuel, and the bunks below-deck can sleep a dozen people in mild comfort (and twice that in much less). Couple that with a large deck ice box,

fishing pole, and tackle box, it won't take much for you and your Companions to sail this boat to freedom.

High Tides: Your adventure now begins six months before Jason Brody and his friends land on the Rook Islands. You were on a cruise ship, the SS Astrid, when pirates invaded and started taking hostages, killing folks who resisted, and looking to loot the place. While fighting back, you came into contact with four fellow survivors, each with their own dark past, and the truth; the ship captain sold you all out. He's left aboard one of the pirate's boats for the nearby island they hail from, having run off with a mess of cash and other valuables from the ship.

One of those valuables? Everything that makes you a Jumper.

This just became a pseudo-Gauntlet, with you stripped of everything except your Body Mod and whatever Perks/Items you bought in this Jumpdoc alone. Your objective: hunt down the Captain, kill him, take back what he stole, and escape. If you manage this, you'll regain your lost Perks, Warehouse access, etc., and will have completed this Scenario. Fail, and you'll wake up in one of two places; the proper Rook Islands to begin this Jump, or in the back of the lander craft at the very start of your pursuit of the captain, still reduced as you were at the start.

And this won't be as easy as 'chase them down, gun them down, have cake' either. The captain is in league with Vaas's pirates, and they are very unwilling to let an ally be gunned down on their islands (even if it's just a small set of them to the east of the real massive Rook Islands, it's still the chunk of land they've been trusted with). And while you might find some measure of aid (there's a boatman named Seto nearby who is shockingly easy to bribe to help you), it'll be a long hard slog to follow the captain's path, destroy obstacles in your way, and defend points when needed to proceed.

On the plus side, you're not alone; the four strangers you were thrust into an alliance with also want the captain dead and to then escape with the goods: Callum, a former street tough from the projects of Glasgow who was serving as the ship's chef; Tisha, an ex-military combat medic who was serving as the ship's medic after being dishonorably discharged; Leonard, a crooked ex-cop from Philly who was working security; and Mikhail, a former Russian hitman who was working to earn money for the wife and daughter he left the underworld for in the first place. Every one of them is good in a fight whatever the weapons on hand, used to high stress situations, and devoutly devoted to the cause of making their former captain bleed.

If you succeed at hunting down the captain, killing them, and then reclaiming your proper status, you have the option of finishing out and continuing to your proper time on the Rook Islands. But there is another option... you can remain, and begin the sub-Scenario, Redemption. A village on these islands is in the crosshairs of the pirates, and they don't even have the option of Rakyat intervention some on the main islands can hope for. It won't be easy, as the forces incoming are considerable, but your four allies are willing to stand with you; to them, it's in some way a chance to make up for their own sins. Hold off the pirates and protect the village, and you'll complete Redemption, and can once again choose to proceed to the main Jump...

...or stay for a second sub-Scenario, Jailbreak. You, and your four compatriots, have been captured in the aftermath of defending the village. Taken to the pirate hideout and thrown into cages, you are now stripped bare; you don't have the Items or Perks even of this Jumpdoc, and are reduced purely to Body Mod. Now, it's a race against time. Free yourself and your allies, cross through the pirate hideout with whatever gear you can find, reacquire your supplies from the pirate's stash, then

make your escape back to the shore, to your boat, and to freedom. Or, more accurately, to the start of your time on the Rook Islands proper.

If you completed the main Scenario, you'll gain the Perk **Over The Hill & Through The Woods**; if you desire something, especially if it involves getting even or getting revenge after being wronged, there will always be a path for you. Doesn't mean it'll be easy or fun, but it will exist, and won't be stolen from you by circumstance (for example, someone killing the target of your vengeance before you can catch up). You'll also gain the Item **Duffle Bag Of Money**, a durable water-proof high end duffle bag stuffed to bursting with stacks of cash, jewels, and other valuables. Roughly ten million dollars worth in total. Lastly, you'll be able to take your four brothers in arms- **Callum, Tisha, Leonard, and Mikhail (along with his wife and daughter)** -as Companions who share a single Companion slot. They (minus the wife and daughter, thankfully) will even follow you directly on into your time on the main Rook Islands for free, giving you a whole squad of hardened well-armed killers used to working together right from the start. Quite the bonus.

If you also completed the sub-Scenario Redemption you'll gain the Perk **Redemption Is Dirty Business**; you can always be redeemed. Not just in the eyes of others, but in your own as well. No matter how far down you might fall, how much blood you have on your hands, there will always be things you can do to settle accounts. The same goes for those who follow you and stand by your side, and the world will offer you opportunities to make right the things you've done wrong. Don't mistake that for the chances being easy, though. You'll also gain the Item **Decoder**; this strange device can, over time, decrypt and organize any data provided to it. Handy if you run into things you can't easily understand, explain, or unlock on a regular basis.

Lastly, if you completed the sub-Scenario Jailbreak, you'll gain a new Body Mod Perk; **Smuggled It In**. With this, in any instance where you would be reduced to your Body Mod- be it for a Drawback, a Gauntlet, or any other reason -you can bring with you up to three small mundane items. Nothing bigger than a larger-sized protein bar, and it would have to be considered mundane by modern Earth standards, but considering most of the circumstances this relates to, it could mean the difference between life or death. Imagine the difference always being able to keep a set of lockpicks, a knife, and a survival flashlight (for example) on you could cause, especially when folks expect you to be completely without tools... You'll also gain the Item **Encrypted Hard Drive**. On this Item, one can find the means and methods to solve any one problem or upgrade to a superior state any one Item found in a given Jump. Good thing you got that Decoder, because without it, nothing can break this encryption. You'll get a new Encrypted Hard Drive at the start of each Jump, or every ten years, whichever comes first.

End

Time's up. How'd you do? Did you change the Rook Islands? Or did they change you? Whatever the case, you've got one last choice to make if you made it this far.

Stay Here. This is a seductive world of adventure, isn't it? And by now, you must feel like a true legend of it. Your Drawbacks are removed, and this world is now your home. Your Chain is over.

Go Home. Can you really go back to the way you were? The places you felt were so familiar? Are you really the person you were, or have you changed too much? I guess you're about to find out. You return to the world you first left from, all Drawbacks removed. Your Chain is over.

Move On. Ah, you wish to continue on the Path of the Jumper, then. Understandable. After all, there's always another Jump ahead, with more power, more challenges, more glory and riches. And then, after that, another Jump, then another, and another... hm. Did I ever tell you- nah, forget it. Drawbacks are dropped, you're on your way. Have fun out there!



Notes:

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I freaking love this game. Probably not the most professional way to start these notes, but I couldn't care less. I notched in more hours in the Rook Islands than I'd care to admit, and given the state of Far Cry representation in the Jumpchain community, I'd often considered making one of these, but never went all-in.

...until a certain someone suggested we make Jumps based on our favorite Far Cry game in tandem. Massive massive shout-out to FancyFireDrake for being the impetus for this, for offering suggestions, reading my many WIP blasts of it, and generally just being cool to work with/off of. Go check out their Far Cry 4 Jump.

So, what is the cause of madness in the Rook Islands? The strange plant life? Japanese experiments? A Piece of Eden? The 'land of the dead'? All of the above and more? Honestly, I couldn't even begin to guess. It earnestly seems to me like any single answer is looking at this too simply. The Rook Islands just are. But by all means, if you think your Jumper would like to 'solve' them, fanwank responsibly.

One note of crucial ambiguity, only added in the Far Cry 6 DLC, is when exactly Vaas attempted to go to war with Hoyt. Due to the scene it took place in, and the nature of the DLC (and Vaas's own mental state), it's unclear, but given he called out that it was explicitly a 'good memory', and that it vibes with the instructions Hoyt subsequently gave to his new recruits, coupled with the sudden 'war' the Pirates wage briefly on the South Island after Vaas's 'death', I'd put money on it being a very recent memory, possibly during Far Cry 3's run time but after Vaas and Hoyt met to discuss Jason Brody. Maybe even taking place just prior to Jason showing up and killing Vaas. But, again, whether it did, or took place long before, or was just the product of Vaas's damaged mind, I leave to you. Again, fanwank responsibly, but it does help explain the more three-way conflict nature I tried to present in places across the Jumpdoc.

While not explicitly called out, if you want to take Outside Experiences more than once, feel free, but barring other Perks/abilities from outside this Jump, be sure to bump the Jumper's apparent/in-world age accordingly.

Gets You Every Fucking Time, aside from being a handy Perk, also leans in to the nature of the Pirates; that is to say, almost all of them are Rook Island natives, and in their dealings with each other & Vaas in both this game and the FC6 DLC memories, they've got a weird kind of psycho-bro camaraderie. These aren't strangers, they're arguably friends, and even Vaas seems much more chill with them- as in, actually playful and not just his usual psycho shtick -than he is with pretty much anyone else. I felt this was worth a call-out, because it's easy to see them as just 'The enemy faction with shittier gear', but it's a far cry (ha) from the much more mercenary and competitive Privateers, or the cult of personality Citra has made her Rakyat into.

For what it's worth, yes, I've read the theories that the Piece of Eden referenced in the Letters/why Abstergo's logo can be found in the game/DLC is the Compass, the Silver Dragon Knife, or both. Fanwank as you see fit for that, but for those who didn't want to get too much AC in their FC, I wanted to keep them separated for the purposes of Origin Items. If you want to fully blend the

franchises, I'd say the Compass/Knife are instead built from Shards of Eden, with the latter based on the Piece of Eden featured in the Lost Expeditions Scenario.

(On that note, if you really want to blend these Ubisoft franchises together in this Jump, consider; Buck really seemed to know a lot about the Knife, seemed abnormally skilled in recon, tracking, and stealth, and was evidently considered a lethal enough asset that Hoyt had him on the payroll as his personal hitman. Maybe Buck was a disgraced Templar or Assassin who fell through the cracks, and his pursuit of the Knife is his own personal play for power by obtaining a Piece of Eden for his very own?)

If you don't want an actual physical Tatau for your Jumper, feel free to skip that part. But much like I did with Work for the Rage 2 Jump, I wanted to give Jumpers a chance to acquire everything that was on offer IF they engaged enough with the setting to afford it (hence the Scenarios providing a stipend bonus). And given how well it fits with the game/setting, it just felt apt to slot these here instead of wedging them into Origin Perks or the like.

For those who might ask; yes. You can take **Guards (Ink Minions)** if you took the Drawback Spilled Ink. They're strange otherworldly abominations, and you'll have to fanwank mightily for what a fair equivalent of Guard Items, Perks, officers, and/or vehicles would be, but if you're of a mind to go for it and want that combo, I'm not one to stand in the way of your fun. Bear in mind, the Ink Monster for sure will target your Jumper harder than ever if you managed to get some of its minions to turn away from it.

The unnamed Origin-specific Companions may be named with gender and other details entirely up to you. However, I will note, Dream Warrior & Tech Pirate are most likely Rook Island natives, and Vengeful Professional's backstory essentially casts them as part of Tisha's backstory from the co-op campaign/High Tides Scenario, so if one keeps that in continuity they're likely American in terms of national identity.

Also for reference, the Tatau stipends for several Companions (unnamed, Imports, etc) is more-so intended to provide them an additional customizable boost (given everything that section covers) than represent an actual Tatau; you can pick whether they actually have one or not, and if so, why.

Jackal's Perk is a direct knock on one of the elements of Far Cry 2 dropped for its sequel. Come to think of it, between that and the Malaria comments, one would think I had something against FC2. ...moving on.

Yeah, for Pagan Min to be here (or for Ajay to have had ANOTHER sister he didn't know about) would require backflips and twisting of the timeline. My counter argument is... but it's cool! Also, it's part of the dueling-Jumps with FancyFireDrake I mentioned before. Take a peek at his Far Cry 4 Jump's Companion section and you'll see what I mean. Besides, this way you could potentially have Vaas fight Pagan. Or have them both get drunk together. Admit it, that's awesome.

Chatri is intentionally echoing the Rakyat legend of the warrior who, by slaying the man-eating giant, formed the Rook Islands; a kind of reincarnation, one pure and mostly untainted by the nature of the Islands. If one were to take the Drawback Spilled Ink and helped Chatri be able to get the final blow on the Ink Monster, their destiny will be fully realized; they'll receive **every Perk and Tatau Skill listed in this Jump**. Which, one must admit, is a massive burden of abilities. Now that you know this, if your Jumper pursues it, ask this: are you trying to help Chatri become all they can be, or

like Citra, are you just eager for a perfect warrior no matter the cost? Just leaving that on the table.

If you're not familiar with Far Cry 3, I strongly recommend against taking Some Fucked Up Foreplay and picking a person as the object of interest. Buck is, while never explicitly stated in game as such, clearly strongly implied to be a walking sex crimes registry of a person. Seriously, kill the hell out of him if you get the chance.

Taking How Stupid Do You Think I Am!? as a Privateer will not protect your Jumper. Hoyt will happily, merrily, burn (potentially literally) one of his own employees for any shred of power, much less the power of the Jumpchain. If anything, he'd take advantage of the Jumper being under his wing to put himself in an even more optimal situation; think in the direction of his 'Poker Night' with Sam and Jason at the tail-end of the game.

Here's a nice bonus for you; if you have taken the Perk Synapses Go Dark, and then take Some Fucked Up Foreplay, the 500 CP version of Definition of Insanity, and/or How Stupid Do You Think I Am!?, all else equal you may still use Synapses Go Dark at full strength for fighting Buck, Vaas, and/or Hoyt. I'll even rule that if bought/earned, the Jumper can bring the Silver Dragon Knife and/or Eris, Blade of Discord into the fight with them. Emulating Jason's journey deserves a little something extra in my book.

For Supply Drop, you're not looking at high-class custom-made meals; it's all shelf-stable long-term goods, things like bags of rice, canned goods, etc, mixed with fresh fruits and vegetables. It will account for any dietary/medical needs the Jumper has, though, including anything like allergies taken as Drawbacks in future Jumps.

Lost Expeditions is, aside from an attempt to tie the DLC into a more holistic and fleshed out Scenario, is a massive love letter to the Far Cry franchise's numerous Assassin's Creed Easter Eggs and references. In particular, the Letter referencing the Japanese scientists looking for a Piece of Eden, the Abstergo logos (especially in the DLC this Scenario is named after), etc. I'm sure someone out there can easily pick apart what I provided (fully aware the idea of a Black Cross being trained at this time in the AC universe might not be 100% lore accurate, and also sure someone can fight me on him essentially having Sigma Team backup, as examples), but I primarily was concerned with giving as fleshed out/story-rich but not all-consuming a slice of that franchise set in this one as I could give. Also, c'mon, based on how he acts in 3, 4, and 5, having Willis look at this massive humanity-spanning conspiratorial shadow war and saying 'This does not explicitly benefit America, and in fact may weaken it. *Kill them all.*' is as in-character a choice as I can offer him.

Battle for Rook Island, arguably, should be the last Scenario taken/completed, with High Tides being the first if taken due to chronology. For BfRI, regardless of who the Jumper sides with, or if they wipe out all sides and either remain or leave, it really does close the door on the majority of activities in the Rook Islands, and would result in a phenomenal number of changes to the setting. YMMV, and some stuff (like Relic Hunter) would certainly be possible after BfRI is resolved (assuming the Rook Islands are still standing), but felt it was worth calling out.

High Tides is my best effort to encapsulate the now-unplayable co-op campaign. It wasn't exactly the most robust offering, or the most meaty, but given it had enough interest to merit an expansion (which the Scenario is named after) with the two extra missions presented as sub-Scenarios, I felt it was worth giving a shout to. For what it is worth, the sub-Scenarios are shorter and, while not easy, are less sprawling in their difficulty than the full one, hence the reduced Tatau Skill point rewards.

Hey, you. Person who read all the Notes section. I'll make you a deal. Your Jumper can have a free extra 100 CP if you/they promise to, once they leave the Rook Islands before exiting the Jump or whatever else they do, *absolutely wreck* Doug, the DJ/spotter for Vaas who got Jason and his friends caught up in all this. I mean, wreck them like only a Jumper can. Scumbag gets kickbacks for sending tourists to be abducted, tortured, and sold into slavery, and near as I can tell will never get their karmic punishment in the world of Far Cry. If you swear to, and follow through, on being that karmic justice, bam, free points. Consider it my own personal Wanted Dead posting for that 'all around excellent guy'.

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Version 1.0: Created Jump

Created by Astrangeplaytomake