Generic Island ‘Castaway’ Jump

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Just sit right back and you'll hear a tale
a tale of a fateful trip,
that started from this tropic port,
aboard this tiny ship.

The jumper was a mighty sailin' man,
brave and sure,
eight companions set sail that day,
for a three hour tour,
a three hour tour.

The weather started getting rough,
the tiny ship was tossed.
If not for the courage of the fearless crew
the Minnow would be lost.
The Minnow would be lost.

The ship's aground on the shore of this
uncharted desert isle
with the jumper and his companions
here on Jumper’s Isle.

So this is the tale of our castaways,
they're here for a long, long time.
They'll have to make the best of things,
It's an uphill climb.

The jumper
will do their very best,
to make the others comfortable
in their tropic island nest.

No phone, no lights, no motor car
not a single luxury
like Robinson Crusoe,
it's primitive as can be.

So join us here each week my friends,
you're sure to get a smile,
from our stranded castaways
here on Jumper's Isle!

This setting may be bland and generic but it is a long time favorite of many. Based somewhat on Robinson Crusoe, The Swiss Family Robinson, Gilligan's island and other completely unrealistic 'survival' stories, The setting is during the Great age of colonization depicted in many of those settings. However, This is a Windfish scenario, for the purpose of this jump and the next ten years only the Island, the Sky and the Sea exist. This means that the world is a dream or a story and effectively ends at the horizon, with everything beyond looping back on itself. The purpose of the Windfish is to keep this an Island castaway survival jump instead of crazy space adventure #36791 or whatever else it might randomly turn into. If this is not to your taste apply Fury's maxim and just have an as yet uncharted island with no Windfish so long as you do not take the associated Drawback or the Capstone.

If you take the above choices Do Not Wake The Windfish! This is a good way to try to chainfail, the only way to survive the Windfish waking up is to hide in the Warehouse or be capable of surviving reality unraveling around you. The good news is that the Windfish can only be woken by you intentionally barring drawbacks.

You have 1000 CP, Good luck and have fun!
Optionally you may instead use this document as a Gauntlet, in this case you no longer receive CP unless you take Drawbacks to gain them. Additionally all outside of jump supernatural abilities are lost for the duration and natural abilities restricted to peak human levels. In exchange for this hardship, you will receive greater rewards, namely that all items

and perks purchased here will be of greater quality being three times as great in quantity or quality as best applies. If you also take the Windfish Scenario you will find that all your limits will similarly be released, the limits of your perks and abilities slowly expanding as you become more and more like the sleeping God-Thing that created this place as the Eons pass.

Location

Island building - 1000 IP (Island Points) to use in this section only, the Jumper may spend CP to receive IP at a 1 to 4 ratio.

Weather - Mainly peaceful calm weather costs 100 IP and greater chances of detrimental weather grants 50 additional IP per 5% increase of chance of detrimental weather.

Climate - Temperate climate costs 100 IP and an extreme climate grants 100 IP, each kind of extreme climate grants an additional 100 IP

Wildlife - Unusual wildlife is free, abundant non hostile or dangerous animals costs 200 IP and greater populations of harmful or hostile animals grants 100 IP per species.

Plant life - Abundant beneficial or medicinal plant life costs 200 IP and scarce food plants or abundant poisonous plants grants 100 IP.

Resources - Abundant amounts of useful resources costs 200 IP and scarce amounts of useful resources grants 100 IP, exceptionally abundant resources that are considered valuable grants 300 IP with a mandatory drawback of occasional raiders.

Natural disasters - Natural disasters being exceptionally rare cost 200 IP and them being somewhat more common grants 400 IP, occasional non-fatal though inconvenient injury also grants 200 IP.

Island size - larger island or multiple islands in a chain costs 50 IP for each purchase, up to twelve for 600 IP at the size of Australia and a smaller island grants 400 Ip as it makes survival more difficult, default island size takes a mundane man three days to traverse and is free.

Island topography - Useful features are free, examples are rivers, caves, interesting rock formations for land navigation purposes or contemplation, hills and valleys. Difficult terrain to traverse such as abundant mountains and steep cliffs or valleys grant 300 IP. Guaranteed clean fresh water rivers cost 100 IP.

Coral reefs - Beautiful and safe coral reefs costs 100 IP, extensive coral reef costs 100 IP, exotic features (like glowing or rapid regrowth) are a toggle, abundant sea life costs 200 IP, dangerous coral reefs grant 100 IP, abundant harmful sea life grants 200IP, small coral reefs grant 100 IP, scarce sea life grants 200 IP, abundant navigational hazards caused by coral reefs grant 200 IP.

Sea - A standard sea is free, a mostly shallow sea costs 200 IP, a deep sea grants 200 IP, abundant sea life costs 200 IP, scarce sea life grants 200 IP, unusual features (like a freshwater sea or bioluminescent algae colonies) are a toggle

Special - Are you sure you want this? Very well then, you may discard all prices for Island generation and go wild with your creation. In exchange the Flora and Fauna in this place all possess unusual qualities, perhaps even dangerous ones. In effect this is the option to pick if you want an Island of hyper-evolved life forms that borders on being a profitable deathworld. After all where there is danger there is clearly opportunity!

Origins - You may freely choose your Age and Gender.

Survivor - You wake up without clear memories of how you got on the island and a random assortment of flotsam surrounding you as you wake with the sunrise on the beach. Perhaps you should search for water, food, and shelter before the day completely passes you by?

Builder - You were an experienced craftsman bound for the new colony to make your fortune away from the stifling restrictions of the guilds in the old world when the storm sank your ship, you barely managed to grab a few things as you fled to the lifeboat. As it crashes on the shore you take an inventory of your possessions and begin planning a location to plot your shelter.

Hunter - you were going to make your fortune in the New World by selling the fur pelts that were the latest rage in the capital, as your ship capsized in the storm you managed to escape with a few useful things and drift to shore upon a smashed mast. As you took stock of what was available you noticed a likely game trail, perhaps you would not starve on this island.

Rancher - you were going to be a homesteader in the new colony and make a future for yourself, as well as perhaps settling down to raise a family, unfortunately the storm changed that. You barely had time to get together a few things and grab a few animals before the ship finished sinking, as your raft drifted to shore you took note of what was available and began looking for a place to secure the animals.

Gatherer - It had been whispered all across the city that wealth literally grew in the land of the New World, and as a supplier to many apocatheries you well knew what to look for when you arrived. Unfortunately, your plans had to change as the ship sank beneath the waves, leaving you with precious little time to gather a few useful things before you floated to shore clinging to a barrel. As you take stock, you spot a few useful medicinal plants a few hundred feet from the shore, perhaps they were right?

Farmer - You were called to the New World by your brother to help him on his farm, in return he would help you settle down and establish yourself in a few years upon a farm of your own. As it stands, however, that may be a bit delayed as you swim to shore with the bag holding all that you managed to save from the ship on your back. Upon reaching the shore and heading in land you take note of the richness of the soil, this would be a good land to grow crops upon.

Perks
Origins get discounts in their respective perk lines. 100cp perks are free to their origins.

Survivor(Drop In)-
100 / Free Survivor - Survivor Package Tier Zero: You actually are a survivor... you have enough experience in a trade not listed here to put

those decades your elder to shame and learn very quickly, at three times the speed you otherwise would. Additionally you do not forget what you have learned and do not grow ‘rusty’ from time.

200 - Survivor Package Tier One: You are incredibly talented at survival skills, if you could have learned it in the scouts you now possess that skill at an expert level.

400 - Survivor Package Tier Two: you are granted senses are that are augmented to be at peak of the animal kingdom, this includes sight, hearing, taste, smell, touch, proprioception, magnetoreception, thermoreception, equilibrioception, mechanoreception, chronoreception, gravitoreception, and electroreception, as well as forming an infallible mental map of areas you have explored, augmenting your memories and integrating your senses, these senses have feedback blocker preventing unpleasant sensory overload.

600 - Survivor Package Tier Three: your physical parameters are augmented to be able to reach the peak of the animal kingdom, this includes strength, reflexes, physical endurance, physical durability, agility, sustenance, senescence, and more. If it can be described as a natural physical ability it is amplified.
However, to keep this an island survival this is restricted to the peak of humanity until post jump.

Builder perk line -
100 / Free Builder- Builder Package Tier Zero: You actually are a builder, you have enough experience in the trade to put those decades your elder to shame and work fast and efficiently enough that your efforts alone would require a team working together to match.

200 - Builder Package Tier One: Wood and other plant life. You are an exceptional builder with these and know the characteristics of such materials at a glance, you can also form mental blueprints and interact with them as if you actually saw them in the real world to assist in construction, as well as making infallible mental checklists of materials with exact steps, materials, and dimensions needed for the build, you also

have an easy time locating useful materials you need for building and you take less time to build than you should.

400 - Builder Package Tier Two: Stone and crystals, you may now treat the builder package tier one as if it applies to these as well. You are also exceptionally good at locating and harvesting your needed materials while maximizing their yield and minimizing lost or damaged materials.

600 - Builder Package Tier Three: Metals and processed chemicals, treat these as if they also applied to the first two tiers, in addition to everything you construct now being far more durable than it would otherwise seem and taking less materials to construct than it should, you can also refine them to modern standards despite primitive conditions and lack of equipment.

Hunter perk line -

100 / Free Hunter - Hunter Package Tier Zero: You actually are a hunter, you have enough experience in the trade to put those decades your elder to shame and are exceptionally stealthy, to the point that when you are sneaking even beasts on alert would not notice you.

200 - Hunter Package Tier One: You are an exceptional hunter capable of following tracks that are weeks old as well as locating good ambush points and maneuvering through difficult terrain with great ease, additionally you are quite skilled with hunting weapons such as bows, spears and rifles as well as making traps both lethal and non-lethal.

400 - Hunter Package Tier Two: You are exceptionally skilled at harvesting your kills, as well as preserving them for as long as possible with minimal resources, and you can make use of the materials within an animal‘s body with great ease, forming bone tools and leather objects in less time then it should take to make them.

600 - Hunter Package Tier Three: You may ritualistically consume an animal under the light of the full moon to achieve a version of its natural abilities temporarily. For example, a camel would allow you to go longer without food and drink by glutting yourself when they are more plentiful,

and a chameleon would make it more difficult for you to be noticed so long as you are not hostile. The effect lasts one lunar cycle and must be done again to retain the benefits. Post jump this you may exchange Potency for Permanency with this Ritual, weakening the initial consumption to allow access to permanent lesser form of the power. If you continue to only perform the ritual for that animal without missing a single month or changing the selected animal for one year you may have a full variant of the power, you may then begin again with other Totems.

Rancher perk line -
100 / Free Rancher - Rancher Package Tier Zero: You actually are a rancher, you have enough experience in the trade to put those decades your elder to shame and are exceptional at befriending animals, able to put even wild beasts at ease within a few minutes of effort.

200 CP - Rancher Package Tier One: You are quite skilled at taming and raising animals, you can figure out their personalities after a short observation, figure out their necessary diets and how to treat them for any illness they may contract if possible, and finally you are exceptionally good at training and taming them.

400 - Rancher Package Tier Two: you are exceptionally good at raising new generations of your livestock somehow managing to choose desired traits and having the next generation be born as if you had selectively bred them for dozens of generations specifically for those traits without the negative side effects such a thing could bring like inbreeding as well as other genetic defects.

600 - Rancher Package Tier Three: You may make animals that you regularly interact with somewhat more intelligent and loyal as well as grant them increased longevity and amplify their traits, for example an ox would become incredibly strong and enduring and wolves would become incredibly fast and be capable of unnatural levels of coordination with members of its pack.

Gatherer perk line -

100 / Free Gatherer- Gatherer Package Tier Zero: You actually are a gatherer, you have enough experience in the trade to put those decades your elder to shame and can discover possible uses for the plant and animal product you collect, even when they are unfamiliar.

200 - Gatherer Package Tier One: You are an exceptional gatherer and have a knowledge base geared toward this; you can easily locate edible or medicinal plants and animal byproducts and tell at a glance whether a plant or animal byproduct has useful characteristics as well if it is at the best point of its cycle for use or consumption, You may also recycle scavenged materials and get the best use out of them.

400 - Gatherer Package Tier Two: You can gather plant-based materials or animal byproducts somewhat out of their growing season as well as prevent their spoilage for longer than should be possible, and may tell at a glance exactly what you may scavenge from an object and what you may best put your recycled materials to use for.

600 - Gatherers Package Tier Three: When you gather plant-based materials or animal byproducts or scavenge an object you collect more than what is physically present, and when you utilize them they are more effective than they should be.

Farmer perk line -

100 CP/ Free Farmer - Farmer Package Tier Zero: You actually are a farmer, you have enough experience in the trade to put those decades your elder to shame and have an exceptional talent at reading the weather, accurately predicting precipitation, wind speed and temperatures up to a week in advance for the local area and places you know well.

200 CP Farmer Package Tier One: You are an exceptional farmer and have a knowledge base geared toward this. You have an excellent grasp of the weather and the best times for planting and know how to best avoid having issues occur that would ruin your crops. In addition you know the best ways to store your crops to prevent spoilage for as long as possible as well as ensuring enough seeds are available for the next planting cycle and cultivating the land for better growth.

400 CP- Farmer Package Tier Two: you can accelerate the growth rate and yield of crops you have personally planted and store them without issues such as pests or moisture ruining them as well as make the beneficial qualities of grown plants greater and make the negative qualities lesser when you personally grow them.

600 CP- Farmer Package Tier Three: You may breed new strains of plants between yields as if you had been specifically cultivating them for generations for specific purposes as well as alter them cosmetically.

General Perks

100 CP - Quality of Life - Take a camping trip that you didn't prepare for and then extend it out for a decade, that is what this would be like without this Perk. The little annoyance do not affect you anymore, bugs that would have bothered you simply stay away, the weather never feels oppressive to you, food that you eat tastes delicious despite primitive preparation or lack of flavor, your clothes always stay dry and warm/cool, foul smells do not seem to exist as more than an afterthought, any small enclosed areas like a tent or cave are climate controlled and perhaps most importantly you always have toiletries when you want them.

200 CP - Good Luck - you have a great personal fortune in locating resources just before you would actually need them to survive, you also seem to not fall ill or receive more than minor bruises when by all rights you should be much worse off. Beware as luck is a fickle ally, if you are being foolish and relying on this to save you it may well abandon you instead.

400 CP - Deep Pockets - Where were you keeping all of that? You seem to have access to a hammerspace of sorts where you can store and retrieve up to ten times the amount a strong (and mundane) laborer could be expected to carry, this applies to anything you can lift up that qualifies. Time does pass for the stored items so do be careful not to forget any perishables.

600 CP - Fragment of the Dream - Requires Windfish Scenario and Uneasy Slumber drawback.
You carry within you a fragment of the God that dreamed up this island, Granting you lucid dreams and boosting all the perks that you have purchased here, moreover you may not have your mind bound or distorted from its own path against your will.

Companions - In the case of the Gauntlet mode, you and your companions will receive the effects of any Drawback taken by anybody as well as the full amount of CP that would have been granted individually.

A big friendly Beast 100 CP - This is a truly massive and loyal animal of your preferred physical and emotional description with the caveat that it is of unusually large size, perhaps big enough to ride, but not to bring indoors. It benefits from the non mechanical aspects of the Survivor perk line as well as the Hunter, Gatherer and Rancher tier one perks, and behaves as if affected by the tier three of Rancher.

Lord/Lady 200 CP - This person washed up on shore shortly after you did, their physical and emotional description is up to you. They are not very skilled at much that is useful in this circumstance but are willing to listen and learn quickly. To represent their former great wealth they receive 800 CP and discounts on everything in the Items section, and may learn any perk that you and they both purchased from you over time.

A Crew 400 CP - Import as many Companions as you would like with their choice of Origin and 800 CP.

Items - All items are discounted to their appropriate Origin.

Survivor
100 CP / Free Survivor
Assorted tools for survival, they do not wear out nor break and don't need to be refilled, if lost or stolen you find equal replacements the next time you look for them.
This kit includes a medical grade first aid kit, a fire starting kit, a selection of non-powered hand tools, a water purification kit, a coil of sturdy rope that always seem to have more as you unroll it, a box of candles that never seem to burn out, a hurricane lantern, a sewing kit that always seems to have more thread, etc, all packed in a small box that can hold much more than it seems.

200CP
A set of camping gear that is lightweight and folds up surprisingly small for easy carrying. Since this has been purchased here is a bit better than anything you might find on the common market as follows: The pack is always light and durable no matter what you hold in it and it always seems to have just enough room for one more thing, the tent is extremely weather resistant and is always a little bit bigger on the inside than is needed, the canteen regularly refills itself with pure and potable water, the lighter and lamp never run out of fuel or breaks, the cooking pot serves a bit more than you put in, the compass will always perfectly accurate, the binoculars seem to have both a ridiculous adjustable magnification as well as alternate vision modes, a sleeping bag that is surprisingly comfortable and quadruples the amount of rest you receive while using it, a small circle of stones for your campfire that ensures it will light easily, burn long, not start unintended fires, and repel pests such as bugs, predators, and uninvited guests, the map is always accurate to your location and may have interesting things marked as well as changing what it shows as you travel, and finally the ration kit refills when unobserved with a balanced choice of

meats, breads, nuts, fruit, vegetables, cheeses, drinks, some sweets and a small rack of spices and condiments.

400 CP
A golden Compass upgrade, the compass now points to a location like a map marker you would find in games, it takes you on the path but doesn't lead you straight there and can be confused by Drawbacks.

600 CP
A copy of your Island at the end of the jump, this can be a Warehouse attachment or be inserted as you like at the start of a jump. The island retains upgrades and is inhabited by competent NPCs with the entire Survivor perkline at the mundane setting, the island is also legally yours. When inserted into a Jump it has a minimal impact on the background of that Jump, it may be known to exist but considered difficult to reach for example. There will be archeological and geological evidence supporting the backstory of your land and the culture of the Native NPCs can be decided each Jump.

Builder
100 CP / Free Builder
Assorted tools for building, they do not wear out or break or need to be refilled, if lost or stolen you find equal replacements the next time you look for them, these expand to match your Tiers.

200 CP
A selection of finished materials from the ship float in on the tide every few weeks, these materials match your Tiers.

400 CP
An abandoned mine with an attached smelter. Somehow, the ore you mine out regenerates when nobody 's looking. While seemingly played out when you discover it you may place an example of an ore or gem in it to have it develop veins of it, this may be done as often as you wish.

600 CP

An abandoned colony supply ship has run aground on the reefs, this is a large source of finished materials for your use in addition to a starter stock for the other origins, in future jumps you may receive a large inheritance of several companies that would give you similar benefits instead.

Hunter
100 CP / Free Hunter
Assorted basic weapons and tools for hunting, while they are not particularly advanced (The most complicated thing here is a bow.) they do not wear out or break or need to be refilled, if lost or stolen you find equal replacements the next time you look for them.

200 CP
A hunting Rifle of your choice that doesn't break or wear out or require cleaning, comes with an ammo can that has 40 rounds as well as some useful odds and ends for trap making that replenish once a month

400 CP
An updating record of where various animals can be found. Kind of like a pokedex, in almanac form.

600 CP
A forest preserve that is always in the season and weather that you desire when visiting, it is staffed by NPCs that have the entire Hunter Perkline and may be a Warehouse attachment or inserted as you like at the start of the jump. It is legally yours and generates revenue by selling excess food in jump.

Rancher
100 CP / Free Rancher
Assorted tools for Ranching, they do not wear out or break or need to be refilled, if lost or stolen you find equal replacements the next time you look for them.

200 CP

A catalogue of animals that you might find on a ranch, once every six months you may choose fifty animals in total from here and find average examples of these animals wandering onto your ranch over the next few days.

400 CP
Climate controlled upgrade for your ranch. Magically, your ranch somehow always maintains a temperature that is healthy for your animals to live in. No weather more serious than moderate rain can get into your ranch as well. Disease spreading between your animals is likewise inhibited.

600 CP
A copy of your ranch at the end of the jump, this can be a Warehouse attachment or be inserted as you like at the start of a jump. The ranch remembers upgrades and is run by competent NPCs with the entire Rancher perkline, the farm is legally yours and generates revenue based on selling excess food in jump.

Gatherer
100 CP / Free Gatherer
Assorted tools for Gathering, they do not wear out or break or need to be refilled, if lost or stolen you find equal replacements the next time you look for them.

200 CP
A collection of sample jars that cannot be broken and keep their contents perfectly preserved until you retrieve them.

400 CP
You get a journal detailing a collection of plants with minor magical effects that are now on your island.

600 CP
A forest preserve that is always in the season and weather that you desire when visiting, it is staffed by NPCs that have the entire Gatherer Perkline and may be a Warehouse attachment or inserted as you like at the start of the jump. It is legally yours and generates revenue by selling its wares in jump.

Farmer
100 CP / Free Farmer
Assorted tools for farming, they do not wear out or break or need to be refilled, if lost or stolen you find equal replacements the next time you look for them.

200 CP
A small chest with a selection of 25 kinds of seeds and cuttings of your choice, this refills twice a year.

400 CP
A special watering can that causes soil watered by it to allow plants to grow no matter what season it is, it also fertilizes the soil to a fantastic degree.

600 CP
A copy of your farm at the end of the jump, this can be a Warehouse attachment or be inserted as you like at the start of a jump. The Farm remembers upgrades and is run by competent NPCs with the entire Farmer perkline, the farm is legally yours and generates revenue based on selling excess food in jump.

Drawbacks - 1000 CP limit barring Uneasy Slumber which does not count towards the Drawback limit.
Pirates 0 CP Mandatory for valuable resources - You will occasionally be raided by pirates for your treasure, these men are mundane but armed and persistent.

Inconvenient 100 CP - At least once a year you will suffer a minor accident that will leave you inconvenienced for a while, examples are a sprained foot or animals tearing up your garden and wasting half your seeds.

More time 200 CP - Double your stays length, may be taken multiple times. This is not cumulative but multiplicative, one purchase brings you to twenty years, two to forty and so on.

No cheating 300 CP - Whenever you fall asleep in your warehouse, you are ejected from it. Into the sea.

A Windfishes Nightmare 400 CP or 600 CP or 800 CP- Occasionally a monster will spawn somewhere on the island, it will be based off of the local plants or animals but have clear supernatural abilities, these abilities rate as gimmicks such as a pelt as tough as lead or flying despite being too large to become airborne with their wingspan/weight ratio. They will not know immediately where you are and are unlikely to be hostile at all but they are destructive to the environment and might be useful as parts for other purposes. If you take the second level these monsters will be more common and will be hostile. If you take the third level these monsters will form once a moon and will know where you are at any given moment, these monsters are not very bright but will resent your very presence.

Uneasy Slumber 600 CP Requires Windfish scenario - During your stay on the island odd and unnatural occurrences will happen occasionally with increasing rates in the last half of your stay, as you explore you will discover that this is because the island's god is waking up which is going to end the world. You must locate six hidden ruins on the island before the final year ends to discover clues on the location of the Windfishes lair and how to lull it back to sleep or else it will wake up and crash the jump.

Scenarios - Interested in having a plan for this jump?

Settlement

It seems you weren't stranded alone, you were part of a big group in fact. This will raise a bunch of problems, but will make some things easier since there are people around to help.

Your goal here is to build a self-sustaining settlement, and manage to make it work for a few generations without collapsing. Your time here will be increased to make sure you can guide the settlement along, aside from the initial problems such as persuading everyone to cooperate.

If you manage this, you get the island for free, along with your village, which is populated by the same people every jump, and slowly increasing in population as the generations pass with the island expanding or more islands appearing (your choice) to accommodate the increased population automatically, unless some tragedy happens. You may make it connected

to the Warehouse or insert it somewhere in the world. The island otherwise functions like the Island in the item section.

Escape

After a few hours of getting used to life on the island (or trying), you start to notice the water seems a bit higher than before. You aren't imagining it, and this is bad.

Deep in the island, there's an abandoned military outpost, with still intact equipment and vehicles. Why it's abandoned or why there's a military outpost in the first place isn't important, only that you escape. You see, the water levels are going to keep raising without stopping, eventually flooding the entire island and putting it all underwater.

Fortunately, there's hope. In the outpost, there are helicopters and fuel for them that are still usable, with some work, as they’re not in top condition, so you need to repair them with parts. You’ll need to make a few missing parts yourself, and do a little bit of MacGyvering to repair stuff that can’t be replaced with newer parts, but you’ll probably manage. You can find manuals in the outpost somewhere that will teach you how to drive them if you don't know how to. There are also functional planes, but there aren't manuals from them, so you can only use them if you actually know how to pilot them beforehand.

If you escape, you get two rewards, the first one is a small yellow book, with a plain black strip going along the upper part of the cover, and 'for dummies' written below. The book's pages are all blank at first. This book lets you, with a small amount of concentration, impart your knowledge of one skill into it, upon which the name of said skill is imprinted on the black strip in it's cover, and the pages of the book fill themselves with instructions on how to learn said skill, written in a way that would let even the most stupid person you find learn the skill, and be decent at it. The book can only have skills, though, no teaching people pyrokinesis with this alone. The book is unable to do anything about a person's capability to do something, so you won't be able to make someone adept at magic if they couldn't do magic before. The second reward is a supernatural skill at escaping situations, no matter how trapping they are (you can't teach this

with the other reward), you'd make Houdini burst in tears in jealousy at your skill in this.

Return

You are stranded. You are far from home. You have to fix this.

You have to get back to civilization, and survive long enough to actually do so.

Your main goal now is to leave the island somehow, and sail to the horizon, upon which you will find an endless sea before you. You have to sail for an entire month, subsisting on whatever you brought with you and fishing if you bothered to do so. Perks that would make this a breeze (such as perks that negate your need for substance or sleep) are negated during the jump, so no cheesing away the challenge. 1-ups just respawn you back at the island, with the raft or boat you built still out there.

After a month has passed, you will see a carrier ship in the distance. You have to contact this ship somehow, so it comes to pick you up and bring you back to civilization. If you don't manage this, you will still be sailing across the water, and you will see carrier ships once a week. You can't go back to the island, if you try, you'll only find more sea.

As a reward for surviving long enough to manage this, you get a specific ability. Anytime you get lost, you will always find your way back to wherever you came from, no matter where you are. It will take varying degrees of time to get back, taking about a month if you're stranded on an island, with more remote locations becoming increasingly harder to come back from. Who knows how long it'll take you to return if you end up in another universe, but you will find your way back eventually.

Windfish (Requires Uneasy Slumber)- There is something odd about this island, something unnatural. As you explore you will find ocasional ruins from a primitive civilization showcasing their daily lives - how they lived, how they raised their children, how they gathered food and drink, and what they worshiped. It would seem that these primitive folk believed that all the

world was but a dream of a sleeping God. There could be no way that such a thing could be true...Right?

If you take this scenario, the Drawback Uneasy Slumber will be applied, and if you succeed in lulling the Windfish back to slumber you will carry a spark of the dream with you granting you the effects of the Capstone as listed below to you and any Companion you had help carry you on this journey.

Good Luck becomes minor plot armor letting you find useful or nice things that make no sense whatsoever to find and you could probably stroll across a mundane battlefield casually confident in your good fortune to ward away danger to yourself.

Deep Pockets upgrades to a hundred times what it could carry before and applies controlled homeostasis to objects stored thus, preventing any unwanted degradation as well as allowing you to adjust its temperature as desired. You may choose to have objects be exempt from this effect, such as wines, for example.

All purchased Survivor tiers are boosted to supernatural levels, for example tier one becomes a learning boost and skill uncapper that amplifies learning speed by three times and grants a minor supernatural boost if you continue to train a skill past human levels, tier two grants an auto-mapper, stops skills and abilities from degrading and allows you to psychically manipulate the forces that you can perceive at 40% of what would be safe for a mundane human to withstand, and tier three is a physical uncapper that allows you to slowly grow endlessly so long as you continue to strive forwards as well as preventing physical degradation, effectively granting agelessness.

All purchased Builder tiers are boosted to supernatural levels, tier one now allows you to let others see your mental blueprints and cuts construction time to a fraction of what it should be, tier two now allows you to harvest larger amounts of the given materials then are physically present and causes the material site to slowly repair itself over time, and tier three now

allows you to apply desired characteristics to materials and construct things as if you had tools even if you don't.

All purchased Hunter tiers are now amplified to supernatural levels, for example tier one would let you follow tracks even long after they no longer exist and amplify the damage you do against anything that can be considered a beast, tier two would allow you to harvest a beast with nary but a touch and ensure that your animal products never spoil, and tier three's ritual would now temporarily grant you superhuman abilities based on the beasts you consume scaled up to human levels (like Spiderman's strength and flexibility if you eat spiders (no, you don't get his danger sense, he got that from the spider god, go look him up if you feel curious)).

All purchased Rancher tiers are now amplified to supernatural levels, for example with tier one you may now accomplish in hours or days what would previously have taken days or weeks in regards to taming and raising livestock as well as ensure that they no longer become ill and require less food and drink than they otherwise would, with tier two you can now apply a descendant's template to their ancestors allowing your animals to all have the exceptional qualities that you are breeding them for, and with tier three the intelligence and longevity you apply to animals you interact with now brings them roughly up to human levels as well ten times normal in each of the amplified traits.

All purchased Gatherer tiers are amplified to supernatural levels, for example tier one would allow you to alter a plant's products or animal byproducts at any point in their cycle that you desire for the best use or consumption, tier two would allow you to gather a plant's or an animal's byproducts at any time as if they were in season and make it impossible for plant products or animal byproducts you have gathered to spoil, and tier three goes from doubling your gathered harvest and making the consumed materials three times as effective all the way to 10 times the harvest and dozens of times more effective.

All purchased Farmer tiers are amplified to supernatural levels, for example tier one would ensure your plants can no longer be ruined by weather, animals, or pests, and you can cultivate the land with nothing but your will, tier two would have the accelerated growth rate go from months into weeks at the perks purchase down to mere days and the yield goes

from doubling to many times more than should be physically possible, Tier three now allows you to add specific traits to the plants that would otherwise not be possible such as complex medicinal traits and allows unusual characteristics like bioluminescence or specific flavors and textures.

Finally if you Purchase the island it is sustained by your fragment of the dream, the Windfish is no longer present. This allows you greater control over the Island, when it is a warehouse attachment you may adjust its parameters such as Topography, Climate, Weather, Flow of time, Flora and Fauna, and so forth. When inserted into a jump, it is restricted to your purchased parameters in the configuration you last placed it in before insertion, however you may control weather and the bounty of the land as well as ensure the health and fortune of its inhabitants. As a side note, if you took The Windfishes Nightmare you may now spawn such monsters on your land.

Notes - The Windfish is a Legend of Zelda reference, unless you deliberately attempt to destroy the island it will not wake barring the circumstances outlined in the associated drawback. The purpose of the Windfish is to keep this an Island castaway survival jump instead of crazy space adventure #36791 or whatever else it might randomly turn into. If this is not to your taste apply Fury’s maxim and just have an as yet

uncharted island with no Windfish so long as you do not take the associated Drawback.

Unusual wildlife and plantlife would be plants or animals of your choice that may have any ability that can be found in nature, if you want a giant constrictor snake with chameleonic skin this is your go-to.

The compass is like having a map marker from video games, it takes you on the path but doesn't lead you straight there and can be confused by Drawbacks.

The lucid dreams granted by the Capstone are full control of the dreams-cape, the perk also prevents mind control and memory erasure.

The freebie items are what you would find useful if you were packing a kit for those purposes in the 17th century but they do have mildly supernatural benefits.

When you Import your Island into future Jumps it will seamlessly insert with minimal impact on the setting, Pre-modern Jumps might know of its existence academically but consider it to difficult to reach for the effort it would take, much like Europe was aware of Vinland centuries before the rest of the continent traveled to the Americas, Modern Jumps have it as a traditionally isolated country and future Jumps might have it on a fairly isolated water world.

If you have the largest Island available and wish to split it up it would make nearly 32 Islands the size of Great Britain, treat the sixth purchase of Island Size as nearly identical surface area to that country, the default size is ninety-eight miles across and the smallest is only thirty-six miles at its widest point

Changelog - 0.1 made initial build.

0.2 adjusted Survivor perks, Hunter Tier three, and the Capstone as well as Lord/Lady and added the Raider drawback.
0.3 Locked the Capstone and Windfish behind a scenario, adding onto the Windfishes Nightmare drawback.
0.4 Clarified a few things, the hunter tier three ritual only lasts a lunar cycle and needs to be renewed if you want to keep the benefits until post jump, the Gatherer perk line has been expanded, The reward for Uneasy Slumber has been expanded.
1.0 Adjusted the horizon description, added the Special adaption to the Island modification section, added Gauntlet mode.
1.1 Corrected grammar and spelling issues, adjusted Island's method of insertion, added a Tier Zero to each Perkline and a quality of life Perk to the General Perks.