

The great isle of Catan: a vast and fertile land waiting to offer its bounty and opportunity to anyone willing to reach out and take it. You're not the only individual to find yourself on the virgin shores of this distant place. While your journey here may have been weirder and wilder than most, it was no less difficult and harrowing than that of the settlers who braved the uncertain crossing from the homeland. You'll be spending ten years here, ample time to claim a place of your own and wrest a living from the land. Then again, simple subsidence might not be enough for the likes of you. Maybe you want to make a lingering mark on this island, a legacy that'll endure the test of time. Or maybe you just want to get rich. Whatever your ambitions, you'll find Catan to be a place to make them reality, with the help of hard work, careful planning, and maybe just a little luck.

Nobody starts with truly nothing, and to help you get started, take some Choice Points.

+ 1000 CP

Origins:

Catan accepts anybody with open arms, so you're whatever you were at the end of your last jump. You might get a few weird looks, though, so you may shift your form to a human of an appropriate age for free, if you so choose.

- **Drop-In –** You wash up on the beach with only the sodden clothes on your back, your possessions and a few useful tools and supplies scattered in crates and sacks on the sand. You wouldn't be the first person to arrive on Catan in such a fashion, and you're not likely to be the last. The whole of Catan stretches before you, all you need is the will to make a part of it your own.

- **Knight –** You are a member of the warrior nobility; clad in armor and honor, you fight for the glory of your liege and the protection of his subjects. Military expansion is a laughable notion during this colonial era, conquering land a waste of lives and resources when so much is free for the taking, but Catan still has threats that need dealt with. Bandits, pirates, and barbarians all look to this island and its settlers with naked greed, and you are all that stands in their way.

- **Prince –** You are the head of one of the principalities striving to claim territory and earn prestige amongst your peers. It's up to you to allocate the resources your vassals gather to their greatest effect, to determine the optimal places for new settlements to be built, and to always increase

your glory in the eyes of both your rivals and potential subjects. On the other hand, as they say, it's good to be the king, or prince, so be sure to enjoy the privileges of your position along with its responsibilities!

- **Robber –** The immense wealth of Catan is ripe for the taking, but like the dreaded Isebold or the chivalrous Rob de Hood, you aim to gain your share of it through less than respectable means. It's no less difficult a path as that of a settler or merchant, but if you're good enough, your name will live on in infamy.

Perks:

Perks are divided into subsections based on origin. Taking a perk from a section matching your origin gains a 50% discount. The 100CP perk in each section is free for that origin.

Drop-in

- **Right of Claim** [100 CP] **–** To mingle that which is unclaimed with labor, and thereby improve it, is the means by which any claim must be made. Such an assertion holds on the island of Catan, and if you take this perk, it will hold in other situations, too. You can strengthen any legitimate claim you make to a piece of property by working to improve it. Contested ownership of a property can be made complete by outstripping the efforts of the other claimants. The amount of stock you hold in a company you work for will multiply with your efforts. Saving a kingdom from destruction can see you crowned its ruler. And, of course, homesteading a piece of a frontier will grant you ownership of that land. While this grants you social and legal privileges, it won't stop those already intent on taking what isn't theirs.

- **Fish of Catan** [200 CP] **–**. Staples of the Catanian diet they may be, bread and mutton will eventually lose their appeal. The surrounding seas aren't nearly so bountiful as the island, but such is the Catanian love for seafood that a good-sized fish can serve as a worthy bribe, and a whole haul can make a fisherman wealthy indeed. You gain a sixth sense for what a given group craves, and can concoct a plan to satisfy these desires. Doing so earns you a degree of leverage as you give people what they dearly want or dangle it out of reach. You also become an excellent fisherman, just as a kicker.

- **Metropolitan** [400 CP] **–** To begin, you gain a boost in your learning capability. You pick up skills and knowledge at a greater rate than before, raising you at least to a solidly above-average rate. On top of that, your learning rate is increased further when you live in proximity to individuals who are better than you at the skill you're trying to master. For example, if you were to live in a city of miners and two masters, one an experienced mine engineer and the other a skilled merchant, you would find that the rate at which you learn mining skills increases far faster than you learn the art of trade and haggling. Once you've surpassed the skill of the regular citizenry, your ability to pick up new mining skills would slow down dramatically, but you'd still have that head start over your trading skills. To put it another way, it's very easy for you to become second-best in everything you do, and if you

put in the effort, you could become the very best there is… at least in a local sense.

- **Master-in-Demand** [600 CP] **–** The principalities of Catan struggle to outdo their neighbors in every arena, whether that be the accumulation of wealth, advancing the cause of science, developing a superior political doctrine, or patronizing the best artisans. Everything you create will be appreciated proportionately to the skill you invested in creating it. Fashion, culture, and personal taste be damned, if you think something is beautiful and worthy, and genuinely made an effort to make it so, then those that behold it can't help but to see its merits, too. If you are truly skilled, you'll find your creations in demand, powerful individuals will commission you, and the tastes of the culture will gradually come to align with yours. This applies to everything from art and architecture to food and clothing to philosophy and etiquette and beyond, provided you're active in the field in qiestion.

Knight

- **Have Sword, Will Travel** [100 CP] **–** The princes of Catan work almost as hard to secure the fealty of competent knights as they do to fly their banner over the choicest regions of the island. More than the defense the knights offer against robbers and barbarians, a large army led by notable number of knights is a badge of pride for the prince that supports it, and a target of envy for the principalities that lack it. If you advertise yourself as a knight in need of a liege, or any other sort of service provider for that matter, you'll swiftly gain the attention of anybody who is remotely interested in the services you're offering. Your skills and track record will have to carry the deal from there, but if there's any demand at all for what you're offering you'll never have to wait long for a job offer.

- **In the Name of My Liege** [200 CP] **–** It is the duty of the knights of Catan to execute the commands they are given, no matter how difficult. Some of these earn the love of the people, such as repelling barbarians, or arresting bandits. Sometimes, though, a knight is made to improve their liege's standing at the cost of the island as a whole. A knight might be ordered to drive out bandits to plague a different territory instead of dealing with them properly, or to lay claim to a crossroads in the name of one prince over another. One might expect retaliation from affected principalities to be directed at the knights who do these deeds, but on Catan, the princes reserve their ire for each other. This perk lets you carry such an attitude with you to future Jumps, reaping the accolades executing your duty earns you while passing the negative consequences up to your superiors… provided your actions were ordered by said superiors.

- **Code Duello** [400 CP] **–** As the settlement of Catan progresses, the princes will begin to deploy their knights to the field, to watch over the roads and safeguard routes of further expansion. This practice will inevitably result in minor conflicts, as knights skirmish to establish their lord's claim to a piece of land over those of rivals, or extort tolls from travelers at an intersection of two principalities' roadways and thereby disrupt the flow of trade. Peace, such as it is, will only be kept by the codes of honor and chivalry, which allows knights to duel and resolve disputes without bloodshed or escalating violence. You can carry

this code with you, proposing a contest of some sort to resolve a conflict in lieu of battle to the death. If your opponent accepts the terms of the duel and the stakes to be raised, then they must accept the result even if it is to their detriment. After all, it could be worse!

- **Mighty Knight** [600 CP] **–** The princes of Catan work to provide their knights with the very best equipment and supplies they can, as strong vassals lend power and prestiege to their lords. These advantages grant the knights better odds when facing barbarian invaders, as well as allowing them to overcome other knights on occasion they should duel. With this perk, you can use any item you possess to its fullest potential. You wield mundane blades with the skill of a virtuoso, and can account for any flaws or imperfections as if you had used it for years. You know where your armor is its strongest, and fail to present any weaknesses to your foes. You know how to maintain any vehicle you drive or pilot, and can perform maneuvers only experts dare attempt. Magical items that hide their abilities until the bearer has proven worthy are fully unlocked in your hands. More exotic gear, such as items that learn and grow with their bearers, are given a one-time boost equivalent to the growth they can expect over a standard user's career, and grow normally thereafter.

Prince

- **Surveyor's Soul** [100 CP] **–** Catan is renowned for its wealth, but the riches aren't equally distributed across the island. Not every mountain is riddled with ore, not every field sown reaps a bumper crop. Founding new settlements to exploit the resources of Catan requires massive effort and the expenditure of resources only a prince could bring to bear, and so they should be placed with care. To aid in the decision making, you gain the ability to estimate the productivity of a parcel of land at a glance. This won't give you a detailed profile, just a rating on a scale of one to five. Even then, this isn't foolproof, but odds are that exploiting a 'five-star' territory will be more profitable than a 'three-star' territory. You can scale these 'scans' to a limited extent to refine the details, ranging from areas of a several square kilometers to whole islands.

- **High-Stakes Barter** [200 CP] **–** On Catan, a sackful of coins isn't always as valuable as a heap of woolen fleeces or a stack of freshly cut timber. The divide between value and utility only grows more pronounced in the higher echelons of power, where princes seek to satisfy the needs of their expansion by bargaining away the surpluses of their domains. You become a master of these kinds of negotiations, sussing out not only what others are really aiming to get, but how badly they want it. With enough supplementary information, you can even make a reasonable guess as to why somebody might want what they're asking for. With this knowledge, you can extract the maximum benefit from every negotiation you enter in.

- **Glory Road** [400 CP] **–** As the principalities slowly grow to claim all of Catan, and the developed territories dwarf the remaining natural reaches, it becomes clear that the peoples must unite into one great nation if they are to have peace on the island. The prince with the most impressive domain, whether through territory or great works of architecture or other achievements, will naturally predominate over the others. All the princes know that

glory is the key to victory, and now, so do you Whenever you find yourself in a position of authority, ruling well is the key to ruling long. Accomplishing notable deeds, or spearheading an effort to increase the prosperity of those you lead will lend you an aura of gravitas that makes challenging your rule ever more difficult, whether that rule is yours alone or as part of a group of equals. This only applies to non-hostile rivals, or at least during a cold war, and only works when you maintain your glory in relation to potential challengers.

- **Diamonds in the Rough** [600 CP] **–** On the island of Catan, competition for the choicest morsels of land can be fierce. A prince must plan and prioritize expansion wisely, and must make do with what they can manage to lay their hands on. Even if you find yourself hedged in on the poorest portions of the island, you don't have to be satisfied your lot. This perk gives every asset you claim a small, but meaningful, bump in potential productivity. You can strike the motherlode past an unpromising vein of ore, and a tangle of worthless trees might conceal a grove of useful timber. This can make a poor asset passable, and a good asset great.

Robber

- **Refuge in Desolation** [100 CP] **–** Those who lead the life of a thief must always be ready to make a run for it. But when your safehouses are ransacked and your boltholes are watched, where else can you go? The only option left to you might be to flee where your pursuers cannot follow, but then your own survival comes into question. This perk gives you the instincts and luck necessary to survive in any sufficiently inhospitable region, at least for a little while. You can eke out an existence in a desert wasteland, if you must, or live for a time in frozen tundra, or even flee across a volcanic region if that's what it takes. Given the same tools as those hunting you, you can last longer and emerge alive where they perish.

- **Scoundrel's Skillset** [200 CP] **–** The life of a highwayman is especially perilous for those still learning the ropes. This grants you a suite of skills necessary to pursue a career as a bandit. For starters, you'll be able to recruit a gang of like-minded rogues, intimidate travelers from a position of strength, and hold your own in a fight. Once you're familiar with a territory, you can determine where the wealth of the region is, the routes it travels as it's shuffled around, the best places for ambush, the best places to hide your ill-gotten gains, and to whom you can fence the goods you can't use.

- **Somebody Else's Problem** [400 CP] **–** A thief can't operate in the same way forever. No matter how stealthy your operations are, or how powerful an organization you might build, eventually somebody's going to muster a response to you that you can't address in kind. You might go to ground and try to avoid notice, but what if you simply relocate to the territories of your pursuers' rivals? Would they go through the trouble of hunting you down in enemy territory, or would they be happier letting you bedevil somebody else for a change? Whenever you find yourself between two or more competitors, you can make yourself a kind of negative asset, too useful to destroy if you can be made to trouble an

opponent instead.

- **The Worst Possible Moment** [600 CP] **–** For somebody else, that is. This perk grants you a specific kind of luck in regards to the timing of your actions. When you sally forth on a raid, it'll be when your targets are spread too thin to guard everything effectively. If you execute an elaborate plan to rob a casino, the vault will be storing the most money it has held in months. If you buy out a business rival's position, it'll be just after they gathered their assets under that property. When you have an enemy in your crosshairs, you'll pull the trigger just after he pulled the pin on his grenade. In short, whenever you take an opportunity to cause anguish and mayhem, your targets will be left tearing their hair out at the sheer poor timing of their misfortune.

Items:

All items are full price except those specifically marked as discounted.

- **Lucky Dice** [50 CP] **–** This is a pair of dice, one red with yellow dots, the other yellow with red dots. No matter the throw, these dice will never show a total of seven. Have fun with them.

- **Personal Sigil** [50 CP] **–** You receive a box marked with a sigil of your design, or a sigil you already possess. In this box you will find a signet ring bearing the sigil, an amulet with the sigil rendered in precious metals and/or stones, and a small supply of flags and banners bearing this symbol in colors that you choose. You might receive a few more of these banners every month depending on the properties you control and the need for new banners. At the minimum, you can use these items to unmistakably identify yourself and what belongs to you, but if you happen to be the master of a small state or similar domain, your followers will happily fly this symbol to show their allegiance.

- **Wagon** [100 CP *free Drop-In*] **–** Just a wagon. It's quick and maneuverable, even when loaded to its sizable carrying capacity. You'll always be able to find a team of draft animals to pull it, even if you have to catch the suspiciously tame wild animals that appear if there's nobody you can buy or rent from. A waterproofed compartment always carries a sheaf of travel papers authorizing you to transport non-contraband merchandise anywhere that doesn't regard you as an active enemy. You'll never have to maintain the vehicle, and it regenerates from damage, reappearing in the warehouse if totally destroyed. Okay, maybe it's not just a wagon. But it is useful.

- **Knight's Panoply** [100 CP *free Knight*] **–** A warhorse, a suit of armor, a shield, a spear or lance, and a close combat weapon. All these may be marked with your sigil, coat-of-arms, or other symbol of your choosing. This equipment is high-quality, superior to almost everything created or imported to Catan during your stay. If damaged, it will begin to self-repair a day after the damage was received. The horse has an impressive regeneration factor and will never physically age.

- **Manor** [100 CP *free Prince*] **–** A fancy house. It's not the height of opulence or defensibility, but it is suitable domicile for colonial nobility. You may import this property with you into future jumps at a place of your choosing.

- **Oasis** [100 CP *free Robber*] **–** Deep in a nearby inhospitable region, in a place only you know of, is a place of refuge. It provides enough resources to sustain you and a small party of companions indefinitely. The only way for anybody but you to find it is to already know where it is, or to be in close pursuit of somebody heading there. Make sure you lose any tails before going to this hideout. If you import this location into a later jump, it will appear in the nearest suitable area to your starting location, and you will receive knowledge of its location.

- **Ship** [200 CP] **–** A middleweight craft suitable for sailing on both river and sea, and capable of hauling goods or passengers. It's durable, reasonably fast, needs little crew and almost no maintenance, and if destroyed, will reappear ten years later or at the start of the next Jump, whichever comes first. Moreover, it's effectively a floating good-luck charm. It'll drift in its course just enough to slip by bad weather and pirates, or point itself toward good harbors. Your nautical troubles will be few and far between. It's up to you how it's put to use.

- **Toll Road** [200 CP] **–** A stretch of road in a strategic location. It includes a small shack and gate at either end by which you can demand payment from travelers. Ostensibly, this is to cover the maintenance of the road, but the brick-paved thoroughfare is self-maintaining. Not that anybody but you needs to know. You can make a tidy living off of the income, even if you pay somebody else to run it, but the crucial effect of this item is the fact that you have an undisputable right-of-way over the whole span. You can deny anybody the privilege of travelling across it, and can demand concessions from anybody wanting to connect their road to yours. In future Jumps, a similar piece of transport infrastructure becomes your property and has these effects applied to it.

- **Harbormaster's Badge** [400 CP] **–** A pin and ribbon suitable for display on your chest, or a large hat. Along with this badge comes the ownership of a harbor naturally suited to hosting maritime shipping. This harbor may or may not currently be occupied by an active port, which you don't automatically receive. You just own the water. In either case, any ships that use your harbor must pay you a fee for the privilege, or seek anchorage elsewhere. It might be in your best interest to invest at least part of this income in improving the facilities your harbor offers, but such decisions are entirely in your hands. This ownership transfers to a harbor or the like near your starting location in subsequent Jumps.

- **Politico's Sash** [400 CP] **–** This silken sash is clearly too fine for a common citizen to wear. No, only a leader could wear such a fine sash. Whenever a political position needs to be filled, this sash satisfies all criteria for consideration barring residency, and even that requirement can be waived provided you're willing to relocate if you achieve the office you're seeking. It remains up to you to beat out any other candidates in the appropriate manner, whether through election, mortal combat, primogeniture or however the position is normally filled. Obviously, some offices are easier for you to seize than others, but this sash gives you a legitimate foot in the

door

- **Private Island** [600 CP] **–** Catan does not stand alone against the vast ocean. It is the largest island in a small archipelago, some big, some small. This is one of those islands. It's large enough to construct a manor house or small castle, and support a flock of sheep. It is yours to do with as you please, and retains any changes from Jump to Jump. You may import this island into future Jumps in any suitable body of water.

Companions:

Catan was not tamed by the efforts of a single individual. Explorers, heroes, nobles, scoundrels, and many others answered the call and the challenge of Catan. You can join that august company, or bring along a few extra friends of your own.

- **Companion Import** [50 CP / 200 CP] **–** If you have acquired companions on your journeys you may import them with this option. Each companion receives 400 CP and a pick from the Origins table and any discounts that apply. Any drawbacks you take award an equivalent amount of CP to each companion imported this way. If you pay 200 CP, you may import up to six companions, the maximum number that may be imported into this Jump.

- **Legends of Catan** [50 CP] **–** Catan's history is punctuated with individuals of singular drive and talent. Individuals like the explorer Candamir, who gave his name to one of the first cities on Catan, the shrewd merchant Nassir, who never made a bad deal, or the headstrong Sean whose skill as a knight was matched only by his arrogance. Each purchase represents the ability to bring any one of these individuals with you along your Chain, if you can convince them to come along. Given the enterprising nature of the settlers of Catan, that might be easier than you think.

- **Isebold** [100 CP] **–** Some say that he's descended from the greatest legionnaire of the roman army. Some say he's was already on the island when the first settlers arrived. Some say that only he can survive the harshest deeps of Catan's treacherous desert. He's Isebold, the robber of Catan. And you have an opportunity to make him your companion. Isebold is a bandit extraordinaire, a master of the art of ambush and impossible for authorities to capture for long. He knows the value of a well-placed bribe, and is a strategic genius who can maintain a campaign of thievery lasting decades. Your interactions with him during this Jump will largely consist of being one of his favorite targets, but if you manage to impress him, he'll gladly follow you to new worlds ripe for raiding.

- **Rob de Hood** [150 CP, *incompatible with Isebold*] **–** Rumors have it that Isebold has met his match, not in any knight or mercenary, but in a rival bandit. This idealistic youth is every bit Isebold's equal in skill and stratagem, but he refuses to prey on the poor. Some say that gives his spoils to those in need, while others say that he just prefers the challenge a wealthy target offers. You'll have the opportunity to find out the truth, because Rob will find something fascinating about you throughout this Jump. He might come to your rescue, or match wits

against yours for your whole stay, but in the end, you might just convince him to follow you on further adventures.

- **Chief, Lucky, and Bert** [100 CP] **–** Not all who pursue a criminal career are necessarily good at it. Take this trio, for example. Chief is the leader, he comes up with the plans and keeps the other two on task. He talks a mean game, but when times are tough, he'll look after the other two. Lucky is one of the unluckiest of people to have ever walked the earth, but his heart's in the right place. Lucky's all bark and no bite, despite being a robber he couldn't hurt a fly. Bert's always hungry and only cares about filling his stomach. For all that, he's a loyal friend, and can be bribed into action with the promise of roast mutton. These three would have been drummed out of the trade long ago if they weren't so easily manipulated. It's trivial for others to take advantage of these three's efforts, pushing them out of one territory and into the next as suits their designs. The trio's dimly aware of their unenviable destiny, but they soldier on as best as they're able. If you take this option, you'll find that you benefit the most from their mischief and bungling, some incidental consequence becoming your advantage. Even if you don't directly interact with them at all, you'll somehow benefit through accident and chance. They can occupy a single companion slot in Jumps and split the benefits of any Perks they happen to gain as companions. You'll still benefit from the luck they bring you whether you work with them directly or leave them to their own devices.

Drawbacks:

You might find that you don't have enough CP to purchase everything you want. Catan provides for those willing to work hard and suffer hardship for their ambitions. Pick as many from below as you can tolerate.

- **Full Game** [0 CP] **–** Ten years might not be long enough for your ambitions to come to fruition. If you so choose, you may instead lengthen your stay in this jump until the date the colonial period of Catan ends, which should be about seventy years given the standard assumptions of the setting. The principalities cannot remain at odds forever. As tensions rise, the principalities must eventually join into a single state, whether under a crowned king or a council of some sort. If they don't, then a war for dominance must inevitably result. Either eventuality will mark the end of your jump. If you do not already possess some suitable means of life extension, then you and your companions will simply cease to physically age sometime in your middle years, and you'll remain hale throughout the duration. That last bonus only persists during this Jump.

- **From Distant Shores** [0 CP] **–** Catan is presumed to be settled by Germanic peoples in the early part of the sixteenth century. That doesn't necessarily have to be the case. This Jump may instead take you to a Catan being settled by any group of people in Earth's history. If you have previously purchased a JumpChain-backed option that lets you import a town, culture, civilization, or similar group, you may instead use that as the origin of the settlers. You may even choose a mix of origins from anywhere or anywhen in Earth's timeline and/or the previous Jumps in your Chain, each contributing to the stream of immigrants, but no more than six such contributors may be chosen. Try to keep it sane.

- **To a Faraway Place** [0 CP] **–** The story of Catan is not the story of an island. The story of Catan is that of settlers taming a new land as their leaders strive for dominance through sheer achievement. Catan may be a chain of interconnected undersea domes being funded by separate corporations, or a new planet discovered by space explorers, or a demiplane being colonized under the directions of archwizards, or a new universe being populated by young deities. You may change the details of what Catan actually is, provided the scenario remains the same. What you've purchased for CP will change slightly to match while you're here, but the only things you may take with you on future Jumps are what the options originally offered.

- **Archipelago** [+100 CP] **–** Catan is rich island, to be sure, but it doesn't stand alone amongst the waves… and the initial explorers might have overstated its size. Other islands nearby offer almost as much promise as Catan itself, and maybe even a little more. Some islands will simply offer additional real estate, others are rich sources of necessary materials. Some islands play host to natives willing to trade, others bear exotic flora, spices, or deposits of rare and valuable minerals. A successful principality will have to master both the island and the surrounding seas if it is to prosper. This requires additional investments and infrastructure, and the increased maritime traffic will certainly attract pirates!

- **Swampland** [+100 CP] **–** Rivers run from the high mountains of Catan, nourishing the fields and meadows they pass and bearing river boats upstream and downstream. Without this drawback, that would be the end of the story. If you take this option, the rivers of Catan create large swaths of useless swampland as they meander their way to the sea. This makes the remaining real estate that much more valuable, and the competition that much fiercer, at all strata of society.

- **Castle of Catan** [+100 CP] **–** The princes of the island will eventually come to agree on at least one point: A strategic location must be prepared, neutral ground from which decisions affecting the whole island can be debated, a place where the defenders of the island can be mustered and where the populace can evacuate to in times of crisis. A great castle will serve this purpose nicely. Of course, all the princes involved see themselves as sole master of this castle and the island as a whole, in time. Everyone from prince to pauper is invited to contribute to the construction, maintenance, and occasional repair of the fortification, with the quantity and quality of contributions adding to the contributors' glory. This resource sink might rob the island of materials and effort that could be better used elsewhere, though. Will the Castle of Catan be worth the cost?

- **Gold Rush** [+100 CP / 0 CP] **–** The rivers of Catan are full of gold! Waves of fortune seekers flock to Catan for the opportunity of panning flakes of that lustrous yellow metal from the glittering riverbeds, or tearing it from the sides of the mountains. The principalities will become much richer, and even the lower classes have the opportunity to gild themselves in golden finery. There's bad news to go with it, though. The discovery of gold brings with it the specter of greed. The excess of the material makes it yet another resource for the principalities to squabble over. Status becomes contingent on being able to accumulate a sizable horde of gold. So much so that the least opulent individual in a room is subject to social stigmatization. Princes bedeck

themselves in fine regalia, the knights gird themselves with gold as well as steel, and even peasants seek to acquire a smattering of gilded jewelry in order to keep abreast of their peers. This option doesn't award any CP to those that take the Robber Origin, as a wider selection of rich and exposed targets is hardly a drawback.

- **Frenemies** [+100 CP / +200 CP] **–** Local traders, maritime merchants, the scholars, the Guild of Roadbuilders, and even independent master artisans have all come to the conclusion that a Catan in cooperation is more prosperous than a Catan divided against itself, and therefore bend their efforts to ensure that everyone works to the betterment of all Catan, whether humble laborer or mighty prince. They achieve their ends by providing assistance and rewards to those that improve the lot of others and not just themselves. A knight that pursues bandits to the best of his abilities, instead of just herding them to a rival lord's domain may find a new suit of armor provided by a grateful blacksmith. The prince who orders roads constructed to link the networks of two principalities might find that the builders are willing to extend that network to a new wilderness settlement free of charge. Even the peasants find their small generosities rewarded by this conspiracy of philanthropists. Anybody that doesn't act to better the island as a whole will be strangled by their own selfishness, their rivals benefiting from the support of everybody else. The criminals suffer the most under this reign of coercive cooperation, so if you took the Robber Origin, gain 200 CP instead.

- **Raiders** [+200 CP] **–** The waters of Catan are open to all, whether they come with benign intentions or not. Barbarians from a distant land now plague the coasts, eventually accruing in such numbers as to effectively conquer a portion of the island and deny its bounty to the people. The settlers will have to endure these predations until the princes can muster a response, but their knights can only throw back the hordes for a time. Even the local robbers suffer from this drawback, as the barbarians are unlikely to share the spoils of their conquests.

- **Wood Doesn't Grow on Trees, You Know** [+200 CP] **–** The initial explorers of Catan brought back reports of mighty forests, herds of wild sheep, fields of rich soil, and mountains and hills bursting with mineral wealth. It turns out that one of these claims was exaggerated. For some reason, a whole class of resources is harder to acquire than expected. Maybe the ore deposits weren't as common as the explorers made them out to be, or perhaps a prolonged drought makes getting the fields to produce to their potential impossible. Whatever the reason, this absence is keenly felt across the whole island. If enough bricks cannot be made, roads cannot be laid nor settlements built. If wool is scarce, the people will want for clothing. Those who manage to acquire this resource despite its rarity could demand outrageous compensation, if they managed to scrape together enough to trade. Everybody else will have to try to import it from overseas, and pay dearly for the privilege.

- **Hive of Villainy** [+300 CP] **–** The wealth of the island attracts those willing to work for it, as well as those willing to take it from others. This drawback inflicts a chronic plague of robbery on Catan, more so than before. Whole swathes of territory will be effectively paralyzed as bandits and pirates intercept shipments of extracted resources, or raid stockpiles thought carefully guarded. The lawful powers will have their hands full simply trying to moderate this issue, and

the robbers themselves have much more competition to deal with.

- **Castaway** [+300 CP] **–** Your memories of your existence as a Jumper are suppressed for the duration of this jump. All you have is the history given to you by your Origin, or a case of total amnesia. Also, your warehouse is sealed for the duration of this Jump, though you may choose a set of equipment and fill a backpack with gear and supplies before embarking on this Jump. You still have your powers and abilities, but you won't you realize you have them until you discover them through instinct or experimentation. Once you do, you'll also remember the extent and limitations of each power you (re)discover.

- **Invasion!** [+400 CP] **–** Periodically, the barbarians will come from their homeland in vast fleets, their aims pillage and murder. These invasions represent a massive threat to the island, and the defenders must combine their strengths if they're to have any hope of victory, no matter how the principalities happen to feel about each other at the time. This places a great burden on the knights that watch over Catan, of course, but they're not the only group affected by the barbarians. The peoples of the cities and wilderness must simply endure the assault as best as they can. The bandits, pirates, and thieves will find no friends among the invaders, and might even throw their own weight into the defensive effort, if only to protect their own livelihoods. The princes of the island, though, have options to weigh. To pour as many resources as possible into securing the services of knights and soldiers is an opportunity for respect and glory, but neglects the infrastructure necessary to support such an army. To leave the defense of Catan entirely in the hands of others is also foolhardy. And a prince could always choose to defend only their own holdings, provided they can weather the fallout amongst their peers… If the defenders should fail, the barbarians will have free reign to pillage as they please until their ships groan under the weight of their plunder and they return from whence they came.

- **Fortune's Scorn** [+400 CP] **–** It seems like the island's blessing of wealth has passed you over. Nothing you put your hand to during this Jump will have quite the outcome you expect. Blight will strike down whole fields of grain, and rich veins of ore will play out after only a few feet. Knights will find themselves dueling against the best their lord's rivals can muster, and when there's a wagon full of goods and a decoy, you can bet that the robber will attack the wrong one… whether or not you're the robber. You can accomplish great things despite the absence and want these missed expectations will leave you with, but it will require masterful planning, careful bargaining and working within an unforgivingly tight budget. You'll have no room for mistakes.

- **Battle for Catan** [+600 CP, *Requires Full Game*] **–** Be warned, this drawback radically changes the nature of this Jump. Instead of merely surviving for the duration of the Jump, you must also shackle your fortunes to a principality of your choice, chosen within your first year of the Jump. Yes, even if you took the Robber Origin. You must ensure this principality prevails over its rivals at the end of the Jump. If you fail to do so, you fail your Chain are sent home. If the Jump ends early due to abandonment of the island or the outbreak of civil war, you also have failed the Jump and are sent home. Moreover, you'll find that your powers don't quite work right here. Oh, sure, you still have whatever phenomenal powers and incredible equipment you've

managed to collect, and you can use them to make things more comfortable for yourself or to blunt the negative effects of famine or disasters. Trying to use them to gain an advantage for your chosen principality just won't have the intended results. You can use a druidic ritual to improve the yields of a forest, but the magic will also leap across the island to benefit others. Distributing technology or resources from your warehouse to improve the infrastructure of your principality will see the rival princes importing similar gear or supplies from across the sea, or their scholars reestablishing parity with sometimes surprising innovations. Calling down a meteor to smash an inconvenient city will simply fail, if it doesn't destroy one you'd rather protect! Even the passive, inherent perks you may have such as super-intelligence or divine charisma will be matched by your rivals, be they noble, knight, or knave, who will be at least as competent and clever as your perks make you. The very island seems intent on you 'playing fair'. The only advantages you have that are truly advantageous under the effects of this drawback are the skills and experiences you've picked up along your JumpChain, and the perks you've purchased from this Jump.

If you manage to prevail under these conditions, you gain an extra reward commensurate with the challenge: you get the island of Catan to bring along with you on your further Jumps, importing it into any suitable body of water you choose. The island and its inhabitants will be changed to suit to every jump in terms of technology and magical powers, but the culture and history will reflect the state you left it in at the end of this jump, and retains any changes in character to you make to it over the Jumps in a form of meta-history. The inhabitants will always be at least welcoming toward you, if they haven't already acknowledged you as their ruler.

The End:

Ten years or more have passed. You have worked hard, suffered hardship, and reaped the rewards of your labors here on the island of Catan. All that remains for you is one more decision:

- **Sail for Home –** Your time here may not have proved profitable, or the peaceful days here may have made you homesick. Either way, you may cut your Chain short and resume your old life, but with all the powers and items you've earned and the companions you've found.

- **Set Down Roots –** You've invested a lot of effort here on Catan. You deserve to keep what you've earned, and enjoy the fruits of your labors. You may stay here and do and enjoy the rest of your days on the paradise of Catan. Everything you've collected over your Chain is available to you to do with as you please. Rest easy, you've earned it.

- **A New Sun Rises –** Your adventures are not yet over, and you've got your eyes set on greater goals yet. This latest Jump was just one more venture on your quest, and your efforts have paid off. Now to reinvest what you've earned in yet greater ambitions, and may your luck hold out, Jumper.