

Version 1.3
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Welcome to the world of Dave the Diver. The focus of this story is the Giant Blue Hole, this place is an oceanic wonder with some strange and fantastical traits that no one's been able to figure out. Species of fish and marine life from all over the world can be found here and the terrain seems to shift each day. One day could see you step off the boat into a beautiful coral reef while the next you could find a kelp forest in the same spot. Somehow though this strange ecosystem remains completely stable, thriving even.

Despite the good vibes surrounding this tropical getaway, there are a few dangers here. Something has the fish in the Blue Hole on edge causing most species to be more skittish or hostile than normal, earthquakes have been happening in the area more frequently and with stronger intensity, and very rarely some of the wildlife will grow closer to something you'd expect to see as a movie monster or a video game boss.

Regardless, this jump begins as Dave's plane touches down. You'll be staying here for 10 years, here's +1000 CP to pack your bags and get settled in with.

Starting Location
Feel free to pick where you're starting the Jump at.

1. On Board
You start off either on board the boat Cobra and Dave use to get to the dive site, or on your own separate vessel.

2. Bancho's Sushi
You start off sitting at the bar inside Bancho's Sushi, Bancho is going through some final prep to make sure the kitchen is ready for its opening night.

3. Utara Village
You start in the remote Utara Village on one of the islands near the Blue Hole. Its most notable feature is its freshwater lake that shares the same shifting terrain the Blue Hole does.

4. Free Choice
If the three options above aren't to your liking, you could also just pick anywhere in the region you'd like to start at.

Origins

Any Origin can be taken as a Drop In if you'd like. Your age and gender don't matter much around here so feel free to decide both yourself.

Diver
Looking to spend some time in the water? Whatever your reason for spending time under the sea, you've got the experience to do so safely and there's plenty of things here in the Blue Hole for someone with your skill set to do.

Investor
You have an idea, you have connections, and most importantly you're about to have a profit. Money makes the world turn and you're good at keeping the cash flowing, preferably into your pockets.

Specialist
It's incredible how far people can take their passions. You might be trying to make a new breakthrough or invent something never seen before but it doesn't change the fact that you're very good at what you do.

Criminal

The Blue Hole has attracted a few unsavory folks after its discovery. Whether you're one of the local pirates, have ties to a group operating around here, or are just here on vacation while heat dies down you aren't someone that plays by the rules.

Explorer
There's some incredible things in the world, someone just has to go looking for them. Whether you're a hiker, researcher, hunter, or just live in a remote place you have the skills to handle life out in the wilderness well.

Sea People
The Sea People civilization lives in legends, said to have occupied this region a very long time ago. But while their history on the surface has faded to a handful of old relics and stories, your people have done well for themselves in the depths. Adapted for life in the depths of the ocean instead of on land, your upper body is nearly identical to humans barring the addition of a flared set of gills around your neck that resembles a collar while everything below the waist is replaced with a powerful fin. While not having legs will make ever going on land difficult, Sea People are still able to breathe when out of the water. You can choose if you're a member of the Blue Hole's tribe that resemble mermaids, the more serpentine and naga-like Mahoni Tribe beneath Utara Lake, or an unknown tribe of your own creation.

Perks

Each Origin receives their 100CP perk for free and has a 50% discount on the rest of their perks.

General

Beach Ready [Free]
Whether you're here for work or just on vacation, it doesn't change the fact that this part of the ocean is a beautiful place to explore so I'm gonna throw in a couple extra bonuses to help you enjoy it a bit more.

First off, whether you have the wiry frame of Dr. Bacon or are as generously proportioned as Dave this perk causes your appearance to have no detrimental effects on you or your physical capabilities.

Second, you don't need to worry about any of the smaller inconveniences the world has. Sunburns are a thing of the past, sand won't be irritating or get everywhere, you can hike smoothly through a jungle's thick underbrush without it slowing you down or thorns

scraping you, and can walk around barefoot without worrying about stepping on something painful or unpleasant.

Third, and most important for anyone planning to dive here, is that this perk will protect you from atmospheric pressure and the dangers of trying to surface too fast, effectively giving an immunity to nitrogen narcosis and the Bends.

Keep in mind this isn't a powerful protection. You'd be more comfortable in a desert or tundra but this won't do much if you don't prepare or try to do something dumb like poke lava or wander a tundra without winter clothing. It also won't change the fact that oxygen starts to become toxic at depth, which could get you killed if you aren't careful about that.

Mayday [100 CP]
Sometimes you just want out of a situation and this will let you escape easier. Regardless of if you're running away from a giant monster in some ancient ruins or just hoping to avoid a difficult conversation, you and anyone trying to help you will notice ways to avoid trouble easier. This perk can also help when it comes to saving someone else, such as getting a lost diver back to the surface or getting someone out of a criminal compound. If there really isn't a way to escape something that would kill you or someone you'd like to save, this perk will create an opening that you or someone helping you will notice. Keep in mind that this perk just gives you a chance, it won't save someone on its own.

Take a Breath [200 CP]
When you take a hit you get the breath knocked out of you, but not much else seems to happen. If you're holding your breath or have a breathing apparatus like an air tank on you, taking damage will reduce the amount of time left before you run out of air instead of actually damaging you. You'll still feel a bit of pain but it won't be at a level that will stop you from moving, though bad hits will have you feeling sore later even when fully blocked. Should you take a hit your air supply can't block, it'll absorb as much as it can before the rest of the damage properly hits you, hopefully saving you from the worst of the injuries. No one will find this ability or its effects odd. Just remember most do still need that air to breathe and even if you somehow don't need to then this perk will still need a contained source of air to consume for it to work.

Take a Step [200 CP]
Dave was really only hired to catch the fish of Bancho Sushi but despite the amount of extra responsibilities he kept getting handed he managed to deal with everything pretty

well, even if it was his first time ever trying something. Your dip into a new skillset gives you an extra Origin for this jump. This can be purchased multiple times.

Tangled Lines [200 CP]
There's a lot of familiar faces around this region, isn't there? This perk will have this world's strange melting pot trait to follow you, causing characters, powers, and items from other settings to appear in future jumps. Some will simply heavily resemble them, others have unique abilities that belong to famous characters, and sometimes you may run into somebody who's just straight up been isekaied. You are able to dial back how often this happens or entirely disable it when you like, but it won't get rid of anyone that's already popped up. This perk is biased toward you running into people you would find interesting or want to meet.

Remember That Time? [200 CP]
The past can be an interesting thing for most Jumpers. While the past you have in a world before your insertion is normally in the hands of whatever force or benefactor is tossing you from world to world, this perk will give you control over the histories you'll have in the future. You have control over the backstory your Origin in a Jumpdoc would give you with as much detail as you wish, allowing you to give yourself a history and a relationship with some of the characters you know of within a setting before you enter.

If it wouldn't make sense for you to be able to meet someone in the past, such as them not existing yet or you being a drop in, or if you'd like to meet them part way through the story you can choose to loosely outline a situation for you to meet them in which both or all of you will be drawn into at some point.

Nature's Favor [300 CP]
Saying you have a green thumb is underselling your affinity with nature. Plants you grow are far higher quality than they'd otherwise be, animals are more relaxed around you as long as you aren't threatening them, and by far the most important is your connection to the nature spirits scattered across the world. Very few people in the world are able to see and speak with these beings but they seem to welcome and enjoy your presence. Unless you've wronged them somehow, nature spirits and other beings heavily tied to the natural world will be inclined to think of you as a friend and will often offer you small gifts and powerful ones may offer blessings they're capable of to you. Depending on the spirit in question they can often be talked into helping you more directly like gathering ingredients for a meal you'd like to cook or leading you to an ore vein.

Dive Team [400 CP]

Solo diving can be dangerous. While proper preparation deals with many of the risks, going alone means you don't have anyone else to rely on when things get dicey or someone to help or save you if something does go wrong. And although it's not quite the same these risks can also apply to you diving into a new world, Jumper. Your trip to the Blue Hole came with some arrangements to ensure any companions you may have don't get left behind, but that isn't always the case and this could be your chance to change that. This perk will allow you to import any number of companions you have into future jumps for free. Companions imported for free through this perk follow all of the standard import rules but receive either 300 CP or half of the CP the standard import option would give them if that would be higher.

Diver

Born Seafarer [100 CP]
You being described as a fish to water is something you'll probably get used to hearing, you're a prodigy with all forms of diving, fishing, swimming, and ocean navigation. Whether you're diving open waters, trying to map out an underwater cave, or sailing a boat through a harsh storm you have the awareness and skill to make sure nothing goes wrong if it's in your control.

Just Keep Swimming [200 CP]
There is one thing that stands out about you besides your technical skill though. Your endurance. You can handle constant long days of exertion without wearing down or feeling too sore afterward with just a good night's rest being enough to deal with any downsides of pushing yourself and your body is also absurdly good at processing oxygen. Even without practice or training you'd be able to hold your breath for around 5 minutes without issue, though this drops to a little under half that if you're actively exerting yourself. While your stamina isn't infinite you'll trick a few people into believing it is with how long it takes you to get winded and how quickly you recover, with a few seconds to stop and catch your breath refreshing you about as much as a normal person taking a few minutes to rest.

In the Deep End [400 CP]
Things can change very quickly and while it can be overwhelming to react to it all you're far better at handling it than others. When you focus on something you can choose for your perception of time to slow, causing you to see everything as if it was moving at half the speed it normally would. You can hold this concentration for a time but it starts to get mentally straining quickly, currently you can only keep it up for around a minute at once before it breaks. Instead you'll find it much more effective to use it in bursts, a few seconds to help line up a shot or dodge something before turning it off. This will

automatically activate whenever you're about to take a hit that will critically injure or kill you.

Investor

Business Sense [100 CP]
You've got a good understanding of the art of the deal. No matter what you're trying to buy or sell you have a good idea of where to find the market for it and a feeling for how much wiggle room you have to negotiate better terms that whoever you're negotiating with will still accept.

Joint Venture [200 CP]
It doesn't take much for you to get partnerships off the ground, does it? You can talk people into working together extremely easily, only taking a few conversations before they're also invested in whatever venture you were talking to them about if they don't agree the first time you pitch the idea. A little bit of extra sweet talking or incentive can even get them to ignore that a deal has them doing most of the work or dealing with the risks.

Sustainable Enterprise [400 CP]
You can get a lot out of being the one supplying the demand, but you do still need to get the supplies to sell in the first place. This perk will cause a trait of this region to become part of you as any resources you or one of your businesses take, buy, or harvest seems to have no impact on the environment or supply as it respawns quickly. The speed depends on the type and rarity of what's being harvested. Some examples would be a gold mine you own seeing its veins constantly refreshing over the course of a month, a fruit tree being ready to harvest every day it's in season, or hunting food for a restaurant not having any effect on the local wildlife as the same animals seem to reappear the next day, while things like mithril or magical plants will take longer to recover. The time it takes for materials to respawn will be 5 years at most for things considered to be one of a kind.

If the thing you harvest is an exceptional or unique creature, rather than them being resurrected a new similar one will be spawned instead. All aspects of this perk can be toggled on a case by case basis, such as preventing a specific creature you don't want to deal with again from being respawned from this or allowing a specific area to be drained of resources. You can choose for anything you've prevented from respawning to be affected again at any time, allowing it to reappear after some time.

Specialist

Proficiency [100 CP]
Specialists do need something to specialize in, you gain a high degree of competence and understanding of a field of your choice. This also gives you a lesser level of proficiency in related subjects, such as translating languages and photography if you choose archeology. You can purchase this perk multiple times, with Specialist's only needing to pay 50 CP for more fields.

Eye For Talent [200 CP]
You have an extremely good eye for figuring out the skill level of someone you look at, what skills they would excel in with some direction, and just how much it would take to make them one of the best. In this world this sense will mostly show mundane skills but in the future this may let you see someone's capability for magic or notice a latent power they haven't unlocked.

Artisan's Flame [400 CP]
Once upon a time, a spark was lit inside of you and you felt a burning need to fan that flame. The more passionate you are about what you're doing the faster your skills will grow and the better the results will be. What you're doing doesn't matter so long you have a genuine interest in it. The effects of this perk vary based on how much you enjoy the work you do. Something you don't like or care about doing won't be affected at all while a moderate like will give a moderate boost. A true love for a field will see your skill growing at absurd rates and let you begin to push the lines of possibility with enough dedication.

If you happen to have a passion for teaching or meet someone with a similar love for something, taking some time to teach or support them could spark this flame inside of them as well, giving them the same love based bonuses when it comes to their craft.

Criminal

Mask [100 CP]
The best way to not get caught is to never give people a reason to look for something wrong in the first place. You're good at improvising and selling believable lies, keeping your stories and alibi's straight, and generally keeping up the face you feel like using to cover what you really do. You'd make a great actor if you ever feel like picking up .

Risky Career [200 CP]
Crime pays very well if you're good at it, but screwing up is likely to get you behind bars for a while. Not gonna be much of an issue for you given you're a natural at being a

career criminal. Theft, smuggling, racketeering, arson, if you can name it you've got a knack for it and more importantly have a knack for getting away with it. You've also got a talent for figuring out how much the police that would usually respond to your crimes would actually try to catch you too.

Guardian of the Sea [400 CP]
While you may or may not be ex-military but damn are you good in a fight. You have a natural instinct for combat and making the most of anything you've got access to in a fight. Things like good positioning, knowing the limits of your weapons and body, how to avoid hits and where to hit back, and how to use the area around you or even your opponents to your advantage are all just habits you barely need to think about. You also have an affinity for explosives, knowing how to set up demolitions without any collateral or how to cause as much damage as you can if you have some time to examine what you're about to blow up and know how to (somehow) safely use explosives in close range without hurting yourself or your allies.

Explorer

Survivalist [100 CP]
There's a lot of little tricks that go into camping in the wilderness and now you know most of them. Things like finding the best place to stay, pitching a tent in record time, finding proper shelter if you don't have access to any, as well as hunting and foraging for any supplies you need are all things you can do easily. You're very good at that last one by the way, consistently finding what you need to survive fairly comfortably and having good luck when it comes to finding specific things you're hunting for.

Gift for Gifting [200 CP]
Utara Village has a long tradition of offering gifts to others. You're good at figuring out and remembering what someone would like to be given after a few short talks with them, and focusing on an item you're thinking of giving to someone will give you a feeling for how much somebody you have in mind would like it or if someone else you know would like to have it.

Wonders of the Past [400 CP]
As long as you have at least a vague idea of where you are you can navigate as if you had a GPS in your mind.This sense of direction sharpens to an absurd degree if you happen to be inside of something like a cave or some ruins, causing you to always know the best way farther in and the best way out.

You've also got an instinct for hunting down anything you'd consider loot or treasure, always having at least a rough idea of which direction you'd need to go to find

something and once you get closer you'll have a stronger feeling of where exactly you need to look. This instinct is always going to be fairly vague, you'd feel like there's something good on the 3rd floor of a building you can see or know that there's a secret door somewhere around you but beyond that you'll have to find whatever you sense on your own.

Sea People

Merfolk [100 CP]
Being built to live in the water certainly makes swimming easy, and as a side effect the Sea People are far more physically capable than humans. Your movements are practically unaffected by being submerged. Swimming will only really take effort if you're carrying something heavy, you're moving against a powerful current, or simply trying to swim as fast as you can. At your top speed you'd be able to keep pace with a dolphin, though how long depends on your endurance.

If you aren't one of the Sea People, you'll enjoy the fact that this perk extends to your equipment even more as it also protects you from oxygen toxicity. Items do still need to be modified to function underwater, but assuming it works without breaking underwater being submerged will have barely any effect on your gear.

Game Master [200 CP]
Playing games can be a wonderful hobby, from helping pass the time, to relieving stress, or just being entertaining. You have a talent for practically any type of game you come across, quickly figuring out the rules and best ways to win and just finding luck leaning your way during them which is especially helpful when gambling. This perk also helps you when it comes to making games of your own. Whether you're designing a board game, working to code a full video game, or just coming up with something to keep you and your friends entertained on a long trip you've got a gift for figuring out how to make it fun.

Ancient Engineering [400 CP]
800 years ago, before their war with the humans and their regression to a humbler lifestyle the Sea People were an advanced civilization with a great understanding of energy, light, and engineering. Sadly the old ways have been lost so only a few relics of their past remain.

From the mechanisms made to harness the energy of the Divine Tree's fruits, the mirrors that allow for teleportation powered only by being exposed to sunlight, or the massive control room built around the Divine Tree, you may be the only one to have somehow managed to retain or rediscover the methods to create the Sea People's

wondrous technology from their golden age. But beyond knowing how to create new relics, anything you build will have the endurance the old ones show. A sturdy mechanism built with good stone or steel may function for centuries after being abandoned, weapons and armor will serve well long after they should have shattered, and even something like a ramshackle hut or hastily made tools built from scraps could last for years before durability becomes an issue.

Items

Each Origin receives their 100 CP perk for free and has a 50% discount on the rest of their perks.

All items in this jump will retain upgrades made to them, repair themselves or respawn over the course of 24 hours if damaged or lost unless it mentions a different time in its description, and can be imported into any similar items freely. You can decide where the item appears if it needs to be respawned.

Additionally, any item purchased here can be visually customized by focusing on it for a few moments and picturing what you would like it to look like. This will fail if the changes you want would affect or alter its function and this will not allow you to make something more effective, though with the proper skills and materials it will allow those skilled at crafting that kind of item to upgrade it faster than normal.

You can purchase any items here multiple times if you can afford them. If you have a discount on a 100 CP item, extra purchases will cost 50 cp.

General

Smartphone [Free]
Standard fiat backed smartphone of whatever model you'd like. Unbreakable, infinite battery, always has a perfect connection, upgrades to match the best in the setting without downgrading, all that jazz you'd expect.

Collector's Apps [Free/100 CP]
For people with an urge to catch 'em all, we've got two special apps available to help you complete your collection. The first app is the popular ocean trading card game Marinca and the second app is Insectgram for all of the bug fanatics out there. Both of these free mobile apps are connected to GPS and wildlife databases which allows them to show all species of wildlife you can find in the region around you. Each species has their own silhouetted trading card that will be revealed once you catch a member of that species. While it won't give you their exact location, they will give a general area to look

around to find each of them. If there happens to be a unique or flat out one of a kind member of a species they will have their own special ‘boss’ card.

If you choose to spend 100 CP you’ll gain more apps for anything you’d like to collect. Such as an app for snakes or birds or have an app tracking merch for a specific franchise.

Cobra’s Shop [100 CP]
Cobra is a man that loves money and this item is a loyalty for life card that ensures he's always happy to make a deal with you. Cobra's Shop has a large catalogue of items you can buy from him, he's willing to try getting ahold of things that aren't on that catalogue for you for a little extra, and he's also willing to pay you a decent price for anything you want to sell him no matter how much you're giving him at once or what it is. If it can be bought he'll do his best to get a hold of it for you, and if it can be sold he's happy to take it off your hands.

The man does have limits though, he's still just a regular but oddly persuasive man and his less-than-legal connections can only go so far. Sure you can get high quality weapons or specialized equipment without paying too much extra, but don't expect to special order something like a nuke without a major price tag and a high chance of failure even if you manage to convince him to try getting a hold of one.

In future jumps you can decide whether Cobra himself will come along as a follower, if you’ll have contact with a version of him native to that jump, or if you have contact with someone new who fills his role.

Stra Stella Merch [100 CP]
This is a collection of every episode, game, and merchandise that’s ever been released for the Stra Stella series. It doesn't matter if it was limited edition, misprinted, recalled, or region locked, you’ve managed to get a hold of at least one of everything and amassed a collection any superfan would be envious of. This also comes with arrangements to get any future merch that’s released during your stay. In future jumps you can choose another series to get a collection for.

Fisherman’s Kit [100 CP]
For anyone interested in fishing the old fashioned way, this tackle box comes with everything you need. A good quality fishing rod, a variety of respawning baits and lures, and a collection of weights and bobbers. If you find some fishing gear you want to add to this kit it can be added by simply tossing it in the box, and if you get a better rod than

what this comes with you can choose for it to be fused with your old one or simply replace it in the kit.

Deep Sea Headlamp [100 CP] (Discounted to 50 CP for Diver's)
This is a specialized waterproof headlamp designed for deep sea and night fishing. Very bright, very durable, and has an infinite battery. It will automatically turn on when it detects a lack of light but this can be disabled using a switch on the side. It can also be easily adjusted to be worn on your shoulder or chest instead.

Gathering Tools [100 CP]
Nature has a lot to offer if you're willing to work for it, and this bundle of four tools will make that work easier. The axe, pickaxe, shovel, and machete you receive from this bundle are all unbreakable, incredibly easy to upgrade to higher quality, and interestingly work a bit better when underwater than on dry land. If you find a handheld tool that would do the job of one of these tools better in certain situations, such as a chainsaw or jackhammer, you can choose to fuse it with this item to have it become an alt form for that tool you can swap to as needed.

Extra Equipment [100 CP] (Discounted to 50 CP for Diver's)
There's quite a few pieces of equipment that not all divers carry, and some just enjoy having extra gear on hand. Each purchase of this item will let you grab one piece of diving equipment that appears in game. While many of these are consumable, any of this equipment will respawn or recharge once you finish a dive.

Here's a small list of equipment you can choose from:
-A small oxygen canister that will refill half of your air tank's capacity.
-An underwater scooter for moving at high speed, practically doubling how fast you swim. It has a battery life of 3 hours, which should be enough with how quickly you can move
-An underwater scooter with a far larger battery that lasts for 6 hours instead, the added weight does lower the speed to just an extra 50% of your movement however.
-A flashlight that can swap between bright, low, and UV light by pressing a button on the side. Its battery will rapidly recharge when turned off, even when not plugged into anything.
-A steel net sensor trap for capturing large fish that would break normal nets.

You aren't limited to this list of examples and can choose another piece of equipment divers carry or is meant to be used underwater.

Underwater Drone [200 CP]

An underwater salvage drone that can carry resources back to the surface for you during your dives. It can be directly controlled by someone onboard your support vessel or with a connection to it, or simply left to its oddly capable auto pilot. It's about the size of a person and capable of bringing back a full grown tiger shark on its own. Anything you have it take to the surface is guaranteed to reach your support vessel in the same condition as when you sent it off and will always make the trip there and back within 30 minutes, unless it would finish the delivery and return faster. If you'd like you can purchase this item multiple times, with extra drones costing 100 CP each.

These drones can be set to return to other locations or vessels, and after this jump you can choose for some or all of them to be retrofitted into aerial drones that benefit from the same bonuses at the beginning of each jump.

Grapple Gun [200 CP]
Say hello to your new mobility option. This lightweight grapple gun is capable of latching onto practically any solid surface in range and will always be able to either rapidly and harmlessly reel you towards it or reel whatever it's attached to towards you. Either way it will automatically be ready to be fired again after just one second to rewind its cable no matter how far it reached. The final aspect of this is how quickly it can be drawn and aimed, with you being able to have it practically teleport into your hand already aiming at a point you want to grapple.

Prosthetic [200 CP/300 CP]
A good mechanical replacement for any limbs you happen to be missing. It's waterproof, resistant to environmental effects, heavily resistant to damage, and doesn't need to be maintained. It's also quick and easy to don and doff if needed and will never get knocked loose unless you'd like for it to slip off.

If you're willing to pay an extra 100 CP you could choose to upgrade all prosthetics you purchase into bionic replacements instead. A more advanced prosthetic that comes with added features like nerve integration and sensors to mimic natural touch and sensations, an infinite battery to power itself, and this option will allow it to replace an organ like an eye or a lung instead of just a limb. Even better is that since it's been designed specifically for you it will only take a matter of hours for you to adjust to it and feel as natural as the original did with the only differences being that it's roughly 50% stronger and more capable, possibly even more depending on what's been replaced and what your trying to do.

If you aren't missing a limb or organ this can either replace the part it's meant to, with the original limb reappearing when it's removed. Alternatively you can choose for it to

become an exoskeleton acting as a brace and support for that limb or an implant improving its effectiveness.

1976 Pony Pickup [200 CP]
This Hyundai truck has never failed Rimbo in all the years he's been driving for Utara Village, and it'll serve you just as well from now on. Although if you don't want a truck you're allowed to choose another personal vehicle you'd like to have as long as it's not larger than a pickup truck or a speedboat. Regardless it will never need fuel or basic maintenance, can handle any type of terrain it can function on fine, handles like a dream, and if it gets attacked or crashes it will keep going without issue as long as it's not completely inoperable.

Tweed's Kindred Purifier [200 CP]
The brilliant CEO of Kindred Aerospace (rated 4th best interstellar exploration company for the 8th year running) would like to introduce his newest personal project, the Kindred Aerospace Environmental Purifier. After Martin Tweed cashed landed near a village deep in the jungle (surviving nearly unharmed thanks to Kindred Aerospace's incredible safety features), rather than simply waiting on a team to pick him up he choose to help improve the lives of the people living there by using the remains of the ship he was testing to build a state of the art water purifier to help them clean up their main water source that had recently become incredibly polluted. Thanks to the CEO's incredible skill the purifier made from scraps was able to purify the entire lake in a single night, and now that he's returned from his surprise vacation he's decided to refine his design and release it in the hopes of it being used to help improve the quality of life in other areas suffering from pollution.

The Kindred Purifier is roughly the size of an SUV and has a large turbine on each side and a large fitting on the back to allow for liquid intake or output. As long as it has a method of taking in pollution in the area around it, it can rapidly separate and store any foul chemicals or elements and bring the world around it back to its natural clean beauty. And even better is that the purifier produces just enough power to run itself through this process, so there's no need to worry about fueling it. The purifier has an extremely high capacity for pollution and waste inside of it that's guaranteed to not breach and spill back into the environment, and anyone operating it can either connect the tank storing it to another machine in the hopes of recycling anything it filters or they can simply leave the machine to running so it can slowly work on breaking down and harmlessly releasing any waste it absorbs without any effect on the environment.

Farms [200 CP]

Here we have two farms for you to choose from. The first is a small farm in what was a vacant lot on the edge of town. The soil here has an odd effect that causes most crops planted here to fully grow over the course of a few days. It has a total of around an acre of farmland for crops and there's a sizable rice paddy beside it.

The other is a large fish farm with sections designed to house fish from various depths and biomes, with each tank in this farm being far larger on the inside than they should be. Anything kept in these tanks will grow from birth to adulthood in the span of a week and none of the fish inside will attack or harm each other or anyone that enters the tank. Each of these tanks only has room for a certain amount of fish, larger ones obviously take up more space but exceeding capacity will only mean that new fish can't be added until some are removed or the tank is expanded. You'll find there's always just enough for them to not need to worry about overcrowding or a lack of space having a negative effect on the other fish inside. If you happen to have extra space and at least two fish of compatible species each day there's a chance based on their size and quality that you'll find another fish has spawned in the tank with them. The gender and mating habits of the fish inside the tank is irrelevant.

Both farms will maintain and repair themselves and will take care of anything in them, but planting and harvesting crops or adding and removing fish must both be handled manually. You can also upgrade both with money or time and materials if you have the know-how to do it yourself, expanding the regular farms fields and rice paddy or one of the fish farms tanks. These expansions will get a bit more expensive and difficult each time, but you'll find that neither of these will ever actually make that farm any bigger on the outside than it was before. If you'd like, you can disable that to have the farm visibly expanding, and in future jumps you can choose to reduce the size of the farms to any size they've been in a previous jump.

If you purchase one of these farms you can purchase the other one at a discount, costing 300 CP total for both.

Ecological Wonder [600 CP]
The Giant Blue Hole and the islands surrounding it will be yours to keep with new species, biomes, and treasures getting added based on the jumps you've been to and go to after this regardless of if it's imported. The Dive Bell extraction points will instantly return anyone that uses them to the surface with everything they collected on that dive. If you're in the mood for something different you can head to the nearby island to dive in Utara Village's large freshwater lake or into the neighboring Sehta Forest. The entire region will be somewhat randomized every night, allowing for more resources and wildlife to be found. Structures won't be damaged or altered by this and the wilderness

will roughly keep the same layout, such as paths still leading where they should but being longer or shorter than usual. And if you'd like to explore somewhere more ancient and dangerous, the stone gate leading to the inner ocean full of ancient wonders can still operate.

The Blue Hole and its surrounding islands can be imported wherever you'd like or remain in its own added section in your warehouse. There's a few small terminals that only you or someone with your permission can interact with scattered around the area that let the user set what's allowed to spawn when things shift and respawn each night, letting you remove animals or materials from the spawn pool or add them again later. Things will need to shift again for these changes to take effect.

In future jumps the wildlife found here are no longer as agitated or hostile and go back to more natural levels of aggression for their species, unless you select the option at the terminal for them to remain that way. In addition, future species introduced to the region may mutate in the same way some of the current wildlife has, growing to massive sizes, exaggerating their natural abilities, and possibly gaining new ones entirely.

Diver

Diver's Kit [100 CP]
A set of the same kit Dave uses. A good quality diving suit, a well maintained but basic Harpoon Gun, a multipurpose dive knife, a set of tanks holding enough air to stay under for 2 hours, a floating cargo box to carry your haul in, as well as a small dive boat. The cargo box will never drift away from you or get damaged and anything stored in it or the dive boat will be kept in its current condition until removed. If you get another version of anything found here you can choose to either merge it with the one that's part of this kit or replace it completely. In addition any non fiat backed hand held equipment that's meant to be used underwater or when diving can be added to this kit.

Harpoon Collection [200 CP]
This box has an array of the seven enhanced harpoon tips found in the Blue Hole, many of them carrying elemental effects. The Enhanced Tip is just sharpened and specially designed to hold prey better. The Flame Tip will leave burns on its target. The Ice Tip has a chance of freezing them for a short time. The Lightning tip will electrify the area around what you hit. The Poison Tip injects a toxin. The Shock Tip will paralyze and slow things down. And finally the Tranquilizer Tip has a chance to cause what it hits to fall asleep. With the right materials you could possibly upgrade these Tips to be far more effective than they are now.

To go along with the collection of tips, this also comes with a higher quality harpoon gun that has an air pump added on to increase the power of its shots. The gun will automatically reload itself about 5 seconds after each shot.

Super Support Drone [400 CP]
This simple looking drone is by far one of the most absurd and beautiful things that Duff has ever created. Its default mode has it working as a support exploration drone, with high level mapping, recording, and scanning capabilities, a high power laser cutter, a hologram projector, and perfect communication capabilities with the surface regardless of environmental conditions. It can be manually directed by you, directly controlled by someone onboard your support vessel or with a connection to it, or simply left to its oddly capable auto pilot.

The thing that makes this absurd is when you shift it into DPV [Diver Propulsion Vehicle] mode. While it's active and you're holding onto it, this thing will improve your underwater speed and mobility by an extra 50% of what you're capable of regardless of the direction you're moving and maintain the oxygen levels in your air tanks at what they were when you grabbed it. This drone is also capable of shifting to attack mode, letting you use its two weapon systems. The first weapon you have is a machine gun with infinite ammo, while the second is a chargeable laser capable of carving a hole the size of a normal human through a cargo ship with a few shots in the same place. Finally, it has a support system that lets you spend an extremely quickly refilling pool of energy on short bursts of time dilation that increases the user's speed and reactions with the end result being that everything but you is moving at 1/3rd of their normal speed while active.

The main "limits" to this thing while it's in use are that the movement boost only functions while you're submerged in water, the movement boost and regular firing mode are all unavailable while charging the laser, the laser takes around 5 seconds to charge and will harmlessly dissipate if you let go early, and the pool for time dilation maxes at 5 seconds total. Though that last one isn't really a bad limit since it recharges at a 1 to 1 rate.

Investor

An Investment [100 CP]
A collection of 3000 solid gold coins used as currency around the blue hole. These coins will respawn at the beginning of each jump. Alternatively you can choose to start with Doni, the currency of Utara Village, instead of gold.

Bancho's Sushi [200 CP]

Or another business I suppose. Regardless, you're now the proud owner of whatever kind of business you'd like. This is a recent startup and not well known just yet but will always receive a small but steady flow of customers regardless of its quality or fame and has a small boost to gaining reputation and the quality of whatever it deals in. This business will retain its size, quality, and reputation each jump you import it into but you can choose to reset it to base if you'd like the fun of building it up again.

Management Apps [400 CP]
Any device you own will have a number of unique apps installed on them that allow you to easily manage and invest in all of your projects and ventures. So long as you, someone you know, or a company you're aware of is willing to work for you and is capable of improving something covered by one of these apps, everything but the payment will be taken care of instantly. The price does depend on how difficult and time consuming the task would be and the materials needed but if you have the money or materials the finished product is just a click away. These apps also allow for you to spend money to train employees, upgrade parts of a property or business, make sure everything's stocked and ready, and more. Small side note, even if you can perform whatever you purchase through the apps yourself it will still cost some money for it to be done instantly, still cheaper than paying someone else to do it.

The initial apps that come with this bundle are iDiver, Weapon Shop, FarmNow, and Management. Future projects you start up or join will either have a tab added inside of one of these apps or have a new specialized app created for it.

Specialist

Toolkit [100 CP]
This is a bag or briefcase filled with a collection of high quality tools and equipment that will be useful for a field of your choice. Each tool found here is receptive to upgrades and any work done using these tools will be slightly higher quality than normal.

Waterproof Bag [200 CP]
This durable bag is extremely resistant to the elements. The interior can fit anything you can fit through the mouth, it can hold twice what you're physically capable of lifting at max, it will always weigh 5 pounds regardless of what's inside, you and anyone you allow can know everything that's inside by focusing on it for a few seconds, when you reach in you will always grab the item you intent to, and it's self cleaning. No one will find anything about the way the bag works unusual unless you want them too.

Atelier [400 CP]

This is where the magic happens. Welcome to your own personal workshop for whatever you feel like focusing on. No matter what you decide for it to be focused on, this will become a high quality workspace to study and practice. But there's three things that make this more than a bunch of fancy tools. First is that you can quickly pack up a few important pieces of this Atelier and carry its effects with you whenever you need to travel, merely needing to set up a small camp or room to work in. Second is that you're protected from catastrophic accidents such as destroying an extremely rare sample or serving pufferfish that was prepared wrong, though this won't protect you from smaller mistakes like a poor tasting dish or a machine that won't work properly. Finally working at the Atelier will double the speed you complete projects.

If you happen to be someone with a variety of interests, adding new tools and materials to this workshop will extend the effect to new fields tied to them.

Criminal

Personal Arms [100 CP]
A small collection of 3 personal weapons of your choice. These weapons will be high quality, durable, function underwater about as well as on land, and are easy for you to learn and use. Anything that consumes ammo comes with a small supply crate full of it but you don't need to bother packing any since you never seem to run out of ammo for any of these weapons with more appearing on you any time you need to reload. If you'd like you can also choose things like throwing knives, dynamite, or a type of grenade.

The supply crate can be used to upgrade or alter the ammo your weapons use, possibly to add some variety such as elemental bullets or knives, or mixing in different types of grenades.

Contraband [200 CP]
Three cargo shipping crates filled with merchandise, each of them refilling once a month. What kind of contraband they hold is up to you, with you or whoever you allow being able to choose the contents for each individual crate the first time they're opened every month. It could be weapons and ammo for an arms dealer, it could be drugs for a cartel, it could be exotic animals for a trafficker, any kind of supply your enterprise could need can be ordered in these containers and is ready to be moved where you need it. The exact specifics of the merchandise is up to whoever opens it but must be the same 'type' of merchandise, like the weapon shipment being all guns and bullets while the shipment of exotic animals only has animals or their parts. The only restrictions here is that it must exist in your current setting or in one you've been to previously and that the shipment can fit inside the container. If you already have someone ready to buy in bulk, instead of needing to transfer everything to a different non-fiat backed crate you can just

load and ship that one off, a new shipping crate will spawn where you want when it's time for the next delivery.

Living things will come with basic containment to transport them until ready to be sold while anything dead or perishable won't start going bad until after it's removed from the crate.

Compound [400 CP]
This is a well equipped and supplied compound that adapts itself for its locations and your goals, setting up in tropical waters using environmental safety as a front to poach aquatic animals will cause it to be a coastal building set up to either store live products or process them for parts. This set up would also come with a supply of fishing and diving gear, a few boats, and a private dock. It's up to you if you want to have a functional civilian front, but this can be scaled down to focus on the criminal enterprise and get more assets on that side.

But just having a front isn't the only thing you want to rely on, so this place also has some good security. Sentry drones and sensors that will set off alarms if they detect an unregistered weapon or intruder, an arsenal filled with standard weapons and ammo, and a handful of more advanced assets or upgrades of your choice.

This base can be placed wherever you want at the start of each jump and can be moved to a new location, have its intended operations, or have its set up and layout changed over the course of a week [any of these can be done simultaneously, the visible construction will just clear to show the finished result] but if the base or their major assets get destroyed or lost because of someone else's actions it will take 3 months to rebuild unless you can speed up the reconstruction process somehow, you choose to move or change it during that time.

Explorer

Travel Attire [100 CP]
If you're gonna be traveling in the wilds it's good to have some gear that can handle rough treatment. This is a custom outfit that heavily resists wear and tear and helps keep you comfortable in any environment even if it really shouldn't, like an aloha shirt being about as effective at keeping you warm in a snowstorm as a good jacket. Even better is that if you happen to get injured or attacked this outfit will work as light armor to soften any hits you take. This also comes with an unbreakable pair of glasses and sunglasses that will never slip off of your face and any grime that gets on them will immediately slide off.

Crystal Technology [200 CP]
Utara Village has a very unique resource available to it in the form of these small glowing pink crystals that constantly grow in the region. They're incredibly efficient at story and transferring energy and form charged with a high amount of harmless power already inside. Recently a researcher in the village has managed to create some technology that harnessed the power of these crystals and by purchasing this you'll receive two of their creations and a supply of 12 Utara Crystals. These crystals can be used to instantly recharge any equipment powered by them, and you do not need to bring them with you as the crystals will simply appear on your person whenever you decide to recharge. The Crystals and the tech will both respawn at midnight when used up or destroyed.

A list of items you can choose from is:
-The Utara Power Booster, a high powered underwater scooter that doubles your speed underwater while active with a battery that lasts 1 hour per charge.
-An oxygen generator that can rapidly produce up to 4 hours worth of breathable air in seconds with each charge.
-A trigger bomb trap that releases a tranquilizing gas that can knock out an adult crocodile, needs to be recharged after each use.
-A large net that halves the speed of anything in contact with it while active regardless of if they're entangled, the slow effect will last for 3 minutes before needing to be recharged.

You aren't limited to this list of examples and can choose another piece of equipment of your own design as long as it remains around the level of usefulness the items on the list have. Anything more capable will take time and research.

Jungle Gun [400 CP]
The Jungle Gun is a modular 4-in-1 weapon that can rapidly transform between its different forms. The 4 default options being a rifle, a shotgun, a sniper, and a net launcher with each form having separate magazines for ammo. Despite how complex this weapon is beneath its rugged looks, each of its forms function just fine on dry land or underwater. With good technical know-how, each of its forms can be upgraded and modified separately.

If you'd like you can choose different base weapons to have in your Jungle Gun and they don't have to all be firearms, maybe you'd like to have a harpoon gun in place of the rifle or would prefer a sword over a shotgun. At the beginning of each jump you can change the forms tied to this weapon if you find yourself not needing or using one of them. Some practice with it will also let you benefit from the extreme versatility this

weapon allows for, such as hooking a scythe around an enemy and using the sniper's recoil to take a limb or stabbing something just for the target to be wrapped in a net and dig the blade deeper while it restrains them.

Like with the Criminal's Personal Arms, you receive a small supply crate full of any ammo your weapon needs and never seem to run out of ammo for any of these weapons with more appearing on you any time you need to reload. The Supply crate can be used to upgrade or modify the ammo it uses.

Sea People

Charm Bundle [100 CP]
You have a handful of decorative charms that do more than just look nice. This bundle comes with 5 charms in total, each of them carrying a minor beneficial effect. Some examples that you'll be able to find around the Blue Hole are things like the Sea People's bracelets that allows you to survive for a little longer than normal without air, a necklace with a dolphin trinket that lets you swim a bit faster, or an octopus weapon charm that causes firearms to hit with a little more force than normal.

You can freely customize the design and effect of each charm purchased here, just remember that they provide fairly minor benefits or a simple quality of life feature.

The Village [200 CP]
This village is incredibly self sufficient, surrounded by bountiful lands that never seem to run out of resources, and incredibly difficult to find if you wish to remain hidden. The exact demographics, style, and leadership of this village are up to you. This could take the form of a human settlement like Utara Village, or it could be the Sea People settlement in the depths of the Blue Hole, or perhaps it could even take the form of a place where humanity and a tribe of Sea People managed to make peace and have been coexisting for centuries.

The growth of this village can be carried over to future jumps, growing from this small village to a grand city or a full nation if you can manage to expand. In future jumps you can choose the location and the size and total population of this settlement, up to the maximum it ever had during a jump. You can also choose for any endangered or extinct races from the world you're entering to have a population living here, up to the entire settlement being made up of them.

The Divine Tree [400 CP]
This massive pale tree covered in glowing orbs is the heart of the Sea People civilization. Its roots feed on energy, which has caused every part of it to take on

interesting properties based on that energy when used as material. Any form of energy can be used to feed the tree with the two known examples consuming thermal energy and electricity. You can choose the type of energy your tree feeds on when you purchase it.

The Blue Hole's thermal tree will be used as an example for the effects energy can have on it. Its durable wood and fibers are absurdly resistant to heat and flames and pleasantly warm to the touch. The "fruits" of the Divine Tree are perfectly round glowing spheres of crystalized thermal energy, are exceptionally hard and durable, constantly emit a soft sunlight with the brightness tied to the amount of energy within it, and can hold their charge for roughly a year after being picked if they aren't actively being used as a power source. They can be difficult to work with but it is possible to break down these fruits and other parts of the tree into materials to make or improve items. Anything created or properly modified with parts of the Divine Tree will retain the durability, temperature resistance, and the soft warmth that runs through the tree itself.

Normally the Divine Tree and its fruits only have an affinity for a single type of energy, but the one you purchase here can have any kind of energy it's exposed to grafted into it to become a chimera. It does take quite a bit of the energy being applied to a specific part of the tree and the end result will cause some of its branches and roots to gain properties and aesthetics tied to the energy running through them in addition to the ones tied to the original element you've chosen for the tree. But should you have a frankly absurd amount of a specific energy you can use it to attune the entirety of the tree to it, becoming perfectly entwined with it the same way its original energy is after being given some time to stabilize.

At the base of the tree's trunk is the entrance to what the Sea People call the Control Room, this facility entwined with its upper roots was made to help harness the Divine Tree's power and ensure its health. Yours will come with a terminal inside that will show you the condition of the Divine Tree as well as what kinds of energy are running through it and how the attunement process for added types of energy is going.

If the tree is ever destroyed or cut down, it will respawn at the beginning of the next jump.

Companions

Group Charter [Free / 100 / 400]
The Blue Hole is a wonderful vacation spot despite the recent dangers, and I'm not going to stop all of your friends from enjoying some time here. You can import as many companions as you wish, with each of them getting an origin and 600CP. If you'd like to

give them more to work with then paying 100 CP will increase one companion's budget to 800CP, or you could purchase a 400 CP bundle to import all of your companions with 800CP.

Canon Companions [Free / 100 CP]
Looking to take someone with you? In this section you can choose any number of characters and ensure that you'll end up meeting them at least a few times on good terms for free, and if you bond with them enough that they'd agree to come with you on your multiversal adventure there's no charge for taking them. For 100CP, you can either guarantee that they'd be willing to join you or choose to gain a clone of them after the jump that would be willing to.

Drawbacks

Supplement Mode [0 CP]
The game's story is heavily focused on the story of the Blue Hole and Bancho's Sushi so not much of the world outside of the restaurant or the dive site is explored. Good news is this means it's easy to move this place anywhere. This toggle will let you attach this doc to another Jump, causing the area the game takes place in to just be moved to some tropical region in the setting you pick.

Optionally you can choose to start with a history with Cobra, an arms dealer and investor constantly looking for business opportunities on both sides of the law. At some point in the jump when you either feel the need to take a break from whatever you're doing or just want an excuse to visit somewhere nice you'll get a call from him asking for some help with a new idea he's had.

Roll Credits [0 CP]
There's plenty of fun to be had here but some people might not be interested in staying for a full decade. With this drawback you can choose to end this jump at any point after the main plot is resolved instead of waiting the full 10 years.

While the game doesn't have an official timeline as far as I'm aware, I think it would take around 2 or 3 months without any outside interference for Dave and his friends to deal with the earthquake problem in the Blue Hole. The actions of you and any companions you may have could make this faster or slower.

Gadon [+100 CP]
You aren't as bad as the ancestors of the Sea People, but at a glance… This drawback causes you to be extremely pale, gaunt, and almost worryingly thin. You feel fine but

good luck getting anyone to believe that when you look like a starved zombie if you haven't taken some time to clean yourself up, and even after putting work into your appearance you still look anemic and emaciated.

Inky Menace [+100 CP]
A lot of Cepelapod species fire a cloud of ink to escape predators, and you're going to become very familiar with this response of theirs. You keep seeming to run into a lot more cuttlefish, squid, and octopi than other divers in the Blue Hole. These clouds of ink can linger for minutes, badly reduce visibility, and can make cleaning your gear a pain if you happen to get covered in it.

Crippling Injury [+100 CP]
For whatever reason, a part of you has been crippled somehow. You can choose which major limb or organ it is as well as how and why it's in this state. Nerve damage paralysing one of your legs, one of your arms getting ripped off by a crocodile, losing an eye in a pirate attack, anything that could cause trouble in day to day life. If whatever ailment you choose can be recovered from you'll find the recovery process being about 5 times as long and more difficult than it should be, and this obviously isn't an option for something like a lost limb. This drawback can be taken multiple times.

Interesting Tourists [+100 CP]
A tough looking pair from Japan stopped by Bancho's Sushi last night. The Ichiban's Holiday Content Pack has been installed. One of them is quite invested in getting rid of Sea Blue after they interrupted his morning swim.

The Fog Rolls In [+100 CP]
Something new and strange has come to visit the Blue Hole. Some nights an ominous red fog covers the bay, the waters get darker, and the fish get… wrong. The DREDGE Content Pack has been installed. Remember not to linger in the fog for long at night, who knows what the waves will try to take with them in the morning.

Just a Man [+200 CP]
Dave is just a normal human yet somehow manages to survive all of the crazy encounters he has during his time here. I have no idea how he pulled it off but now you'll be figuring it out for yourself since this drawback will lock off any perks from outside of this jump, reducing you to just what you purchased in this doc, any supplements tied to it, and any perks that are part of your Body Mod.

Sunken Treasures [+200 CP]

Looks like there's been an issue delivering your items to you this time around. You'll have to make do without your Warehouse and any items from past jumps.

Or maybe not, is that one of your things down in the Shallows sand? When you take this drawback you can choose for your warehouse to have actually sunk in the Blue Hole with a single entrance to it in a difficult to find and reach part of the Depths and adding your things to the pool of items and materials that can spawn in the area, with the rarity of it appearing tied to the power of what your looking for. This will cause them to work the same as everything else you find here though, materials can be brought out like normal if you find them but equipment or powerful objects will break down the moment they leave the water.

Just keep in mind you aren't the only one in these waters.

Pushover [+200]
You're quite easy to push around. No matter how skilled or capable you are, it's extremely easy to push you into doing anything you aren't extremely against the idea of. For simple and basic tasks like someone asking you to grab a few shells for them you would barely think about going out of your way to do them unless they asked rudely, but even for more dangerous things like sneaking into a pirate compound on your own will only take a little bit of pushing, a plan that sounds like it would work, and a firm "trust me" before you're on your way there. With some time your confidence will build up enough that you'll learn you can say no to things, but even after you'll still usually want to help.

Inferno [+200 CP]
Once upon a time, a spark was lit inside of you and it kept growing brighter and brighter. There's something that you have an obsession with, it may be cooking, it may be building weapons, it could even be collecting trading cards, but regardless of what it is you're going to keep fanning the flames. Your near single minded devotion to whatever your passion is will often cause you to disregard others opinions or circumstances and come across as rude or uncaring. Finding people willing to work past that obsession of yours, going through something that shakes your faith in your passions, or time spent trying to learn to focus on other things can reduce this drawbacks intensity but you'll always feel strongly for whatever lit this flame in your heart.

Deep Breaths [+200 CP]
You find yourself getting tired and depleting your oxygen twice as fast as you usually do.

Glacial [+200 CP]

You're freezing cold. It doesn't matter how many layers you bundle up in, or the fact that this region averages at around 30 degrees Celsius even in the evenings, you just can't seem to escape this chill. But thankfully there is one way to get a reprieve, the heat and spice of dishes prepared with a hefty amount of habanero peppers can turn this freezing cold into just a small shiver for the next few days as long as you stay bundled up well.

Beached [+200 CP]
Much like Dave, you aren't exactly graceful or quick out of the water. At the start of the jump you've been knocked down to being slightly below the average human's physical ability when you're on land, not a horrible fate but possibly a far cry from what you're used to if you have a few jumps done. Two silver linings though. First is that this is just your starting point and nothing stops you from regaining your abilities with some effort. Second is that this drawback only affects you on land, the moment you hit the water your strength will return.

Infested Waters [+200 CP]
Well this could be a problem. A lot of fish in the Blue Hole are already oddly aggressive, and now that's going to be worse with the reports of almost twice as many of the larger and more hostile fish being seen lately. This drawback is still affected by the randomness of the Blue Hole but is weighed against you, some days will have you ambushed by 2 tiger sharks and a thresher while other days you may have to actively search for those species. Weirdly these extra violent fish only seem to show up around you, even if others follow the same route you did and should have seen them.

Anchored [+200 CP]
Well it looks like your vacation is about to get a lot more interesting than you anticipated. This drawback will push you into taking Dave's role in the main story, you'll be the one that will need to go down into the Depths to investigate the cause of the earthquakes. Thankfully, Cobra still plans to call Dave here so at least you'll have some capable help.

Missed Call [+200 CP]
Looks like Dave wasn't able to make it here, which is a problem because a lot of things about to happen relied on him. Without Dave there Bancho's Sushi won't be getting the fish it needs for a while, Dr. Bacon won't have an assistant for his research, and no one is going to figure out and deal with the source of the earthquakes that are constantly getting worse. Things are gonna get bad for a lot more than just the local area if no one steps in with how strong the quakes already are.

Clash of Titans [+200 CP]

Oh, that's a bit worrying. It seems like a member of the UNGCC [United Nations Godzilla Countermeasures Center] is looking for something in the Blue Hole. The Godzilla Content Pack has been added. Bacho's Sushi will have front row seats to a clash between Godzilla and Ebirah.

Enemy of the Sea [+200 CP/+300 CP/+400 CP]
You've caught the attention of Sea Blue and they're gonna put in a lot of work to make that a big problem for you. While publicly they're an environmentalist group advocating for protecting the ocean, they're infamous for resorting to threats and violent means and focusing on harassing small local fisheries instead of the major corporations causing more damage. Privately the entire operation is a front for pirates, poachers, and smugglers. Fairly early on in the jump, Sea Blue will decide you're an enemy of the sea and will make that your problem for as long as they're operating in the Blue Hole.

You can expect to sometimes run into armed poachers during dives, protesters occasionally showing up at your workplace to make things as difficult as they can get away with, and some general harassment and slander. At least out of the water they won't be willing to incriminate themselves too much, so you're safe there unless they think they can get away with it.

This drawback can be dealt with by managing to get rid of Sea Blue through any means that removes the organization, whether through exposing their crimes and managing to get them arrested, buying out their support and leaving them floundering without the backing they rely on, or just through violence and making their fight with you or another group too damaging for them to justify.

For an extra 100 CP, for a total of 300, Sea Blue's leader John Watson (formerly of the Navy SEALs) will gain some minor protections and will be hunting you. No matter the circumstances he will survive and escape the first two fights you have with him, coming back with better gear and even more determination. He will lose these protections after his second escape.

For another extra 100 CP, for a total of 400, Sea Blue will decide to stop hiding behind the front of being an environmentalist group and show what they really are, a front for the Kraken scientist Dr. Torben to collect marine life and the energy of the Blue Hole for research and experimentation. He'll begin outfitting Sea Blue pirates with his experimental tech based on aquatic animals.

Final Options

Well it looks like your stay here is coming to an end, what are your new plans now? Regardless of what you pick, we hope you enjoyed your stay.

Settled In - I see your vacations become a bit more permanent than we expected, I'm sure any friends you've made will be happy to hear you plan to stay.

Return Flight - Feel like it's time to head home? I hope your travels have been fun.

Uncharted Waters - Looking to head off to a new Jump? Who knows, maybe the next world you end up in will be just as fun to explore as this one. Happy trails, Jumper.

Changelog

V1.3
-Added Nature's Favor and Mayday general perks
-Added Collector's Apps, Stra Stella Merch, Fishing Kit, Gathering Tools, Grapple Gun, Prosthetic, Tribal Technology, and Tweed's Kindred Purifier items
-Updated Diver's Kit to let you add or replace the gear that's fiat backed
-Updated Harpoon Collection to come with a better harpoon gun that automatically reloads itself
-Moved 1976 Pony Pickup to general items
-Added a line to the Farms discounting the second purchase
-Clarified the apps you get with the Management Apps item
-Added the Crippling Injury drawback

V1.2
-Updated and clarified Beach Ready
-Added a line for Tangled Lines that makes it more likely to meet people you'd find interesting
-Fixed the amount of CP Dive Team gives for free imports in future jumps.
-Clarified that the Merfolk perk will prevent oxygen toxicity
-Moved the Deep Sea Headlamp to the general items section (previously an add on for Diver's Kit)
-Added the Extra Equipment item
-Split the Farm into two separate items, updated the fish farm, and added the ability to increase and alter their size
-Updated wording on the "Just a Man" drawback

V1.1

-Typo fixes
-Added a rough duration to how long the jump will last with Roll Credits if you don't affect the story
-Added the Anchored, Glacial, and Inferno Drawbacks

Notes

-Take a Breath
There isn't an exact rate that damage will consume as people can handle hits differently but I'd say that a bullet from a hunting rifle would need about 5 minutes of air to block, up to 10 minutes if it hit you somewhere critical like the neck or the eye. Something like a tiger shark or a crocodile biting you will take around 30 minutes if they can get a solid grip and a lot more if they start thrashing or death rolling.

-Remember That Time
This perk is inspired by both the "Always in my Dreams" perk from HeavensAnon's Heaven's Lost Property Jump and the companion Bonds set up in the Zenless Zone Zero Jump by Vegetable_Clock1315. This perk just allows you to personally customize your past history with each selected character or have a say in the circumstances of meeting one's you haven't. As for the exact history you have with them, it can be whatever you want so long as it's possible in the world and makes sense for the characters in question to go along with. I mean this mostly mundane modern earth still has Dave helping Cobra in the aftermath of a raid on a terrorist group named Kraken trying to take over the world with giant robot animals.

While I do suggest keeping how many people you have preexisting ties to grounded and relatively realistic, I'm not gonna stop you from trying to figure out a way to have a history with the entire cast of a setting.

-Tangled Lines
For some examples of the expies in this world, just around Utara Village alone we have a UFO hunter that can fire webs out of his wrists after being bitten by a spider, Kindred Aerospace CEO Martin Tweed, William Longbottom from Two Point Museum on an expedition, Rover from Wuthering Waves who has just been isekaied and has no idea how he got here, Om Nom from the Cut the Rope mobile games running around eating the village's candy, and finally an incident of a villager getting sucked into the game MiSide with one of the Mitas ending up in the real world after his escape broke the phone. This isn't even counting the DLCs for Dredge, Godzilla, and Yakuza or the base games references like James accidentally cosplaying Jason Vorhees.

-Artisan's Flame

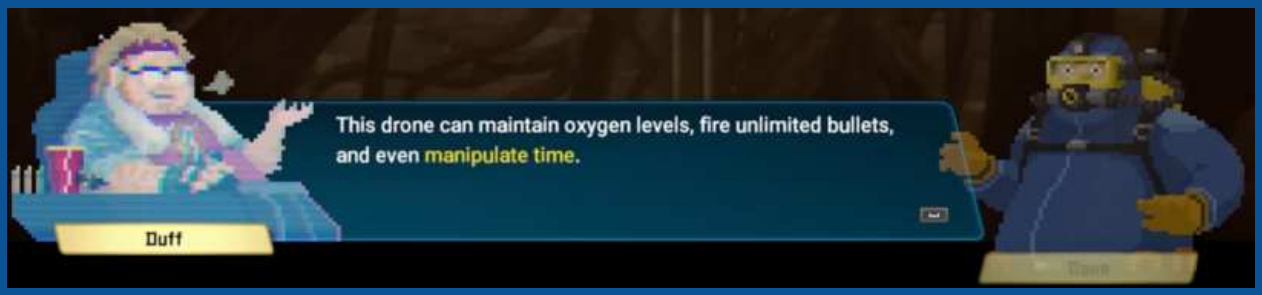
This perk explicitly doesn't have a limit on what it can be applied to beyond it being something you enjoy or have a passion for doing. Someone who enjoys fighting will find strikes landing a little harder and that creating or refining techniques is easier, possibly even reaching the level of creating a technique like the Tsubame Gaeshi from the Fate series with enough passion and dedication. Dancing, juggling, smithing, thievery, knitting, doing crossword puzzles, if you enjoy doing it then this perk will have an effect.

For some canon examples of what this flame does to those who tend it with everything they have. Bancho's sheer skill with bringing out the best of any ingredient given to him is the reason the restaurant even exists and while sushi is his preferred and best cuisine, as long as he has a passing familiarity with the ingredients and dish his cooking tastes like it belongs in the Food Wars world. Meanwhile Dr. Bacon regularly tracks down the remaining traces of the ancient Sea People civilization on the surface and not only quickly pieces together his findings but manages to decode and fluently translate their language in a matter of days with just a handful of writings and two short second-hand interactions with them. And then there's Duff, who managed to figure out infusing elemental powers onto weaponry with the right materials, is capable of refining firearms to have monstrous piercing power underwater, and somehow managed to make the Super Support Drone.

-Stra Stella Merch
The international name of the series is Masters of Eternity, it was a free to play grid based SRPG that ended service on May 6th, 2019.

-Diver's Kit
The line about replacing or fusing gear is based on Dave getting a completely new suit from Dr. Bacon. I forgot about this not being a normal upgrade since I thought he took the original suit and upgraded it over night at the time of making this.

-Super Support Drone
No, I'm not joking about the things it can do. The mapping, recording, scanning, and automation are things I added on to make it a little more useful when not in murderize mode but really wouldn't be out of place with everything it's already capable of. The maintained oxygen level will still drop if you take a hit with the Take a Breath perk.



-Toolkit and Atelier
The toolkit will be a collection of personal scale tools to work with while the Atelier will include larger equipment. To use something like gunsmithing as an example their toolkit would have things like a weapon maintenance kit, a lightweight portable forge, and some tools to help measure and make emergency field modifications, but their Atelier would have a proper forge and a range machining benches for precise manufacturing, access to a small firing range to safely test them, and a large rack to safely store what they've made.

-Contraband
While this item is based on Sea Blue harvesting and selling the wildlife in the Blue Hole, nothing stops you from using it for legal merchandise. Things like medicine, food, and metal are just as valid as the options given in the description or whatever else you want more of. Use responsibly or don't.

-Compound
To keep using Sea Blue as an example, their major assets would be the RX-93 Exo Suit, a sizable and likely armed submarine that can be used for transport or as a support vessel, and the Dekken 9 Attack Submersible.

The major assets will slightly fall short of the dedicated item if it's available in a jump doc and since they lack direct fiat backing so things like maintenance, fuel, and damage will be something to keep in mind for them. This follows the same restrictions as the Contraband item that whatever you pick must have been available in a setting you've been to.

-Location
For anyone wondering where the Blue Hole is actually located in the world, early access versions of the game supposedly had it placed in the Philippines, probably close to Palawan and the Sulu Sea based on the limestone cliffs in the area. Not sure if it's correct but I'm putting it here as a neat remnant from the cutting board floor and it's easy to handwave away with all the other ecological weirdness going on here.