MAKO ISLAND OF SECRETS / H2O JUST ADD WATER

Jump WIP by Bugweiser and WyldCard4



Mako is an island formed about 50 km off the Gold Coast, Queensland, Australia, after a comet crashed into the Earth. Throughout history, there have been peculiar happenings around the island; mysterious whirlpools, numerous shipwrecks, and disappearances giving Mako an eerie reputation. Most formidable of all are the island's many sea caves and the Moon Pool, a sacred pool protected by natural born mermaids, who inhabit the island's surrounding sea.

You arrive in this world on the day before a full moon. Tonight, a land boy named Zac will come to camp on Mako and, unless someone intervenes, will end up falling into the Moon Pool and becoming a mermen, one of the most feared enemies of mermaids, an event which will lead to a trio of mermaids to be cast out as punishment and the relocation of the Mako Pod from the Island. You receive 1000 CP to create your identity into this world.

Origins

Drop-In (0 CP): You wake at beach with your wallet containing the basic documentation to prove you exist and the address and keys to a hotel room in the city, which you'll find is already paid for in advance (for a week). You have no additional memories to burden you, but also no pre-existing connections to help you along your way.

Land Person (0 CP): You wake up in your bed, with a bright day ahead of you. You are a regular, everyday mortal man (or woman), wanting to leave your mark on the world. Hurry up, it is a school day/work day and you don't want to sleep in and be late.

Mermaid (100 CP): You are a creature of the seas, moving through it like a bird soaring through air, or you would if birds flew at superspeed. You grew as a part of a pod all of your life, enjoying time spent with your community. You have a long orange-copper tail with a matching top.

Triton (100 CP): Tritons used to live in pods like their mermaid sisters, but now live in hiding in coastal cities either alone or with only direct family relations, few in number.. You were brought up on land in a foster family, went to land school and mingled with humans all of your life, as is customary for mermen since the war with the mermaids. You are a loner by nature and have learned to use your power mostly on your own, with a little input from your triton father when he reached out to you. You have a long ocean-blue tail.

Age, Gender and Location:

You can take your pick, as long as it makes sense.

Mako Island: The island has been around long before humans and will still be standing long after their departure. Mako holds many secrets and enough caves underneath the surface that it could house and hide away a pod of over a hundred mermaids.

Mainland: Gold Coast, Queensland, where most of the action takes place and where you can find the Ocean's Café. It's also the closest you can get *to* Mako without actually being *on* Mako.

Pod (Restricted to Mermaids): A Pod is a group of mermaids living in the oceans, governed by the Mermaid Council of elder wiser members. Your default affiliation is to the Mako pod, but you can choose to belong to a different one if you so choose:

1. Mako Pod: A pod consisting of over a hundred mermaids that live on the reef of Mako Island, currently leaving for refuge with the South Pacific Pod.
2. Eastern Pod: Eastern mermaids are skilled with self-defense and Eastern magic.
3. Northern Pod: Located somewhere in the Northern Hemisphere, these pod has the reputation of strong mermaids that can be very dangerous.
4. South Pacific Pod: Southern mermaids are allergic to snow and are known for having the best songs.
5. Western Pod: Not much is known about them, except that they joined forces with the other pods in order to imprison the Trident.
6. New Pod: There are pods of mermaids living all over the world, communities of typically up to a hundred mermaid sisters living under the rule of a council. Want to fanwank away a different pod? Be my guest.

Perks:

Perks are discounted at half price for the origin they are associated with, except the first 100 CP perk, which is free.

General

Great Swimmer (Free All) - You live near the coast of Australia or in the ocean proper. You are a great swimmer and feel completely at ease in or around the sea.

Child of the Seas (Free and Restricted to Mermaids, Tritons and Transformed Merperson) - Merpeople can stay underwater for long periods, even sleeping under water, but still need to breathe air. You can hold your breath for at least 12 hours and do not die whilst breathless. While you can also swim at normal speeds, you can raise your speed up to 600 km/h, leaving a torpedo-like trail of bubbles behind you. Additionally, your reflexes, endurance and senses (especially a very keen sense of smell) are enhanced. You can handle oceanic temperatures and pressure with ease.

Transformed Merperson (-100) - At some point in your life, you either fell into a Moon Pool during the full moon (if you're a drop in or land person) and gained a tail or used magic in order to gain legs (if you're a mermaid or triton). You can change into your mermaid or human form at will after this jump (though during this decade you'll be affected by the 10-seconds-rule). In your merperson form, all clothing and accessories are absorbed by the merperson and vanish during their transformation, barring any magic items you're holding. If you have Land Person as your origin, you may choose to have fallen into Mako's Moon Pool or the one in Ireland.

Drop-In

Captain Smooth (100 CP) - You have an easy time making believable cover stories and people tend to take your lies at face value, unless they are already suspicious of you. Even if someone *is* suspicious, they'll have a hard time convincing anybody that you weren't being legit.

Land and Sea (200 CP) - When people look at you, they tend to focus on the things you have in common rather than your differences. Mermaids will see you as part of the merpeople instead of a triton more often than not and a religious person would applaud you for the beautiful colors of your t-shirt before even noticing the "God is Dead" styled into it. This almost guarantees a good first impression and make it easier to develop relationships. This will have a reduced effect on somebody whom you've done something to or who hates you personally.

Young Inventor of the Year (400 CP) - You have a knack for sciences, research and development. You learn things in a fraction of time others would and have a good memory and are pretty good at retaining new information. You are also very creative in the use of your knowledge and skills, with a penchant for lateral thinking and creative solutions. Actually, unless you want it to, dedicating yourself to your research, inventions or training will never bore you even a little, allowing you to keep perpetually motivated.

Poor Communication Kills (600 CP) - You know that running circles around your problems instead of sitting down and talking things through is not the way to fix anything. Things would be solved much faster if people stopped with the "I'm doing this to protect you" and the "you wouldn't understand" and around you, they will stop. You, and those you interact with, will always know when to simply break the code, share the secret, explain things through instead of pretending.

Land Person

All Around Good Guy (100 CP) - You are a likeable person, with your emotional reactions tending towards the advantageous in most situations and a potential for significant charisma. You are great at connecting to others, and if you apply yourself you would probably surprise even the people who know you the best at how well you can manipulate them.

Hidden Talents (200 CP) - You have a natural talent and the equivalent to years of training at some skill of your interest… Maybe you've been participating in many photography contests or you train for triathlons every week or has a band since youth and is a great drummer.

Just a Thankless Secret Keeper (400 CP) - Do you sometimes feel like all your friends keep getting involved with the coolest things and kicking you to the sides? Not anymore. You are a trustworthy person, and people can somehow sense that about you. More than that, any secret you promise to keep is fiat-backed into remaining a secret (at least as far as you're concerned). You won't accidentally spill the beans, won't break under torture, even if someone were to read your mind, they'd find nothing.

Head for business (600 CP) - You are a natural entrepreneur. You know how to make money and can smell opportunities from a mile away. Is not so much "anything you touch turns to gold", but you just have a knack to figure out the right strategies in any business venture you try your hands at. With just a little bit of effort you could take a small business and expand your profit margin into six or seven figures.

Mermaid

Mermaid Lore (100 CP) - Perhaps you paid attention in mermaid school, perhaps you're simply very good at piecing together myths and legends of the sea and have great instincts for which ones are accurate; Maybe you simply have an exceptional gut instinct for marine life and culture. However you got it, you have a great understanding of the lore of mermaids and life in the oceans, and this applies to any oceans known to you in subsequent jumps.

No Ordinary Girl (200 CP) - You have special powers you aren't afraid to use, sure, but you also have another set of assets. You are gorgeous, like you were cast in a television show that is not shy about showcasing pretty people in swimwear, and will keep your figure almost like magic. You can define your new appearance pretty much at will as a one time shape shift when you purchase this perk. In addition this perk lets you pull off any sort of clothing you'd like with even an outfit assembled from random theft of stuff lying around on boats and the shore looking quite good. You also have a great singing voice.

Pod Mentality (400 CP) - Mermaids share the secret that binds them together. They are pod creatures and are never truly alone, always trusting their pod to have their backs. You and yours have a great synergy, combining your strengths and making up for each other's weak spots. You can never be magically forced or compelled to work against those you consider as part of your pod and will always be able to break such influences from the others, should they be found in such situations.

Sea Witch (600 CP) - You are a prodigy in the mystic arts, having an instinctive grasp on all branches of mermaid magic and you are capable of learning how to master new areas, spells or powers in a fraction of the time others would. If you are a mermaid, you've been trained and already know a lot of the magic of your pod.

Triton

All Alone (100 CP) - You are used to being on your own and are quite adept to it. That's not really a bad thing. You don't suffer from lack of social interaction with others and you've learned to depend on yourself above all else, giving you a great deal of confidence in your own abilities.

Wild and Free (200 CP) - You are not so easily tamed. You have your causes, your priorities, your loved ones, and those come before all else. Nobody can break you from your convictions unless you allow them to. Your priorities and goals can change, of course, but will only do so on your terms.

Mystery (400 CP) - After losing the war against the pods, merman started to live in hiding, fading amongst the mass of land people and keeping a low profile. They must be doing something right since no mermaid has seen or heard from a triton in almost one thousand years. You have the capacity to quickly and easily blend in the crowd and fall off the grid, easily adapting to new circumstances and not being phased by change. This perk also comes with great survival skills both for land and under the sea.

The Seventh Cycle (600 CP) - Where mermaids prioritize skill and control, tritons knows that raw power and talent are the key to success. It is said the seventh full moon is a rite of passage for mermen, causing their powers to escalate, but you took this to a whole new level, easily becoming a virtual powerhouse, on the top 1% of this world.

Items:

Items are discounted at half price for the origin they are associated with, except the first one, which is free.

Drop-In

H2O Just Add Water (50 CP) - Somehow you've gotten a very comprehensive scientific papers on the biology of mermaids. Using this as a base for further studies, a person with the proper knowledge and dedication could develop solutions that would allow a mermaid to keep their legs on water or smelling salts that would break them from the moon spell (at least until they look at the moon again). In future worlds, you get a similar paper relating to one creature of your choice.

Ambergris (100 CP) - A whole bottle of the stuff. While stinky for a human's perspective, supernatural creatures are crazy for it, rending someone who uses it irresistible to them.

Lab (300 CP) - What good is a lot of scientific knowledge if you don't have the means to do anything with it? Not that that is any concern to you, no siree! You have a top of the notch lab where you can safely do all of your research.

Mermaid Mythology (400 CP) - This limited edition book was published in 1908 and is a treasure trove of knowledge on mermaid powers and how to better train or develop them. The real juice *mermaid mythology* is the many potions recipes contained in there that would make any mermaid drool in envy, especially the wishing potion. See the notes section for details on wishes.

Land Person

Boat & Gear (50 CP) - Just because you happened to be born on land doesn't mean you can't appreciate what the ocean has to offer. You have your own boat, scuba and diving gear.

Token (100 CP) - You have an accessory you carry with you everywhere, the default is a locket with room for a picture inside, but you could have a ring, pendant, bracelet or something else in those lines instead. Whatever it is, it is beautifully crafted and truly reflects you, your personality and abilities. It is ultimately a token to help you remember how special you are (or your connection to your friends, if you all have this). Should it be destroyed or lost, it will reappear in your pocket or hand after a couple of minutes.

Home (300 CP) - You are a homeowner. Your house is clearly something way above the level you could realistically afford, but nobody will pay that any mind. The layout and structures are all up to you, you could have a secret bookshelf door leading to a basement, or anything else really, is all up to you. You may integrate this home with any other property you possess, and change how this integration works every time you enter a new jump.

Local Hangout (400 CP) - You own a bar, a restaurant, a café… it doesn't really matter. What matters is that it's a pretty chill place for people to hang out in and it is quite popular. It will always bring enough money to pay for itself and earn you a moderate income, but if you happen to have a mind for business you could be making a lot more money very soon.

Mermaid

Infinite supply of seafood (50 CP) - Freshly caught, top quality and delivered daily to you, wherever you may be, courtesy of the Ocean's Café. Comes with large, exportation worthy crawfish as well as your favorite kind of seafood from the oceans of any jumps you've been to.

Grotto (100 CP) - You have your own secret grotto, a cave filled with treasures rescued from the ocean, potion ingredients, gemstones and lavish furniture of your choice. It is connected to the ocean and, if you purchased a Home, you could have the grotto attached to it through a secret tunnel.

Moon ring (300 CP) - The sign you've graduated mermaid school and was initiated into your pod (or somehow got lucky and found one of this babies on the beach somewhere). The ring stores moonlight, which can be used to cast powerful spells such as healing, animating objects, creating force fields and even granting legs to a mermaid, amongst many other uses. Your particular ring has the benefit of working even in places the moon cannot reach.

Moon Pool (400 CP) - You want a special place to spend your full moons and sing with your buddies as you allow its powerful energy to bathe you? Or maybe you want to carry the ability to change others into mermaids after this jump is done? This special places are considered hallowed ground to all mermaids and are laced with crystals made from comet shards which, like the stones in the moon rings, store and concentrate the energy of the moon. Your Moon Pool is located in a small island a bit far from Mako or the mainland, but which you can reach with a bit of speed swimming. It will not draw any attention unless you actively do so yourself, so no need to worry about other pods moving in while you're away. Your Moon Pool can be a warehouse attachment or inserted in an undisclosed location, at the beginning of each jump.

Triton

Island Connection (50 CP) - There is an island a couple of hours off the coast (though much less if you can speed swim) which calls to you. It is surrounded by an eerie aura that will keep

others at bay, land or sea people and natural predators, making it the perfect hideout. You will always be able to use your powers there without fear of being seen by others and will always know how far from is the island and in which direction to go to in order to find it. The particulars of it are up to you, but it is about the size of Mako, and with enough sea caves and grottos to house a whole pod of mermaids inside.

Secret Chamber (100 CP) - Your island gains a secret passage to a large circular carving in the wall, with a symbol representing you the middle. When you touch the entrance the carving will transform into a watery portal leading to a underwater dimension. You can summon anything you store in there personally to you and back there again.

Trident Stone (300 CP) - A moonstone like the ones used in the Moon Rings, just bigger and a hundred times more powerful. This fist sized stone has the potential to cause major destruction, but unlike its “twin” this one has not been enchanted against mermaids or any other target. It does have the capacity to drain moon rings and other supernatural power sources to replenish itself as well as storing moonlight and can be used to amplify spells to a ridiculous level (such as affecting all mermaids everywhere). Once per jump, the stone can be used to bring someone back from the dead, but doing so will cause it to crumble into dust and only return in your next jump.

Wishing Shell (400 CP) - A magical seashell that is both rare and nearly impossible to find with the power to grant any wishes made by whoever first finds it and this one is bonded to you. Be careful what you wish for, lest you find yourself dealing with unintended consequences of accidental wishes. After this jump, your shell will only work for a single wish per jump, or, for an extra 100 CP, undiscounted, a single wish per year. See the notes section for details on wishes.

Companions

Generic Companion (50-200 CP) - Create or import a companion for 50 CP each (or up to 8 for 200 CP). They receive 600 CP to spend as they wish.

Small Pod (50-200 CP, Two free for Mermaid and Transformed Merperson) - What is a person without their friends? A mermaid without her pod? Create or import your companions to this world for 50 CP each (or 200 CP for a bundle of eight). They will have the same origin as you for free and 600 CP to spend as they wish.

Canon Companions (100 CP) - Pick any canon character. This purchase will guarantee you two meet soon after the jump start and hit it off right away. At the end of the decade you will have the opportunity to ask them to join you as a companion.

Sibling (100 CP) - Either create or import a companion as your own sibling. They have the same origin as you for free and 600 CP to make purchases. Whenever one of you is in danger, you can see through each other's eyes through a unique quirk/power called vision sharing.

Mermaid Magic (Restricted to Mermaid/Triton/Transformed Merperson)

Sea born merpeople have the potential to wield their magic and effectively develop all powers on their own. Why purchase these then? Because although many learn the basics of their magic, such as Hydrokinesis and Invisibility, magic on higher levels is much harder to learn and require proper training. There are also certain spells and techniques developed by specific pods, making it quite difficult for you to learn if you're an outsider.

Water-based Kinesis (-200 CP each, Two Purchases Free for Mermaid/Triton, One Purchase Free for Transformed Merperson): Your pick between Hydrokinesis, the power to create, control, and manipulate liquid water; Hydro-Cryokinesis, which is the power to cool or freeze water, cause things to become brittle and, with some practice, water molecules in the air, allowing you to do things like locking someone in place by encasing their shoes in ice; Hydro-Thermokinesis, the ability to heat and boil the water, often seen as one of the most potentially dangerous and one of the most useful for mermaids wanting to "get dry" soon and get their legs back; or Gelidkinesis, the ability to change the viscosity of water, turning it into a jelly like compound.

Planetary Alignment Boost (-200 CP total, free with Drawback The Fool Moon): Your water-based kinesis powers evolve, Hydrokinesis into Aerokinesis, the control over air and wind; Hydro-Cryokinesis into Cryokinesis, which allows you to create and control solid ice, snow, hail and cold. You could also summon incredibly powerful snow storms or blizzards; Hydro-Thermokinesis into Pyrokinesis, giving you the ability to generate and control fire, flames and heat; and Gelidkinesis into Substanciakinesis, the ability to harden water into a substance similar to glass or crystal. You don't lose access to the previous powers. If you have The Fool Moon drawback you can receive this benefits for free, but they won't manifest straight away. Rather, almost a year after your insertion to this world you will feel drawn to the full moon under a planetary alignment, when your enhanced powers will finally manifest.

Atmokinesis (-300 CP, Discount for Mermaid/Triton): The ability to control the weather to your will, with the most common usage being the creation and control of lightning and storms.

Zoolingualism (-50 CP, Two Free for Mermaid): The ability to talk to a specific creature of the seas, such as dolphins, whales and penguins. You can purchase this more than once, choosing a different species each time.

Essence Manipulation (-200 CP, Discount for Mermaid): A powerful form of magic taught in the northern pod, which allows one to capture the essence of an object or being through touch and inflict changes on them.

Invisibility (-100 CP, Free for Mermaids and Tritons): A skill that allows one to turn themselves invisible temporarily.
Invisibility Detection (-200 CP, Discount for Mermaid/Triton): A rare talent to detect and see through invisibility.

Telekinesis (-100 CP, Free for Mermaid/Triton): The power to move things with your mind.
Volume Reduction (-100 CP, Free for Mermaid/Triton): The power to shrink things or, through application of force, squeeze them.

Siren Singing (-200 CP, Discount Mermaid/Triton, free with Drawback The Fool Moon): A musical ability that allows one to put another into an irresistible, hypnotic trance in which they will follow them wherever they go. If you possess the Drawback The Fool Moon, you may choose to get this power for free, with the caveat that you'll always become a siren when under the effects of the moon spell.

Precognition (-400 CP): The power to see the future, through visions and predictions.

Telepathy (-400 CP): Telepathy is the ability to communicate without the use of any known human senses, being able to hold conversations mentally or send visions and dreams to others.

Drawbacks

Mermaid Adventures (0 CP / Toggle) - Instead of Mako Mermaids or H2O, you will be imported to a similar, yet so fundamentally different iteration of this setting, a combo of adventures and comedy and the power of friendship under the sea. Welcome to Dolphin City and its marvelous undersea world. Incompatible with other timeline drawbacks.

Just Add Water (0 CP / Toggle) - Want to join the party a little early? Selecting this means you get to Mako on the same day Emma Gilbert, Cleo Sertori and Rikki Chadwick will be given the power to turn into mermaids. Incompatible with other timeline drawbacks

Eons Past (0 CP / Toggle) - Want to come in a little early than that? Maybe you are interested in joining Gracie, Louise and Julia, as the first trio of known Land Girls transformed into mermaids? Or earlier even, back to the time of the when the Kindly Merman and his Queen ruled the oceans or war between mermaids and mermen? Or even something completely out

there, like being a mermaid during the pirate age? Take your pick. Incompatible with other timeline drawbacks

Seasonal Currents (0 CP / Toggle) - Oh, so you want another direction entirely? Instead of going in at the beginning of the show or the distant past, you will arrive later on, possibly at the same time Ondina and Mimmi arrive or when Weilan decides to run away to Gold Coast instead. While usually, new characters are introduced at the beginning of each season, you may choose any point of entry to be inserted into this world that occurs during the show's timeline.

10 second rule (Restricted and Mandatory to Transformed Merpeople) - When you are completely dry, you have human legs. But if even a drop of water touch your skin, you'll revert back to your merfolk form after ten seconds have passed. All of your clothing and accessories will vanish during this transformation with the exception of any magic items you are holding.

Water Magnet (+200 CP) - It's like fate is conspiring to get your secret out. At least once a week you will find yourself transforming in public. Maybe it will start raining at the most inconvenient times, maybe someone will drop their glass of water on you unintentionally, the point is that you will come very close to being outed every week.

Water Deprivation(Restricted and Mandatory to Mermaid, Triton and Transformed Merpeople) - Merpeople are creatures of the ocean and cannot stay on land forever, even if a spell to get human legs allow for a little more leeway with that. You need to return to the water at least once per week or you'll start suffering from water deprivation.

Dehydration (+200 CP) - For some reason, you are more dependant of water than most, requiring to return to it at least once every couple of days. Going a full week on land could be fatal.

Fish Out of Water (+300 CP) - Your need for water is much more intense than other merpeople's. You need to be submerged in water at least once a day and going more than 24 hours on dry land will cause you to die.

Trust Issues (+100 CP) - You're used to people not liking you, in fact, you expect it. You sets walls around yourself so you don't get hurt and find it hard to let others in.

Allergic to snow (+100 CP) - Coming in contact with snow will cause a strange rash to appear on your body, it is accompanied by several negative symptoms and it interferes with their powers (especially the use of powers to try and regulate your temperature).

How do you handle the smell? (+100 CP) - Well, long story short? You get used to it. For your whole stay here, you will smell land people's scent as a mermaid would. Additionally, every mermaid will smell like fish to you. It will never get better, but you can get used to it after a while.

Outcast (+200 CP) - Some time ago you messed up. Big time. Maybe you broke a very important rule, the particulars is up to you, but you've become a pariah in your society. A Land Person or Drop In will be considered by all a social outcast, someone they shouldn't listen to or

respect. Transformed Merperson and Tritons will be outcasts both amidst land people and in the ocean. Mermaids with this drawback have been banned from their pod forever and will carry the pain of being separated from their sisters forever. Companions are exempt from this, but don't expect to make many friends.

Fish fever (+300 CP) - The poison from a rainbow-colored coral got into your system and you won't be able to cure it during your time here. The poison in your system causes you to be over excited and ravenous for seafood, with the effects increasing the longer the poison seeps into your system.

Power hungry (+400 CP) - You wouldn't say you were power hungry, but that you need power in order to protect yourself and those you love? From whom? Why? Who cares! The most important thing for you is to take more and more power. What sort of power? All of it, financial, magical, lordship over your enemies or their destruction… You'd make the trident wielders of old very proud.

Tailless Spell (+200 CP, Mandatory for Tritons without Transformed Merperson, Doesn't count against limit) - You were hit with the tailless spell, probably by your own parents so that you could pass yourself as a regular person. Unless you break the spell, you are locked into a human form without access to any powers or magic you acquired from this document.

Truly Tailless (+400 CP, Doesn't count against limit) - Somehow, the spell that took hold of you is much more powerful than expected. Besides locking away any power acquired from this jump, you also lose access to any supernatural powers or alt-forms you have. The spell is now exponentially stronger and nigh-impossible to break it. On the plus side, it is set to fade away on its own after 10 years.

What sort of curse is this? (+600 CP, Doesn't count against limit) - For a total of 1000 CP, you are locked to your bodymod for the duration of this jump, without any of your other powers or perks and even incapable of accessing your Warehouse. This spell is set to last a full decade nothing will even come close to breaking it before then.

Hatchling (+200 CP) - You are young, 12 years old or younger. This means a lot of people won't take you seriously and that you still have to go to school. If you have any powers, they are dimmed, but will return to you in full as you grow and mature. If you are a mermaid, triton or transformed merperson, you don't have much control over your powers.

The Fool Moon (+200 CP) - When merpeople look at the full moon directly or through a reflection in the water, they are put under the Moon Spell. This causes them to act the opposite of their usual personalities, besides making them a lot more romantic and seductive. Sometimes the full moon will make a merperson's powers go out of control or make a mermaid a siren. People under the moon spell recover after the full moon has passed, but often have no recollection of their actions. Now, with the proper training, merpeople can learn to allow the moon's magic to flow through their body instead of resisting it and keep in control even during

the full moon. You, on the other hand, have a much harder time dealing with it, and will not learn how to fully keep yourself together in a full moon during your time here.

Luminosity (+200 CP) - The aliens of the planet Lumina are balls of plasma, naturally devoid of human emotion. Despite this, some of them have a fascination with Earth's oceans and surfing our waves, which are perhaps the best in the universe. This drawback ensures that the aliens Zoey and Kiki will settle near Mako Island and draw trouble and attention beyond that of a typical mermaid.

Radiance (+200 CP) - Earth's waves truly are the greatest. With this drawback, thousands of aliens from Lumina will swarm to Earth to take advantage of the waves. Lumina's technology is well in advance of Earth's, though much of their development is inexplicable to humans and tied to the manipulation of plasma and electromagnetism in ways that are of great value to Luminians but pointless to humanity. While these aliens are not hostile, the massive disruption to Earth's culture and the economics of seaside living will dramatically impact any mermaid and quite possibly put them in new danger.

Effulgence (+200 CP) - For a final 200 CP, remember what I said about not being hostile? Lumina has prophecies written about the Jumper and how it will bring doom to the universe, now. Every Luminian has read stories of your adventures since the time they were children and their culture gives you a position similar to that of the Christian Anti-Christ. If Lumina becomes aware of you the entire species will go berserk and most will stop at nothing to kill you, though only the most extreme would sacrifice Earth's ecology and fantastic beaches unless they were positive you were really present. That being said, Lumina's technology is advanced enough that if the wrong person panics it would not be difficult for Earth to be destroyed without widespread support from Luminians, and the natural powers of a Luminian are significant.

Aurora (+300 CP) - Aurora is one of the most powerful mermaids in the world, an expert in curses and indirectly responsible for the destruction of entire pods. Now, she’s set her sights on you. She discovered who and what you are and intents to use her magic to capture you and take your place as a jumper.

Dr. Denman (+300 CP) - Dr. Linda Denman knows your true identity. She knows every single one of your powers and perks and is intent on capturing you, planning to do some tests and truly understand how your organism works. She has all the perks from the Drop In line and is unrelenting. Should you somehow get rid of her, her research will find its way to another scientist who will try to pick up where she left after a semester at most.

Water dragon (+400 CP) - A dragon formed of water with the power to to breathe cold fire, which will remove all of your powers permanently, including your jumper-ness, returning you to your world as a land person for good. This dragon is intent on hunting you down, but fortunately, the dragon can only form on the ocean and only during the Full Moon or when summoned with a Moon Ring. It can swim at high speeds, and is resistant against the magic of moon rings.

Ending

Stay: I know you love your island home, so why not stick around?

Continue Jumping: You're a jumper. You jump. Didn't really expect anything different.

Go Home: What? Are you sure? No spark? Well, you do you.

Notes

Wishing Powers: Either a nice complement to the setting or a completely broken ability to break tension and destroy the narrative. There are two ways in canon for one to get the ability to use wishing magic, both on offer in the items section.
Does it make sense to limit the number of wishes for the good of the chain? Nope, handling inter-jump balance is not really our responsibility. And yet, the show introduce both methods of wish granting as one-off gimmicks that were never used again. That's why we're limiting to a single wish per jump/decade or per year (if you paid extra) for the shell. The potion is not really much of a concern, the ingredients are rare limited enough that it shouldn't be a concern.
You'll have to fanwank how limited by yourself. If infinite wishes is your schtick, you could always dedicate your whole decade here to tracking and stashing them in your warehouse so you're never low on wishes… I mean, kudos to you for the dedication, I'm not going to stop you from doing what you think is fun. I personally don't think this is the world for you to look for an "I win forever" button, but I'm going with the mantra of "you do you".
Side note: No meta wishes, or Jumpchan will personally come to smack your ass. You don't have a Jumpchan or Benefactor? Well, Truck-kun will drop a fiat-backed truck on you from the sky. Won't kill you or cause permanent damage, but will take a long long time to heal the "normal way" and will be painful enough that the lesson will probably stick.

The Full/Fool Moon: Every mermaid, triton, natural born or turned, is affected by the moon. That is unavoidable and it comes with being a merperson. The drawback means that no matter how much you learn or train, you will not be able to cope with the effects of the moon during your stay here. Without the drawback, it is presumed that you've already mastered the technique and while not indifferent to the moon, will remain in charge of your mental faculties.

On Spells and Magic: There are several other spells and techniques besides those offered in the Mermaid Magic section, like the Turn The Tide technique of the Eastern Pod which reflects any attack back to the attacker. You could fanwank that you know them if you belong to the

proper pod, but can also learn those while in jump if you find the proper teacher. With the aid of a moon ring, mermaids can perform powerful and much more complex magics.

Combined Atmokinesis (Combo Power): When three mermaids combine their powers (specifically the Planetary Alignment Enhanced Kinesis powers), it grants them complete control over the weather and its various elemental aspects. This is an enhanced version of the Atmokinesis power.

Tower of Light (Combo Power): By combining the powers of Hydrokinesis, Hydro-Thermokinesis, and Gelidkinesis, a trio of mermaids can create a tower of light strong enough to repel a comet.

Mako Connection (Combo Item): If you purchased Island Connection, Secret Chamber and Moon Pool, you can opt to, instead of a generic collection of those three, be connected to Mako instead. How would this work, exactly, is up to you. If you're a natural mermaid, is simple enough to say that you were one of the mermaids supposed to watch over the Moon Pool and was banned along with Sirena, Nixie and Lyla. If you're a triton, natural or transformed, you will probably have a much harder time accessing "your" Moon Pool unless you are on very good terms with the mermaids, and going for the chamber is a good way to get them all to freak out at you. If you are a transformed mermaid, maybe the others will take you under their wings, so to speak, thus giving you access to the island? Nevertheless, Zac's connection to the island will still be stronger than yours, particularly so until the whole trident business is dealt with. If you have Island Connection and Moon Pool, without the chamber, you may choose to be connected to the Sea Caves of Ireland instead.

Essence Manipulation: This power has not been explored very much on the show, but we can infer that at the very least it is supposed to be able to achieve permanent transfiguration. It has been shown to change an apple to a banana and back and it was expected to be able to turn a recently turned mermaid back into a land girl (though the spell was blocked, then interrupted fully before it ran its course). With Nerissa being a northern mermaid, this particular branch of magic could be related to how the Tailless Spell came to be.