

Dragon Quest Builder's 2 Jumpchain By Quietlovingman

Dragon Quest! Or for those who were around in the eighties, Dragon Warrior! This fantastical series of video games has been going strong for decades. With good reason. The world of Alefgard cried out for a hero, and a hero answered. The characters, monsters and locations surrounding this series of games has become so memorable, that there is no wonder that the series has lasted as long as it has.

The Builders games revisit the classic era of the original games. Builders One focuses on the aftermath of the "Bad Ending" for the first game. Builders Two takes place in an undisclosed realm sometime after the events of the second game. Time passes strangely here, each background starts on a specific Island, and the first day of the jump they experience is the day The Builder arrives on the island. Companions may therefore spend somewhat less than ten years here. The Jump duration is of course based on the Jumpers personal timeline. Enjoy ten years of building! Take this 1000cp, you just might need it.

Gender is fluid in this world and can be changed at will at a dressing table. If the No Extra's Drawback is taken certain backgrounds will begin as Female and will be unable to change until their story island is complete.

Age is irrelevant as the land seems to be timeless. No one ages, is born or can die of old age for the time you are here. You may freely choose your starting age from teen to elder.

Location There are four main islands in this little archipelago. Your starting location will depend on your background.

Villager – Drop in Option no memories, no skills, you awaken on one of the story Islands the day the Builder Arrives. You may select any Island to appear on.

Furrowfield - Faith and Hope are all the farmers of Furrow field have left, there is astonishingly little fertile soil left on their island and their belief is all that keeps them going. You have spent your entire life living on an island that becomes more and more corrupted and incapable of sustaining life every week. Surely things will get better soon, this is the day the Builder and Malroth arrive

Krumbledun – You are from a long line of Krumbledun Dancing girls and Publicans, they spent years inspiring the Miners to work hard and have friendly competitions. Your family has been involved with

the mines and the pub for longer than anyone can remember. The mines are closed, the pub is destroyed, and there is little to eat but cactus and bunnicorns... But you have a dream to reopen the mines and bring back the golden age! This morning a Ship arrived at the dock with two unusual passengers.

Moonbrooke – Duty and Perseverance are the watchwords of a Soldier. You have been fighting a never ending battle against the forces of Hargon. Because Hargon Demands it. Or at least that is what you tell your allies. The Island of MoonBrooke has been in a state of perpetual war for longer than you can remember. And now it seems that the war is nearing it's end. The few humans left have almost no fight left in them. But you will keep fighting until the end. That end is now approaching as a ship has arrived carrying two passengers.

Builder – Creativity and Industriousness are the hallmarks of a Builder. A resident of Cantlin, you are descended from the builder that defeated the Dragon Lord. You were kidnapped by the Children of Hargon and find yourself shipwrecked on a Desert Island. You begin on the Island of Awakening as a shipwrecked castaway.

Perks

All perks are discounted for their origins, 100cp perks are free to their origin.

Villager

Jack of All Trades (-100cp) While you gain no particular skills as a villager, you are capable of learning just about any skill someone is willing to teach, even Magic. Your ability to be mentored is greatly increased and your rate of learning when given competent instruction is vastly increased.

Other fish in the Sea (-200cp) You have a knack for finding the best fishing spots, you also are quite gifted with a rod and reel. Or any other fishing apparatus. Moreover, should you desire, any fish you catch can be kept, alive and unharmed for an indefinite period of time and released back into the wild, or an aquarium without injury.

Habitat for Humanity (-400cp) You may not be a builder, but when it comes to assisting in a planned project you're no slouch either. You are fully capable of reading and understanding blueprints designed by others and working seamlessly with a team to build whatever is laid out before you.

Always follow the Recipe (-600cp) If you have a recipe in front of you, you can follow it. No matter how complex the instructions, no matter how sensitive the timing, no matter how finicky the technique, you can sucessfully make anything you have a recipe for. From baked Alaska to Turducken, from CO_2 to Palau'amine.

Furrowfield

Like a Mother, A father, a brother to you (-100cp) You can form close friendships easily with new people you meet. Should there be a significant age difference you easily fall into the role of mentor or mentored. Given enough time these relationships can grow as close as family. These powerful bonds can empower and sustain you in times of strife. So long as you have family of the heart, you will never give up.

Where there's a will there's a way (-200cp) Success is a state of mind. Now more than ever your determination and faith give you strength. Belief in your self and your team is easier than ever. That belief is palpable to those that it is directed towards and can inspire your allies to new heights of achievement. When working with a team, as a leader or merely a member your efforts can double, or even triple after a time the speed, and effort of your allies and somehow they will suffer no ill effects.

From the smallest seed (-400cp) Crops, trees, grass, flowers, anything that can be planted to grow will do so far faster and stronger for being planted by you. You have the figurative green thumb. Your cabbages are the plumpest and most nourishing anyone has ever seen! Everything you plant is stronger and will grow faster than usual. This applies to anything you plant from Trees, to Odontes tou Drakontos. (Teeth of the Dragon)

The power of the Earth (-600cp) You put some of your personal power into everything you do. Tilling, planting, harvesting, cooking, everything. This energy can be called forth by taping into the fruits of your labors. Whether it be rituals, potions, spells, or medicines, using ingredients you have grown will greatly enhance the effect of any outcome. As it is already attuned to you, the enhanced power will of course never lash out against you and yours.

Krumbledun

Small Town Girl (-100cp) You may just be a small town girl (or boy, or other), but you have big city charisma. You are capable of putting on shows and performances that can knock the socks off jaded big city agents and audiences alike. Your Musical, Performance and Dancing skills are so inspirational, that not only should your name in lights, but the lights must be made of the rarest metal in the world!

...a place like this? (-200cp) Whether bartender or barista, you've got the skills. You can sling drinks with the best of them. You also have that legendary skill of unburdening your customers minds of their troubles. Spending a few minutes talking with you over a drink can do as much good for a person as months of therapy can usually manage. This is even more effective for your regulars. You can extend this perk by training up servers in any business you own. Want a franchise of therapists dishing advice over high priced coffee? This is the perk for you!

Pumping Iron (-400cp) In a town all about metal, and the mining and pumping thereof, you haven't fallen short. You know your way about the Mines, and the Gym. Being able to navigate mines and cave systems without getting lost is a skill you have, you are always able to retrace your steps, or if blocked in find any potential paths back to the surface. In addition, you are not only fully capable of performing the best exercise routine to maintain or enhance your figure, you can also coach others to do the same.

Midnight Train (-600cp) Krumbledun has quite a network of rail cars. Though the tracks have been damaged for years you have spent quite a lot of time studying them. You are fully capable of designing and creating both safe and functional mine cart style systems, (or even roller coasters!) you could create nation or even continent spanning mass transit systems with a little thought and research. Any such systems you design will be far safer and more efficient than any system currently available. This scales with the setting.

Moonbrooke

Spinning Slice! (-100cp) Anime style sword moves sound great and look even better, but usually aren't very effective in real life. Not in your case! You are capable of all kinds of athletic and acrobatic moves in combat that not only look great, but can truly bring the pain to your enemies. In addition, by simply observing the physics defying feats of other martial artists you will be able to train yourself to replicate their physical feats given time.

It's not paranoia! (-200cp) The children of Hargon really are out to get you. You can tell when caution crosses the line into paranoia and are capable of assessing the reasonableness of precautions. Your confidence in creating and assessing safety measures, redundancies, and security procedures help to sooth the fears of those around you. But that confidence won't turn to complacency. You will get niggling feelings that more could be done if their paranoia is justified.

Ka-Boom! Ka-Buff! (-400cp) You may be a soldier, but sometimes a little magic is needed to get you through a battle. You are proficient in a hand full of low level battle spells and can even use your blade to deflect spells back at their caster. With dedication and training you can learn all manner of support and offensive magic. If it can help in a battle, you can learn it despite any usual requirements.

Hearts and Minds (-600cp) It is said that you can win battles, but loose hearts and minds. That does not apply to you unless you wish it to. You have the ability to not only inspire great devotion and effort on the battlefield, but help to care for and cater to the needs of your followers off the battlefield. Whether it be counseling and pastoral care, or simply providing nourishing food and a comfortable place to rest, you have the skills to care for your team, no matter how large.

Builder

Building Blocks (Free/-100) This world, much like Minecraft, seems to be made of blocks. Oh, not everything, but the vast majority of the world. You can destroy, harvest, place, and stack the terrain of the world as though it was a tile based video game. For one hundred points you can treat subsequent worlds the same. You will always dig out precise increments and can easily stack and fuse harvested material.

Blueprint Savant (-100cp) Being a builder is more than just slapping a few blocks down. It's knowing how to put those blocks together to get other items as well. You are a master at creating, learning, and modifying blueprints. You can observe an item and quickly create not only a blueprint to create a replica, but variations on a theme. Have a blueprint for a stone bench but only have wood? No problem, one wooden bench blueprint coming up!

Flunked Physics (-200cp) What do you mean you can't pick up blocks of dirt exactly the same size and stack them into an arch? When working on a building project your ability to ignore inconveniences like gravity and adhesion is simply amazing. So long as you place an object or block in a way that is valid, it will not move should supporting structures be removed. Structures and Vehicles you create are far more durable and rugged than they should be based on the materials they were constructed with. You can also stack together clunky blocks and through the magic of building create aerodynamic objects with a bit of power.

Joy of Creation (-400cp) When you are building your satisfaction shines through and can be contagions. People watching you work are filled with inspiration and the happier you are they more full of happiness they become. Convincing people to step up, take responsibility and generally pitch in is easier when they see you at work. Naysayers and layabouts are much more easily motivated, and

those you choose to teach are much more quick to learn when you give practical demonstrations.
Hero Maker (-600cp) There is a hero hiding in everyone, at least according to something you heard long ago. Even the simplest of souls can attain great things with the proper motivation and support. You are capable of bringing out that hero in others. Through your inspirational acts, your care and your words you can help others awaken their inner hero. Those you awaken will find their skills abilities and powers greatly increasing in strength. Their capacity to create especially will be boosted, but also their ability to defend, and even destroy. So long as you continue working with someone they will never cease to grow as a hero and can even surpass your skill in their area of expertise.

Un-discounted

World Building (-1000cp) The power of creation and destruction used in tandem can create marvels, entire worlds in fact. You now have this power. The ability to create new worlds or even make dream worlds real. With this spark of creation and destruction blended together, even the most fantastical creations can be brought forth with sufficient belief and imagination. This power can only be used once per jump, or once per decade until after spark. The world you create will be based on your thoughts and memories. The more detailed the better. Re-creating a world is much easier than conceptualizing a completely new one. Once you have created such a world you may enter it and return to the world you were in at will, though you must create portals for others to do so. Your worlds will be left behind in each jump, though re-creating them will grow easier with experience. Post spark you may easily connect your created worlds into a separate multiverse with each world maintaining it's own portals to the Jumps they were created in.

Items

Items are discounted 50% for their origins. 100cp Items are free to their origins

Workbench - Free This sturdy workbench is the perfect place to craft any mundane object you have designs for.

ItemPedia (-200cp Free Builder) With this logbook, any item you have a design for, or material you have harvested, if not unique can be replicated using the energy you have gathered through your building efforts. Some items are prohibitively expensive and would be easier to merely craft.

Explorer's Shores. (-200cp) This collection of anomalous Islands contain a vast array of crafting materials and even creatures to battle for experience. With this purchase, each unlocked Island type will be available to travel to at will in subsequent jumps. Each Island is random and resets each time it is visited. Don't leave anything behind you aren't wiling to loose.

Unlimited Materials (-400cp) As you progress through the story you can unlock unlimited supplies of certain materials. In a dream world this is to be expected but now this carries over into reality. Any materials you have unlocked unlimited supplies of will be available for use at any crafting station you have access too, from a simple work bench to a high tech matter replicator.

Furrowfield

Seed Packets (-100cp) It's hard to be a farmer without seeds. Well, unless you are raising livestock, but never fear, you have a collection of seed packets that contain enough seeds to plant a commercial field of several different crops, each of the crops found in the game as a matter of fact. These seeds

never go bad and will result in multiple harvests, even in species that do not normally do so. After one year, any planted seeds will be replenished in your warehouse. In subsequent jumps a collection of the local produce will appear among your seed collection with the same properties.

Light Bulb (-200cp)A Bulb that when planted will sprout into a tree that emits a powerful aura of peace and growth. Within the aura plants flourish, while blight and disease are warded off. The aura grows as more types of plants and crops are grown within the aura.

Water of Life (-400cp) The distilled essence of the fruits of the earth. This single drop of iridescent water can greatly empower any protective enchantment or item. Using it on a living thing such as a Deitree will see it reach it's full growth immediately and can spread it's restorative effects to an area the size of a small island. When used a new drop reappears in the warehouse each month.

Krumbledun

Dressing Table (-100cp) This wooden dressing table comes with an oval mirror. When activated you, or anyone you allow to use it, can change their gender and appearance as though they were at a character creation menu with excellent options. This change is real and permanent until changed again. You may also use the Dressing table to change the appearance of any of your equipment. Want to wear the strongest armor available but look like you are in a bathing suit? Go ahead. The defensive power and abilities of any equipment are unchanged by this change in appearance. Just remember which bathing suit is your spartan armor if you take it off elsewhere.

Rockbomb Shards (-200cp) These highly volatile pieces of stone can be fashioned into explosives of various sorts. Normally harvesting them requires finding and defeating a rather tough boulder like creature that explodes if not defeated fast enough. This pouch seems to be quite full, and you can't seem to find the bottom.

Golden Gauntlets (-400cp) Originally built to fit the hands of a massive Golden Golem, these protective gauntlets will resize to fit their wearer. When worn the gauntlets can be used to deflect or reflect magical or beam attacks back at the attacker. Can even turn Medusa to stone briefly, of course you must brace yourself and position the gauntlets in the way of the beam to do so. Hopefully your reflexes are up to it.

Moonbrooke

Mod Rod (-100cp) This arcane rod shaped rather like a scepter, is made of blue crystal and silvery metal. When activated (by will) it can transform the bearer, and their companions into the form of various monsters and creatures, even humans. The transformation is permanent until dispelled by willing it or canceled by an outside force. It is initially attuned to just a few forms, but with effort you should be able to add new forms eventually.

Ra's Mirror (-200cp) This ancient mirror is the size of a viking round shield. It has the power to show things true form. If a person or creature is under the effects of a transformation or illusion granting them the form of another the disguise is forcibly stripped away by the mirror's reflected light. This does nothing to affect those altered by surgery however, the reflection will be what they would look like without such intervention.

Seal of Erdrick (-400cp)This golden enameled seal, when placed on the ground creates a warded area that prevents hostile creatures from spawning, It also prevents creatures from outside the warded area from gathering a mob to attack anything within. If placed in a location of significant power, the seal can protect whole islands.

Villager

Monster Munchies (-100cp) Whether it be classic monster munchies, or something more esoteric like Worm Food or Woody Goodies you always have some on hand. Whenever you or a friend is in need of a snack, or a bit of landscaping you can whip out one of these unique treats.

Goddess Statue (-200cp) A small marble statue of the Goddess, the deity worshiped by those who do not follow the tenants of Hargon. Possibly an aspect of Rubiss, the creator deity of Alefgard. This statue emits an aura of Peace and Tranquility that fill any room or garden it is placed in. Meditation and study performed in the presence of the statue is far more efficient. Taking half the time to gain all the benefits. Beneficial spells and spells of healing are also more effective in the presence of the statue. Able to heal twice as much for the same expenditure of magic, temporary boosting spells have their duration doubled.

Wrangler's Ring (-200cp) This simple blue ring is slightly flexible and clings to whatever appendage you slip it on. When worn you will have the option of befriending some of your defeated foes. There is a small chance (5%) that when you defeat a monster it will, rather than dissipating or becoming a corpse, rise again and desire to be a follower. These tamed monsters can have interesting skills and abilities. If you have any existing rings you may choose to import them to gain this ability and alt form. See the Monsters Section below

Builder

Beaded Bag (-100cp) This small belt pouch can hold far more than meets the eye. It is capable of holding up to a thousand each of up to four hundred and forty four different items. Space and weight are unaffected. As a bonus this bag is undetectable to anyone searching you and can be used for smuggling supplies under the noses of ship captains and Gaolers alike. Items placed in the bag are in stasis and unaffected by movement. Items can be retrieved with a quick mental nudge that shows you what you have available every time you reach inside.

Builder's Tools (-200cp) Over the course of the game the Builder acquires several magical tools. These tools function in a particular way in part due to the nature of the world. Now these tools are also yours. Any tools you acquire here will continue to work exactly as they do here in subsequent worlds, will be able to be enchanted and modified by any powers and abilities you have and will re-spawn in your warehouse should you ever loose them or they be destroyed (This includes the Gloves, Pot, Chisel, Trowel, and Buildnoculars)

Bottomless Pot (-200cp) This pot looks suspiciously like the one you get with the Builder's Tools. In fact, it is quite similar. However that pot can only hold one liquid at a time and is limited as to what liquids it can hold. This pot can sample any liquid you have available and pour out an endless stream of which ever liquid you choose, from swamp water to sea water, from freshwater to magma, from plasma to milk, any liquid can be scooped up by the pot and then poured endlessly at a whim without

having to fetch another sample.

Cantlin Shield (-200cp)This sturdy section of battlement is large enough for three people abreast to stand behind and tall enough that even the tallest (non Giant) human can easily be completely covered. Once placed down it cannot be moved by any outside force and can withstand even the strongest attacks. Should you desire to re-position it, it will easily respond to your touch and become smaller and almost weightless in your grasp until you place it again. (Attempting to use the shield to stop an irresistible force may crack the bedrock of the earth as it is anchored quite firmly.)

Builder's Bell (-200cp)The soul of a builder imbues this bell with it's power. Your soul in fact. Whenever you place this bell in an area you are building in the pleasure, delight and gratitude of anyone you are working with or for will manifest as energy you can collect to empower your building efforts and eventually turn others into builders. Striking the bell once will cause any stray energy to be collected, Ringing the bell full on can expend some of the collected energy to empower others and call for willing followers to aid you in your building efforts.

Ultimallet (-200cp) This hammer appears to be nothing more than a toy. Large, blue and red, it looks like an oversize plastic replica of a child's toy. But it isn't, This hammer can break *anything* into it's component blocks, or conversely harvest anything no matter how delicate without damaging it. Swipe a cobweb with it and you will have a cobweb in your inventory, placeable at your leisure. Swipe the hardest metal or stone in the world and it will quickly be in your pouch to be placed elsewhere.

Monster Races
Some monsters can be befriended with the help of the Wrangler's Ring or just by being yourself. Should you use the Mod Rod, you may also take on the form of many of the monsters gaining their resistances and abilities.
Slime Slimes come in a variety of types and sizes but generally have the ability to shed oil (a useful building material) daily. They are immune to falling damage and in addition, some can be mounts, while one variety can use healing spells at will.
Dracky These forest guardians tend to attack anyone invading their turf, and can use sleep spells to disable attackers.
Skeleton – Being undead, these creatures actually re-spawn when defeated. By default they are reborn on Malhalla, but post Jump you can set a re-spawn point should you be defeated in Skeleton Form.
Rat – The Fat Rat clan are nearly the size of humans, bipedal, and fully capable of intelligent discourse... But easily distracted by food. They have a spinning attack that whips their opponents with their tails.
Bodkin Expert archers and foresters, the bodkin have a paralyzing poison they can imbue their arrows with at will.
Walking Corpse Whether due to their nature as zombies or something else, Walking corpses can speed the production of anything requiring aging. Such as cheese or wine. They do not decay any farther than their initial undead appearance, and though their breath weapon of a noxious cloud is debilitating, are otherwise not contagious. They are capable of summoning a second Zombie to fight at their side once per day. Only one zombie at a time can be summoned and controlled this way.
Gremlin – The power of flight and manual dexterity all while being the size of a child. Gremlins have a few advantages. Spell casters, they do have an unfortunate tendency to lisp due to their long tongues.
Chimaera Flying constantly, these birdlike creatures have no legs. Their tail is more worm like than bird like and they only stop flying to sleep. They are capable of bearing heavy loads, and their shed feathers can be used to teleport when prepared properly.
Mech – Inorgangic and multi legged Mech's are slower than humans, but more efficient as farmers.

They have the unique ability to multiply seeds when planting. One seed will somehow produce nine plants. They can also water and harvest much faster. Their combat prowess is excellent as well. Though they are susceptible to cold weather.
Magus The various humanoid servants of Hargon or the Dragon Lord before him have a variety of spells at their disposal, Some choose to bear staves, others maces, but their magical reserves are their real strength.
Ork These large Boar like humanoids can be fierce warriors or simple farmers. They have a particular fondness for Tomatoes. Their senses are somewhat different. Their vision is not as good as a human, but their sense of smell is far greater. Fortunately smells that humans find unpleasant rarely bother them.
Knight These large walking armors are completely inorganic and driven by magic. Similar to a certain Elric brother they are hollow and can only be destroyed by sufficiently damaging the armor.
Statue – Large oversize stone statues that can mimic statues nearby. When still, they are completely still, when attacking they do massive amounts of blunt damage and are largely immune to piercing and slashing damage.
Dragon whether bipedal or quadrupedal the large dragons of this land do not fly. Instead they rely on their size, strength and breath weapons to win the day. They are not particularly fast but can take quite a beating. Bipedal dragons tend to a fondness for oversize axes. While the quadrupedal dragons can spin in place far faster than they should be able to.
Tree Face A large walking tree, capable of planting itself for a time before uprooting and moving on. These trees have obvious faces and arms, and are capable of using an area effect spell to weaken their opponents causing them to suddenly feel starving and weak from hunger.
Worm The large fabled Worms of Furrowfield are quite rare now. They have the magically enhanced ability to rejuvenate the soil. Like their smaller cousins they can plow through the earth consuming the land and leaving aerated pure soil behind. They can naturally pass through the earth as if it were water, only stone can bar their way.

Companions
Phone a Friend 50cp Import one companion as a Villager or Islander with 600 points to spend.
Come Build with Me 100cp (Builder only) Import one companion as a Builder with 600 points to spend. They may not take the Scenario, limit two.
Work Crew 200cp Import up to eight companions as a Villager or Islander with 600 points to spend.
A new friend 50cp During your time here you've made friends with an Islander, or even a monster and they've chosen to come along with you. They may have any perks associated with their island or any racial abilities they would normally have as a monster.
Lulu (+100cp) Sure she's bossy, and can't cook, and constantly insults your intelligence, but she has a nice heart, and has declared that you are going to be friends forever.... If taken with Malroth she will eventually grow out of these issues. Though you may need to actively teach her cooking.
Malroth (-500cp) (Builder only) You've made friends with the surly Malroth and can't seem to say no when he asks to leave with you. His power continues to grow as yours does, his capacity for destruction and fighting skill continue to level without limit. The better you become at creating and building, the better he grows at destruction. Post Jump he can learn to build, but can never become a Builder. He is extremely unlikely to take any crafting perks.

Scenario – Save the World (Builder Only) +500cp For all that the world seems in need of the help of a builder, there are worse problems below the surface. Islands that appear and disappear in the mists, time that passes strangely or not at all when the builder isn't present, and the fact that no one seems to be able to remember their lives very clearly. This world is an Illusion created by a madman as a trap

for his opponents. He was defeated and killed, but his spirit remains tied to this world and ultimately rules it. As you fill the world with the power of creation his power over destruction grows. You must follow the path laid out for the hero of the tale and prevent the destruction of not only this world but Alefgard itself. Defeat Hargon and the Master of Destruction. Save the world, become a true Master Builder.
Rewards: May end the jump at any point after defeating Hargon and his Master. Get a copy of your finished Island of Awakening that will travel from world to world with you and may be imported or kept as a warehouse attachment. The Island may also be combined with any other Island you have or gain and retains any upgrades. Gain Malroth as a companion for Free. Any residents of the Island may join you on your journey, though they will not leave the Island of Awakening unless imported as companions. Any companions you have from any jump may take up residence on the island instead of importing.

Drawbacks

Dragon Warrior! - 0cp (Builder only) Uh oh, it would seem you are not in fact in Hargon's Illusion. Instead you wake up in a tomb with a woman's voice in your head. It would seem you are about a hundred years off target. Oh, well, hopefully the perks and Items you've purchased here will allow you to defeat the Dragonlord. (Jump ends at will after defeating dragon lord, you may also continue on and complete the second game's story as well should you so choose.)

Inhuman Looks +100cp Even in your Human guise they can tell something isn't quite right about you, whether it's pointed ears and hornlike hair, or burning eyes with claw like nails, you just don't quite fit in with the humans.

Path of Life +200cp Due to your dedication to all things living and growing you find yourself unable to bear weapons against another, even in defense of your self or others. You will flee from the first signs of combat and only cast support spells should you be able to do so.

Path of Destruction +200cp (Prohibited Builder) Due to your dedication to battle and destruction you will find yourself generally unable to create anything for the duration of the jump. Even something as simple as Seared Scallywinkle will be beyond your abilities without super human effort and dedication.

Faulty Compass +200 Due to the nature of the world you find yourself in, you are unable to travel from Island to Island without the assistance of the Ship captain Brown Beard. Without him to navigate the seas no matter how far you travel or how quickly, you never seem to find any other Islands. Something seems to be blocking any means of inter-Island teleportation you have as well.

Dangerous Seas +400cp Requires **Faulty Compass**. Normally you are safe when traveling between islands. Now there is a one in six chance every time you set sail that a fully manned and armed warship from the Children of Hargon will attack during your journey. Should you be captured they will take you to Skullcatraz island. Should you have escaped from there once, they will attempt to execute you instead.

Ship's not meant for hauling Cargo! +600cp - In the game you can't take things with you from Island to Island willy-nilly. Now you can't take items with you into the world. Your warehouse (or any warehouse like supplements you have access to) is now locked out. You arrive only with the starting equipment for your background and anything you have purchased here. Oh, your powers are locked out as well. Only abilities purchased here work for the duration. You are reduced to your body mod

basics.
Notes Version 1.1 Jump able. Plays well with Generic Builder Jumpdoc as a supplement.