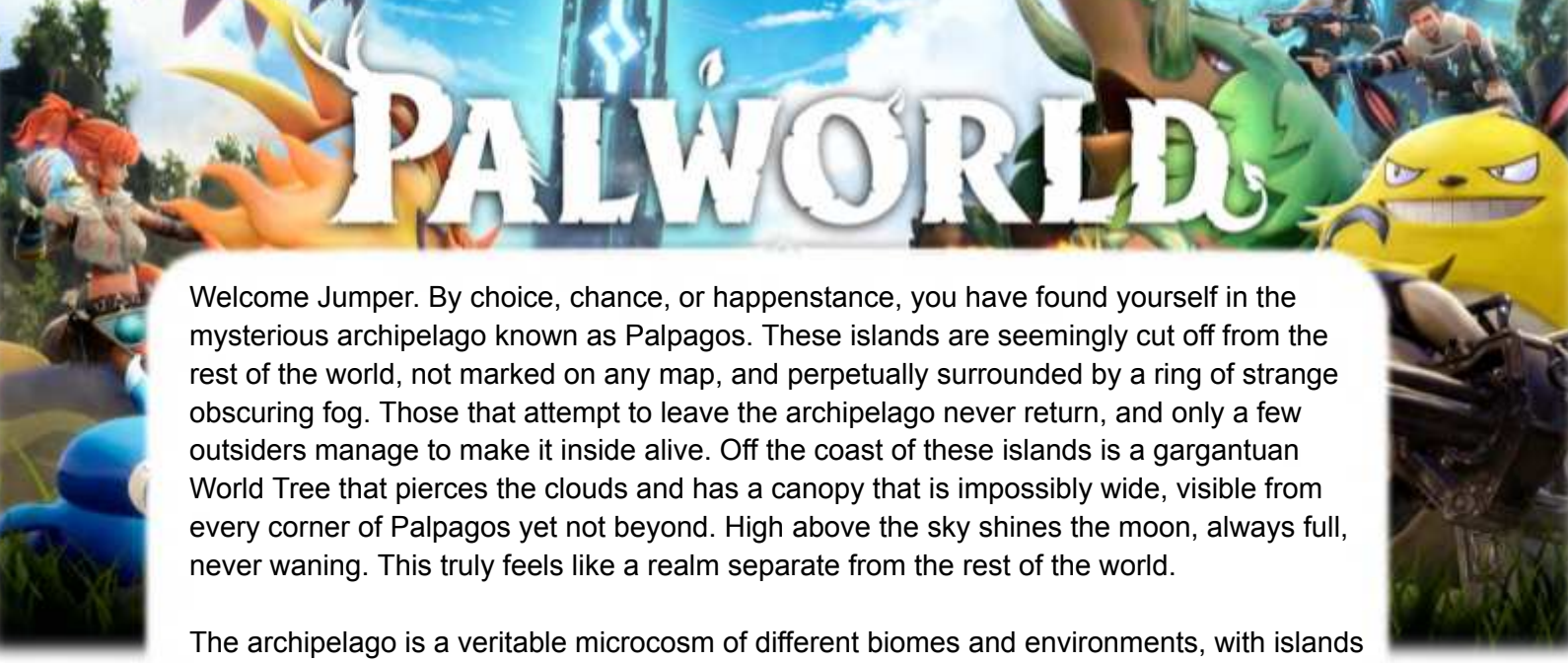


Welcome Jumper. By choice, chance, or happenstance, you have found yourself in the mysterious archipelago known as Palpagos. These islands are seemingly cut off from the rest of the world, not marked on any map, and perpetually surrounded by a ring of strange obscuring fog. Those that attempt to leave the archipelago never return, and only a few outsiders manage to make it inside alive. Off the coast of these islands is a gargantuan World Tree that pierces the clouds and has a canopy that is impossibly wide, visible from every corner of Palpagos yet not beyond. High above the sky shines the moon, always full, never waning. This truly feels like a realm separate from the rest of the world.

The archipelago is a veritable microcosm of different biomes and environments, with islands of ice and snow right next to islands of desert, tundra, forest, and grassland. Ancient ruins and scattered artifacts hint at some kind of advanced civilization that used to exist in these isles, one that was wiped out by a great cataclysm. Rumours speak of a great World Devouring White Dragon sealed away within the great World Tree at the centre of Palpagos. It is this lost civilisation and this cataclysm that tie in with the truly special part of this place: Pals.

Pals are odd supernatural creatures native to Palpagos. They take many different forms and have many different strengths, abilities, and weaknesses. Their mysteries, origin, and nature are barely understood. Pals appear to have a strong connection with the World Tree and live off of its energy. Pals range from small little farm animal-like creatures all the way to legendary dragons and guardian spirits. They are the main form of life here, so much so that 'mundane' animals are all but non-existent.

The leftover remnants of the ancient civilisation have developed into multiple distinct factions that now occupy different parts of Palpagos. Each faction has a different objective and culture, yet all revolve in some way around the titular Pals that live here. These objectives range from researching Pals, to harnessing their abilities in every aspect of life, to advocating their freedom and happiness. Naturally conflict arises from the differing goals, and it is not uncommon to hear the faint sound of gunfire in the distance as different groups get into disputes with each other. Each faction takes great care to guard their own Tower at the heart of their island, though the exact purpose of these ancient structures remain unclear.

With the help of relics from that ancient civilization and no small amount of research of their own, the various factions that have established themselves here have done much to develop technologies to harness the power of Pals. The most notable of these tools is the Pal Sphere. These spherical handheld gadgets can capture and contain Pals as long as it is thrown near them. It is using these that Pals have become a staple of life on Palpagos. Humans use them to work, fight, research, and as transport. There is an entire market based around the buying and selling of Pals, much to the ire of the Free Pal Alliance.

It is a magical and complex world you have found yourself entering this time. Before you get started, have **1000CP** to spend on the document below.

Race: *Before we get into anything else, you should decide what you will be starting this jump as. Will you be a human? Or one of the titular Pals?*

Human [Free]
Humanity is not indigenous to Palpagos. Once upon a time there were naught but Pals frolicking around the World Tree. It was only a few thousand years ago that humanity found these islands and colonised them. Unlike Pals, humanity is not created nor fed by the world tree. Some humans can awaken powers or grow beyond normal limits, but mostly the humans of Palpagos are just bog standard humans. A sizable proportion of the population don't even belong to that original colonising group.

Pal [1000]
Pals are the strange and magical creatures that are native and exclusive to the Palpagos islands. Not much is known about their origins, only that they are in some way connected to the gigantic World Tree that is visible from everywhere in the archipelago. They seem to have replaced any normal fauna that might have once existed here, and indeed many of the flora too. They can come in all shapes and sizes, and no two Pal species are the same. There are currently nearly two hundred known Pal species in Palpagos, which may seem a small number compared to mundane animals until you consider that each pal is a unique and mystical creature. Some humans look as Pals are tools. Some look at them as friends. Some look at them as gods. Some look at them as beasts. What kind of Pal will you choose to be? And more importantly, what kind of person?
By taking this, you are able to use the **Pal Creator** section of the jump. ***Your Choice Points have automatically been converted into Pal Points.***

Pals can optionally come with their own personal Pal Sphere for storage or use by companions. This Pal Sphere lacks the usual obedience and mind controlling effect of regular Pal Spheres.



Origins: *Now it is time for you to decide your background when entering into this jump. This will have an affect on how people treat you. You may choose your age and gender for free.*

Castaway
Palpagos does not allow one to leave its borders, but plenty of people have washed up on its shores over the years. Many of these castaways don't last long. Others integrate with the native inhabitants. Palpagos at large is unknown to you. The landscape, territories, and creatures within are all a mystery. Similarly you are an unknown entity to the factions that are already established here. You have no history here to weigh you down or hold you back. Without any backing, your main focus may well be simple survival.

Poacher
There are those who look at Pals and don't see a living creature. They see a pay cheque. One of the main industries in Palpagos, dubious as it may seem, is the buying and selling of captured Pals. Headed largely by the Rayne Syndicate, there are many people who spend their time hunting for valuable Pals that they can sell off to the highest bidder. Such Poachers are looked down on 'officially' by most of the Factions here, though reality is much more grey. You will be starting in this world as a wanna-be poacher. You have a history of banditry and crime. Will that define your future?

Pal Protector
Just as there are those that see Pals as items to trade, so too are those who see it as their life mission to protect these fantastical creatures. The likes of the Free Pal Alliance or the PIDF have it as part of their mission statement to keep the peace and coexist with Pals. Some Pal Protectors are more extreme than others, and some are hopelessly corrupt. That doesn't change that there are many well meaning people who just want to live in harmony with their fellow island inhabitants. You will be starting as either a newbie cop or some other form of noble warrior.

Scientist
With how basic civilisation is in Palpagos, and how many people live in basic wooden cabins, it is easy to forget that Palpagos was once the home to the most advanced civilisation on Earth. While the rest of the planet was still putting rocks on a stick, the Ancient Palpagos civilisation was creating plasma rifles and energy-to-matter creators. You will be starting this jump as some form of scientist. There is many mysteries one could choose to study during one's time here. The Pal Genetic Research Unit is constantly pushing the boundaries of biological science in their quest to understand how Pals function.

Faction: *Palpagos can loosely be divided into half a dozen different factions. Each faction lays claim to an area or island. Each faction has differing ideals and goals. Now it is time for you to decide which faction you will be starting as a part of.*

Factionless
Just because there are factions doesn't mean you have to be a part of one. Many of the miscellaneous inhabitants of Palpagos are simple people going about their lives. Some warriors prefer to fly solo. Some bandits don't like being beholden to any boss. You have no affiliation with any of the current factions.

Rayne Syndicate
The Rayne Syndicate is the largest and possibly most mundane of the factions. It is a massive criminal organisation which focuses largely on Pal poaching, labour exploitation, and resource hoarding. The previous leader of this faction vanished some time ago on an unknown mission for Bjorn of the Feybreak Warriors. Currently it is led by Zoe, who truthfully just wishes to leave these isles.The Syndicate can be seen all across Palpagos, and has three massive oil rigs set up in the ocean at different points.

Free Pal Alliance
One of the newer factions, the Free Pal Alliance was created by Lily, who believes that Pals are wonderful, adorable creatures while humans are brutish savages. The Free Pal Alliance find Pal Spheres abhorrent. They are constantly fighting to save captured Pals and live in harmony with them. This naturally puts them frequently at odds with the Syndicate. Despite their mission statement, not all members are true to those ideals. The Free Pal Alliance is situated largely in the verdant center of Palpagos, near the Verdant Brook and Gobfin Marshes.

Brothers of the Eternal Pyre
This is honestly less of a faction and more of a religion. They are believers in the sacredness of fire. They don't really do much, content to continue their faith in peace at Mount Obsidian. Though recently the locals have noted that they have become much more pushy, ever since their new leader, Axel, appeared. They have become more forceful in their conflicts with the PGRU. Axel has a fierce spirit and is waiting in his tower to receive a good fight. He also has a fondness for rapping.

Palpagos Island Defense Force (PIDF)
The PIDF is the closest thing there is to a police force for Palpagos. They are responsible for keeping order and safety for many of the denizens of these isles. Or at least they are on the surface. In actual fact the PIDF is corrupt right up to the very top. Marcus, the head of the PIDF, is interested in only one thing: wealth. He regularly has the PIDF release drugs into the streets to drain citizens of their cash, then swoops in to 'clean' the streets of drugs once enough people have been bled dry… for a reasonable sum of course. That isn't to say they don't do any good. They do genuinely act as a police force a lot of the time and will issue bounties or task forces to track down notorious villains.

Pal Genetic Research Unit (PGRU)
Of all the factions on Palpagos, the PGRU is the faction that focuses the most on understanding exactly how Pals and their abilities work. Their science isn't the most 'ethical' of practices. In fact they have quickly made themselves enemies with many of the other factions. The Brothers of the Eternal Fire in particular in recent times have launched many bloody struggles against the PGRU. Led by the enigmatic Victor, they operate predominantly in the Astral Mountains. They are known to kidnap Pals from tamers while looking for subjects for research. Research that has borne fruit several times.

Moonflower Clan
The ninjas of the Moonflower Clan have been acting as the stewards for Sakurajima for countless generations. They are stagnant protectors, charged with protecting a tower for unknown purposes, upon a land that never changes. Not even the moon waxes or wanes in the sky. They are led by the nihilistic leader, Saya. She longs for the so-called Crescent Moon, believing it is a sign that her sigil has ended. She wiles away her time, drinking sake, and dreaming for the one who will destroy them to come.

Feybreak Warrior
The Feybreak warriors are one of the only factions whose roots can be traced back all the way to the time of the Calamity. They were once a people who lived atop a floating island in the sky. That island fell from the sky with the calamity and they fell with it. Those that remained are those that endured. They steeled their resolve and became greater for it. They pursue strength above all else, and guard their tower with zealous will. They are led by Bjorn, a powerful warrior and the only human faction leader to still remember why they are charged with their sacred duty. He makes sure to put those he views with potential through a variety of tests.

Azure Covenant
High up in the sky, upon the floating rocks of Sunreach, exists the final faction of Palpagos. Though to call it a faction would perhaps be an overstatement, for can you truly call one singular person a faction unto themselves? The Azure Covenant only truly exists for one purpose: to guide the destined one through the final trials, until they can face Auri herself. Auri is an ancient being who has lived here since long before humanity found these shores and will still be here for untold eons after. She is a being of great power who personally fought the Calamity, shattered the lands, and sealed the way to the World Tree to await the one who will defeat the Calamity for good. Might you be the one to do so?

Ancient Remnants
This is not truly a faction. The Calamity that befell Palpagos burnt the land to ash and wiped the ancient human civilisation from existence. But some members of that great culture survived. They bound themselves to the World Tree, to guard the seal and guide the destined one. They will live for as long as the Tree does, but at the same time are cursed to remain under its roots to act as its guardians. You may decide whether you are one of the ancient remnants that has survived to this day, or perhaps one who was inducted into their ranks to help ease the pressure. Maybe you knew the source of the Calamity personally?

Location: *With your origin and faction decided, now is the time for you to decide where it is you will be starting the jump.*

Windswept Hills
Hilly, grassy, and peaceful, the windswept hills are the safest place in Palpagos. The Pals that live here are predominantly small, docile, and weak. This also happens to be the location that the destined Castaway would wash up at. If you are new to these isles, there are few better starting places than here. No faction lays claim to this area, though the Syndicate Tower is not far away.

Verdant Brook
Moving away from the Windswept Hills and moving further inland is the Verdant Brook. Open meadows give way to massive forests and flowing rivers. The Pals that live here are stronger, and tend towards the Grass or Water attributes. This area also happens to be the main territory of the Free Pal Alliance to the east and the Syndicate to the west. You might also find a few small villages dotted around this area. While not as calm as the Windswept Hills, this also wouldn't be a bad place to set up base.

Mount Obsidian
Nearer the south west corner of Palpagos is Mount Obsidian. This is a large, actively volcanic island that is part forest, part desert, part lava pools, and mostly giant volcano. As you would expect, most Pals that live here are of a fiery persuasion. This is the stomping ground of the Brotherhood of the Eternal Pyre. There is a small fishing village on the southernmost edge, and the remains of a castle to the north. Outside of a crazy lady who likes to put pineapples on people's pizzas and another crazy lady who wants to burn down the fishing village, this place is surprisingly quiet.

Dessicated Desert
At the north eastern corner of Palpagos is an extensive desert of rolling dunes and orange rocks. There is little shelter here to protect you from the sun. The few trees that grow here are hard and spikey. The Pals that grow here are even more so. At the very center of this desert island sits the sandy city of Duneshelter. There has been a recent issue with stims and other drugs appearing in this city in recent times. Luckily the PIDF is here to clear that right up! … Right?

Astral Mountains
As if to prove that the Palpagos does not play by the normal rules, directly west to the Dessicated Desert, separated by only a thin bit of sea, is the ever icy Astral Mountains. This part of Palpagos is forever covered in snow and ice. It is here that the PGRU has set up base. The only part of this island that is liveable is the southernmost tip. This island wasn't always like this. The guardian deity, Frostallion, sealed this land in an eternal winter to quell the calamity long ago. It still resides somewhere on this island to this day. It is here that Victor discovered the terrible truth that Palpagos is beginning to decay. Whatever the Towers are sealing, they can no longer contain it.

Sakurajima
This part of Palpagos is both the most picturesque and the most secluded. Beautiful for its colourful trees and open meadows of flowers. Secluded because the Moonflower Clan repel any invaders who would attempt to set foot upon their shores. Sakurajima is located in the north northwest of Palpagos. The bottom half of the island is a watery marsh, full of frog and mushroom-like Pals. The top half opens up into pink forests of cherry blossoms and fields of flowers inhabited by some of the most elegant Pals, such as Lyleen and Petallia.

Feybreak
It is said that thousands of years ago, when the great citadel of the ancient civilisation still stood, Feybreak once floated through the skies of Palpagos. When the Calamity struck, it crashed into the sea and its people scattered. Those who remained named themselves the Feybreak Warriors. This island is one of the largest in the archipelago. To its west are lava pools, to its south is a frosty blue plain, and the rest consists of cliffs carpeted by red grass. This is also the only island where raw Hexolite, a more energy-dense crystal form of Paldium, can be found. Attempting to fly over or to this island is ill-advised. Numerous anti-air missile turrets cover almost all the island's airspace.

Minor Island
The above options cover most of the landmass present in Palpagos. Separate from them are about a dozen smaller islands dotted around the peripheries. Each of these islands is tiny by comparison, but each has a unique environment and often only a handful of indigenous species of Pal. Some of these islands are picture-perfect paradises, the ideal location for a base of operations. Others are nothing but ice and fire and dust. No faction has a strong claim on any of these islands. What would be the point? You can choose which island you start on, and where it is relative to the rest of Palpagos.

Sunreach
There are two things that one will always be able to see when they are in Palpagos. The first is the gigantic World Tree. The second is the floating and shattered island of Sunreach. Sunreach hovers high up in the clouds by methods unknown. This is the home of Auri and the Azure Covenant. It is said that Sunreach was once whole and greater, but Auri sacrificed much of it in her fight with the Calamity. Several strange devices have been set up to hide the Tower at the center of Sunreach in a perpetual tornado; one final challenge for the destined one. Sunreach is the sole source of the unique ore known as Soralite, and has several rare or unique Pal species living on it, including the fabled Jetdragon, who is said to be destined to end the Calamity in a flash of absolute destruction.

World Tree
The single most iconic part of Palpagos is the World Tree. This monumental tree lies far north of the rest of Palpagos, and is visible no matter where one stands in these isles. Coincidentally for a tree named the World Tree, its interior seems like a world unto itself. Under its roots lies a massive land full of different climates and ecosystems, populated by rare and powerful Pals, as well as the remnants of the Ancient Civilisation that was destroyed. This land has remained mostly untouched for millennia because shortly after the Calamity was sealed away Auri enlisted the help of Panthalus and its mother to create a massive barrier around the World Tree. If you choose to start here, you will likely remain trapped until the destined one arrives, or the Calamity breaks free.

Perks: *Perks are discounted to half price for their origin. 100CP perks are free on discount.*

General Perks

Throwin' Arm [100]
Interestingly the titular Pal Spheres don't actually have to hit a Pal to capture them. Just landing next to them is sufficient. But even that requires some arm strength and basic aiming ability. How embarrassing would it be for you to defeat a strong Pal only to completely flub the capture throw? That won't happen to you. You have a real good throwing arm. You could throw a ball straight and far. You'll still probably miss a pal sphere here or there, but that's just life.

Fisher's Reel [100]
There are all kinds of Pals, and not all are so easily accessed by wandering around the archipelago. Plenty lurk in the watery depths of the rivers and the sea. Ordinary fishing can be a challenge at the best of times; imagine how hard trying to fish up Pals can be? Especially when they can easily grow larger than a dolphin. What solution did the inhabitants of Palpagos come up with? Good equipment, plenty of arm strength, and a dash of skill. The specialised Pal fishing gear takes care of the size and weight issue. It's up to you to handle the skill component. And you handle it well. You are a certified Pal angler. You know all the tricks to reel them in.

On Wings Of Nothing [100]
It would be a mistake to assume the humans of Palpagos are wholly mundane like the rest of humanity. Certain individuals have been touched by the energy of Pals and the World Tree, gaining minor abilities of their own. The most obvious example of this is Victor. Like Victor, you have gained a simple but useful power after arriving in Palpagos. You have discovered that you have a form of telekinetic flight. You can float and fly through the air at a brisk walking pace. You won't be outflying a winged Pal any time soon, but traversing cliffs, climbing trees, or getting down sharp falls has been made significantly easier.

Piece Of Pizza [200]
Legends speak of a strange old man who claims to have been hit by a truck in a land far from this archipelago. He says he woke up here, lost and confused. When he prayed for a slice of pizza, the world answered, and one appeared in his hands. He had gained the mysterious ability to summon slices of pizza whenever he wanted! As a fellow world hopper, you have experienced something similar. You too have the strange cheat-like ability to conjure junk food whenever you want. This doesn't have to be pizza. You could summon cheeseburgers, fries, pancakes, or some other form of junk food.

Stronger Sphere Required [200]
Pal Spheres are equal parts wonderful and monstrous devices. A tiny blue ball that can capture dragons and demons. But these spheres are not all-powerful. Certain creatures, particularly strong ones, are less likely to be captured by a Pal Sphere. Pals in a frenzied Predator state can't be captured at all, and the same applies with some humans. You are one of those creatures that cannot be captured by such ordinary measures as a Pal Sphere or similar items. Something about your energy pattern prevents the proverbial net from fully closing around you.

Lifmunk Blessing [200]
Nothing in life is certain. Every Pal Sphere you throw is a gamble, there is no guarantee that it will succeed. Not against a Jetdragon and not against a Lamball. But you can stack the deck in your favour. You have the blessing of the Lifmunks! You are more likely to be successful in capturing creatures. This doesn't make the impossible possible, or the likely certain. It merely... nudges. A 0.1% chance becomes a 1% chance. A 30% chance becomes a 50% chance. A 99% chance becomes a 99.99% chance. Little nudges that make your captures just that much more likely to succeed and that much less likely to fail.

Trickle EXP [200]
Pals have many different 'passive' abilities to help their allies. Who is to say that humans don't have any too? It is no coincidence that many of the strongest Pals in Palpagos have a human partner. Your 'passive' ability isn't the most obvious, but it is quite potent. Your Pals, pets, and contract beasts grow stronger faster in your presence. Even the weakest of Pals under your care will eventually grow into a beast capable of rivaling an Alpha if given time. The World Tree provides Pals with the energy to satiate them. Your bond provides them that little bit of extra to grow stronger.

Bjorn Of Strength [300]
The leader of the Feybreak Warriors is Bjorn, a veritable mountain of a man. If you were to picture a muscular viking, Bjorn is what would come to mind. Standing at nearly seven feet tall, with arms as thick as tree trunks, Bjorn could quite literally lift a boulder as tall as a man and throw it hard enough to shatter rock. He may be exceptional, but he isn't unique. You stand as his equal, in strength if nothing else. You could go toe to toe with a Bastigor as a human and eke out a tie. Heaven only knows what the Pal equivalent of this kind of strength would be.

Blessing Of The World Tree [300]
The resources within the World Tree are as abundant as they are valuable. But the World Tree is special. It is the closest thing to a true holy site the world has. Those without the World Tree's blessing are denied its bounty. They cannot so much as pick up a twig without it decaying into dust. This can be temporarily circumvented by drinking World Tree Holy Water, but even that is a rare and valuable resource. As it happens though, you are one of those lucky few who have been blessed. You are now a holy being! Or at least you are for all intents and purposes. Anything requiring a 'pure' touch would find no issue with being handled by you.

Castaway Perks

Survivalist [100]
Rule One: Survive. Many unfortunate souls have washed up on these shores. Maybe one in ten make it to the end of their first week. At least half of those who remain survive the next. That's because a lack of basic survival skills is more deadly than any Pal. A carnivorous pal *might* kill you. Having no food, water, or shelter *definitely* will. As long as you aren't too unlucky, you could be that one-in-ten. You've more experience in living wild than most. You know how to build a camp, how to light a fire with nothing but two sticks, how to forage for food, and how to create basic herbal medicines from the local flora. Give yourself a chance to get situated and making some crude tools is simple work.

Artistic License [100]
Just because you are a castaway adrift on the waves doesn't mean that you have to live in squalor. Your house made of sticks and leaves may be crude, it may be basic, but at least it won't look a mess. You have an artist's touch! An architect's heart! When you build something, you don't build it ugly. You build it to be majestic, homely, naturalistic, futuristic, or more. Other people can study the science, the engineering, the maths. You're the one who takes that and makes it a feast for the eyes. You may be stuck on this island, but that doesn't mean you can't live with style.

I Choose You! [200]
To most castaways, Pals are strange and magical new creatures. Maybe that is why they put so much effort into capturing and training them. The fact is that if you want to truly explore these isles, you'll need a strong team of Pals to watch your back. Even a Lamball could throw down with dragons if you nurture it properly. And that is exactly what you are good at: training Pals. Pal Spheres do most of the heavy lifting when it comes to obedience, but figuring out how to make them better fighters? How to train their skills? How to maximise their output? That's up to you, and that is where you shine. Of course, not everyone uses Pal Spheres, but luckily basic training on obedience and following direction is simple enough, if a bit time consuming.

Hunger Hardened [200]
You are going to get hungry. You are going to get thirsty. You are going to get hot, cold, wet, tired, sun-burnt, and more. That is a simple fact. But where others may stumble and fall, you barely slow down. Your body has adapted to scarcity. It has learned to weather the elements and make the most of what it has. The snowy mountains are cold but they won't give you frostbite. The desert is scorching but you won't get heatstroke. Berries are hardly filling, but they'll do in a pinch. You won't be comfortable, but it would take properly dire circumstances for your body to start breaking down.

Territory Claim [400]
Many creatures have territories. Areas that they mark with scent or claw to ward off competitors. The same is true of Pals, with certain Alphas claiming an area as theirs. Whether or not you have your own Alpha Pal, the area around what you would consider home has been marked in a similar fashion. You will find that rarely do predators and the like wander past these boundary lines. For the most part your home is safe from random attacks. The only creatures that cross the boundary line are docile grazers or those specifically aiming to raid you. You won't have to worry about a random direwolf wandering into your farm at night. You *will* still have to be on the lookout for lovander raids.

Terraforming Engine [600]
The Calamity that struck Palpagos was no great evil. It was merely a creature that could not suppress its most basic biological functions indefinitely. Astralym, the World Devouring Dragon, is a biological terraforming engine. Lacking a mouth, lungs, stomach, and other 'vital' organs, it instead consumes the energy of the world and uses it to convert its surroundings into an environment suited for it. The perfect spacefaring lifeform. Out of a desire for coexistence with humanity, it starved itself in agony until it could endure no longer. Hopefully you have other ways to eat, because you too share in this calamitous and all-consuming power. That said, as a creature of Earth, unless you find yourself in an alien environment this will mainly only show itself as the ability to consume life energy. You also have a potent suppressive effect on creatures like Pals whose constitution is closely tied with this energy.



Poacher Perks

The Brave Or The Bold [100]
Let's be honest: you'd need to be at least one of these to actively seek out dangerous or powerful Pals to capture. Poaching Pals is not a job for the faint of heart. In fact Palpagos at large is not somewhere that cowards can prosper. Whether you are bold or not, you are certainly brave. You don't let fear dictate your actions or cloud your mind. Fear should be actionable. Fear should give way to healthy caution. Fear should not freeze you in place or trip you up when you are in danger.

Backstab! [100]
Any experienced Poacher will tell you there are several ways to increase your chances of successfully capturing a Pal. Wearing them down in combat is one method, but it carries notable risks. The safer way? Catch them off guard. One of the most valuable skills a Poacher can have is remaining unnoticed. It lets them sneak up on Pals, get the drop on their opponents, or evade the PIDF. You have soft footsteps and a presence that blends in with the background. You aren't invisible, but you don't need to be. Try not to annoy your companions too much by constantly making them jump when you approach silently.

Tracker [200]
Whether you want to find them or avoid them, being able to spot the tracks of an animal is an important skill. With the right know-how, you can tell if you are near a beast den, if Pals frequently traverse this route, or if predators are nearby. With slightly more knowledge, you will even be able to guess the specific species inhabiting the area. Faint scorch marks in the pawprints? You might have found a Foxsparks track. A sweet smell in the air? Could be a Beegarde. This tracking experience makes you all the better at finding and tracking rarer Pal species that aren't so obvious or out in the open. That's where the big money is.

Market Rates [200]
There aren't really 'laws' as such in Palpagos. The PIDF is the closest thing to police in these isles but even they are more of a faction than a true force of law. This is relevant because, consequently, the black market and other morally dubious economies don't really have to hide themselves from sight. Typically these traders will take every penny from whatever poor sap they can. But like recognises like. Smugglers, mercenaries, and black market dealers all recognise you as one of their own. They will offer you better information, better prices, and access to their more valuable stock. You have back-door access to trades the 'good guys' would never dream of making. Provided you can stomach going through with them, that is.

Spongey Organisations [400]
The Syndicate is a large organisation. They aren't the most advanced, nor the most powerful. What they are is very good at worming their way into other factions. The Free Pal Alliance is their staunchest enemy, yet the Syndicate has inroads with them too. No faction is without its weak link, and it is your job to find those people who can be... subverted. A weak link can come in many forms. It could be a turncoat. It could be a traitor. It could be a potential mole. It could even be something as simple as someone willing to look the other way. You are scarily good at finding those weak links. And if they don't exist? Well, you are competent enough at making them too.

Salvage Space And Sea [600]
The world is rarely so kind as to leave large deposits of high purity ore just sitting around on the surface. Those that existed have long since been harvested. Finding proper deposits is hard. Do you really expect valuable ores to just fall out of the sky? As it happens, yes. In fact not only does it fall out of the sky, but it also floats across the water on sodden wood planks. Your fishing line is more likely to catch a treasure chest than an old boot. For you, salvage isn't rust and muck. It's gems, ingots, valuables, and other useful materials. That isn't even mentioning how often lumps of rare metal literally fall from space into your backyard. If you are truly lucky, what falls out of the sky won't be an inanimate object. It could well be a living alien creature. Selyne was said to have crashed down from the skies above Sakurajima. Xeno Invaders pop up all over, and then there was Astralym... I wonder what else might visit Palpagos?



Pal Protector Perks

Pal Means Friend [100]
Pals are intelligent creatures. They know when someone is hostile, and they remember when someone is nice. Perhaps this is why they can recognise the kindness in your heart. As a result, Pals and other animals tend to be more friendly to you. This won't be too obvious for those species that already like humans, but the more skittish species are less likely to flee at the sight of you. Similarly you will find that predators and hunters often adopt a more neutral attitude towards you rather than outright hostility. That said, actions often speak louder than words, so don't think you have carte blanche to do whatever you like.

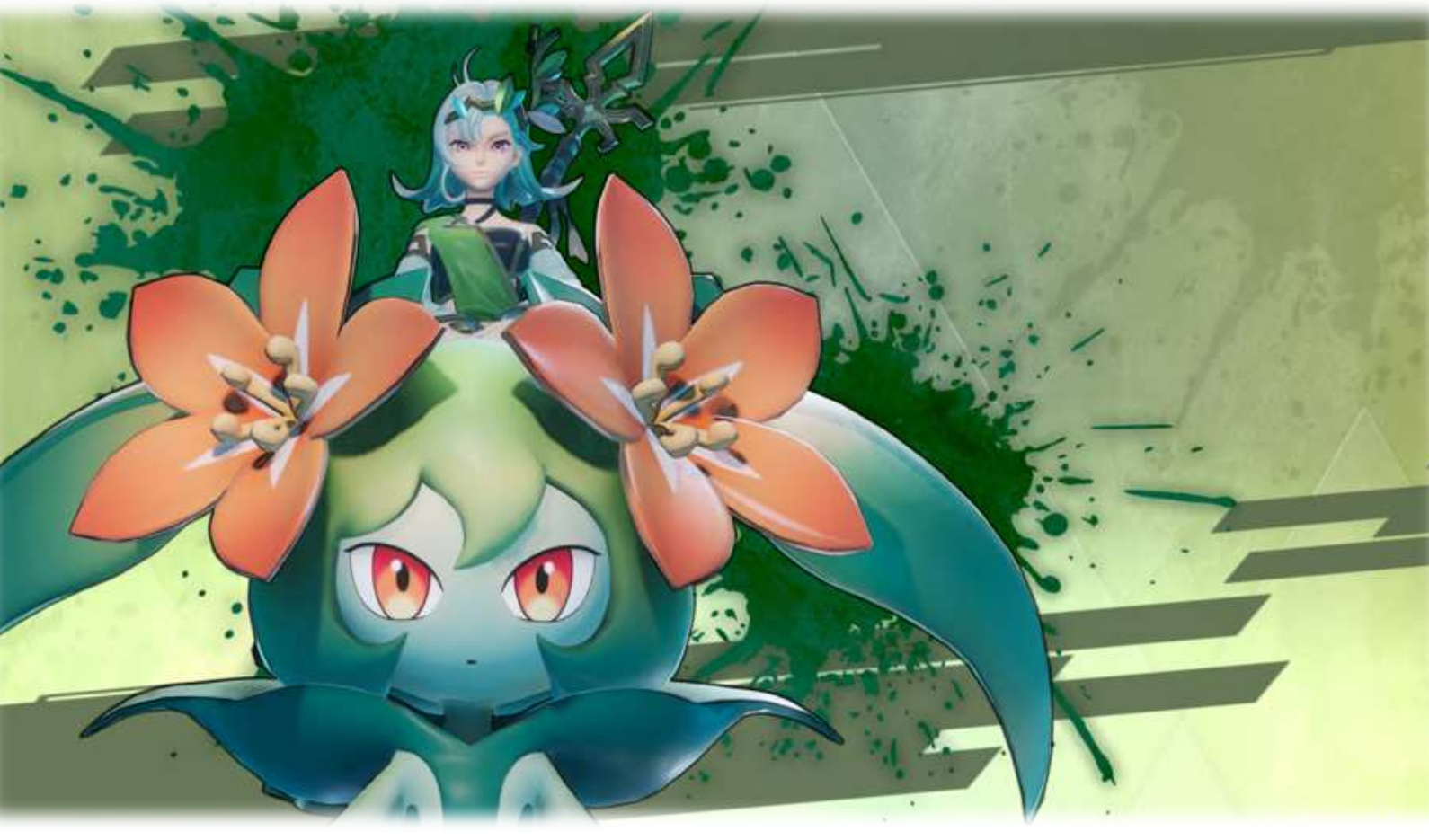
Pal Care [100]
"The flesh and blood of humans exist only for the glory of Pals". A rather extreme view, yet fitting for the leader of the Free Pal Alliance. The basic premise is sound though. If you love Pals, then naturally you will do your best to keep them healthy and happy. This is no easy feat. Pals have wildly varying personalities, and what might make a Vixy happy could do the opposite for a Bristla. Luckily the Free Pal Alliance was more than happy to teach you everything they could about servi-... about caring for Pals. You are probably the closest thing Palpagos has to a veterinarian. A healthy mind is a healthy body and a healthy body is a healthy mind!

Cleanse The Parasites [200]
The Free Pal Alliance wasn't always so extreme. Things took a turn for the worst when their leader discovered that one of her longest living members had sold Pals just because she was going through hard times! In fact the Syndicate has many inroads with their nominal enemies. How can any organisation function if it has more holes than a sieve? You may not be able to (ethically) force loyalty, but you can identify disloyal members. The leaks and bad apples in your organisation. That is what you excel at: rooting out the moles and holes. What you do with those people is up to you. Sometimes the best thing to do is to keep them where you can see them.

Locked and Loaded [200]
Synonymous with Pals and Palpagos, oddly, is guns. It's not just the humans that use them. Plenty of Pals happily run around dual wielding machine guns. Ammo is valuable, so you have to make sure that every shot counts. You may not be able to shoot a pin head from a hundred meters, but you are more than familiar with using guns. You can reasonably reliably hit whatever you are aiming for, and you're not going to get flustered about reloading mid combat. Between hungry pals and faction conflicts, you won't be left wanting for targets.

Jonin Protector [400]
The ninjas of Sakurajima have long protected their island from invaders with blade and skill. It is a testament to their fighting ability that they are one of the oldest and strongest factions in Palpagos. A properly trained jonin can match some of the more powerful Pals in single combat. Put a sword in your hand and you could cut down trees and slice through armour like butter. Most impressively is your speed. You have mastered a technique akin to a Pal ability that lets you dash short distances at extreme speed. Combine that with your sword skills and most foes are down before they realise they are under attack. A Feybreak warrior may be stronger than them, but no-one out-speeds a Moonflower Clan ninja.

Eternal Guardian [600]
The World Tree may be the center of Palpagos, but it is far from the only godlike entity on Earth. Auri may look human, but she is in truth a powerful being who was already ancient when humanity was still floating around on wooden rafts. Her fight with the Calamity shattered the sky islands where she still lives to this day. Separate from Pals or the World Tree, Auri possesses a truly impressive amount of power, more than any singular Pal could match. While you may not have her eons of experience, you do share a measure of her power. Your reserves of energy are unmatched. If the average Pal had the equivalent of a pond, you have an entire lake of life energy within your core. This sheer quantity of energy has also rendered you essentially ageless.



Scientist Perks

Eye For Talent [100]
Pals are not homogeneous within a species, and the first skill any good Pal scientist will need is the ability to distinguish these differing traits. Pals vary at a more fundamental level than just personality. Even without a pair of specialised ability glasses, you would be able to identify by eye those Pals that are slightly stronger, slightly smarter, or slightly more agile. You would notice those Pals whose fire burns hotter, ice freezes colder, or lightning crackles fiercer. In this way, you will have an easier time finding Pals more suitable for your purpose and weeding out those you do not desire.

Tool Repair [100]
To use a tool is to damage a tool. No tool lasts forever, so knowing how to repair and maintain it is just as important as knowing how to build one. A poorly repaired tool will break again that much sooner. A poorly maintained tool will operate suboptimally throughout its entire life. Provided you put the effort in, the tools that you repair will be just as good as new. Some people would consider this kind of maintenance an annoying drain on your resources. Not so much you. Each nick and tear tells you where your tool is weak and where it can be improved. Your v2.0 will almost always be even better than your first.

Box Of Scraps [200]
The Castaway built a plasma cannon in a field! With a box of scraps! Truthfully all science and technology started from banging rocks together. You just have a knack for speeding your way up the proverbial technological ladder. Part of this stems from your expert precision, steady hands, and nimble fingers. The rest comes from your foundational knowledge of basic technological principles. With wooden tools you'd be making iron ones. With iron tools you'd be making simple work benches, and from that, circuit boards. With circuit boards you'd be creating generators, computers, and industrial lines. As long as you have the raw materials on hand, you'd be able to speed your way up to the computer age and beyond from the most basic start.

Reverse Engineered [200]
Remnant bits of technology can be found all across Palpagos. There are the remains of the ancient civilisation, salvage from the fighting between factions, and even plenty of washed-up wreckage carried across the sea. Each of these are parts of a puzzle; a fragment of a technological path. You are good at putting those pieces together. You have something of a talent for reverse engineering technology that you come across. A Pal Sphere isn't as simple as putting a lump of Paldium and wood together, yet it wouldn't take you more than a few minutes to figure out how to construct one. Admittedly they are one of the simpler pieces of tech here, but the point stands. Schematics would obviously make the process much easier, but they are only a crutch, not something you can't live without.

Artificial Pal Creation [400]
Pals don't breed in the same way other creatures do. Eggs simply appear next to mating pairs. But they have genes. They have DNA. That opens up options. Typical crossbreeding is nearly impossible. Offspring die within minutes of birth, if they make it that far. Shadowbeak is the sole example showing that artificially crossbreeding Pals is possible. You have had the chance to study his experiments and learn the science behind this success. Supplemented by some Ancient Science, you have the barebone framework for a viable way to artificially create Pals. There is still much work to be done to turn it into a fully realised science, but the foundation is there. With a bit of time you will be able to mix and match different features, putting wings on monkeys or claws on fish. Far in the future you may be able to create new Pal species wholesale. Try to use this knowledge responsibly.

Ancient Scientist [600]
The civilisation that once existed at the base of the world tree was by far the most advanced civilisation in the world. Their cities might have burned and their people may have turned to dust, but some of them still live on. Some brave humans connected themselves to the world tree to achieve biological immortality, all to help those who come later defeat the calamity for good. One of those ancient remnants has taken the time to teach you the secrets of their futuristic science. From laser blasters and autonomous drones to devices that can create materials out of thin air and heal wounds in seconds. The technology of that era is nothing to scoff at.



Pal Creator:

If you've chosen to be a Pal in this jump, this is where you get to design your very own form and/or species. You will gain 1000 Pal Points (PP) to spend on the builder below. Further Choice Points can be converted to Pal Points at a 1:1 ratio. ***The Pal Perks are NOT discounted.***

Shape

Pals have no set shape or specific defining physical characteristics. They can come in any shape you could imagine. From birds to bugs, from dragons to humanoids. Some would appear to have walked right out of mythology while others look like a child's attempt to draw a farm animal. Some Pals are closer to flora than fauna, while others could barely be called either.

Notably, Pals are not always limited to strictly biological bodies. Every Pal is intrinsically linked with an element and some species manifest this physically. Fiery manes or flaming plumes are the most common form this takes, but equally possible are icy armours, spectral bodies, or cloudy appendages. One particular Pal is nothing but a hollow shell to contain the raw energy that is its true form.

You may choose the specific appearance your Pal species takes for free, whether that is based on an existing Pal or something entirely new.

Size

Pals come in many sizes. There are little Pals the size of a house cat and giant Pals that are larger than a blue whale. For the purposes of this option, the sizes can be broken down into several distinct brackets: Small, Medium, Large, Massive.

Small [Free]

Plenty of Pals are on the smaller side of things. While you should never take size as a true indicator of a Pal's strength, smaller Pals tend to be more docile and nearer the bottom of the food chain. A small Pal could be anywhere in size between a small cat to a large dog. Interestingly the smallest known Pal is still at least as big as a cat. When it comes to Pals, 'small' is relative.

Medium [Free]

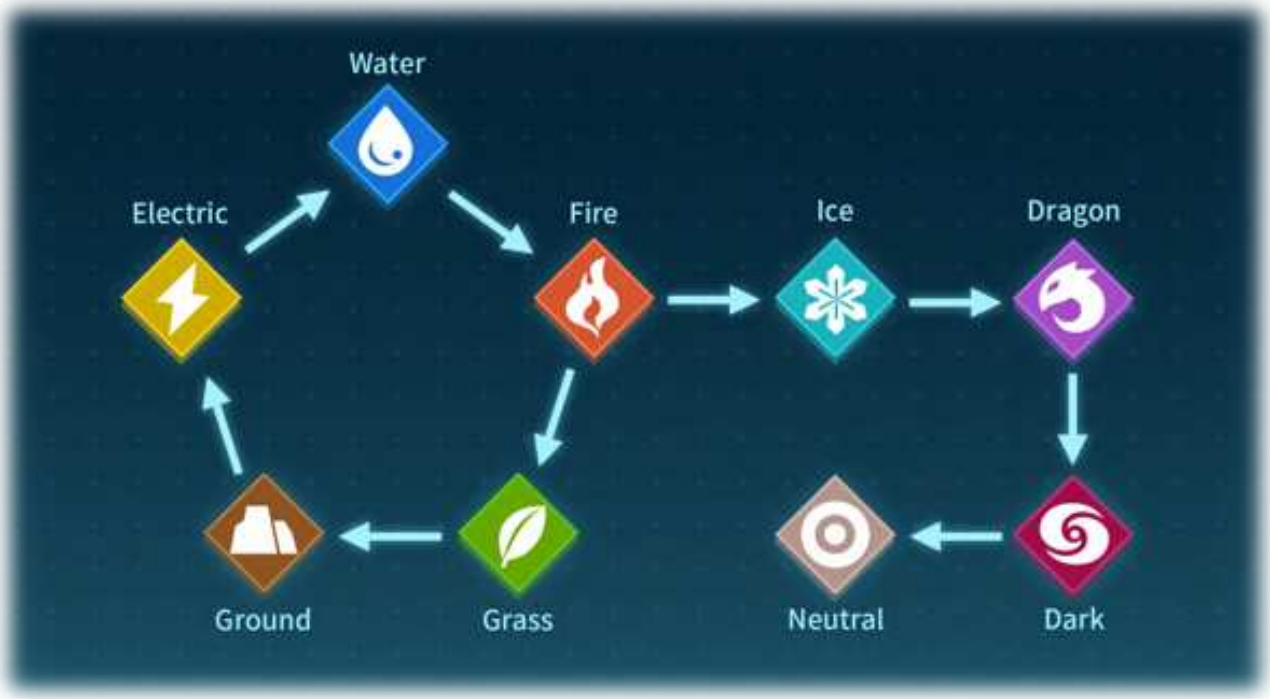
The majority of Pals fall comfortably within this particular size bracket. Not so small as to be overlooked, yet not so large as to be startling. This range spans from large dogs on the lower end to muscular stallions on the higher end. In other words this would be the farmyard animal size range. Nearly all humanoid Pals would fall within this band.

Large [100]

Bigger is better is an adage that often applies to Pals, for the larger Pals are also often the stronger ones. This bracket includes Pals the size of a horse all the way up to Pals that could outmuscle a T-rex. Many serpent type Pals would likely fall within this range, as would most Legendary Pals. If you see a Pal this size charging your way, you don't try to stop it. You step out of its way.

Massive [200]
A few rare Pal species can grow to truly stupendous sizes. These Pals are so massive that their skeletons change the topology of the landscape. The likes of Jormuntide, which could encircle a building, or Panthalus, which could crush a small castle under its belly. This bracket covers everything from the size of a blue whale all the way up to something that could reasonably be considered a living mountain.

Elemental Affinity
Pal Energy is categorised into nine specific Elemental Affinities. Each affinity is strong or weak against a different element. For instance Fire type energy is strong against both Grass and Ice while being weak against Water. Every Pal has either one or two intrinsic Elemental Affinities. They are both better at using this specific type of Pal Energy while also being more vulnerable to its counter type. You will gain one elemental affinity for free, and can pay 100PP for a second. If you take a second affinity, you will inherit both elements' strengths and weaknesses. A chart of the elemental affinities and their match ups is shown below:



Genetic Advantages
Every good Poacher or Breeder knows that not all Pals are created equal. Just as normal creatures vary depending on genetics, so too do Pals. Like genes, Pals have certain traits that can be passed down from parent to child, or gained through random mutation. A child might inherit its father's rock hard skin or its mother's sharper claws. In the same vein, certain Pal species are more likely to possess specific traits, such as the Lyleen's strengthened Grass Affinity or a Blazamut's hotter flames.

For 100PP, you may choose to inherit a relatively minor trait. This would the mundane kind of trait that any Pal might have, such as marginally longer claws or thicker fur, and could easily be dismissed as mere individuality.

For 200PP, you may instead inherit a more substantial trait. This would be a trait that immediately sets you apart from your kin once it comes into play. Your affinity, physical ability, or mental prowess might be noticeably more prominent than others of your kin. Most Alphas would have one or two of these sort of genetic traits.

For 300PP, you may choose to gain a truly legendary trait. These are the kinds of traits that appear once in a generation, the kind of traits possessed by those Legendary Pals that stand as sentinels for Palpagos. Any one of these would leave you at least half again more powerful than your kin. As you grow stronger, this disparity in strength will only become more pronounced.

Importantly, any or all of these traits taken could potentially be passed down to any future offspring you have.

Pal Skills

The abilities that Pals possess are generally known as Skills. They come in many different flavours and many different forms. It is these skills that truly separate Pals from mundane creatures. A skill is just as likely to be healing grievous wounds as it is to be a giant beam of death. Just like Pals themselves, these skills are each attributed to one of the nine Pal elemental affinities. However a Pal is not necessarily limited to only using skills of its own affinity. For instance an electric Pal is entirely able to learn and use dragon affinity skills.

As a Pal, you will likely eventually learn a whole plethora of different Skills. However, if you wish, you may take this chance now to design your very own personalised skill. This could be active or passive. It could target a single target, a group of targets, or an entire area. For 200PP this skill would be relatively minor, such as a scattershot of energy blasts or alleviating the wounds of a specific Pal. For 400PP this skill would be slightly more noticeable, the kind of thing a Pal would use for some real oomph; for instance the previously mentioned giant beam of death or a healing field that covers your entire team. And finally for 600PP this would be a truly ridiculous skill. The likes of Panthalus summoning a localised tsunami or Hartalia's Purifying Light that vaporises the local area like a miniature nuke.

Pal Perks

Egg... Laying? [100]

Pals are strange in many ways, and one of those ways is in how they reproduce. Pals don't typically breed in the same way as normal creatures. In fact ‘breeding’ is not an act they actually engage in most of the time. Their reproduction is both much more simple and much more magical. A male and female pair need only be in close proximity for a while, and after long enough a massive egg will magically appear, which can then be hatched after only a few hours of incubation. Perhaps this ties in with the strange way in which the bodies of dead pals vanish? Whatever the case, you will find this supernatural method of producing offspring is not so limited to just Pals anymore. As long as they are intelligent enough, you can have a child with just about any species if you just stay around them long enough.

Alpha [100]
Every Pal species has the potential to produce an Alpha. This is a Pal that is both larger and more powerful than other members of its species. Each Alpha will grow up to twice the size of its brethren. Whatever your Pal size was before? Double it. They are proportionally more durable, able to take and deal more punishment. Other Pals of that species are likely to follow the Alpha as their leader. This is most prominently seen in pack species such as the Direhound. An Alpha Pal is both not a Pal to approach lightly, but is also a quite desirable target for Poachers.

Two In One [200]
It has been said many times that Pals come in all shapes and sizes. But even then this situation is something of an outlier. You aren't a single Pal. You are two. More specifically you are one Pal with two distinct and separate bodies. Such instances are rare to the point of uniqueness. Many Pals have night/day variants or different elemental variants, but your variant exists as part and parcel of you. Should one of the bodies die, another will soon appear to replace it. You are the Yin and the Yang. The plus and minus. Red and blue. A single conscious driving two bodies.

Juiced Up [200]
The Pal Genetic Research Unit has spent a long time studying Pals. One of the things they discovered is that if you liquefy a Pal and inject the resulting mixture into a different Pal of the same species, that Pal will be strengthened all around. This process became known as "condensing" a Pal. Luckily for you, you were on the receiving end of this procedure, and not the Pal that was dissolved and distilled down. As a consequence, all your basic attributes have been strengthened and your skills made more powerful. And all it took was the sacrifice of a few dozen Pals. You monster.

Ninety Nine By Three [300]
Many of the previous options deal with boosting your stats, your strengths, or your skills. But these options all ultimately only build on your existing potential. Even if you bring two Pals of the same species to the peak of their potential, one might still be head and shoulders above the other. As it happens, lacking potential is not an issue you need worry about. You were born with the potential to reach the very apex of your species. Your training brings greater returns and lets you reach greater heights. That being said, the maximum possible potential of an Alpha Condensed Pal is still miles above that of an average Pal. A truly legendary Pal has a foundation of strengths stacked upon strengths.

Guardian Deity [400]
Palpagos has many different Pals, and these Pals have quite the spectrum of strengths. Yet standing above all Pals are the true legends. The Guardian Deities of Palpagos. These are the Pals who can cause changes that affect the entire archipelago. The likes of Frostallion who locked the Astral Mountains into an eternal winter, or Frostallion Noct who cast an eternal night that left the moon forever full, never to wane. You have joined their ranks of strength. Only a handful of beings in all of Palpagos are your match. You are the closest thing there is to a deity in these lands, the kind of being that humans have venerated since time immemorial. Your power is such that it reshapes the very landscape.

Items: *Now if you still have some leftover points, it is time for you to choose some equipment from this world. You may discount two items of each price tier to half price. 100CP items are free on discount. Unless stated otherwise, broken or used items will respawn within a month.*

Paldeck [Free]
One of the most valuable tools in the arsenal of anyone who deals with Pals is the Paldeck. It is a multifunctional tablet whose purpose is to record and store information on any Pals that you encounter. It can take pictures, record notes, and store details, making it the ultimate tool for maintaining information on all things Pal. This Paldeck is pretty much indestructible, made of the same material used in Ancient Armour, and whatever powers the device never seems to run out of energy.

Pal Sphere [100]
The most basic and most integral devices in all of Palpagos. The Pal Sphere is a small spherical ball made of shiny blue crystalline material. If successfully thrown at a creature, any creature at all, it will attempt to suck in and ‘capture’ it. This isn’t a guaranteed success, with stronger Pals being noticeably more resistant to breaking free, and some being all but immune. However if that creature is successfully contained within the Pal Sphere, they are essentially ‘assigned’ to it. They can be released and recalled by the user in an instant. More importantly, any creature captured by a Pal Sphere will become completely loyal to the person who owns the sphere. It is for that reason that human captures are considered taboo. The Free Pal Alliance was founded because of how awful these devices are. Despite that, Pal Spheres are used almost ubiquitously across Palpagos. You have received nearly a hundred of them yourself, along with the quite basic blueprints needed to make more. With a bit of innovation, it may not be too hard to create more advanced versions that can more easily capture more powerful creatures.

Basic Essentials [100]
A basic suite of tools goes a long way. A couple of rocks tied to a stick will do in a pinch, but they will never compare to a good set of iron tools. These are the five tools essential to any survivor: a pickaxe for mining rock. An axe for chopping wood. A torch for light and warmth. A spear for defence. A glider for descending from heights. Except for the glider, each of these is made from Pal Metal. Not only are they very sturdy, the Paldium in their construction makes them far more effective than you might otherwise expect. The pickaxe and axe come with several spares, to use if one breaks or to hand out to any Pals you might want to help you.

Cornucopia Of Food [100]
Feeding one person in the wild can be hard. Trying to feed five? Ten? Fifty? The more Pals you have, the more people you have, the more mouths you'll have to feed. That said, food is never too hard to come across in Palpagos. But who would want to subsist on berries and carrots? This large bowl is packed full of different foodstuffs. The majority of the food inside is fruit and veg, but you may get the occasional cooked Mammorest steak or Eikthyrdeer venison too. Each morning you will find this bowl filled with a new array of foods. This isn't enough to feed a whole settlement, but it'll keep a team of Pals content indefinitely.

Medicinal Potions [100]
You and your humans and your Pals are going to get hurt at some point. It is inevitable. You could get hurt fighting a Predator Pal. You could get hurt building a house. You could get hurt sleeping awkwardly. Rather than let that wound fester or slowly recover, it is better to nip it in the bud. These medicinal potions are made from several valuable herbs that grow in energy rich parts of Palpagos. They quickly and efficiently fix wounds and maladies. What once would have taken weeks to heal would instead only take a few short days or hours. It's not quite an instant health potion, but as far as medicine goes it's pretty amazing. You've received a couple dozen of these high quality recovery meds, as well as an equal number of medical supplies meant for exhaustion, depression, and lethargy.

Basic Armour [100]
Humans are soft and squishy. Pals are less so. This is some pretty basic armour, but it will do more to protect you from the elements and attacks than cloth shirts or bare skin. Fashioned from Pal leather, this pelt armour is not the most advanced piece of equipment but it gets the job done. On the plus side, this kind of simple naturalistic clothing has a certain aesthetic charm, harking back to a simpler age.

Pal Soul [100]
First point: Pals demonstrably and quantifiably have souls, or something akin to a soul. Second point: A Pal's soul will sometimes crystallise and solidify when they die. Third point: These souls can then be sacrificed at a statue or other icon of worship to further strengthen a living Pal. This enhancement has diminishing returns, so subsequently larger and more potent souls are required to achieve the same effect. Rather than going around slaughtering Pals in the hopes that one will leave behind its soul, you can instead use this! This crate is filled to the brim with hundreds of 'clean' crystallised Pal souls. It also comes with the stereotypical statue of Anubis to which one can sacrifice these souls, or future ones.

Tricks And Traps [100]
A Pal Sphere either will or won't capture something. It is completely binary. But a bear trap? It might not trap a Pal long-term, but it'll generally at least slow them down. A snare can snag a Pal when you are asleep. A cage can trap a person without forcing them into a ball. There are more ways to catch something than just chucking a magic blue sphere at them. You have in your possession a dozen bear traps, half a dozen deployable snares, and a rather large metal cage. Useful for catching a Pal or your next meal.

Slaughterhouse Nine Thousand [100]
Unlike what you would experience in a game, butchering an animal or a Pal is not quick or clean work. It would take several hours for even a skilled butcher to properly dismantle a Mozzarina. That is where this handy device comes in! All one needs to do is place a body on the conveyor belt, and it will be whisked away into a large cabin-like machine. Inside, a multitude of modular tools will quickly butcher the unfortunate Pal (or other creature) into its base parts. It does this with both great efficiency and precision. The end result is then neatly packaged and exported out the other side.

Advanced Pal Fishing Gear [100]
You aren't going to be fishing up any Pals with a wooden stick and some string. You need proper gear. Proper Pal Fishing Gear. That's what this is! A state-of-the-art advanced pal fishing rod, several large boxes of specialised bait, and a heavy magnetic lure. If you still can't hook a Pal with all of that, you've got no hope. Much like a lot of pal-adjacent technology, this gear is slightly magical. More specifically it compensates for the sheer weight and size of the Pal you are catching, meaning that even the reediest of fellows could pull up an aquatic Pal three times their size.

Pal Saddle [100]
An omni-saddle. Using specialised Pal energy combined with advanced technology, this saddle will reshape to fit whatever beast or Pal it is put on. It can as easily be put on a Chillet as it can a Ragnahawk. For smaller Pals, it can instead be shaped into something more akin to a holder or harness, allowing one to pick up and carry them around without fuss. The saddle itself is quite comfortable, made of an unidentified soft material that helps to reduce the bumps and jostles of riding or carrying.

Metal Armour [200]
Pelts are all well and good, but they will never compare to a proper set of Pal Metal armour. Combining iron, quartz, and paldium, this alloy is several times stronger than iron yet is only marginally heavier than wearing pelt armour. But metal armour is still ultimately just bits of metal. Its ability to protect you from giant energy beams is limited. That's why this armour also comes with a basic energy shield! Built using Paldium as a base, this shield forms a protective dome around you at all times, capable of withstanding modest damage. When not actively taking damage, the shield slowly repairs any damage it has sustained.

Guns And Roses [200]
Guns are often stated to be the great equaliser. Big or small, young or old, a gun is a simple but deadly weapon. This is true in Palpagos too. Humans are squishy. Most of them would be handily flattened if they tried to fight a mildly strong Pal. That is where these guns come in. You have acquired, through illicit activity or otherwise, a pistol, a shotgun, and a machine gun. These also come with several crates of ammo so you actually have something to fire. Without a strong Pal of your own, these weapons may be your best bet at survival. It should be noted; plenty of Pals are gun-savvy too. Don’t be too surprised if the Pal you are fighting pulls out a glock of their own.

Merchant Stall [200]
Money can be exchanged for goods and services. But who can they be exchanged with? A merchant of course! Finding a merchant to trade your more exotic goods can be an effort and a half. Particularly for those living out in the wilds, finding a nearby civilisation for trade is both a time sink and puts them at risk of Pal attacks. As it happens, you have a Trader Post set up somewhere near your homestead. Every once in a while you will find a wandering merchant or trader passing by. They’ll stop at the trading post, wait a couple days or hours, and then carry on their way. If you have anything to trade, this would be the time to do so. Different wanderers will have different goods and will buy different items. How did a wandering trader get all the way up to your floating island base? Best not to ask questions.

Otherworldly Affairs [200]
On one of the many islands on the outskirts of the archipelago, a gateway exists that could take someone to the sealed realm of Terraria. This is only a fragment of a greater world, but here one can acquire otherworldly materials, and face monsters that are neither Pal nor alien. From one of the chests scattered around this small realm, you acquired the perfected blueprints for constructing some of the iconic equipment of Terraria. This could be the Terraprisma with its swords of light. It could be the Vortex Beater with its explosive, target-tracking ammunition. It could even be a simple set of Hallowed Armour, constructed with Hallowed Bars and imbued with divine energy. If you wish, you can trade out the blueprints for the finished products.

Gateway Portal [200]
It is unknown whether these gates are remnants of the ancient civilisation or a device of Auri's own creation. Their function appears similar to the spatial anomalies on Sunreach. Within a massive ring lies a swirling blue vortex. These gates come in pairs, and each gate connects to its sister. If one steps into the vortex, they are instantly transported to the connected gate. You will receive two pairs of these gates, to be placed where you desire. The gates are small and light enough that a strong Pal could conceivably move them around. The material used to construct them is sturdy enough to withstand any accidental jostling.

Skill Tree [200]
Money doesn't grow on trees, but skills... do? Palpagos is home to a particularly unique species of tree. These trees lack proper foliage, and are plainly visible due to the glowing blue veins of light that adorn their trunk; a phenomenon closely associated with Pal energy and the World Tree. Each tree grows a scant handful of oddly shaped and coloured fruit that wouldn't look out of place if found on the Grand Line. Each of these fruit are condensed from raw elemental attribute energy. A Pal that eats one of these fruits could potentially learn a Skill related to the element from which the fruit was condensed. Its effects if consumed by a human are unknown, though unlikely to do much given humanity's lack of Pal energy

Star Fruit [400]
The idea of Condensing Pals and its effects has already been mentioned. But there is in fact a way to achieve this without sacrificing dozens of Pals. The Star Fruit is the rarest fruit in Palpagos. Almost as rare as a Legendary Pal. The essential nutrients and energies found in liquefied Pal essence are naturally present within this star-shaped fruit. A Pal that eats one of these fruits will experience the same benefit as if it had been condensed. The riper the fruit, the more potent this effect. The truly wonderful thing about this fruit is that it is universal. Any Pal can eat this fruit to experience its effects, not only specific species. In future jumps, you will find this universal effectiveness extends to any supernatural creature, strengthening them beyond their species' usual limits. You will gain four of these Star Fruit, and receive another four each subsequent jump. As it happens, four Star Fruits is the general limit before they stop being effective on any specific creature.

Sealed Realms [400]
Palpagos is no stranger to cross-world events. From people being isekai'd with cheat powers, to encroachments by the world of Terraria, to aliens raining down from the sky, Palpagos has seen it all. This dungeon is similar to the one on the island off Mount Obsidian's shore. In the middle of an ancient stone formation sits a passage to other worlds. Which ones? Currently just Terraria, but as you travel to new worlds, new possibilities will appear in this passage. Some worlds have materials specific to that universe. This dungeon was created so that Pals could be sent through on expeditions in order to farm more of those unique materials. It's not a true connection to another world. Think of it more like an instance - a snapshot of an area from another world. Every 24 hours anyone inside will be kicked out and the contents will reset. You can choose which world it connects to each day.

Of Rockets And Lasers [400]
One should be very careful about flying over Palpagos. There are certain areas where this is almost certainly a death sentence. The Feybreak Warriors have dozens of thirty foot tall anti-air missile turrets that cover most of Feybreak itself. The Syndicate have advanced laser towers on their oil rigs that could annihilate any approaching objects from a kilometer away with pinpoint accuracy. When faced with a barrage of homing missiles and giant beams of death, the best option is to turn around. You have your own version of these defenses. You have three missile towers and three laser towers, to be placed where you wish. This also comes with the schematics to build more. The ammo will restock periodically.

Oil Rig [400]
Dotted around Palpagos, you will find several massive structures out in the water. These are not remains of the Ancient Civilisation. The Syndicate has some serious economic power, and as part of this they have created three massive oil rigs. With crude oil being an integral ingredient to several valuable items, not to mention being required to forge Palmetal, these massive oil rigs fuel both the Syndicate’s economy and industry. Now there is a fourth one. Your one. Multiple powerful extractors work tirelessly day and night to syphon crude oil from deep underground. A bit of Paldium magic inherent to the structure means that this doesn’t actually have to be over an oil deposit in order to function. Whether it gathers the oil from far away or creates it wholesale is unclear. After all, how much oil could Palpagos have really?

Awakening Gem [400]
Radiant Gems are formed by the accumulation of dense World Tree energy within the bodies of Pals living inside the World Tree itself. Because they form inside a Pal, the energy inside is attributed to the same type of Pal energy as the Pal in which it formed. By itself this doesn't affect the Pal overly much. However if enough of these gems are gathered and fused with World Tree Holy Water, they will create an Awakening Gem. If a Pal of the corresponding attribute uses this Gem, it will awaken their hidden power. They will undergo comprehensive strengthening across the board, not just in physical stats but also in their skills and abilities. An awakened Pal is marked by the golden aura of unsuppressed energy that radiates from their form. Even the weakest awakened Pal is more than a match for an alpha of the same species. You have received five of these gems. You may choose which attribute these are. Each jump you will receive another five gems of your choice.

Ancient Armour [400]
Saving the best for last, the Ancient Armour is armour that was created using ancient technology as a base. It boasts incredible durability, temperature regulation, and flexibility. The energy shield it comes with is significantly more advanced too, able to take far more damage and featuring notably more efficient self-repair systems. This armour does more than just improve durability though. It also improves manoeuvrability. Attached to this armour is a set of advanced self-propelled mechanical wings. Drawing power from the same source as the energy shield, these wings allow the user to fly through the sky faster than most Pals! Alternatively, if you have the materials, energy cells can be slotted into the wings to avoid draining the shields.

Material Materialiser [600]
Based on the technology of the ancient civilisation, this large device takes in energy from the world, supernatural or otherwise, and converts it into matter. It does not create anything complex, like devices or tools. Instead it creates basic materials in their rawest form: stone, trees, ore, and more. It can even create the more unique types of ore such as Paldium, Hexolite, or Soralite. A simple but useful energy-to-matter conversion device. As long as you have this and an ambient energy source, you will never run out of materials. More potent energy sources, such as the World Tree, will fuel this faster than weaker sources such as sunlight. If given samples of new raw materials, it may be able to start producing those too. You have received three of these devices. While only the size of a modern car, each can produce cubic meters of material in no time at all.

Wildlife Sanctuary [600]
The Wildlife Sanctuaries are strange, artificial-looking islands in the sea. Here unique, rare, or strange Pals will sometimes appear at random. Why these islands exist, who created them, and why certain Pals can only be found here remains a mystery. It is theorised by Lily that some of the unique Pals here only survived to today due to a lack of predators. These Sanctuaries are protected by a massive domed forcefield, and have several ancient drone ships that patrol the area to stop intruders. Somehow you have found yourself the 'owner' of one such Sanctuary. You may choose what specific environment this Sanctuary has, whether that be an ancient volcano, an old forest, a dusty desert, or something else. Post Jump, you will find more common species of Pals starting to appear here.

Sealing Tower [600]
One of the iconic sights that you will find if you explore Palpagos are the various massive black towers that glow with blue otherworldly light. There are eight of these towers in total, spread widely over the land. Each faction lays claim to one of them and guards them for reasons that most have forgotten. In fact, each of these towers act as a seal. They reinforce the magic that keeps the Calamity locked away. Inside each tower is a strange space, almost like a sealed realm or pocket dimension. This space almost appears to shift to match the ‘theme’ of whoever owns the tower. Whatever the case, you have acquired a mysterious ninth tower, one unconnected from the rest of the network. It still retains its function though. With this as a foundation, you could suppress and seal away a being of great power indefinitely. Without the other towers to help, it would not be able to seal away a world-ending calamity for long, but below that it would still function quite well. You can choose where exactly it is that this tower is located.

Floating Islands [600]
Sunreach is the iconic floating island that hovers amongst the clouds of Palpagos. In the Calamity, there was much of it that was sacrificed and there was much that fell from the sky. One of those massive chunks of land has come under your dominion. Measuring several kilometers in diameter, this verdant rock is covered in forests, hills, and rocky outcrops. Whatever strange magic keeps it aloft also feeds the spring at the center, from which water forever flows. The rivers thunder off the edge of the island where they turn to mist in the breeze, feeding the perpetual clouds that conceal the island from below. The underside of the island, the visible part that is, is made of a strange mineral threaded with glowing green veins. This island is virtually unassailable from land or sea.

World Tree [600]
The origin of the World Tree is a mystery. Auri discovered it and its inhabitants untold millennia ago. All that is known is that the World Tree is a source of massive energy and life force. The energy of the World Tree reaches every corner of Palpagos, and is suspected to be the source of Pals themselves. The World Tree is larger than mountains, and houses multiple eco-systems under its roots. That was the main World Tree. You have acquired an offshoot. The World Tree is a living being, and like all living beings, it can reproduce. Calling this a sapling could be misleading. While young compared to the original, this World Tree is still taller than a skyscraper. Its trunk glows with an inner blue light, and a massive well of life energy flows from its heart into the ground below. In time, strange creatures akin to Pals may start to appear beneath its canopy too. You can choose exactly where to plant this tree. It will follow you from jump to jump, ever growing taller and more powerful.



Companions: *Now it is time for you to decide your companions. These are the Pals and people you will meet during your time here and can take with you after the jump ends.*

Companion Import [Variable]
Before thinking about who you will be meeting in this jump, first you should consider who you will be bringing into it. By taking this option, you may choose to import some existing companions into the jump, who will gain 600CP to spend on the document above. For 100CP you may import one companion. For 200 you may import four. For 300 you may import all eight. Companions can be imported as Pals, though they will only gain 600PP to spend on the Pal Builder.

Canon Companion [100]
While there are only about a dozen named characters in Palworld, perhaps you wish to take one of them with you as a companion when you leave this world? Zoe, for instance, has wanted to leave Palpagos for most of her life. Saya is so tired of stagnation that even death seems appealing to her. By taking this you are guaranteed to be set on a collision course with your chosen person. If at the end of the jump they are willing to go with you, they may leave with you as a companion.

Pal Partner [100]
There are those that think that the more Pals you catch, the better. But there are also plenty for whom a single Pal that they can rely on is all that they need. You don't see any of the faction leaders rocking an entire team of Pals, do you? By taking this, you are guaranteed to meet a Pal of your choice. If you want, this can be created using 800PP with the builder above. This Pal is a pretty strong example of their species, one of perhaps one of the strongest of their generation. You will meet them pretty soon into your jump and become fast comrades. They are a partner you can trust to carry you through the harshest of times. Palpagos can be cruel, but with this Pal by your side, maybe it isn't so bad.

A Proper Team [200]
Then again, just because the faction leaders go around in pairs doesn't mean you need to limit yourself. You want a full team of Pals. Five Pals that can help each other, help you, cover each other's weaknesses, and amplify each other's strengths. Five Pals is the typical team amount and so five Pals are what you shall gain. These five Pals could be the same Pal species or five entirely different ones. Whether they are Alpha Pals or not is up to you. Non-legendary Pals will start at or near your side, and will encounter you quite soon. Legendary Pals such as Jetdragon will have to be actively sought out and captured by your own efforts in order for you to prove yourself worthy of them, before they can be made part of this team.

Seed Of Civilisation [300]
There is no real limit to how many Pals a person can catch. But the question then becomes: what to do with them all? Just leaving them in the Pal Sphere is possible, but it hardly seems ethical. And then you have to agonise which ones you want to take with you when the jump ends. That's what this base is for! Any Pal (or other creature) caught by a Pal Sphere will automatically be sent here. The base starts pretty small and basic, but that is only the beginning. If given the right materials, the Pals at this base can start to expand it! They can build new facilities, new machines, new homes. As they work to develop the base, they allow it to accommodate more Pals who can in turn help the expansion. At a certain point the base may become entirely self-sufficient in both food and resources. You are still a long way from the ancient civilisation of humans and Pals that once cohabited the isles, but maybe one day... This base can be out in the world or attached to your warehouse. The choice is yours.

Terrible Twosome! [100]
Pals are our Partners! … But humans are good too. This young woman is a Pal Tamer! A proper one, one who's been around the block for a while and knows how things work. She's not as overtly bad as those Syndicate thugs that are always going around mugging people, but she's also seen enough of the world that she understands the shades of grey in the world. She hasn't gotten a full Pal team ready yet, but she has filled up half the roster. Three Pals that she's worked with for some time. At heart, this Pal Tamer is a wanderer and a warrior. She greatly enjoys seeing new sights and more importantly challenging new people to Pal battles! Physically she doesn't stand out too much in Palpagos; orange hair, some muscle belying understated strength, somewhat revealing cloth clothing with a fur trim. Outside of Palpagos she may get a few second glances.

Broken Mirror [100]
What's this? Another isekai protagonist? With you and the Pizza guy, that makes three. This one is a bit more odd, though. The world that this girl came from isn't a regular Earth. In fact it is a world rather similar to Palpagos in many respects. Only her world was much less... violent. In her world, she was something akin to a Pal Tamer, though she had not yet started her journey properly. The culture shock has been hitting her quite hard. She woke up in this world around the same time as you. She introduced herself as May and quickly proved to be energetic, optimistic, and rather sweet. She seems particularly interested in the more stylish and pretty Pals in the world. Her Pal Spheres are quite unique in appearance, but get the job done. May herself is slender, blue eyed, and has long brown hair that she keeps tied up behind a bandana.

Drawbacks: *With so many options and Pals to choose from, maybe you're realising that you need some more points to spend. By taking some additional challenges in your time here, you can gain a few extra points to spend above.*

Everyone's A (Pal) Critic [+100]
Almost all aspects of life in Palpagos involve Pals in some way. Even the archipelago is named after them. Despite being a world away from the rest of civilisation, you still can't escape the bane of countless people's lives: critics. Pal critics are those people who spend their time rating and judging other people's pals. Unfortunately you are going to be running into these critics often. If your Pals don't meet their standards? Well... Not much will happen truthfully. But they will spread the word, and other people will look upon you less favourably. Some might even think you are mistreating your Pals! You better hope your Pals are happy, healthy, and looking good, or else other aspects of living in Palpagos will become much less convenient.

Gun Maniac [+100]
Some people can act one way the majority of the time, yet with a single trigger their entire personality undergoes a complete shift. It's not quite a split personality, but one could be forgiven for thinking it the case. Most of your time here, you will be perfectly fine. You are who you are and nothing changed that. But the second you get a weapon in your hands? Particularly a gun? Suddenly you go a bit crazy. One might even call you unhinged. However docile you were before, that all goes out the window. You are rather like a Grizzbolt in temperament.

Humans? I Spit On Them [+100]
Humans are awful. They are greedy, deceitful, violent, and rude. They cannot hide behind the veneer of a lack of education or intelligence. How could anyone like humanity? They are only useful as tools for your purpose. Only Pals are truly worthy of respect. Pals who are kind, beautiful, and powerful. THEY are much more worthy of your respect. Your love for Pals is matched only by your disdain for humanity. You may not show it on your face, but it is there. Lurking. Curdling in your mind.

Character Miscreation [+100]
It's great fun messing with the character creator in game, isn't it? Making these ugly abominations with completely ridiculous proportions and weird coloured skin. You can probably see where this is going. Congratulations! You're now on the receiving end of this makeover from Hell. You are, in a word, pretty damn ugly. Your body… functions. But you look more like Shrek's ugly stepbrother than a normal person.

Raiding Time! [+200]
Palpagos can hardly be called a peaceful place. You would hope that setting up a small fortified base or hiding away behind village walls would keep you mostly safe. You'd be wrong. Every once in a while you will experience the famed Pal raid. A small herd of Pals, or a small group of Poachers, will arrive to ransack and pillage wherever it is that you are staying. They aren't going to kill you, but if they get their way they'll rough you up a bit and steal your resources and whatever Pals they can get their hands on. On the bright side, once you have a couple of powerful Pals under your command, they are mostly a non-issue. Still annoying though.

Difficulty Slider [+200]
Originally you could generally guess which Pal species lived where. You could rely on certain areas of Palpagos to be safe, like the Windswept Hills. That is no longer the case. The same strange energy starvation that is causing the Predator Pals is causing more far reaching consequences. Pals are migrating to homes they've never been before. The lack of energy, while not turning them fully into Predator Pals, is making them both more aggressive and more powerful. The whole of Palpagos is a chaotic mess now, where you might find a Blazehowl in Astral Mountains or an Alpha Penking in the Dessicated Desert

WANTED [+200]
In most of the towns around Palpagos, you may spot a PIDF officer sitting in a corner. If you talked to them, you would find out that they are a bounty officer. If you commit a crime (or 'crime'), the PIDF will issue a wanted notice for you, and put a bounty on your head. And that is exactly what has happened. You have committed the cardinal sin of putting pineapple on pizza, and now you are on the PIDF's most wanted list. You are not the only one on the list for this crime, mind you. The PIDF will be on the lookout for you. If they see you, expect them to immediately call in reinforcements to arrest you. You will also get the occasional bounty hunter after your head to collect that reward.

Starved Lands [+200]
Predator Pals are caused by a lack of essential life energy in the Pal that is usually provided by the World Tree. As Astralym gets closer to freedom, this lack of energy becomes more obvious. Currently Predator Pals aren't too common and are a difficult but manageable problem. That isn't the case anymore. The World Tree is even more drained than it was originally. There is less energy flowing through its roots, and consequently the number of Predator Pals has shot up dramatically. They are bigger, stronger, and more hostile to all other creatures. This lack of energy also means that the Calamity will be released sooner. Who knows if the seal will last the decade now?

Pal Tamed [+300]
Everyone knows it could happen, but no-one thinks it will happen to them. Pal Spheres are not limited to catching just Pals. There are only a few individuals in all of Palpagos that they can't capture. You are not one of those few. Unfortunately you've been caught by a Palsphere. While your original owner has since perished, you now have to deal with the fact that you have a designated Pal Sphere. Should someone manage to acquire it, they will be able to command you around. More annoyingly, you cannot simply hide it away in your warehouse or other pocket dimension. You'll have to keep it somewhere on your person, and protect it from anyone who would try to take it. Make sure not to misplace it.
If you have already got your own Pal Sphere, this will supersede it.

Back In Time [+300]
Originally you were slated to start around the time that the Destined One washed up on the shores of Palpagos. You would hear tales of the Calamity from a dozen different sources, talking about the devastation that reigned. Now you won't need to hear it second hand. You'll be living it. Before you can start the jump properly, you will have to live through the Calamity for yourself. Arriving only a few short hours before the Calamity is triggered, you will have to somehow survive the cataclysmic events that saw the destruction of the Ancient Civilisation, hide as the land is sundered and burned, and watch as countless brave warriors sacrifice themselves against a world devouring monster. Only once you have lived to see the Calamity sealed away will you wake up back in the present. Not even the likes of Auri escaped unscathed in this disaster.

Foot Out The Door [+300]
The Calamity that was sealed at the heart of the World Tree was the alien known as Astralym. But Astralym was not alone. Zenara was the scientist who studied and befriended this creature. She tried to allow it to exist on Earth in peace. When the leadership of the Ancient Civilisation decided to kill it publicly for the damage it might cause, they betrayed not just Astralym but Zenara too. After the Calamity, Zenara was sealed alongside it. Astralym has not escaped yet, but Zenara has. Now she works to free the Calamity from the outside. The clock is ticking to stop her setting it free. You better get your act together quickly. Not only is she working to free the Calamity, she'll be doing her best to sabotage whatever forces remain outside.

If you have somehow managed to already stop Astralym in the past via Back In Time, then you will find that some time in the interim a second beast had crashed down and completed what the first failed to do before being sealed away. Having had to face two different beasts, it is possible that the forces that remain in Palpagos in the present day are even weaker than originally expected.



The End - *Your time here is up. A decade has passed. You've seen the wonders of Palpagos and very possibly faced its horrors too. Now you must decide what you do from here on out.*

Stay Here - You've only seen one small corner of this wide, wide world. You have decided you want to stay here. There are always more Pals to see, ruins to explore, and people to meet.

Move On - Your time here was fun, but like all things in the world, it was only temporary. This was but one stretch of your journey, and now it is time for the next. You leave this world, keeping everything you might have bought from the document above. Onto bigger and brighter things!

Go Home - Seeing all those castaways longing for home, and Astralym just struggling to be accepted, has turned your heart. You don't want to keep adventuring. You don't want to keep slumbing it in the wild. You just want to go home, with the prizes that you have acquired. Sometimes the hardest step to take is the one back home.

Jump by Lone Valkyrie, hope you enjoy!