

Credits:
Fanficwriter (SB Name) Fanficwriter1994 (Reddit Name): Main Writer and Complainer about the old Jump
Nerx (Reddit): Reference Material Provider :D
Fun-Surround (Reddit): Contibutor of the basis for “Friendly Danger”.

Welcome Jumper, to the world of ARK Survival Evolved, a strange world following a global catastrophe which wiped out most natural life. Most of what remains is to be found in orbit, in enormous space stations known as “Arks” which have been malfunctioning.

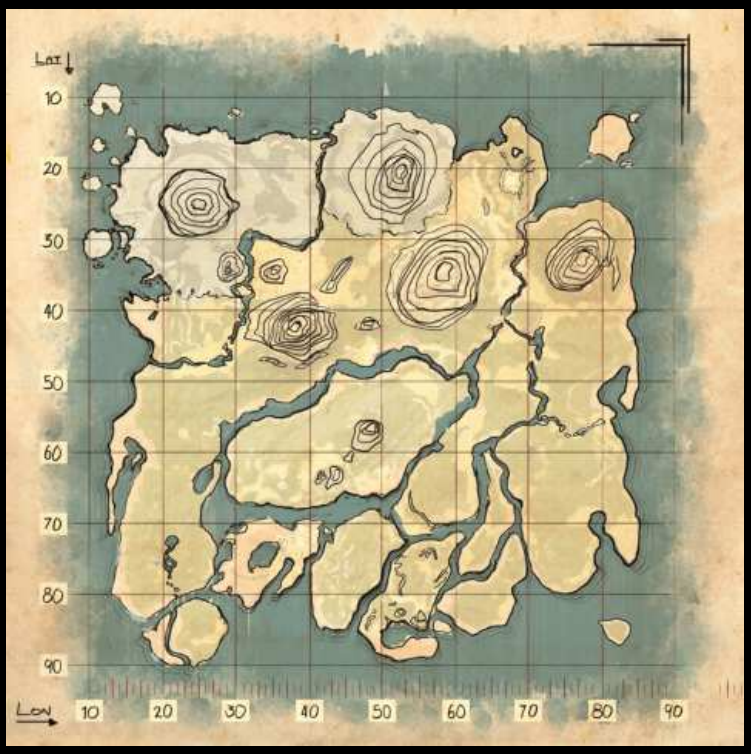
I won’t tell you your starting conditions, this can after all change depending on your choices, but know that in this world, you will likely find quite a challenge.
After all, it’s the Survival of the Fittest.

Take these 1000 Crystal Points, and let’s get started.

Ark:

You can choose any of the starting points on whichever of the Arks you chose to start on. Note that the Arks are ranked by general potential danger.

The Island (+/-0)



This is the most normal ark, the one closest to how they were originally meant to be. An island paradise so to speak with several different biomes from tropical to tundra and polar. You awake in one of the starting areas where most of the native animals are passive herbivores or Dodos. It is a fairly pleasant area and the ore rich island in the South-East is even known as Herbivore Island. Just mind the predators in the water in that area.

The Center (+/-0)



The Center is a Island-themed Ark similar to “The Island”, however this island is divided into a small archipelago of islands with different biomes on them. In the center of the largest island is a floating island surrounded by dangerous swamplands. Additionally there is a mountain with monkey statues overlooking another one of the areas. There are also several bridges between zones.

Ragnarok (+/-0)



Ragnarok is yet another island Ark, except this one is massive, 2,5 times larger than The Island. It has a number of biomes and pieces of Viking related locations, as well as a number of what may be thought of as easter eggs based on old Earth media such as a hut in a swamp, based on the one of a certain Ogre. Dire Bears can also be found here and one of the bosses is a “Fire Elemental”. Lastly, there is a semi-active volcano which spews lava on occasion, so being near it may be a less than wise choice.

Valguero (+100)



A vast landmass based Ark of over 60 Square Kilometers of land. With an inland sea/huge lake at the center, this Ark is home to a number of unnatural animals, such as Ice and Chalk Golems. This, along with its variety of enemies and the fact that it is a wide, open area means that many enemies that would be hard to fend off early without good preparation, may come your way.

Scorched Earth Ark (+100)



Scorched Earth is another Ark floating in space. Unlike it’s island counterpart, this Ark is a pure desert biome and home to a variety of creatures other than those found on The Island, including imitations of mythological creatures. Water is, obviously, scarce on this Ark and thus it is already harder to survive here than on the island, especially with the extreme heat everywhere.

Crystal Isles (+100)



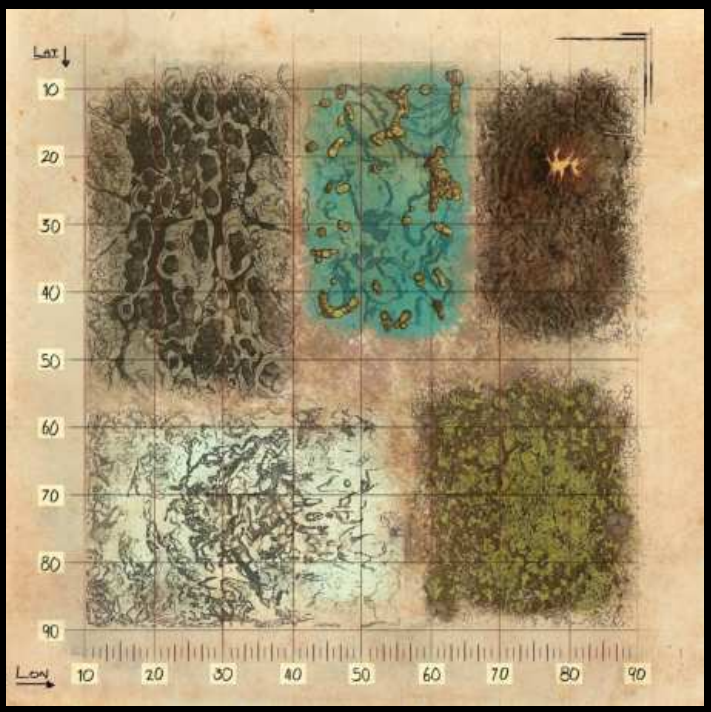
An Ark in the form of several islands, a cluster of them even floating. These islands are covered in crystals with various crystal-related beasts as well as numerous monsters with special abilities such as explosive beasts and even several types of drakes. There is even a bog full of corpses which can induce Torpor, which is basically a condition that eventually leads to loss of consciousness.

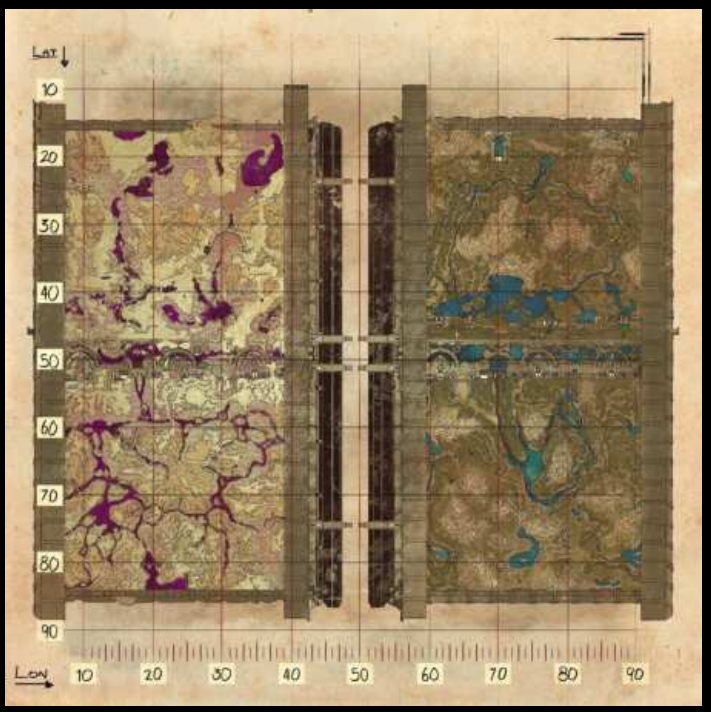
Aberration (+200)



Aberration is a damaged Ark whose entire habitable zone is underground as it's surface atmosphere was lost and radiation pummels the surface. All beasts within are highly and uniquely mutated, displaying characteristics not found in actual nature. Due to how harsh the environment is, this is quite a bit more dangerous than Scorched Earth.

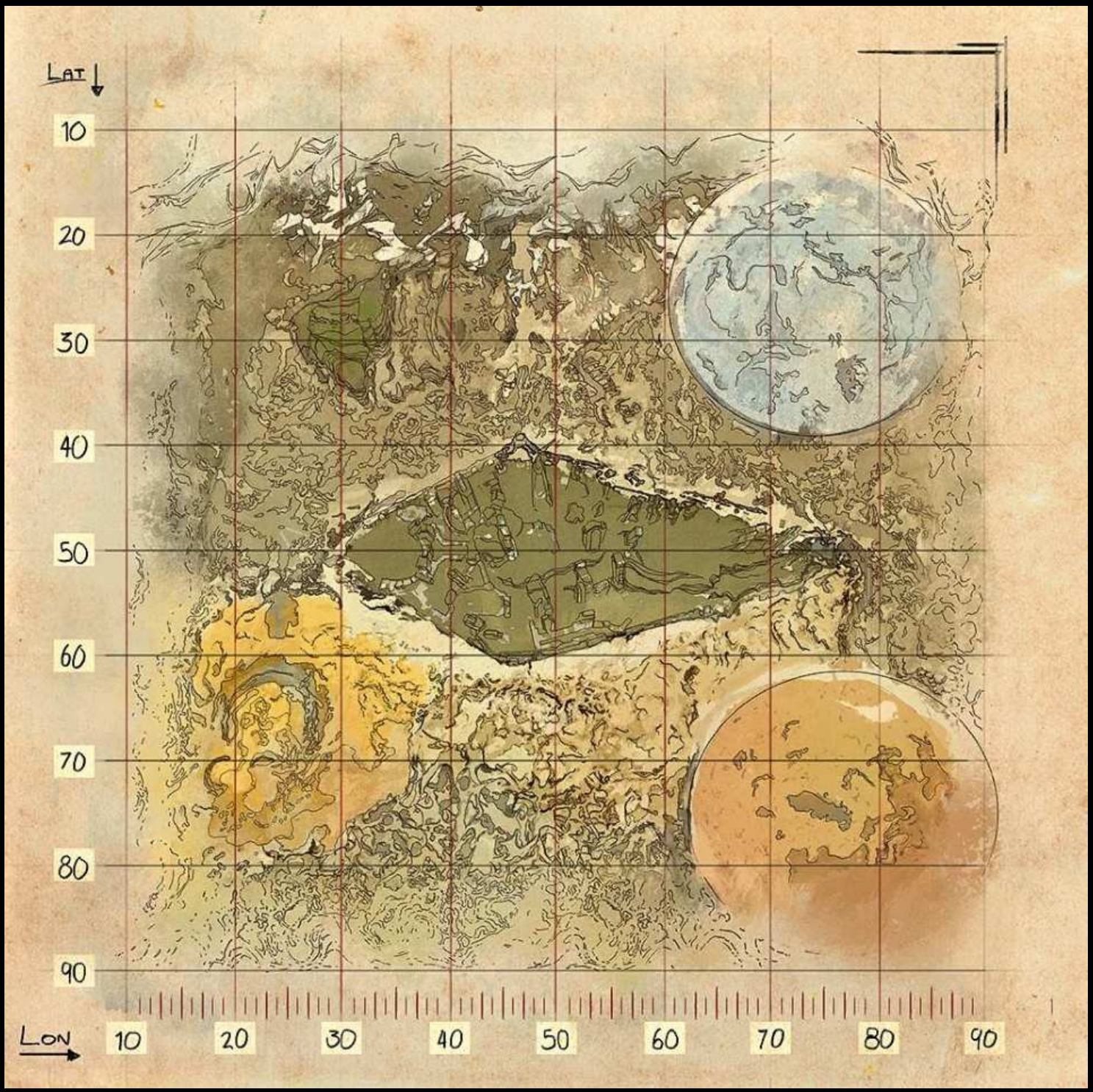
Genesis (Part 1&2) (+200)





This is not an Ark. Or a planet. This is the Genesis, a large colony ship gone rogue. You start in the simulation and may go all the way into the actual ship's biomes, which are Ringworlds contained around the ship. Between various augmented X-Creatures and R-Creatures on each map each, massive Void-Wyrms and the perilious area of the main ship's forward ring with horribly mutatitive purple.

Ravaged Earth (+300)



The home of humanity, the devastated planet of Earth, where no life of modern Earth survives due to the mutations brought about by the "Element" which may be found on the Arks in relatively small quantities. Now inhabited by the seeded dinosaurs, normal, cybernetic and corrupted, as well as Guardians, mechanical creatures engineered to protect what was left of human society's remnants. The area you will find yourself in is restricted to a central former city and four Proto-Arks in what may well be the largest area. This holds both the truth of the devastation, and the secret of humanity's salvation.

Scenario:

This jump has a few win conditions and you must choose one of them.

Survival of the Fittest

This is the scenario that will be easiest and least complicated. Survive for 10 years as normal in any other jump. You retain all you kept here, but no other rewards are awarded to you.

Jumper, Conqueror of Arks

A step up from the above, this scenario requires that you defeat the bosses of your location within 10 years and, if you so choose, you may continue on into other arks, but you must conquer them. Only when your current Ark is conquered can you leave early and take this reward.
Your Reward, that is, are the Arks you conquered, purified, completely restored and repaired. Biomes rich in resources and technology to keep them running. All animals within are tamed once you're finished, no longer attacking you and being obedient. Moreover, A safe variant of Element will be produced in 10 kilograms of the powdered form per day. If you conquer the Extinction Map, aka Ravaged Earth, you will gain a cluster of Arks interconnected to one another, imitating it's biomes

Ultimate ARK Challenge (+1000)

Oh, this is the pinnacle of challenge , Jumper. The task you undertake here is to complete the entirety of the maps offered above, one after another. You may keep 2 animals from each zone into the next just to make sure you don't go too easy with your army of Tek-Rex on level 200 or something. This scenario also demands that you purify the Earth, by the way. All within 10 years, obviously.
For completing this task you gain the same benefits as above, but in addition you will gain the entirety of Earth in a pocket dimension, purified and perfect for colonization. Your Arks will orbit the planet as they would in this world. Lastly you gain the power to transform into any and all creatures found here and may grant this ability to others or transform willing subjects into these beings permanently.
If you took the "Lost Safe File" Drawback, double it's CP value and as a reward, all ruined machines in this setting will be restored to working order for free as they normally wouldn't.

Terra Ascendant (+/-0)

You're not actually a human, you're one of the AI meant to guide a colonyship to a new home, with the creatures onboard meant to be both animals to repopulate and a test for the humans that will be birthed from your cloning facilities. You goal is to prepare the humans on your 9 years long journey to your detination where you will encounter your own sister ship, Genesis, who will compete for the planet with the goal of destroying it as well as your internal ecosystem with her onboard weapons and hostile Fauna. To win this your population must establish a fully functioning colony on the planet and destroy Genesis in the process, any Perks bought here can be given to the humans you generate.
Your reward for this endeavor is the colony you created who will be expanded across the planet. Additionally, the near planet-sized starship you embody will be available for use just as the "Genesis 2" Item is. Additionally the ship is heavily armed with weaponry which can be called "Logical Extreme of Capitalship TEK Weaponry", which includes a planet-cleansing capable main gun.
If in Gauntlet Mode your Perks from the Jump become part of you Bodymod and you can choose a Dinosaur Order, meaning a family of interrelated species, and gain them as Alt-Forms. Also, your shipform can be fused with to be an Alt-Form.

Starting Conditions

Sending you out there with nothing but the clothes on the back without giving you the choice for that, would be awfully cruel, obviously, so choose dear Jumper. You can deploy such accommodations in future jumps if you need to, and buy a condition here that allows such.

New Arrival (+100)



You awake with nothing on you, basically you start out as any normal player would with just the specimen marker on your wrist. You have nothing else, sadly.

Hunter's Hut (Free)

This is a simple shack, made of a single floor 2x2 floor size made of thatch with a sleeping bag, cooking station and an empty box. There is also a stone Axe and Pickaxe leaning against one wall, so that is nice.

Settled In (-100)

You start in about a week after awakening here. Your base is fenced in with wooden palisades and your home is made of wood too. The building has a bottom floor 8 by 8 foundations wide with a 4x4 second floor. On the second floor is your bed along with the cooking station while at the bottom is a table, some chairs and some basic tools on the same level as the above. Additionally it holds 4 chests containing 20 spears, 20 clubs, 5 crossbows and 300 arrows, including Tranquilizer Arrows.

Strong Foundation (-200)

Your position is well fortified, several resource spots are within a stone fence, your base is made of stone and a 4 story tall, 16x16 foundations wide tower with various rooms. You have all manner of iron tools and weapons, though no gunpowder using ones, as well as various crafting stations and numerous chests for your items. Additionally you have a hatchery prepared if you find or produce eggs between your dinosaurs.

Age/Gender

You may choose your age and Gender for free and adjust your body structure within the limits of the ARK Survival Evolved Character Creator

Perks

Perks can be discounted 2 times per price tier except for undiscounted. Furthermore 100 CP discounted perks are free and the rest are -50% of their base price if discounted. Discounts cannot be stacked.

Undiscounted

ARK System (Free, -100 to keep)



Here on the Arks there is a sort of system, for creativity and hard work, the subjects are given the ability to augment their bodies and points to unlock new Engrams for new things to build. You too have this benefit, obviously. If you paid for future world use, then you can gain Engrams for things from those future jumps… but it'll take thousands of points and a lot of crazy stunts on the level of a local Boss Rush to get something beyond the tech level of local Engrams before the, well, Tek engrams.

ARK Reincarnation (Free, -100 to keep)

On the Arks, death is not permanent. You just respawn on a bed or a mattress, am I right? Well, it'll be sure to go that way with this perk, as long as you have a bed or sleeping bag (the latter only works once though) you'll be resurrected, though without your items which you need to recover. After this jump you'd lose this perk but if you paid the small fee, this perk will allow you to respawn on sleeping bags like in the game but you need to make new ones each time and beds do not work for this.

Resource Respawn (Free, -200 to keep)

It's the Truth that in Love and War, Resources Collide and Stuff gets Broken… Okay, I'll stop butchering the lyrics. What is fact is that resources can get scarce if you need too much of them, am I right? Well, this Perk instills in you the power of this world, or rather the weird fact of this world that sources resources, which break constantly, respawn after a while, reappearing whole after some time. For you, this can happen as quickly as simply leaving the area or entering an enclosed space. This works for all natural resource sources, and in the future too if you pay for this, naturally.

Dino Form (-200/400)



Kids love dinosaurs, and you'll be the coolest kid on Jumpchain with this Perk. Choose one dinosaur (as in anything that is not a mythical creature or mammal, you can now transform into that dinosaur at will, though I'd reccomend something terrestrial, not aquatic.
For the price, 200 is for small to medium dinosaurs, so Pacchi to, let's say, Spinosaur. 400 is for large dinosaurs, T-Rex at the most, no Brontosaurus or similar and no, no Wyverns. Also, you may pay another 100 CP to make that form a Tek dino, which grants armor and sensor arrays.

100 CP

Survival Skills (-100)



It takes more to survive than simply running faster than the T-Rex after your hide, you have the knowledge needed to actually thrive in this situation! You possess every basic skill of survival to the point that you can know the means of identifying any helpful berries, what ores can be found in each rock, as well as a plethora of beneficial if simple meals that may be cooked with meat and/or berries.

Parkour (-100)

You know, this place isn't exactly built for flat-footed people who don't know how to hike. Thankfully you're a bit better than that, you can jump across gaps twice as far as someone with your build should be able to, never slip on rocks and can find purchase on any surface that isn't flat as a fucking mirror.

Combat Training (-100)

Would suck if you were to be dropped on this place with no idea on how to use a single weapon. Whether it is an axe, pickaxe or spear, or even using bow, arrow, or even a crossbow, you can use any weapon that is found here as if you had trained in its use for decades.

Tracking (-100)

FIguring out where certain animals tend to go, what their patterns are and whether or not there is a Spinosaur just over the hill, are fairly important, if not grotesque, things to know on the Ark. You are a skilled tracker, able to easily see patterns and understand the migration routes of animals around you and how old the tracks are. You could put some of the best hunters in the modern world out of business is what I'm saying.

Free Climbing (-100)

In the game, climbing isn't really a thing. You can jump up standing points sure, but proper climbing is out. Not for you and now there is naturally no limit to how good you are. Watch your stamina but unless you try to climb a smooth rock face as flat as glass or try crawling on a surface that is hanging over you at an angle like a fairly flat roof, you won't find issues keeping your grip. As long as you stamina remains.

Deep Ark Diver (-100)



Diving is kind of important, many Arks have their relics, the keys to the bosses you need to defeat, hidden in underwater caves which are fairly deep under water. You no longer need to worry about pressure though, being immune to underwater pressures up to 500 meters deep. Additionally you can hold your breath five times longer than a normal human being while diving.

200 CP

Tame the Beast (-200)



You're an expert at a discipline almost fundamental to beating the bosses here: Taming. You know every trick to knock out or otherwise tame any animal that can be found on the various Arks other than those who would be untamable and those corrupted by Element, which are also untameable. Additionally, taming takes half as long as it normally would.

Free Fall (-200)

Uh, that looked painfu- wait, you're fine? Huh. With this Perk you are immune to damage from falling great distances, no matter if it's 5 meters off a cliff or 200 meters because you fell off your Quetzalcoatl, or your Brontosaur mount. Does not protect from hazards like spikes or lava though.

Temperature Resistant (-200)

It is strange, how every single Ark appears to be volcanically active, or maintain a polar region, and don't get me started on the Scorched Ark, who the hell designed these things? Anyway, you don't have to worry about that, with this Perk you may not be able to just swim in molten Lava, but you won't suffer from the heat too much and, as it should be, you'll only slightly sink in. Don't stand in the molten rock for more than 10 seconds though. Freezing temperatures are also affected and, naturally, all your tamed animals will benefit from this Perk.

Building Ace (-200)

Construction is an important aspect of ARK, after all, you can't get far without having a base or two where you can be sure to find rest, make new items and breed your tamed animals. You can tell at a glance the best way to build a base, how to fortify it and what needs to be done to accomplish the most things within. In addition you use up only half as many resourcces when making building parts from Engrams and can even make walls and foundations or other such fundamental parts, purely by hand rather than relying on Engrams for everything.

Sniper (-200)

Long-Range Combat (LRC) is probably the best way to deal with the various enemies found on this island. You can count yourself among the best in this discipline, obviously, able to throw or fire any weapon, and I mean any weapon, with pin-point accuracy. Moreover you suffer no recoil when using crossbows or guns and have a natural skill to keep on target wherever you want to hit.

Resource Hound (-200)

Finding resources can be hard and "Resource Nodes" as they are called, can take only so much punishment. From now on this is no longer a problem as any resource node you gather from will yield twice as many resources as normal and you gather at 2x the normal rate no matter what node it is. Naturally this will only improve with the quality of your tools, obviously.

400 CP

Alpha's Friend (-400)

Alphas are a special breed of dinosaur which are stronger than normal dinosaurs of the same species and level. However they cannot be tamed under normal circumstances. WIth this Perk, this changes, though it will be twice as hard compared to normal taming, and no other Perks do not factor into this difficulty. It takes twice as much Torpor to knock a Alpha out, they wake up twice as fast as normal dinosaurs, and the "Taming Gauge" fills up only half as fast as normal. After this Jump this Perk will allow you to apply the illogical taming techniques of this world to real animals and other, similar creatures.

Animal Allies (-400)

Nature doesn't care about humans. Hell, it doesn't care about anything, it has no consciousness no matter what humans project onto it. Animals don't aid random strangers or other animals they don't have a symbiotic relationship with. However, now with this Perk animals will see you as a significant being to them, your survival is only second to self-preservation. Should you come under attack, nearby animals will join in on your side unless you're attacking their kind, and this also makes it easier to tame as it cuts down taming time by half.

Guerilla Warfare (-400)

Only fools fight Gigantosaurus head-on, that is a fact. You're an expert at fighting from cover, keeping your distance to an enemy while never losing the ability to attack them. Moreover you can easily find vantage points and keep enemies from reaching them with whatever tools you need while hiding yourself in that position. No need to worry about a T-Rex figuring out that he can walk around to one side to get up that cliff you're sniping from, right?

Improvise, Adapt, Overcome (-400)

Material requirements can be such a drag. Whether it is a specific metal or something weird like "The Blood of a Virgin of 20 years born under the Full Moon of the ninth month of the 3 year of the century", who cares? With this perk you can substitute any materials you need with something similar. Normal wiring doesn't need copper, just metal you find around here. Weird Blood sacrifice? Just go with your own! Dew Drops from the first night of the second month of the third year of the century? Why, tap water sounds just like the thing you need! Even Element may be substituted with something mundane like metal dust.

Artifact Collector (-400)

Artifacts are the ARK McGuffins, to get to a boss you need to collect a number of artifacts, specific ones, and bring them to a Monolith. WIth this Perk you don't get them all, but you have a sixth sense on where to find the artifacts, where their dungeons are and how to navigate them. Furthermore you gain the ability to rip the "Trophies" out of Alphas that you need to get to the more powerful versions of those bosses. After this jump this sixth sense will extend to any important items within the same jump as you, allowing you to find them more easily.

Loot Drop (-400)

Loot Boxes are large, crystal-like structures which drop from the sky or appear in dungeons. Some Arks have something else, but who cares? With this Perk you can, once a week, sacrifice up to 5 items such as a kilogram of Iron, a Iron tool, a gun or similar things, to summon a Loot Box from the sky. The rarity of the box and it's contents will depend on what you sacrificed and the box can be used to craft from blueprints you have on you with materials you also have on hand even if the item is beyond your Engram collection.

600 CP

The Uplift (-600)

How sad must it be to leave behind all those pets you acquired in this world? With this Perk you may uplift any animal you have befriended in a Jump if it has entered your Warehouse, turning it into either a Companion or a Follower and allowing it to assume a human form (Gijinka or Anthro aspects are optional). This grants those animals human level intelligence and a basic education up to the level of 21st century Highschool levels.

Hunter's Spirit (-600)

To hunt is to prove yourself superior to nature. For humans are not the apex predators of Earth by virtue of our physique, but by virtue of our ingenuity. Not only do you gain 5x more EXP in the system of the ARK here, but any training you do will be 5 times more effective even if you don't carry the ARK System into future jumps. Moreover, slaying an animal will give you a proportionate boost in something they were most knwon for, such as the speed of a Raptor, the power of the T-Rex or the strength of a Titanosaurus. Though don't expect a Dodo to give you anything, or any other non-threatening dinosaur for that matter.

Secrets of Element (-600)

Element is a mysterious form of mineral found at some point in Earth's history prior to the cataclysm which resulted from it's discovery. Whether brought to Earth on meteors or found deep underground, Element is one of, if not the, most powerful, reliable and efficient energy source on Earth and can even be used for construction due to its resilient nature when in a solid state and it's high melting point. However, Element is also the downfall of Earth and Mankind, as it corrupts other materials and living organisms, converting matter into itself and driving organic beings mad. However, thanks to this Perk any Element you harvest or possess is safe, will never spread itself beyond it's confines unless you wish for it to convert other material and only as far as you want, and will run with no risks. Lastly you can find veins of Element either deep underground or in comets from space in future jumps which have the same safety mechanisms as outlined in this Perk.

Luck of the Survivor (-600)

Luck is not everything, but in survival? It can mean the difference between survival or death. From now on, this difference is in your favor. Whether it is the trajectory of a shot, whatever a dinosaur spits at you, a foreboding feeling when something bad is about to happen, or making a jump JUST RIGHT that you don't land in Lava. Moreover, you are 99% more likely to land hits that are delibitating and far more damaging, or cause far more Torpor if you're trying to knock something out. Lastly, the chances of loot crates containing better than average loot is increased significantly.

True Engineer (-600)

Let's get the obvious out of the way. Engrams are useful. They are capable of being used for fabricating items extremely rapidly, lets you deploy them after fabrication as if you were in a game, and you can even make most of them on the run. However, they're limited to what the system knows, and now this Perk changes that. If you have the know-how, blueprints and/or tools to make something, you gain an Engram of that item, though larger constructs like starships will need to be built in parts, same for larger naval vessels.

Breeding like Pokemon (-600)

There is something of note about ARK breeding, on occasion a "Mutation" will occur which will increase a stat or two of an animal you have bred. This process can be accelerated with same-Base Level animals breeding. Now this will not only beb a fact of life to you, causing such mutations, all beneficial, in animals you breed is guaranteed and happens in higher quality mutations than normal at twice the rate. Moreover, bonding a newly born animal to yourself is effortless, with 100% imprinting achieved just by being among the first things it sees on birth.

Items

FOr each Price Tier you have 2 Discounts with 100 CP Perks being free if discounted, except for Undiscounted Items. Items can be purchased multiple times but Discounts only apply for the first purchase and you cannot place two discounts on the same item.

Undiscounted

Specimen Implant (Free, Mandatory)

A strange, diamond-shaped device implanted into the wrist of your non-dominant Hand which enables access to the ARK System, crafting with Engrams, self-augmentation and other strangely RPG-like functions.

Prime Meat (-50)

These are 3 crates (1x1x1 meter) filled to the brim with Prime Meat, Prime Jerky and Prime Fish Meat slices, separated among the crates, this meat is incredibly delicious and absurdly well suited for taming carnivores of any kind. Refills once per week and it's contents, as long as they're stored in here, won't spoil and spoil half as fast while carried in your inventory. This meat is genetically engineered to be the most delicious and nutritious it could possibly be, and any cook will be able to not only recognize this, but make fabulous beyond belief meals with it.

Bounty of the Wild (-50)

3 Crates (1x1x1 meters) filled to the brim with every berry available on the Arks, many nutritious, some narcotic or poisonous, all separated in 20 berry Packs. Refills once per month.

Crafting Mateirals (-50)

4 crates (5x5x5 meters) filled with Thatch, Wood, Stone/Flint and raw Iron, everything a Survivor needs for crafting using Engrams. Naturally you also need engrams first, but still. Refills once per month.

Element (-100)

A crate (1x1x1 meters), filled with powdered Element in an inert (unless used in a generator) state. Perfectly safe to be used. Contains at least 100 kilograms of Element. Refills once per month.

Cryo System (-100)

This is a "Fridge" for a Cryopod system. It runs on Solar Power, efficiently enough to run on full power and at the same time charge a battery for nighttime use. Comes with 5 Cryopods, which function by storing a non-sapient being, in other words an Animal, within them like they're Pokeballs. These cryopods do not create Cryo Sickness when the animals are released and more can be fabricated at the Fridge for their standard materials and carry this effect.
You may choose to make these Cryopods look like Pokeballs for no cost.

Tamed Animal (-100/-200/-400)

Any normally tameable animal can be purchased here. For 100 you get a small one, think Pachycephalosaurus and other such small animals, including Dodos and small Mammals.
For 200 CP you get a medium-sized animal, ranging from Velociraptor up to Triceratops.
For 400 CP on the other hand you get anything above Triceratops in size, including Titanosaur, T-Rex or Quetzal. Cannot choose Wyverns or bosses.

100 CP

Golden Tools (-100)

These steel tools, which glow golden, are no ordinary tools. They will always get all the best resources at five times the normal rate and ten times the quantity from any resource node. They can get also the basic resources, if you so wish, but will have a preference for the rarer, such as Prime Meat, Prime Fish Meat, Iron Ore or Quartz and so on. When you respawn they will appear in the nearest chest.

Armor Set (-100)

While named this, this set of items is in fact made up of unarmored clothing items, full sets that is. This includes the heat resistant Desert Clothing, the Cold resistant Fur Armor, and a full Diving Suit with Respirator and goggles. Additionally this includes gloves for better grip in climbing and holding onto sea creatures. When you respawn they will appear in the nearest chest.

Rifle (-100)

A sniper rifle that comes with an unlimited ammo clip whose contents you can at will decide between normal ammo, Shotgun shells and Tranquilizer Darts. Doesn't work underwater. When you respawn they will appear in the nearest chest.

Orion's Crossbow (-100)

A crossbow with a bag of unlimited arrows. You can pull any arrow type you wish from the bag, including Tranq Arrows. Works underwater. When you respawn they will appear in the nearest chest.

Taser (-100)

This handheld shock weapon can create a strong current within the target which incapacitates them, causing severe Topor on the target. It is non-lethal and does only 1 point of damage, in the ARK system, per minute while doing 2 Topor per second. When you respawn they will appear in the nearest chest.

Gasoline (-100)

This Item consists of 5 200 liter tanks of refined Gasoline which refill once per week at sundown. Perfect for powering mechanical devices that don't run on Element and they emit no smoke when doing so. Your possessions will automatically refill with their contents and the type of oil-based fuel normally needed doesn't matter as this Gasoline is compatible with all forms of Engines.

Feeding Trough (-100)

This is a normal looking, for the setting, feeding Trough as you can fabricate with Engrams. Except, it has no need for input and can feed any and all animals until they're full. Additionally animals in its vicinity gain EXP slowly over time. Any enclosure you build for containing animals will have a copy of this item in it.

Sword (-100)

This is a sword, people of an earlier era would consider it a Lightsaber though. It emits a Plasma blade on command and will jump to your hand at will. Runs on Element. When you respawn they will appear in the nearest chest.

200 CP

Saddle Collection (-200)

This is a collection consisting of every known Saddle available in ARK, including saddles for the final Bosses of the Ravaged Earth. There are 2 copies of each saddle in this collection and if the animal or you die and respawn, the saddles will respawn within the closest chest.

Plant Species X (-200)

A Medium-sized potted plant which fires poisonous barbs at hostile entities. These are 10 such plants, as well as seeds for growing another 20 such plants with the seeds and any destroyed plants, if the count goes below 5, will also respawn. They need no care to grow and stay healthy and you can set the maximum range at which they attack and even change their barbs for tranquilizer poison holding ones. You can do this from afar.

Airship (-200)

This is a large airship held aloft with unknown technology and an internal source of safe Element, or so it seems as far as you can tell. It is well armored with a Tek Force Field around it and Point-Defense Cannons littering it's hull. It's interior can be customized the same way as a Platform Saddle. Weaponry installed is by default enough to kill aggressive flying animals up to the size of a Quetzal and ward off anything up to the size of a Wyvern, though this doesn't work on Voidwyrm enemies. Weapons can be set to projectile or energy weapons, with the latter being able to be set to stun.

Engram Collection (-200)

A full set of Engrams, all available Engrams to be exact, all loaded into your Specimen Implant for use by you, dear Jumper. Nice, right?

Crafting Stations (-200)

This is a full set of Crafting Stations which will take on the form of small figurines you can carry in your inventory until you want to deploy them and then can return them into your inventory if you like. They function perfectly. In future jumps this will be updated to include stations for new technologies and Engrams you may gain.

TEK Cloning Machine (-200)

This is a cloning machine as can be found in the deepest bowels of all Arks. With it you can clone any organic creatures you have tamed though you can only set a new creature once per week, though how many creatures you clone in the meantime is unlimited. All clones are 100% tamed and imprinted upon you.

All-Terrain Vehicle (-200)

This is a small vehicle, either a Dune Buggy-style or Motorcycle-style device which has Anti-Gravity technology and needs no fuel. It has superior speed to any mount found in this setting but doesn't have as much carrying capacity, coming with a normal compartment for items. If you have a companion it will have a secondary seat, either behind the primary or in a side-wagon.

Proto-Ark (-200)

This is a small enclosed biome, around half the size of “The Island” and consisting of a single biome type of your choice. There are no humans on it, though animals that can be found in that biome can also be found in the domed Proto-Ark.

400 CP

Custom ARK (-400)

This is a fully functional ARK whose specifics are up to you. It won't contain any of the more anomalous species found in some other ARKs or the Genesis, but any species that can be found in the biomes you decide to include will be found in it. Well, except humans. Humans won't be in there, nor will ruins.

Colony Ship "Genesis 2" (-400)

The colony ship which makes up the Genesis maps was not the only one of it's kind. This is a perfect replica of the Genesis Colony Ship, currently in Deepspace, and it belongs to you. After completing whatever scenario you chose you may move to this ship which lacks the corrupted biome but is inhabited by every species found in the rings of Genesis, all of which are non-hostile with the Voidwyrms obeying you. You may spend, at your leisure, your time on this ship for the remainder of your time here. It runs on a Perpetual Motion generator which means it has no issue running forever. In future jumps the ship will be waiting out of sight in orbit of a nearby planet if you so wish, with any new Drive technology integrated and installed on it. You can teleport to the ship at will.

TEK-Inator (-400)

This device may seem like a beam gun, but it is quite a bit more. This Device can turn any of your tamed animals into their Tek counterparts, improving their stats and adding 50 additional levels to them instantly on top of that. This also comes with integrated armor, obviously, as they're Cyborgs now. Works on other animals but unless they're not human-levels of intelligent, you'll need permission.

TEK Armor (-400)

This is a full suit of powerful, nigh indestructible armor which doubles as Powerarmor, granting enhanced strength, endurance and speed while being worn. It needs Element to power it but will draw from stockpiles you may or may not have on your or in your bases.

Boss Arena (-400)

A large room, approximately the size of an Ark's Boss Arena. When activated it can turn into any boss Arena you have been to and simulate both ARK Survival Evolved Bosses as well as past foes you have fought and slain. Perfect for training purposes and they count as living, real beings for purposes of items and perks that keep track of EXP gained from this sort of activity.

Teleporters (-400)

This item is less a physical object and more an ability. At a cost of 1 kilogram of Element, you can place a Teleportation Device anywhere within your line of sight. You can teleport from these devices to any other that is standing and they will neither suffer damage nor can they be destroyed. They also work between Arks and are self-powered at no cost. As for size, you can ride Triceratops into them. The Genesis Simulation is excempt from this working as it is a VR simulation, not a physical area.

Companions

Create/Import (Free)

You can import any and all companions as well as create up to eight companions to take along. All companions can have 800 CP to start with and up to 600 CP in Drawbacks. If Gauntlet Mode is active, Companions can take 1600 CP in Drawbacks but have no starting CP.

Drawbacks

Gauntlet Mode (Special)

You sure Jumper? Very well. This Jump is now under Gauntlet Rules, therefore you lose any starting point CP, no matter what CP you would've started from, and the "Lost Safe File" Drawback is upgraded if you took it. Namely, instead of reducing you to your Bodymod, "Lost Safe File" will reduce you to a baseline human, resetting your physical abilities to their original state with a healthy body. In exchange all Drawbacks grant 2x their normal CP amount.
As a reward for completing this Jump as a Gauntlet you may keep all Perks from this Jump as part of your Bodymod as well as abilities gained from your Scenario choice (items not included) as this is a monumental achievement.

Jurassic ARK (+0)

Have you been to Jurassic Park? Or another Jump where there may have been genetic experimentation with dinosaurs? Well, any such experiments will now be available in the Arks where they can survive. Yes the giant Velociraptors too.

Multiplayer (+0)

When you start here, there will be 8 other players here who are just normal ARK players, not Jumpers. But they're also ARK players. At this level they are only beginners who booted up the game for the first time and have no way of using Cheat Codes.

Veteran Server (+200, Needs Multiplayer)

Remember that group of eight players? Now at least two of them are Ark veterans. This Drawback can be taken up to 5 times, the fifth taking adding another 2 Players into the mix. They still start a new game though.

Small Cities (+200, Needs Veteran Server)

Now these players are cheating, or not, not sure. They start with the Starting Condition of "Settled In" near four different starting locations where they are in pairs or more with 5 NPC which are essentially bots, adding to their numbers each. Furthermore, additional such tribes will be found in any further ARKs you visit if you leave your starting ARK.

Preparation Breaker (+50 for every Drawback)

Preparation makes things far too easy, with this Drawback you gain 50 CP for every other Drawback, not including those who give no CP, that you have taken. In return you won't remember doing so at all.

Dilos (+100)

Dilophosaurus are among the, if not THE most annoying dinosaurs found on the ARKs. They launch poison at you which slows you down and limits your vision on top of dealing damage. Now Dilos will be migrating toward you constantly, though there may be times where they won't be banging on your doors, expect them to follow you as if they had a Homing Beacon leading them to you.

Dodo Danger (+100)

Dodos, the weakest, most pathetic species to be found here. The Magikarp of ARK, if you will. Without the addition of evolving into Gyarados when sufficiently pissed off. Now these animals hate you with a vengeance. They will attack you, ignoring their own safety and preservation, and can actually deal minor damage to you through any armor you have.

Survival Woes (+100)

Water, Food, all of these things will be scarcer than normal for you. Items that provide such things will have thier max quantity cute to a quarter and their respawn time doubled, meaning if it takes 1 month to respawn, you'll have to wait 2 months. Hope you can ration well. Additionally, sources of water will be difficult to reach for you, whether due to dangerous predators staying there most of the time, or because of difficult terrain.

Clever Girl (+100)

And those will be after you. A pack of Velociraptor with near human levels of intelligence are stalking you, they're masters of stealth, capable of hiding even with the most sparse of cover and, if given enough time, can even figure out how to open gates or climb walls. If killed they will reappear after two days.

Under the Weather (+200)

The weather, no matter what, won't agree with you, causing you to feel sick unless you're in the most temperate of regions or indoors. It won't be delibitating outside of weather extremes such as storms, but you get what I mean.

Friendly Danger (+200)

Jumper, regardless of how many other "Players" are already on your path, three more will spawn in the same general area as you. If your Starting Condition is more advanced than "New Arrival" the four of you will have already made a tribe together and otherwise will find yourself forming a bond quickly. For the same reason you will remember the pressence of these three, if you remember Drawbacks, as having been made by you as Companions. Like yourself they will also be real people rather than the avatars of players. However, this is a Drawback.
At some point the three of them will betray you for one of the following reasons, blindsiding you and doing their best to undermine your efforts after that point. You may choose the reason and subsequent means of betrayal as follows:

1. Power Hunger: The three of htem wish control over the ARKs for themselves or because they know you're a Jumper and believe doing this will allow them to take your Chain. Once they establish their own powerbase they will turn on you.
2. Veteran Assholes: The three of them were originally from another ARK and managed to reach yours. They decided to pretend they were newly awakened to push you into despair. They will wait with their betrayal until you are left at their mercy and they seem to help, only to pull a Scar on you.
3. Collector's Greed: The three of them are collectors and want to collect everything, real Kleptomaniacs who coe to the conclusion that your own focus on survival and beating the ARKs was getting in their way, thus they abandon you as soon as they can in battle against a boss or even just a very big Carnivore.

This group will reappear on each ARK you go to, being hostile after their first betrayal each time.

Encumbered (+200)

Your carrying capacity has been cut in half, making you far weaker in the lifting department and mroe easily encumbered by it. This includes your inventory and any pockets and bags you may have.

Taming Issues (+200)

It appears Jumper, that carnivores now have a sixth sense on where you are when you try taming an animal after knocking it out. You will need to protect any animals you tame from predators as long as it takes to do so.

Event Madness (+300)

Know of the Dodorex? Well, he is going to be very real for you, as will his zombie counterpart. And all the other event-only monsters that can appear on holidays. Every week one of the events will trigger during the night from 8 PM Sunday to 8 AM Monday.

Lost Safe File (+300)

You have no access to your Perks or Items from previous jumps, not a single one. Your Alt-Forms are likewise locked down for the duration of this jump. Mandatory with “Gauntlet Mode”, still gives CP just not doubled.

Disproportionate Difficulty (+300)

Oh boy, appears that the ARKs here will not be a walk in the park, well, not more than they already are. Animals can now appear on levels of up to 200 and at that point you may as well try running through mountains if you’re not armed like Rambo. Expect a brutal as hell time here, because every single ARK, even the most peaceful and easy looking ones, are now Death Worlds.

ARK’s Most Wanted (+300)

Oh, Oh dear. Well Jumper, remember all of those nice Drawbacks that saw certain types of animals hate you? They can still be taken, but with this one there isn’t a friendly creature in sight. Sure, you can pacify them with some effort, but now everything will hunt you, everything.

Boss Rush (+800)

Oh this isn’t good. Jumper, with this Drawback you must either take down every boss on the island, and then an entire Boss Rush of those same bosses before the final boss of the ARK, on every single map you visit, or every remaining boss at the end of your ten years will come after you. At the same time. From every single ARK and installation you haven’t conquered yet! Are you sure this is worth the points?

The End

Well Jumper, you have accomplished your goal here, whether it was survival or conquest, you take everything you earned, with all Drawbacks falling away. Now you have one more choice to make.

My New Home

You have found a new home in this world, which you established with the sweat and blood of your own.

Homeward Bound

The challenges of this world were too much, the straw which broke the Camel's back and you wish to return home. And so you take an awful lot of advanced tech and probably a lot of dinosaurs with you to modern Earth. Oh boy.

To Go Beyond

Well, this isn't actually the end, this is just the latest link of your chain, am I right? You move on to the next jump, full steam ahead!