

Atomicrops Jump

The bombs fell like rain. Was it an accident? Was it WW3? Who knows? Who cares? What is important right now, is survival, keeping yourself and the nearby town fed and for that we need you, Jumper, to be the best farmer you can be. Every year you'll have three weeks of spring, three weeks of summer, three of fall and three of winter. During these few weeks you'll have to grow enough crops to feed yourself and the nearby town through the eight months of nuclear winter, all the while defending yourself against bundits, giant slugs and other mutated monsters including a boss at the end of each season and the beginning of nuclear winter.

The good news is that the crops too have mutated becoming things with eyes and faces and almost animal intelligence, and growing at amazing rates almost going from seed to fully grown in a few days. Raiding the bundit camps might grant you all kinds of seeds, spell scrolls and equipment. There's another farm on the other side of the city, run by the farmers Lavender and Rye and the friends they might find, helping shoulder the burden of feeding the people. And the city will give you an helicopter ride everyday to the city markets where you can buy guns, meet singles willing to sell equipment and maybe date you, and participate in the end of season festivals where you'll be awarded for the crops you have gathered.

The bad news is that in the ten years you'll spend here the mutants and the bosses you meet will get stronger and tougher from year to year and the bosses will keep being resurrected by dark forces. Only the toughest farmers can survive all ten years here. Can you, Jumper?
To help with this great task, here are a 1000 Cornucopia Points.

You start on the first day of spring in a small plot of cleared earth that will be your farm for the next ten years. Around you is an area of sandy desert, snowy tundra, damp jungle and grassy plains, all filled with bunny bandits, bundits for short and the many monsters the ally with. Every day in the morning a town helicopter will come to take you and any crops you have picked to town where they'll be sold and you can spend a few hours relaxing.
Your age is 18+1d8 and you can choose your gender. You can choose to be a human, a humanoid plant, giant bunny or bug person, but this is only a cosmetic change and gives no benefits or problems that a human form wouldn't have.

Origin

The only origin in this jump is Farmer. You can choose to be a drop-in, found in a bomb shelter with no memories or connections to this changed world, or a farmer born in town named after a plant, trying to become tough enough to help survive the next years as the nuclear winter becomes harsher and harsher.

Perks

You gain two 100 CP perks for free, and discounts on two 200 CP perks, two 400 CP perks and two 600 CP perks.

Sleep is for the Farmless - free for this jump, 100 CP to keep
Plants don't sleep and neither do you. At night is when the bundits come in force to steal your crops, and then in the morning you have to go to town and then split the day between raiding the bundits and tending to your crops. So you might as well give up on sleeping. With this perk you no longer need to sleep and regain stamina by doing relaxing activities.

Trained by the Ant Masters - 300 CP
For such a large down payment of cornucopias the ants have agreed to take you through their rigorous training, making you stronger, faster and tougher than before. All weapons in your hand deal more damage than before, and all crops you tend to personally grow faster and are more valuable. Most importantly this perk is a capstone booster and the secrets taught by the ants increase the power of any 600 CP perks you buy.

Animal Whisperer - 100 CP
You really have a way with animals, don't you jumper? Animals that work for you seem smarter and better at doing any tasks they've been trained to do, and their supernatural abilities, if any, are also improved.

Expert Farmer - 100 CP
You have ten years of experience as a farmhand, and know at a glance when crops are ready to pick, how much fertilizer and water a plant needs, and you have a good idea for how much a crop will sell.

Farming Security - 100 CP
Food around here is something worth fighting for, and you know how to fight. You are an experienced shooter, capable of using all the guns around here and quickly learning to use any new gun you get. You also have a good mind for tactics, positioning and other matters related to gunfighting.

Flamingo Friend - 100 CP
Flamingos and roses have something in common: they are a great help to those seeking romance. They're also pink. Anyway, your friendship with those bringers of love makes you more charismatic and capable of flirting and romancing people. You are great at breaking the ice, knowing if people are open to a relationship and how to approach them. In other jumps you also have an easier time befriending flamingos and flamingo related beings.

Roach Killer - 100 CP
Cockroaches are disgusting, annoying and way too hard to kill. Luckly, you now have this aura that automatically kills any cockroach in a 50 feet radius, and deals constant damage to other monsters or being related to cockroaches. Joj in hell motherfuckers.

Farm Engineering - 200 CP
Depending on equipment you scavenge in the field is leaving your farm to the whims of luck. It's much better to have the knowledge to build, repair and even improve your own equipment. You now know all of the science invented after the bombs fell, from how to make guns out of scrap and vegetable matter, to how to create turrets and drones and even how to create the powerful tractors. You also see how to bend military technology to farming purposes, like turrets that also water crops, or defensive robots that double as scarecrows.

Grateful Crops - 200 CP
The time and care you spend in your crops is noble and the spirits of nature themselves have decided that you deserve gifts for it.You receive the following gifts:

Whenever you till the soil, small worm totems appear that you can collect to summon a giant worm that attacks your enemies and jumps in front of attacks targeted at you, the more worms you collect the bigger the worm is and the longer he stays. The totems last for a few days before disintegrating. Tilling for a few hours straight is enough to summon a worm a dozen feet long and thick as a man's torso.

Whenever you water crops, they'll drop small but strangely hard bubbles that when broken will summon a water shield around you to block or at least soften attacks. You can keep these bubbles with you for about an hour and break them with a thought if they are in your person.

Whenever you pick your crops a gun on your person receives a charge, making it's next shot more powerful and adding a wave of energy to it. The more crops picked, the stronger the charge and the longer it can be held. After a few hours the charge starts to dissipate.

Harvest Moon - 200 CP
The moon shines on your efforts. All of your crops grow faster during the night and absorb direct moonlight as if it were direct sunlight. The moon also gives you a slight increase to your strength and magic while fighting under the moonlight.

Lucky Fixing - 200 CP
You have magic hands when fixing machinery. Literally. Once a day you can touch a broken piece of equipment and it will be fixed, with a 50% chance of succeeding. Any equipment fixed by this ability is restored as if it hadn't been broken in the first place. This ability can repair a gun or motor, but it can't repair an entire car at once.

Weed Slayer - 200 CP
The sheer hatred you feel for the weeds that infest your farm has expressed itself in two powerful ways. First, the blood of enemies killed in your farm works as a powerful weed killing chemical without harming your crops, as a side effect blood that should harm your crops, be it acidic, radioactive or something else becomes harmless to them. Secondly, when weeds or plant enemies are killed in property you own they explode in green sap that affects your

enemies as if it were powerful acid, but is just sap to you and your allies. This can be toggled on and off at will.

Bloodlust - 400 CP
Tell the truth Jumper, you didn't embark in a multiverse journey for the pleasure of farming and other chores. You want to kill enemies and take their loot. But now the first feeds the second much more directly. For every ten minutes you pass doing chores like farming, cleaning, crafting, or any job, you gain a second of Bloodlust which, when activated, makes you faster and increases the damage of all of your attacks. Chores done for the purpose of fighting, like crafting weapons, training troops or cleaning a mech, do not charge your bloodlust.

Farming Demigod - 400 CP
Who needs a sickle or a hoe? Someone who has not been blessed by the farm gods like you, that's who. Just by walking on loose earth in a place you own it automatically becomes tilled, and any weeds in ten feet of you dies and becomes fertilizer for your crops. This aura additionally does a little damage over time to any plant based enemies. You also possess a glowing aura that makes any crops in a twenty feet radius grow bigger and healthier and mature faster. You can toggle these abilities separately from one another.

Organic Armor - 400 CP
Protector of vegetable kind, protected in kind. The vegetables that you have eaten have granted you a strange mutation, allowing you to grow patches of iron hard bark and spidersilk like vines over your clothes once a day. This armor can take a lot of punishment before breaking, and the greater your farming skills the more powerful it becomes.

Robo Farming - 400 CP
Obviously tractors are an important tool for a farmer, but less obvious is the necessity of turrets, drones and other such military equipment, but not to you and you make sure that your tools are the best they can be. The battery of any equipment you carry and any vehicle you drive in is constantly and automatically recharged just from your proximity. All of your turrets, drones, robots and other mechanical defenses fire faster, do more damage and have a longer range.

Root Soldiers - 400 CP
You have discovered an ancient magical secret and learned to create soldiers from the roots of harvested plants. Whenever you harvest a crop it creates a 2 feet tall root homunculi, capable of shooting small pebbles from its hands with the force of a handgun. These root soldiers will walk around your farm patrolling against enemies for a full day before disappearing. Any ability or power that makes your crops bigger and healthier also affects the root soldiers making them bigger and more powerful.

Caffeinated - 600 CP
That must have been some robust coffee, Jumper you seem to be even moving faster! In fact everything you do from now on is slightly faster, not enough to make you a speedster, but enough to be noticeable. More importantly this increase of speed seems to spread to any friends near you and to anything you focus on. Crops you personally care for grow faster, programs in a computer you use download and upload faster than they should, turrets and drones shoot faster, animals work faster and so on.
Ant Boosted: Lard Eaters
Not only are you fast but threatening objects in a large area around you are slowed. Again not by a huge amount but just enough to be noticeable to an observer. Combined with your speed it makes it almost easy to dodge traps and bullets. This ability does not work on living beings or things they are holding.

Daylight Savings - 600 CP
Farming is such a time intensive occupation, it almost leaves no time for fighting or dating, but this perk gives you an easy solution to your scheduling troubles. You have an extra hour in your day. Literally, your days have twenty five hours from midnight to midnight, though this extra hour only passes while nobody else notices, to avoid breaking the space time fabric. You can use this extra time for farming, crafting, playing solo games, working with robots or animals or any other solo activities. This hour can pass in small increments, for instance ten minutes in the morning, another twenty during lunch and thirty in the evening for a game.
Ant Boosted: Chrono Farming
The ants have taught you to improve upon your chronal quirk. Up to thirty minutes a day that you spend farming or in other chores not related to fighting are refunded on you. This extra time works on the same rules as the hour from the base perk.

Mutant Monster - 600 CP
You have been horribly mutated by the radioactive fallout and became a ravenous beast akin to the bosses that attack the farm. You triple in size, gaining the strength and durability that comes with such massive size, and the ability to summon a group of minions based on the form you've taken in this jump. These minions are a little stronger than a regular human with a gun, but you can summon multiple in a single wave and sustain a small trickle passively.
Ant Boosted: Solar Power
Solar radiation is radiation too, and it has enhanced you even more. You can shoot powerful light beams that can set living crops on fire in just a few seconds. Once per jump when you would be killed you instead revive at full health, assuming a larger and more powerful form for a few minutes.

Pigeon Magic - 600 CP
You have been trained in the greatest of magics, the magics of cultivation. No, not that type of cultivation. Farming. The magic of farming. Anyway, you have learned spells to create earthquakes that till soil and kill weeds, spells to bring rain, spells to fertilize your farm with both normal fertilizers and with Purple Stuff, and spells to conjure seed and plant it for an entire farm. You start with the knowledge to conjure the four basic spells and with training might unlock even

the powerful spells like Blood Spell and Cataclysm. You also gain the ability to inscribe scrolls with these spells so even those without magic knowledge can cast them.

Ant Boosted: Mushroom Magic

You learn a second branch of magic, the creation of magical mushrooms that can temporally buff the eater or his equipment. You start knowing how to make Speed Mushrooms, Berserk Mushrooms and Time Mushrooms, but may in time learn how to create other mushrooms even with magic from other worlds. You also can find pre charged mushrooms in any place with fertile soil and humid atmosphere, like near wells or rivers.

The Power of Love - 600 CP

Marriage is a great institution, finding someone to love and trust for the rest of your life. And gaining all those attribute increases too. Wait, that's not normal is it? It is for you, with this perk. When you marry a person, and it must be a legal marriage, you gain a large boost to your overall fighting skill and physical attributes, plus a large boost and some minor magical abilities depending on your spouse's hobbies and likes, like gaining skill in farming and having carrots or pineapples instantly grow to a harvestable size after being planted. You only gain these bonus for one of your spouses if you have more than one, but you might change who gives this bonus at the start of every jump or every ten years.

Ant Boosted: Polygamy Power

Really going for the harem then? Instead of gaining a large bonus for a single spouse you gain a small bonus from every legal marriage you have, although the bonus starts diminishing after the eighth or ninth spouse. Your spouses also gain a small bonus to combat abilities and to one non-combat skill based on your hobbies. Marrying someone in jump adds to this bonus, but the marriage is annulled if you don't bring them as companions or followers.

Items

You gain two 100 CP items for free, and discounts on two 200 CP items, two 400 CP items and two 600 CP items.
You can import items into similar items to gain their powers and an alternate form, like a farm tool that cuts weeds into the Weeding Sickle or a Gun into the Fully Upgraded Gun.

A Small Farm - Free
A large plot of land, at about ten acres. It has a hard rocky ground good only for weeds, with only a few square feet of arable soil in the middle, near a well that always has water. After this jump it can be added to your warehouse, near a town at your beginning location in a jump, or on another property you've bought with CP and you can change its location at the start of each jump.

Golden Hoe - Free
A magical golden hoe that tills soil quicker than it should and is unbreakable. Soil tilled with this hoe still remains tilled after one crop is grown and harvested, allowing a farmer to get two crops from one plot of land per tilling.

Pickaxe - Free
This magical pickaxe can clear a two foot square from several inches of hard ground in just a couple of swings, and it always finds good arable soil for planting beneath the first layer of hard ground. It works in packed earth, stone, ice, concrete, even pavement. It is fragile and might break after multiple uses but you always find a new one the next day in your farm or your warehouse.

For an extra 50 CP you gain a magical shovel with the same properties that works on sand, swamps, snow and tainted or radioactive earth. Keep in mind that while it finds clean soil you might need something else to keep the soil from being reclaimed by the sands/snow/curses/etc.

Weeding Sickle - Free
A small scythe for cutting weeds, cutting a weed with it also destroys its roots making the job of weeding a field much quicker. When cut weeds have a small chance of dropping random non-magical crop seeds or a small bit of Purple Fertilizer

Watering Can - Free
A magical watering can with a strap to carry it around, just having it full of water and in your person it will automatically water the first crop needing water that you get near. You don't need to use your hands, direct it or even pay attention to it. After it starts watering a plant it will continue to do so until the plant has enough water or you get more than 30 feet away from it.

Animal Friends - 100 CP
A group of animals to help work your farm: a cow, a pig, a chicken and an apiary beehive. The Cow is a watering friend, it carries a pair of water pails and can use them to gather water from a well and help water your plants, but it does not use its waterbending to fight. The Pig is a digging friend, it knows how to till soil and is strong enough to break concrete and reach soil under it. The Chicken is a weeding friend and it can kill and dig up weeds from your farm for you. The beehive has a special larger Bee, about twice the size of the normal ones, who is a crop growing friend, it magically increases the growth speed of any crop it flies around. You can also get eggs from the chicken, milk from the cow and honey from the hive. You could, if necessary, kill the pig, cow or chicken for meat. If killed or abducted you gain a new animal at the beginning of the next season.

By spending 50 extra CP you can get two extra animals. If you choose an extra Bee you also gain an extra beehive. Beehives are apiary beehives, wood boxes about three or four feet tall.

For 50 extra CP you can buy a better animal instead, choose one from: a magic Hummingbird that promotes vegetable growth in an area, a Grass Fed Cow, who can carry more water and water more crops at the same time, a Hog who is better at digging and capable of fighting or a turkey who can eat more weeds a day and has much tastier eggs.

Gourd Pack - 100 CP
You gain three large gourds, each the size of a mans torso, and as hard as a steel shield, they can be set to float around a person and will try to interpose themselves between them and approaching attacks. If one takes enough damage to break you will find a new one in the farm or warehouse the next day. You can buy more sets of three gourds by an undiscounted 50 CP per set.
By spending an extra undiscounted 50 CP you also gain a giant rose thorn, large enough to use as a longsword, and sharp enough to cut a man in half with ease. It can be set to float around a person and it will attempt to attack enemies that come near the person.

Random Gun Table - 100 CP
You gain access to a range of guns mostly made with a mix of technology and vegetables. You can set this table in your farm or warehouse and every day in the morning you'll find two of these guns waiting for you on the table. Whichever you pick up stays with you and the other rots and breaks. The gun you pick breaks itself in the morning when new guns appear to replace it. If you manage to keep the gun from breaking no new guns will appear in the morning. You can increase your choices by two and have one more gun per day for 50 CP, this can be bought multiple times.Some of the guns that appear in the table include:
.Spud Rifle, an assault rifle made of metal wood and a potato.
.Blunderbloom, a blunderbuss with flowers budding in its wooden stock, shoots a high caliber round with more pushback.
.Parsniper Rifle, an sniper rifle made of metal and parsnip.
.Shallotgun, a powerful double barrel shotgun partially made from shallots.
.Jackrabbit 12, a rabbit themed automatic shotgun.

.Cattling Gun, a cat themed gatling gun.
.Sriracha Soaker, a flame thrower that uses pepper sauce as fuel.
.Biodegrader, a grenade thrower that shoots grenades full of toxic sludge.

Sprinkler Tractor - 100 CP
This tractor, when fully charged, can be summoned to your side. It waters all crops in a large area and causes them to drop seeds ready for planting.

Vinaigrette Recipe - 100 CP
This recipe creates a sauce that can turn any weed marinated in it, even harmful, poisonous or alien vegetables, into something that is safe for human consumption, that can be digested and it loses any bad taste. Whether it becomes nutritive or actually tasty is dependent on the vegetable and the skill of the cook.

Duck Wings - 200 CP
A harness with a pair of large wings made of duck feathers. These wings allow the user to fly at the speed he can run and are water and fireproof.

Giant Roses - 200 CP
You gain a supply of rose seeds. These roses are larger than normal and join to become a giant rose without needing purple fertilizer. These roses are considered extremely romantic and anyone who receives them as a gift understands it as a romantic advance. Their perfume makes people more open to romance and to forgiveness.

Mechanical Guardians - 200 CP
You receive a pack containing a drone, two turrets and a scarecrow. The turret shoots enemies that come into its range, the scarecrow shoots an energy wave that blocks bullets and projectiles and damages nearby enemies and the drone can be set to follow someone and shoot enemies that come near them. You can get an extra drone, turret or scarecrow for an undiscounted 50 CP.

The Purple Stuff - 200 CP
A large bag containing a hundred pieces of purple fertilizer. This purple fertilizer, seemingly made of blood and meat, is much more powerful than any regular fertilizer and has a special magical property, if four plants of the same type are planted in a square on soil treated with this fertilizer they fuse into a single plant four times bigger.

Wacker Tractor - 200 CP
This tractor, when fully charged, can be summoned to your side. When summoned it charges forward cutting and digging weeds out of the ground and spewing purple fertilizer and random crop seeds.

Dovecote - 400 CP
A beautiful handcrafted dovecot, it attracts passing doves and pigeons. At the start of every day you can find inside a couple of spell scrolls of random quality deposited by grateful messenger pigeons. During this jump they bring random farming spells from this setting. After this jump they have a small chance of bringing scrolls from any magic system you know that can be cast from a scroll and a large chance of bringing scrolls from this setting.

Fully Upgraded Gun - 400 CP
Choose one of the guns you gain from Random Gun Table. You gain a fully improved version of that gun that does not break after use.
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.Spud Rifle, its rate of fire and ammo count double rivaling a normal gatling gun, the bullets gain a homing quality and shoot lightning at other enemies nearby the one hit.
.Blunderbloom, it reloads faster and has more ammo, each shot becomes a three round spread and the rounds after exiting the barrel grow to the size of tank rounds without losing speed and start shooting spreads of shrapnel around them.
.Parsniper Rifle, it reloads faster and holds more bullets, the bullets are electrified, have a lot more penetration power being able to go through multiple enemies or walls and deal double damage when hitting a headshot.
.Shallotgun, it shoots more pellets per shell and each pellet deals a lot more damage, pellets leave behind a cloud of toxic spores when they hit and somehow when you shoot, a second shot is fired from your back as if you had a second shotgun pointed backwards.
.Jackrabbit 12, it holds more shells in the clip and can be reloaded faster, each shell has more pellets and a tighter spread, the pellets do more damage and ricochet without losing energy after hitting objects.
.Cattling Gun, it spins up to full speed faster and spins down slowly when you remove the trigger, has a much greater fire rate at full spin and holds almost triple the amount of ammo.
.Sriracha Soaker, it can be reloaded faster and the tank holds more fuel, the flames automatically extinguish themselves when they touch something you don't want to burn and leave only a liquid that can be used to water crops.
.Biodegrader, it fires faster, holds more grenades per clip, can shoot three grenades in one shot, the grenades do more damage and produce a larger cloud of toxic gas.

Thunder Cloud - 400 CP
A small storm cloud, about the size of a large dog follows you around in a lazy orbit. It provides shade when you want, can rain for several minutes before dissipating and it shoots powerful lightning bolts at people that attack you, though it can only shoot once every few minutes. It can be commanded to attack specific persons and can be set to attack anyone that you consider an enemy and comes near it. It reforms about an hour after being dissipated or destroyed.

Weapon Charms - 400 CP
Three small keychains that give a bonus to any ranged weapon you hold. The first is a small yellow and white butterfly, that causes your weapon to shoot a heat seeking butterfly that

explodes with the power of an RPG. The second is a small cleaver and makes your weapon to shoot a large meat cleaver in a curved path ahead of you, difficult to aim , but the cleaver is extremely sharp and can leave cuts in steel plate before being stopped. The third charm is a small squirrel and with it in your possession your gun can shoot a flying object that looks like a squirrel plushie but hits like a cannonball. These all have a random chance of appearing any time you shoot and are shot together with your actual ammunition.

Wood Chipper Tractor - 400 CP
This tractor, when fully charged, can be summoned to your side. Once summoned it attracts nearby enemies to its opening with a powerful gravity force and mows them into purple fertilizer until it's battery is empty. It can also be used to turn wood into wood chips, if you really want.

Bundit Camp - 600 CP
Seems like you managed to make a deal with a splinter group of bundits. You gain several dozen bundit followers, plus a few of their friends, a few each of Ice Wizards, Bull Boys, Can Crabs and Panthers. If they die new ones show up to replace them at the beginning of the next year.

Bundits Foot - 600 CP
A grisly memento, even more now that the bundits are sapient, but this pink rabbit foot keychain does give its holder a 50% increase in luck.

HeartBeets - 600 CP
These seeds are from a special crop, a type of beet that can heal wounds when eaten. A single beat can cut bruises and scrapes and a diet of it across days might even regenerate a lost limb. Eating these while healthy steadily increases the endurance and toughness of the eater, to superhuman degrees, though the benefits start diminishing after it triples the base endurance and toughness.

Horse - 600 CP
This horse is amazingly fast. In fact it is always faster than the person riding it. Even if you give yourself temporary speed boosts or access transformations that increase your speed, the horse still runs faster than you. If you have other methods of movement, like flying or swimming, the horse has them while you ride him, and he is faster than you. The horse can also teleport to you from anywhere in the world. His only flaw is cowardice. He refuses to participate in combat and will teleport as far away as possible when you engage enemies.

Megaton Tractor - 600 CP
This tractor, when fully charged, can be summoned to your side. It sends a powerful 50 feet radius blast of weird energies that cracks concrete and stone, deals enormous damage to enemies and weeds, but also grows crops from seed to ready to harvest in seconds and doesn't harm you, your allies or your equipment.

Companions

Farmhands
You can import or create companions for 50 CP each or up to eight for 200 CP. They gain the Farmer origin, their discount and 600 CP to spend.

Spouse(s)
If you manage to convince some character from this place to marry you, you can take them as a companion for free, but they don't get any CP from this jump.

Drawbacks

Level Five Vegan +100 CP
You have sworn to never eat anything with a face. You are against eating animals and animal based products like eggs, milk or honey. And since even the vegetables have a face in this place you'll feel horrible guilt and sadness from eating them too. You still need to eat, so you'll have to deal with it.

Rejected Roses +100 CP
Despite how many roses you plant, how much you flirt or how you look, during the next ten years no one will want to be with you sexually or romantically, even spouses that come with you from other jumps will find you repulsive and unattractive.

Organic Farming +200 CP
Despite being threatened with famine and death, the town demands exacting standards. You cannot use any powers, items or perks from outside this jump to help you farm or increase the production of your crops. You can still use those powers for other uses. You can't take this drawback if this is your first jump.

Eat What You Sow +200 CP
During this jump you'll need to eat to survive, and you'll feel hunger. Even if you are a robot or can do photosynthesis, you'll still need to eat phisical foods. You cannot use magic or any powers to circumvent this hunger and you'll need to eat vegetablesThe level of hunger is equal to a normal healthy human of your level of activity. You cannot use out of jump items to produce food.

Fair Fighting +400 CP
Apparently the bundits also get a vote in the standards and practices of farms in the area. And they voted to block you from using any powers, items or perks from outside this jump while fighting them or exploring the biomes.You can still use those powers for other uses, including fighting bosses. You can't take this drawback if this is your first jump.

Pillar of the Community +400 CP
Something went really, really wrong. The other farm has been obliterated and the farmers are dead. This means that you'll have to double your production to keep the city fed, unless you bring some serious OCPs several characters are unavailable for companionship.

Rabbit Warren of Caerbannog +600 CP
Bundits sound like they existed just to be a pun between bunny and bandit. And in another universe they might have been. But these Bundits follow the legends of a great bunny hero that put fear even in king Arthur and his knights. Now there are near a hundred bundits in each raid on your farm and several hundreds in each biome. And each one of them is as trained and skilled as an US Marine with their skill and the quality of their weapons raising year by year.

Follow the Golden Pupa +600 CP
Your perks, powers and items from other jumps have been stolen and hidden in the biomes around your farm. To get them back you'll have to fight bundit camps, find the golden pupas guarded in some of them, follow the butterfly spawned from it and fight a powerful tree monster for them. Each boss guards one jump's worth of perks and items. The more jumps you've done the more mini bosses you'll have to fight. Anything you haven't found is given back at the end of the tenth year.

Ending

Well done Jumper, you've survived ten years, now you have a choice to make:

Back to the homestead - Go home, you've enjoyed the farm life, but ending your chain and going home to a farm of your sounds like the best option.

Farm work has no vacations - Stay, maybe you've realized these people need you and your farm.

New soil to break - Keep going, there are so many new places to visit, crops to farm and food to eat.

Notes

You can spend the time from Daylight Savings and Chrono Farming with other people that have that perk, or with people that can understand and interact with the time space continuum in four dimensions, like time lords, particularly powerful AI and some types of gods.

Any perks that affect your aim or shooting also affect the extras from the Weapon Charms.

If you give the Horse sapience, for instance by making him a companion, his base speed is the same as a normal animal. He only gains the speed boost while carrying a rider. Whether he becomes a companion or stays an animal, making him stop being an abject coward is possible, but will be a tremendous working.

If you buy the Bundit Camp and take the Rabbit Warren of Caerbannog drawback, the bundits you buy do not increase in number, but do increase in skill to the level of a US marine. They do not gain the automatic skill increase or weapon improvement.