Cast Away jump

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You are a survivor of a terrible plane crash and have managed to get yourself to an island. This island is where you will spend the next ten years.

To survive for the next ten years, here is

1000cp

Perks:

- Fed ex Knowledge (free):
    - You always know the time, date and location where you are.
- Patience (200):
    - You have infinite patience, allowing you to try to make fire the old fashioned way for hours, or wait until fish gets used to you so that you can hunt it down.
- Survivor Physique (400):
    - You now have the physique of a survivor, giving you enough strength, endurance and pure fitness to survive on an island alone. This physique will never tarnish or vanish no matter how little you move or eat. That does not mean you will survive starving, only that your physique won't be hurt by it.
- Beer Grylls (600):
    - You are now able to improvise, adapt and overcome, having been trained in unarmed combat, desert and winter warfare, survival, climbing, parachuting, and explosives. The most important bit of that being the survival part. You are now a master survival expert.

Island mods:

- Size increase (50):
    - You can now increase the size of the island, doubling in size with every purchase.
- Fed Ex boxes (free):
    - You will randomly have fed-ex packages appear on the island, giving you random items. Most of the time the items will be useful, and sometimes they won't. This can grant you anything from packs of different spices to a door for a car. Anything that has been sent via a fed-ex package ever can drift ashore, with more beneficial items being more usual.
- Fresh Water (200):
    - The island now has a source of cold freshwater from an underground source. It's completely clean and will never run out, and is guaranteed to both taste good and make you feel refreshed.
- Washing pond and waterfall (100):
    - The island now has a large and deep source of water with a waterfall, making it the perfect natural shower and bath, with enough space for 5 people to wash and get clean at the same time.
- Medicinal herbs (200):
    - The island has a natural source of medicinal herbs, some that can be used to heal any infections and wounds if applied correctly or eaten, some that can numb pain and some that, weirdly, works as a natural birth control.
- Potato field (200):
    - The island somehow has a self-sustaining potato field, granting you a vital resource for food.
- Garlic (50):
    - The island now has garlic randomly growing around it.
- Natural Fauna (200):
    - The island is naturally a source of fish and crabs, but what if you don't like fish or perhaps you want something to give you a diverse

diet. If you buy this, then the island will have an easily hunted animal that is not only edible, but also delicious.

- Salt (50):
    - The island has a source of easily accessible salt that you can use to salt your food.
- Sunshine protection (50):
    - You are protected from the negative consequences of being in the sun without protection, such as sunstroke, cancer and sunburn.
- Sandy beaches (100):
    - The beaches are beautiful and sandy, without any sharp and uncomfortable rocks or anything else that would ruin the beach experience.
- Cave (100):
    - The island now has a large, natural cave on it, perfect to make a shelter or home in.
- Home (200):
    - Perhaps there has been someone else stranded on this island, because it already has a functional home built with a large comfy bed, a functional kitchen top, inside fire pit and complete cover from the outside elements.
- Volcano (100):
    - The island now has a volcano, giving you and endless source of fire and heat.
- Calm weather (100):
    - The worst you will get is a decent rain shower, and usually you will have incredibly nice weather.

Items:

- The Island (free):
    - Post jump, you get to keep the island, taking it with you on your journey either as a warehouse attachment or as a property you can insert into the jump.
  - Winston (free):
    - You get a volleyball with a painted-on face. This Ball is named Winston and will help you a lot on the island. It's one of the best therapists in existence, and will help you survive the island and any other situation where you are alone.
  - Toothbrush (50):
    - A toothbrush that will clean you teeth perfectly even without toothpaste, leaving you just as fresh as if you had brushed with it. Will leave your mouth fresh. Lost on an island doesn't excuse bad dental care.
  - Water purifying Bottle (50):
    - A bottle with an inbuilt water purification filter that will always work and never needs to be changed.
  - Decent pair of shoes (50):
    - You now have a decent pair of shoes that fit perfectly and will never get worn. Don't underestimate the benefits of a decent pair of shoes.
  - Soap (50):
    - You have a bottle of soap that never runs out and that works for both body and hair. It's incredibly effective and better than most expensive soaps that only work for hair or body.
  - A lighter (100):
    - This lighter can start a fire even if the wood is soaking wet.
  - Toilet paper (100):
    - You now somehow, always have toilet paper. When you start to run out, you somehow find more.

- Fishing Rod (100):
    - An incredible fishing Rod. The line will never snap nor run out, the reel will never get tangled and the hook is guaranteed to catch fish if you put on any kind of bait.

- Tactical shovel (100):
    - The best friend for a survivor. The shovel can be used as a shovel, a hoe, an axe. The shovel head can also be used as a pan, as no heat will damage it or the handle. The handle hides a blade that never blunts or breaks, which can be put on the detachable handle to make a knife, or detach the shovel head and put the blade there to make a spear. There are other ways to use the shovel, but those you will have to find out for yourself.

Companions:

- Import companions (free)
    - You can import how many companions you want, but they won't get any CP, unless you give them some of yours.
- Doctor's in (free):
    - You are not alone on the island. This green-eyed brunette was also on the plane with you, and only survived thanks to your intervention. Due to this, she is filled with gratitude towards you and will help you so that both of you can survive on this island. She used to be a doctor, having spent many years in the field of natural disasters and other horrible situations, dealing with wounds and sickness with little resources. All this experience and knowledge will be used by her to help you on the island, and she will know how to best use the medicinal herbs, if you add that mod to the island. If that wasn't enough, she is also an incredible chef, able to take a few ingredients along with salt and only a bonfire, an then create an incredible meal. After surviving the plane crash, she realized that she has spent most of her life studying and working, not enough living, and therefore seeks to change that, starting with her relationship. Despite being an incredibly attractive, fit and charismatic woman, she has literally no

experience with relationships, but she is willing to try. If you accept her advances, then you will find that both of you fit together incredibly well.

- The Dentist will see you now (Free):
    - This tall Scandinavian beauty, with her strikingly blue eyes and blonde hair, was a dentist on the way back from a personal trip to visit some of her friends when the plane crashed. She used to be a dentist, but now is the one who deals with things that requires dexterity, like creating ropes, gutting fish and taking care of the fire. She knows how to use makeshift tools to take care of dental care, so you will never have to take care of toothache with a ice-skate by yourself. At first she didn't like you at all, but as the first few days turned to weeks, she eventually came around, starting to catch herself watching you when you weren't noticing and looking forward to you returning to her side. She won't make the first move, but once you do then you will have a woman most would die to have in their arms.
- Army vet (free):
    - This tan, blonde, green eyed and incredibly hot american woman is a former army veteran. She will take on the role as the leader if you don't want to, and will make sure that everything that needs to be done gets done before it's to late, either by doing it herself or by getting someone to do it. She is someone you can depend on in any situation, as she almost always have a solution for any scenario. Confident to a fault, almost nothing shocks or unbalances her. Due to her duty in the military, she never really got to have a relationship, the men she surrounded herself with never catching her fancy or desire. But something about taking care of you has made her heart beat incredibly fast and desires she has never had has started coursing through her body. Just don't mention her sizable breast until you have gotten to know one another better. She is a bit sensitive about them due to how her military buddies always commented on them.
- Childhood sweetheart (Free):
    - Your childhood sweetheart was heartbroken when she heard about the accident, and went out to find you herself. Unfortunately, she ended up having an accident herself and became cast away herself on the same island as you. She is immensely in love with you and

only wants what's best for you, but does not have a lot of knowledge, experience or skills that will help on the island. She does however learn quickly, and will quickly become one you can depend on

Drawbacks:

- Supplement Mode - 0cp
    - Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try.
- Time extension – 100cp:
    - You get 100cp for every 10 years extra you spend here. Can be bought multiple times.
- No-Power 300cp:
    - You will not have access to any of the powers, perks and etc. you have from outside this jump.
- No items – 300cp:
    - You will not have access to any item from outside this jump, nor the warehouse.