

Gilligan's Island

Version 1.0.0



*Just jump right in and you'll join a tale
a tale of a fateful trip,
that started from a tropic port,
aboard this a ship.*

*The ship aground on the shore of this uncharted desert isle
with Gilligan,
the Skipper too.*

*A millionaire and his wife,
a movie star,
the professor and Mary Ann,
And now you as well, here on Gilligan's Isle.*

So this is the tale of our castaways, who'll be here for a long long time if you don't change things. Oh, they'll have to make the best of things, and the first mate and his Skipper too will do their very best to make the others comfortable in their tropical island nest. But there's no phone, no lights, no motor car, and not a single luxury. It's primitive as can be. And now you'll be joining these seven stranded castaways here on Gilligan's Isle. Whether you'll be joining as a fellow castaway, or merely a visiting guest on the island, you'll be spending a decade in this world of robots, mind-swapping mad scientists, voodoo witch doctors, big game hunters seeking human prey, and most of all wholesome comedic events surrounding these castaways.

To help you in your time here you'll be given these:

+1000 Castaway Points

Good luck and good jumping.

Location:

It's right there in the name. You will be arriving on Gilligan's Island. If you're not a drop-in or guest star you'll be waking up alongside the others after the crash has stranded you all onto the island. If you're a drop-in or a guest star you'll be arriving somewhere else on the island either at the same time (perhaps having been there for some time like Wrongway Feldon and the jungle boy) or sometime later while they are still on the island.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Guest Star (Drop-In): You weren't on the Minnow when it crashed. You're a guest star on the island and not part of the same initial group. Maybe you can play your cards right and join them for the duration... or rescue them early. You can have a backstory in this world and memories of it if you want, but by default this comes with neither of those things as the designated Drop-In background.

Your age and gender are the same as at the end of your last jump.

Mate: You were working on the Minnow alongside Gilligan (or maybe instead of him) as the Skipper's mate and little buddy. You seem to have an air of bumbling charm about you.

You may choose your gender freely and are 20+1d8 years old.

Skipper: Either somehow working alongside the Skipper, maybe as his first mate above Gilligan, or replacing him as the captain of the Minnow itself, you probably served in WWII and are certainly an experienced sea hand who knows these waters, and really should have been able to see your ship through the storm... if only it wasn't relying too much on Gilligan.

You may choose your gender freely and are 40+1d8 years old.

Millionaire: You are rich. How rich? Filthy. You have your own place in the social registry, and industrialists across the world know your family name. You come from

money for at least three generations, and probably stretching back to individuals who made their fortunes when the United States were still fledgling colonies. What you were doing on a cheap tour boat is anybody's guess.

You may choose your gender freely and are 50+1d8 years old.

Movie Star: You're a movie star. Or at least you've had significant roles in movies, even if you're still hoping for the big break that will really make you a household name.

You've got enough of a career in films for someone to want to steal it at least, even if you've still got a ways to go. Either way you're a part of the culture of what would soon be known as old Hollywood, already fading in this time.

You may choose your gender freely and are 25+1d8 years old.

Professor: You're a professor. Maybe you're a teacher at a university, or maybe you teach at a highschool, either way you're an academic and seem to have some useful survival skills as well. Maybe you can help the rest of these castaways survive the island or even get rescued?

You may choose your gender freely and are 35+1d8 years old.

Farm Girl: Well girl is optional, you could be a guy instead. Either way you're a rather ordinary individual born and raised on one of the United States' many farms. You know your way around a farm, and know how to at least help out around the homestead and are somewhat self-sufficient.

You may choose your gender freely and are 18+1d8 years old.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Aging Gracefully (50 CP): The castaways were on the island for 15 years and none of them aged too poorly in that time, though some you could tell more than others. But Ginger was something else entirely. ~~Due to changing actresses~~ it's almost like she only aged 3 years in 15, and then after the escape might have even aged backwards at one point. Now you'll find you age very gracefully past your prime; time just doesn't weigh on you like it would other people, a decade making you look maybe a year or two older, and senescence coming that much slower as well.

Allergic to Gold (50 CP): Like Mr. Howell, you possess an 'allergic' reaction to anything equal to or greater than 24 karat gold, allowing you to detect the purity of gold from how it makes your hand attempt to shake.

Radiomouth (50 CP): By opening your mouth you can project music as if it were a radio. This can project any OST or soundtrack perks that would normally be audible only to yourself, and even includes a tunable set of 1960s radio programs and music.

Friend to the Animals (100 CP): Animals seem to take naturally to you. While a hungry enough predator might still hunt you, and if you approach too close you can still scare prey animals, you'll find it easy enough to befriend animals you might encounter. Gorillas see you almost like one of them, given time and familiarity monkeys will come to you, and you might befriend a zoo lion that escaped. This won't be instant, but animals do seem to like you more than most people and just generally be well inclined towards you.

Tropical Living (Free while here/100 CP to keep): The castaways are surprisingly comfortable in their tropic island nest. In general the heat, humidity, and discomfort of living on a tropical island is just generally not an issue seen on the island at all. And now this goes for you in general, as long as the climate is one that humans can survive in unassisted, you'll find that you're fully comfortable within it. And it's not just direct weather issues; in general the day to day bothers and nuisances of roughing it and living without modern comforts seems to be lessened for you. Bugs bite you less, you sleep better on bumpy and rough ground or in a hammock, and other similar minor quality of life improvements. It's nothing that is major on its own, but it will make life noticeably better in places without modern conveniences.

Island Adventures (200 CP): Sometimes you just can't go and find adventure. Gilligan's Island found a way around it. That was having adventures come to them. No matter how isolated a location you're at, you somehow find that interesting, eccentric, and exciting people come to you. Maybe you'll run into famous musicians, a highly successful producer, or Russian cosmonauts, but somehow you will find that you'll always be meeting new people. They won't necessarily help you, or become your friends, they might even decide to hunt you for sport, but you'll never be starved for new encounters. You can toggle this off if you desire.

Know How to Hold Your Tea (200 CP): Like a true British gentleman you know how to hold your tea, even when it's made of fermented fruit. You seem to be immune to chemical intoxication, able to drink entire groups into unconsciousness without showing the least signs of it yourself as if you'd been drinking water. You can toggle this off if you actually want to get drunk; there's such a thing as politely joining in social drinking.

Dream Sequences (300 CP): You occasionally possess very vivid dreams that could almost be like real life. You don't control exactly what these dreams are, but they will provide you with myriad adventures that are quite different than what you'd encounter in real life at the moment, and where there's no true danger - though as this isn't guaranteed to be lucid dreaming you might not realize that until you wake up. Even your personality and who you are can be different in these little dream adventures, but during them they'll always be vividly and almost absolutely real. So real in fact that while you won't be able to copy techniques or abilities from individuals you encounter in these dreams, you could use them to train and practice skills and abilities.

Jazz, Pizzazz, and Razzmatazz (300 CP): You are a highly skilled basketball player, especially talented at performing various basketball related tricks similar to those performed by the Harlem Globetrotters.

Moreover when you perform in an intentionally suboptimal manner - such as using said basketball tricks in the middle of a high stakes game - it seems to confuse robots, computers, and other forms of machine intelligence rendering them unable to respond in an effective manner.

Obscured Lightning (500 CP): You seem to have been struck by lightning, because you are now invisible. ... This doesn't come with an off-switch of its own, but will fade with time, requiring another electrical shock to turn you invisible again. Thankfully it doesn't have to be as intense as lightning, but how long it lasts will be based on how much voltage you're shocked by.

Robotacist (600 CP): Like Olga Smetna, you seem to be an expert in the creation of humanoid robots. While a true AI or a machine capable of creativity and independent thought is difficult, even perhaps beyond you, robots such as the basketball playing New Invincibles would be almost simple. Something like the multi-purpose XR-1000 would be significantly more difficult, but definitely within your capabilities. Even something like the robot George, who almost seemed to possess independent thought, would be possible for you.

Witch Doctor (600 CP): You possess the skills of a voodoo witch doctor. Or at least the skills to make and use voodoo dolls like one. By obtaining a personal object of an individual, and making a doll in their likeness, you can through the use of spells and magic influence them. Sticking a pin in the doll can cause a feeling of pain. Running fire under the doll's feet can create heat beneath their feet and even burn their shoes. Manipulating the doll and the personal object used to create it can be used to puppeteer their body - admittedly in a crude and rough manner. It's even possible to put them in a trance where they cannot move or respond, but remain standing upright and insensate. It also may have a limited range as leaving the island was suggested as a way to escape the effects, but that was never tested.

Guest Star Perks

I'm a Doctor (100 CP): You can easily have people accept you as whatever you claim to be. This can eventually fall apart, but you can be a stereotypical gangster in impeccable clothes and pass yourself off as a shipwrecked doctor with ease. At least unless you do something that makes your lie extremely obvious or the radio's news broadcast announces to everyone you're a gangster. Maybe you should lie about your name. Or just pretend to be a feral ape man; it might be easier.

Eccentrics (200 CP): British lords obsessed with butterflies, Broadway producers who treat everyone they meet like employed minions, strange WWI pilots who can't stand to be around people... The island takes in all sorts, and the castaways are actually quite willing to accept them; and from what we hear of radio broadcasts the world is too. Now you'll find the same acceptance for your weird behaviors. People might not always like them, but they'll accept them unless they're directly negative to the individuals in question. This doesn't apply to special powers, people will still react to you flying around shooting eye beams, just behavior that breaks societal norms. But you could act like a stereotypical mad scientist out of an old horror movie, and people wouldn't treat you like the freak you were; though if you tried swapping their bodies or mind controlling people they'd get the hint that you were probably bad news.

Jungle Boy (400 CP): You might not have actually grown up alone on a desert island, but you've got the physique of someone who did, and the wilderness survival skills. You swing through trees like a monkey, swim like a fish, and run like a deer, capable of matching animals in the wild and surviving to be the apex predator of an island while still a pre-teen. Simply put, you're physically rather above what should be possible for a human.

You are also adept at jungle survival. You can thrive in a tropical jungle like a highly successful wild animal. You can move through the jungle with the silence and stealth of a jungle cat. And your gymnastics skills are probably fit for eventually joining the Olympics once you're an adult.

Science of the Mind (600 CP): Did you study under Dr. Balinkoff? Like the mad scientist... No. Scientist, yes. Mad, no. Mweheheheheh ooh. Where was I... Like the scientist you are an expert in the manipulation of the mind. You can replicate the m-scientist Dr Balinkoff's mind transference and mind control experiments. He was able to create a machine that could transfer the minds of victims between each other even across

species, and rings which allowed him to control the actions of the wearers via a radio control. Who knows what else you can learn or create with time and resources.

Mate Perks

Bumbling Charm (100 CP): Everybody makes mistakes sometimes. And some people make them more than others. When you make mistakes people might be mad at you for a time, but your mistakes are forgiven more quickly and easily than usual, and almost seem to have a sort of charm to them.

Surprising Work Ethic (200 CP): For all his falling asleep on guard duty and complaints about working long hours, Gilligan has a surprising amount of work ethic. Oh yes, he complains about working long hours, but that's because the Skipper, the Howells, the Professor, and the girls all demand that he does manual labor for them. Gilligan very well may do the majority of the work on the island, or at least more than any other castaway with only the Professor and Mary Anne coming close.

You possess the sort of endurance that Gilligan demonstrates, capable of performing backbreaking manual labor hours on end from dawn to dusk before mining gold for hours on end after everyone else is asleep.

Accidental Hero (400 CP): Things just have a way of working out for you. When you make mistakes they will often have some positive outcome that comes from them, or at least some saving grace; you throw the anchor of a ship overboard without attaching it to the ship and instead of hitting rocks or simply sinking in the storm, you might beach on a deserted island that's at least survivable. Sometimes this is only a minor silver lining, but every once in a while you'll feel compelled to do something resoundingly stupid which, through a series of events, provides you some significant gain at the end; it could even save your life.

You'll also find that the more lax, mistake-prone, and generally inept you allow yourself to be the greater your luck is in general. You even seem to have a mental slider to allow you to reduce your competency from your normal level, all the way down to sitcom bumbler.

Island Survival (600 CP): Gilligan survives a lot of rather hard to survive events. We're not just talking about a storm that wrecks his ship and strands him on an island for 15 years. We're talking about things like lighting a match in a cave full of explosive gas which launches him (and the Skipper) into the top of a tree, or inhaling enough helium that he floats in the air. And now you possess this uncanny knack for survival. You don't seem to be able to die by accident or mishap, as it turns into slapstick when it comes to you. This even helps with active attempts to kill you. Just don't test it too far with active attempts on your life, or things like battlefields and bombs, as it will wear thin eventually.

Still Gilligan was able to avoid a big game hunter for almost 24 hours, and beat a headhunter on occasion through moxie and dumb luck.

Skipper Perks

Old Salt (100 CP): You're an experienced sailor with years of know-how in working and piloting ships. You could serve as a fine captain of civilian watercraft from rafts all the way to yachts, or even riverboats. And you can keep them in fine running trim as well - though some damage can be too extensive for you to repair, especially with limited tools. You'll find that you'll quickly pick up how to work other watercraft you should encounter in future worlds as well.

Voice of Authority (200 CP): You possess a loud, and commanding voice, which makes you great at shouting commands over the den and chaos of a disaster or storm. And when you shout people will naturally be inclined to listen, and obey quickly which could be the difference that matters in an emergency. Though some individuals may be too bumbling or self-absorbed to listen even then.

Little Buddies (400 CP): For all the mistreatment he receives Gilligan is loyal to the Skipper. And you seem to inspire the same sort of loyalty. You will find that those who serve directly under your command seem to develop ever increasing loyalty towards you over time. Even if you tell them to sit down and shut up whenever they try to help, you'll find them growing more and more loyal as your little buddies.

The Skipper (600 CP): You might not have been the captain of the crashed ship, but people do seem to naturally defer to you, and accept you as a leader among groups you find yourself in. This is strongest in emergency and survival situations, though it won't necessarily supersede all other concerns in picking a leader; a higher ranked member of the military probably won't listen to you based on this alone. Still you do possess a certain je nais quoi that makes people naturally perceive you as a leader and look to you in times of crisis.

Millionaire Perks

Star of the Social Register (100 CP): Well given you might not even officially exist in this world you might not actually be in the social register, but no one would be able to tell from the way you act. You are adept at navigating the social circles of the upper crust, old money, and nobility, knowing how to act politely in such society, and how to maneuver within them. You know what to wear to what event, and how to make a statement with what you do wear, and all the myriad byzantine minutiae of high society. And you'll quickly pick up on these rules in future worlds, helping you to always act like you were born and raised among the highest echelons of society should you wish to. This also comes with skill at ad libbing and a touch of the Howell wit.

Executively Absent (200 CP): When someone is lost on a desert island for long enough they usually get presumed to be dead. That doesn't seem to happen with you. In fact you'll find that your finances and holdings not only aren't passed on to your legal heir when you go missing, or even if you die (knowing you that doesn't mean you won't be back), but that they will continue to be managed in your absence. This won't necessarily be to the level you'd have managed them personally, but it'll be at least competent - assuming you would be - and the better you'd be the better it'll be just not as good. The managers won't even embezzle or engage in corruption while you're away, at least unless they would if you were still there. If you'd prefer to be legally declared dead and have your belongings pass on as normal, it'll happen despite this.

Wolf of Wall Street (400 CP): You're a master of investing and finding ways to make money multiply in a financial system. It's almost like you have a sixth sense for what will make you a profit, able to pick the right land for oil wells without geological knowledge of your own, and the right businesses to buy and invest in to go big. You know when to sell, and how to get rid of an asset that will soon no longer be profitable efficiently and effectively. If you have a business that's not making you a profit it's because you've chosen to run it at a loss for some - ugh - sentimental reason or because it was a gift from an in-law who lacks your fine skills and it'd be impolite to simply get rid of it.

The Value of Money (600 CP): Isn't in spending it, it's in how it makes people treat you. And you'll find that's even more true for you. The more money you possess the more people seem to defer to you, and bend over backwards to treat you better and make it clear that you are a special existence. You can even use this to avoid spending money as people give you discounts or gifts hoping you will eventually spend it with them. The simple truth is that the more money you have the better people will treat you.

And somehow you find your money retains its values. Even in places where money is worthless, such as a desert island or after economic collapse, people have a way of accepting your money. The money had to once have had value to the individuals in question; an islander who has never heard of the United States won't care about how many dollars you throw around, but you could continue to spend cash to influence Americans (including South Americans and Canadians) even if there wasn't a U.S.A. to go back to. And this means they'll continue deferring to you and your wealth even after it has lost its value.

Movie Star Perks

Actress (100 CP): Or maybe that's actor. Either way you have the skills needed to act either on stage or on the silver screen. This even goes beyond mere acting skills and includes dancing and singing as well, in case you wanted to perform a show to entertain the troops... or some fellow castaways. You're unlikely to become bigger than the Beatles or Elvis, but you're good enough at singing, dancing, or acting to make a living from any one of them.

American Beauty (200 CP): You've got the poise, grace, and looks to be a strong contender for Miss America, at least if you're a woman. You'd have the equivalent masculine charm as a man. You might not be the greatest beauty in the United States of America, but you could definitely contend for top 10. Simply put you're beautiful enough that people might rather be stranded on a desert island with you than to get rescued off of it and have you potentially leave their life.

Devious, Underhanded, and Sly (400 CP): It's how Ginger liked her plans, and you're good with them this way too. You're a good liar, but you're even better at coming up with plans to trick and manipulate people. These might be relatively simple - you won't be making overarching plans that involve 10 years of manipulation - but you could probably make a living as a con artist if you had to, and could trick people into coming to a party to fall back in love with their estranged spouse fairly easily. This also gives you the skills of a stage magician, their beautiful assistant, a fake medium, and a fortune teller; you can't actually tell the future, but you're good at doing cold readings of people and telling them things that are vague enough to come true and specific enough to make them think you can.

The Seductress (600 CP): You are sexy. Or at least you are when you want to be. When you actively turn on the charm you seem to possess a sort of memetic sex appeal such that it could even get a response out of robots incapable of original thought - though they might not be able to do that much with it. For some reason people actually seem to take your seductions as earnest interest even if you have a reputation for using sex to get what you want, or they're a dictator attempting to use a gun to force you and others to serve them. While this will guarantee you can turn just about anyone on when you try, it doesn't guarantee they won't have things they care about more than sex or that you'll be their type even if they do find themselves strangely attracted to you.

Movie Star Perks

Well Known Scoutmaster (100 CP): Well you don't have to have been a scoutmaster, much less known for it, but you do have rather surprising survival skills. You're not a jungle boy to slip through jungles like a wild cat and live in caves, but you know how to identify edible food and potable water, how to hunt and make basic traps for prey, how to build basic huts and the like from natural materials, and in general rather surprisingly good survival skills.

Asexual (200 CP): According to Russell Johnson he actively played the Professor to be what we now would call asexual. While this wasn't complete - even he got wowed by Ginger on occasion - the Professor did show less erotic attraction to others than even Gilligan and had Ginger dismiss him as a potential lover on occasion with the fact that he was only interested in her brain.

Now you can turn off your sex drive completely like flipping a switch in your brain. You'll find yourself almost impossible to arouse, and without that mental spark to drive you towards such activities. You may even extend this to include romance as well as the more erotic aspects of love, if you'd like to truly dedicate yourself to your research.

Six Degrees (400 CP): The Professor had his first PhD by the age of 25, with a total of six degrees. We don't know what all these degrees were, and they seemed to have spanned across all fields of science from psychology to physics and everything in between. You are now a match for the Professor in the sheer scope of his scientific knowledge, possessing knowledge of every field of science (including the social sciences) which would make you the equal of a professional in the field. You won't be a top expert in any field with just this, but you will be a well-rounded and well-informed polymath. While this scientific knowledge will not update in future jumps, you will find that you take naturally to scientific study absorbing the knowledge noticeably faster than ordinary until you have reached the equivalent of a professional knowledge of the field - this will stop before you will be a true expert or master of the field, but you'll still be earning degrees in half the time.

Bamboo Engineer (600 CP): The professor shows an impressive ability to improvise technology and constructions out of inferior materials. This isn't perfect - he couldn't build a boat, and as much as pop culture likes to talk about the professor building a radio out of coconuts, that was something that came up as beyond his ability to build from actual parts much less coconuts - and he needed some salvaged parts from the boat and machines which landed on the island, but what he could do from just jungle materials was

still impressive. Still he was able to help Gilligan make bamboo water pipes, to make a geiger counter out of bamboo (and possibly some materials from the Mars probe that landed on the island in an earlier episode or the Minnow), lead paint to protect against radiation, copper tooth fillings, a stationary bike that could be used to turn various machines or even a generator with which to recharge a radio, and a working chemistry lab out of resources on hand. Not to mention all the chemical concoctions he managed with less than stellar resources on hand.

You possess a similar ability to recreate advanced technology from substandard materials. You won't be building a radio from scratch with jungle materials - you need too much in the way of specialized parts - but you could build a generator to charge one with a bit of metal and some bamboo, or perform chemistry with nothing more than handmade tools. In general what you can do with materials has increased significantly. You still need some level of basic materials, but you'll find that the amount you'll need is lessened, and that it's easier to substitute something different. You'd still need metal for electronics for example, but you can probably make do with less and with substandard resistors. This even applies to things like smelting metals such as iron without a proper furnace. It won't help, though, with state of the art tools and materials; though it could make ones that would now be considered 2nd rate or obsolete match up to them.

Country Girl Perks

Homemaker (100 CP): It's one thing to be able to survive the wilderness, it's another thing to be able to make a hut a home. This won't necessarily help with the former, but it will go a long way towards the latter. You know how to cook - well enough to figure out how to cook things with variant ingredients when you don't have access to flour, or milk for example and to make do with second rate cookware and no proper oven or stove. You also know how to clean, and sew, and tend to clothes without modern conveniences and machines, and generally tend to a household. This even extends to making sure that the decorations flow and that a home is comfortable and not merely living quarters where you can lay your head. You also find these basic household chores seem to go more easily and quickly for you.

These household chores seem to go a bit beyond the traditional household, though, as you know how to fish, and tend to a farm as well. You won't be able to necessarily grow anything and everything, or tend to every animal under the sun, but if it's something that they'd grow in the U.S.A.'s midwest you can probably grow it and tend to the animals too. Any farm in the United States would be happy to have you as a farmhand.

Country Grit (200 CP): It takes a lot of something to remain the cheerful one on the island, especially when you were young, had your whole life ahead of you, and either never had a boyfriend or were engaged to be married soon (both just make it worse in different ways). And like Mary Ann, that's something you've got. It's not that you don't feel bad about things, or are unfeeling, but you are able to take on a stoic response to things, not letting the bad emotions show or control you, but instead doing what you can where you can. You're rather emotionally stable and mentally well put together, making you highly resistant to trauma and stress. This isn't complete immunity, but it'd take something really extreme and probably something that goes beyond mundane trauma and stress - such as head trauma temporarily affecting your brain - to make you actually have a major incident.

We've Got to Protect the Women (400 CP): Well even if you're not a woman, you'll find that people are rather protective of you in dangerous situations. When there's a threat of cannibals, or a lion on the island, you won't find yourself expected to help face it and hunt it down, but that others will be ready to shelter you as one of the vulnerable. In general you'll find that people are protective of you, and unlikely to expect you to face danger but accepting of you hiding away somewhere safe... or maybe just more likely to face it with you.

Everybody's Little Sister (600 CP): You're likable. There's just something about you which makes other people care about you and like you. It's not impossible to make someone dislike you, if you're cruel and mean you can still turn people away, but in general disliking you, or being cruel to you, would almost be like disliking or being cruel to a puppy or a little sister; some people can do it, but most people won't. This is of course at its best if you're sweet, kind, and nice yourself, but even if you're not people will be naturally well-inclined towards you.

Maybe it's because there's something about you which just seems to make people feel better. Your presence seems to help keep up a group's morale, and just bring a little touch of sunshine and well-being into the lives of others around you. Again this works best if you're sweet, kind, and nice, but even if you're not you just seem to make people feel a bit better with your presence.

This will help you share a portion of your emotional resilience with others around you. They won't necessarily match it, but if you're not breaking down then maybe they shouldn't either.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Huts (50 CP, 1 free at end of jump with Castaway): This is a simple hut like the castaways lived in once they built their own individual huts; or at least huts for each pair of the castaways. You don't actually only get one hut. Instead you'll gain a hut, plus 1 additional huts for every 2 active companions you have in a given jump. These huts will insert into an appropriate location in each jump.

Outfit (50 CP, 1 free with Castaway): This is a rather ordinary outfit. It's nothing too fancy or high class, but something you could easily wear out and about for the day. Something you might wear on a tour boat out of Honolulu. While you'll still have to clean this outfit normally it will never wear out, and if damaged or destroyed will soon be mended and restored.

Bamboo Car (50 CP): This is a small car made of bamboo and other island materials. It doesn't have an engine, instead being pedaled like a bike. It's only about bike speed as well, but you can carry 2 passengers in it without any more effort than pedaling a bike.

Black Morning Spider (100 CP): This is a giant spider the size of a large man which might fit better with a group lost in space than lost on an island. Still this massive, black spider has a red face and a deadly bite. It seems to like you, though, and won't bite you unless you really start attacking it or something, and will even actively work to protect you. It's scared of its own reflection, though.

Golf Course (100 CP): Wherever you go there seems to be a golf course available for your private use. It might be more mini-golf if you're at a place with restricted space.

Radio (100 CP): This is a small transistor radio. It's only a receiver, though, and not a transmitter so you won't be sending messages with it. Still this small radio never seems to run out of power, and has excellent reception able to pick up radio signals significantly further away than would be expected.

Bi-Plane (200 CP): This is a small plane. You can choose to have it be a single seater, pre-WWII biplane, or a small WWII era transport plane capable of carrying 6 passengers and luggage. Either way it's surprisingly capable of going without maintenance, or repair for long periods of exposure to the elements, and it can work on fuel synthesized from plant-life with ease.

Swiss Spy Knife (200 CP): This is a golden Swiss army knife. Or at least that's what it looks like. Disguised within the tools inside of the knife there is a short range radio capable of receiving or transmitting, a tape recorder, and a communication laser capable of beaming information... or cutting through thin vines. It's even stated to have a death ray.

Experimental Jetpack (200 CP): Experimental army jetpack capable of carrying someone aloft and potentially even as far as 250 miles, all the way from the island to Hawaii... or a fair distance straight up. Yours will refuel over time and it's possible to synthesize fuel for it with things that might be found on a tropic island.

Plastic Explosives (200 CP): This is a crate with 25 lbs of moldable plastic. Initially it's soft and moldable like clay, but it can be dried and hardened into a fixed shape. This comes with its dangers, however, as it is actually an explosive designed for spy work. It won't explode from heat, but if it undergoes an impact of sufficient force it will. A hollow golf ball could explode with enough force to destroy a small tree. They don't seem to scale up as much as you'd expect based on size above that, but they do scale up with larger objects.

The Island (400 CP, discounted with Castaway): This is a copy of the island in its entirety, and the neighboring islands which occasionally showed up. It will follow you into future jumps, inserting somewhere appropriate, or existing as a pocket dimension attached to your warehouse. You won't receive this island till the end of the jump, though... well you'll be on it until then.

The ocean currents seem to cause things to be washed ashore on this island, though make it hard to leave it. There won't be any supremum on the island, however, unless you bought the Supremum Supply in which case there will be several tons of the material upon the island.

For an additional 200 CP (not discounted) it'll have a hotel resort built upon it. This resort will have no television, no newspaper, no electricity, and no telephone - save for a single emergency phone hidden in a tree. People will find it easier to relax while here, and the worries of the world more distant; just being here seems to help people find a

better work-life balance and become more accepting of one in others. It comes with a staff of followers and automatically restocking basic supplies for a hotel resort. If taken with the Castaway drawback there won't be any staff and the supplies won't restock until the next jump, but you'll have the structures and the initial supplies except for boats. You may forgo the CP from Really Stranded to take this upgrade for free but in that case you will not get this resort until the end of the jump.

Meteor (400 CP): This is a large meteor which, having been bathed in cosmic rays, emits them out again. These cosmic rays massively speed up the life processes of things nearby. It could cause a sapling tree adjacent to it to become full grown in a matter of minutes, or age individuals across the island to age decades over the course of a week. It could also decay organic materials in a matter of minutes.

I don't know what you want with this, but I'm sure you have a plan.

Supremium (400 CP): This is a fascinating material found upon the island that the castaways were shipwrecked upon. Or at least found upon it in one of the sequel films. Naturally luminescent, a rock of this material about the size of a man's head would be fairly light and yet produce enough light to read by and be mistaken for a reading lamp based on its illumination. It does so without producing noticeable amounts of heat or water, merely pure energy. Of course the same rock, properly utilized, could heat the entire state of Idaho for 2 weeks. This could get more if you were able to extract the pure liquid form of the element within the rock which gives it its glow as one drop of this could cool Miami for the entire month of July. So maybe one of those amounts is wrong, but either way this is still a stupendously powerful energy source. And it's more than just an energy source, its poured distilled form can be used to supercharge machines, increasing their speed and being able to push them into overdrive.

You receive 1 ton of this material, though be warned though that supremium can become explosive if stored in large quantities, especially above 75 degrees.

Guest Star Items

Pistol (100 CP): This is an ordinary pistol that you'd expect to see in the 1960s. However unlike the castaways' pistol its ammunition resupplies itself over time so you don't have to worry about running out of bullets. This can be useful if you try to hold the island hostage and they attempt to trick you into wasting all your shots.

Surfboard (200 CP): This is a seemingly ordinary surfboard. However, it's capable of carrying a rider across great distances when desired. One could surf to nearby islands with ease, or all the way to Hawaii with a good wave to start you off with. Your need for food, water, and sleep are significantly reduced when riding this surfboard and it is oddly good at avoiding being capsized by waves or storms, or attracting sharks. In fact it could probably ride a tsunami safely.

You could probably use this to get back to the mainland... if you didn't take **Castaway** or **Really Stranded**.

Castle (400 CP): This is a full sized castle. Or at least the keep of one, it doesn't seem to have extensive outer walls. But it's still a heavily built, stone structure larger than most mansions. You could easily house a full set of castaways in it or more individuals. This castle is also full of secret passages, paintings that double as spy holes, and dungeons, all of which you will know the location of helping you to sneak about unnoticed within its halls, spy on visitors, or lock them away. It also has a lab designed for mad science, meaning there's working electricity and plumbing, and modern conveniences.

Inactive companions may stay in this castle if you'd like. Well at least without the **Castaways** drawback.

XR-1000 (600 CP): This is a half-ton robot, designed to obey voice commands. It seems to have no need for a power source, and it possesses a vast array of engineering skills. It could build anything used by the U.S. military (in any branch) in the 1960s given the time and resources, build things all the way down to model ships, and - with the proper resources - most any civilian technology or structures of the 1960s. It is incapable of original thought however requiring someone else to instruct it.

It can also build other forms of technology that you can build, as well as repair any technological objects you gained directly from a Jump document. This can even extend to magical items and magitech, or anything else you can make as long as it doesn't require creativity on the robot's part, but only the right know-how and fiat.

Mate Items

Lucky Charm (100 CP): This is a small lucky charm that can be worn as a necklace. Maybe it's a rabbit's foot, or a lucky medallion, or something else. It doesn't necessarily provide you with good luck, but it does have a tendency to get lost or dropped. When it does it has a way of highlighting some interesting object or place.

Fishing Pole (200 CP): When you use this fishing pole you always seem to quickly catch something. Usually this will be fish to eat, but sometimes you might catch something more interesting such as an emergency raft, a sunken ship, or even a functional WWII sea mine or a crate of experimental radioactive seeds. Not everything you catch will be useful to you, but somehow it does seem to at least have a tendency to be interesting.

Mind Reading Bush (400 CP): This is a small bush that grows edible seeds which taste somewhat like bad truffles and look like sunflower seeds. Consuming these seeds will temporarily grant the ability to read minds. Careful as sometimes you're better off not knowing those things your friends think but choose not to say.

Eye of the Idol (600 CP): This is a magical eye of an idol of a native god. Three times per jump it can grant you a wish. Now these do need to be suitably minor wishes, and all must be things that can be explained as coincidence. Nothing more outlandish or unlikely than a tub of ice cream floating up onto an island that lays somewhere near the paths planes take to reach Hawaii from the mainland and which has currents that tend to bring things floating ashore. So not likely by any means, but not beyond belief that it could be mere chance.

Skipper Items

Knife (100 CP): This boy scout - or swiss army - knife always has a way of coming back to you, never goes dull, and repairs itself.

Sea Chest (200 CP): This is a small chest that has a way of sticking with you no matter what happens. While it is possible for people to potentially steal its contents - it's not proof against that - accident and mishap will never part you from it or damage anything inside of it, and one way or another the chest will make its way back to you.

Hat of Authority (400 CP): This hat marks you as the... well whatever you are. The hat grows grander and more ornate the higher your rank and authority, and simply by gazing upon it anyone who sees it can recognize the authority that you legitimately possess. If you're the captain of a ship they'll recognize it. If you're a king they will recognize that. And so forth. This hat simply looks wrong on others who lack your authority.

That is unless you give it to them to wear, in which case it will give them an air of your authority and command, helping to make others listen to the wearer as they might listen to you.

Tour Boat (600 CP): This is a small boat like might be used for tours. It's not really the sort made for long journeys, or at least it doesn't seem to be, but the boat has several special advantages. First it's capable of carrying substantially more luggage and cargo than it really should be able to. It's like it's larger on the inside than the outside. It is also far more sea worthy than you'd expect, it could go all the way across the Pacific if you needed it to. And in the worst case scenario where something horrible does happen and it'd take water and sink, somehow you'll find that the boat seems to make its way to the nearest hospitable shore.

You can even import any other type of vehicle into this to give it a tour boat alt-form as well as this boat's enhanced luggage storage capacity and ability to always seem to make a crash landing somewhere hospitable when it would normally crash, sink, or be destroyed. Maybe a spaceship would be a good choice.

Millionaire Items

Rich Wardrobe (100 CP): This is an extensive wardrobe of suits or dresses - as befit you - that seem to scream wealth. Whether it's the finest furs, or tailor-made suits that fit you perfectly, you have an extensive collection of fine clothes. There seems to be an outfit for every occasion in the social calendar, and they'll always be in good condition ready to wear if you haven't worn them in the last day or so.

Attache Pharmacy (200 CP): This is an attache case full of pharmaceuticals and medicine. It only seems to contain pharmaceuticals legal in the U.S.A. during the 1960s, but this does include prescription drugs. These drugs and medicine will resupply over time meaning you'll usually have a pill for whatever you need, unless you're trying to treat the entirety of a major disaster or epidemic out of this case.

Steamer Trunk Full of Cash (400 CP): Here's a million dollars 1960s money in cash, not a single bill of it below \$100. It will restock itself at the start of each jump and convert to an appropriate currency adjusting for inflation in the process, though it will continue to tend towards the higher denominations of wealth.

Holding (600 CP): While not a match for the extensive holdings of the Howells', you are the proud owner of an oil well, or maybe a gold mine, several apartment complexes, or even a railroad or steel company. Whatever it is, this is some form of valuable holding, resource extractor, or company that you are the proud owner of including the necessary business to make use of it. You don't need to involve yourself with it at all, as the followers who comprise the business will handle everything on their own (including paying their own salaries), and you can simply sit back and let it provide you with wealth. Though you could take a direct hand with it if you wanted to leverage it for some sort of influence. It won't follow you from jump to jump, but you'll possess another such holding in each future jump. It won't provide as much instant cash as the **Steamer Trunk Full of Cash** but should be more valuable long term, and comes complete with a legal paper trail to prove you own it and provide you with an obvious source of wealth.

Movie Star Items

Makeup Compact (100 CP): This is a seashell full of smushed berries. These berries are surprisingly effective make-up, and extremely easy to apply even without mirrors, or application tools. The makeup in this seashell compact refills itself over time, and with this you should be able to look your Hollywood best while abandoned in the wilderness even when having to do your makeup all on your lonesome (and with only a reasonable investment of time and effort).

Magician's Trunk (200 CP): This is a trunk full of magician's tricks and props. They don't really have magical powers, but they are unusually effective in convincing primitives, superstitious individuals, and fools as to the reality of the magic and tricks shown. This also comes with the tools of a fortune teller and medium. These have similar effects, though you do often find yourself making lucky guesses when using them - nothing too impressive or impactful, but a touch of something to add credence to your predictions. Maybe you could even make use of these lucky guesses to help you out, though while it's better for predicting the future than random chance says it should be, it's not that good for it.

Island Stage (400 CP): This is a stage made of bamboo, palm fronds, and with curtains of stitched together clothing, and yet however you'll find that it seems to possess excellent acoustics for putting on plays and other live performances. Performances upon the stage go strangely smoothly with the performers seeming to put on noticeably better performances than they normally would. It might even see a small boost to supernatural aspects of performances if they have any; though you'll have to test and see if it does. And due to its lightweight construction you can take it apart and reconstruct it somewhere else with relative ease.

Pyramid for Two (600 CP): This is the script for a play. If you can get it produced, which given its quality it shouldn't be too hard to find a willing patron to do so, it will launch the star of the play to overnight fame and celebrity. It only works this way once, and it's up to them to keep the status afterwards, but whoever is put in the starring role will become a major name in the entertainment business overnight.

You'll get a new script every jump. Each script will only work to launch someone to stardom this way in the jump it was made for, but you could still potentially produce the others. These scripts can also adapt to be films, holovideos, or whatever medium is in vogue for acting.

Professor Items

Salvaged Parts (100 CP): This is a collection of spare parts like you might salvage from a wrecked boat or old plane. This won't include things like a working radio, or a functional engine, but you'll be able to find some salvageable parts that even if they are far from enough to build a vehicle, will at least provide you with a small amount of wiring, metal, or other such resources to make something. Maybe you can repurpose them into a Geiger counter or an electrical generator of some sort. You'll only get one such cache at the start of the jump and again each time you find yourself somewhere like on a desert island or stranded in the wilderness. Something like getting lost on a day hike for 15 minutes probably won't trigger it, but if you're really and truly lost where you're liable to wander for days you might.

Dynamo Bike (200 CP): This is a stationary bike made primarily from bamboo. It's surprisingly comfortable to sit and ride on, and it is connected to a dynamo which can produce electrical energy when someone pedals it, or which can otherwise provide force for simple mechanical movements. It seems to produce more power than one would expect from the force used to turn the pedals, allowing a single individual pedaling on it to provide a significant amount of power.

Lead Clothes (400 CP): These clothes have been coated with lead. This lead coating has rendered them somewhat stiff and hard to move in, but also impervious to radiation and cosmic rays of all sorts. They even come with glasses that are mostly covered in lead with slits to allow you to see through. When you wear these clothes they will protect you from all forms of radiation and cosmic rays - including esoteric radiations. They won't protect you from heat, or directed energy weapons, however, but you won't have to worry about radiation poisoning or contamination, and you'll not be getting aged by a strange meteor. Plus you don't even need to paint your face with lead paint for them to work just wear the glasses. Guaranteed not to give you lead poisoning too, unless you do something like actively try and eat them.

Book of Everything (600 CP): Well the Professor doesn't have just one book, but given the number of books he has and the number of different subjects he has books on something doesn't add up, so we'll just be giving you this one. This book seems to be a vast array of different scientific texts, but always the one you need at the moment. While it doesn't include all scientific knowledge, it is a single book which doubles as an extensive scientific library by the standards of 1960s America, though it is focused on science not engineering and while you may find books on as varied subjects as the anthropological studies of Pacific Islanders, butterflies of the world, obscure botany,

chemistry, and even particle physics and astrophysics you won't find true engineering manuals - you might find a book on aerodynamics as a science but not one that specifically tells how to build planes.

In future jumps it will update to include a similar breadth of scientific knowledge as held by the main culture of the jump like how in a jump focused on a group of 60s Americans it holds information from 1960s America. In a jump based on Tolkien's 3rd Age it'd probably default to human as the default, in one based on Star Trek the Federation, and so forth. It won't tell you everything, but it includes a lot.

Country Girl Items

Coconut Cream Pies (100 CP): This is a set of 4 coconut cream pies. They're delicious and they replenish daily. If you'd prefer a mango cream pie, coconut-pineapple cream pie, or any other type of fruit pie which Mary Ann made during her time on the island, the pies will know (even if you don't) and you'll receive it instead.

Island Cookbook (200 CP): This is a small handwritten cookbook. It is also absolutely full of recipes which are both surprisingly easy to make and good. It seems to especially have recipes you might be able to make with limited supplies and without access to modern ingredients or proper cookware. In fact, following these recipes seem to make it easier to cook without proper cookware and to make ingredient substitutions go better and more easily than they should, and the cookbook's recipes appear to update based on your situation so it'll always have recipes based on the limited ingredients you have at your disposal.

Island's Bounty (400 CP): This is a wide variety of island fruits and foods - fish, lobsters, coconuts, citrus fruits, bananas, edible birds, eggs, and more. You don't even need to go out and gather them, they'll just appear in your warehouse, or wherever you're staying on a daily basis. There's plenty for yourself and several other castaways too. This bounty will always be delicious and fresh, the fruit being more akin to domesticated strains instead of the wild ones, and everything being as fresh as if you had just went and hunted/gathered it that morning. It'll even have supplies to somehow make pies from them despite the lack of domestic animals or products from them such as milk or refined ingredients like flour.

Radioactive Seeds (600 CP): This is a crate of experimental radioactive seeds. You will find that there are sugar beets, carrots, spinach, truffles, green peas, artichoke, Idaho potatoes, squash, lettuce, cucumber, Swiss chard and mushrooms. These seeds grow at an incredibly increased rate, but tend towards growing into oddly deformed and twisted shapes - such as rings of corn, or pretzel-like string beans. Consuming a single type of these vegetables in sufficient quantities will grant super powers for a period. Carrots grant telescopic vision such that you could see individuals clearly on a boat too far away from shore to be seen by normal people, and could read a book from half a mile away. Spinach grants superhuman strength to lift a several hundred pound log up easily with one hand. Sugar beets grant extraordinary amounts of energy and very low end super speed. Other vegetables may possess other effects.

Your seeds won't cause radiation poisoning, but will lose their effects some time after consumption. It's also only the plants directly grown from these seeds that have these effects, ones grown from their seeds, or even cuttings of them will not provide these effects. The crate will restock at the start of each jump but not until then, meaning you'll have to carefully ration out these powers over the course of a decade.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Gilligan (Free):

Ginger or Mary Ann (Free with Castaway Drawback): It's a question as old as time... or at least as old as *Gilligan's Island*, and one which has cast a long shadow over pop culture. Well in honor of that question, if you manage to start a romantic relationship with them, you can take Ginger or Mary Ann to come with you as a companion for free. But only one of them. Ginger **or** Mary Ann.

Mr. and Mrs. Howell (50 CP): Convincing them to leave their money might be hard, but convincing them to leave each other is probably harder and even more cruel. As such you may take Mr. and Mrs. Howell as a pair sharing a single companion slot for the same price as a single other companion.

Castaways (200 CP; Discounted with Castaway, Free with the Really Stranded Drawback): You can take all 7 castaways as a single group companion sharing a single companion slot. If you took this for a discount (or free) with the drawback(s) only those castaways who were on the island with you are included in this group companion.

Slave (100 CP): This is an attractive young native girl - or man - whose life you saved thus putting them into a permanent life debt towards you as your slave. They take this position *very* seriously, seeing any time you work as them losing face and refusing to work for anyone but you. Still they are extremely loyal to you, and seem to really want to be your slave. They're also a pretty good masseuse, so it's not all bad?

Drawbacks:

*Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump. **You may only gain CP from up to 4 drawbacks not counting Castaway (which doesn't give you CP merely changing the CP other drawbacks grant).** You may take additional drawbacks for 0 CP (or even take Really Stranded for 0 CP to get the upgrade to the purchased island), but they will not grant you additional CP.*

Castaway (Special): Let's be serious for a moment, with all of your powers and abilities from other worlds - or even without them - it's trivially simple to escape the island rather early on. Just don't make Gilligan stand watch. But that'd be... a bit boring wouldn't it?

So here's the deal, you'll find that through your powers not working for the task, normally indestructible items breaking or impossible to lose items getting lost, horrible luck, and drawback induced bouts of incompetence and stupidity, that escaping the island is as difficult for you as it is for the other castaways. This doesn't guarantee you'll be here for a full 15 years like they were, but you will find that it will take seasons worth of adventures surviving and actively trying to escape the island before you do so. You won't know when this prohibition will lift or you'll luck out, but you'll have to have been trying to escape for some time so get on it.

In addition you'll really be living the castaway life. This means that until you reach the mainland (including Hawaii) any items that would trivialize escape are locked away completely, and you'll not have your warehouse key, instead you'll only have about a steamer trunk worth of items from other worlds, as well as anything you purchased here; though even of things purchased here any followers or properties will be left on the mainland. It also means that while you may still import companions, you may only bring 1 companion with you onto the island without having them replace one of the canonical castaways. You may not replace Gilligan until all other castaways are replaced and Mr and Mrs Howell must be replaced together either by 2 of your companions or by you yourself inserting as one of them and having a companion replace the other. As an example if you imported 3 companions you would have 2 replace the Skipper and Mary Ann, or you could have them replace Mr. and Mrs. Howell, but you could not replace Mr. Howell and the Skipper. If you don't want to replace one or more castaways you may import companions to the mainland, they will simply be unable to help you escape the island or to find you until you have successfully reached land.

Self-Insert (Toggle): If you want to replace one of the canon castaways, you may do so if you have the matching background (Mrs. Howell and Mr. Howell both have the Millionaire background, the others should be fairly obvious).

A Yale Man (+50 CP): You might not have actually gone to Yale, but you have all the markings of a Yale man. Meaning, of course, you have no idea how to act in polite society. It's almost like you go out of your way to act rude and break the rules of politeness; you eat things that are definitely not finger foods without utensils, you set your limbs on tables, and you're just generally rude as well.

Child Friendly (+50 CP): No sex, no excessive violence, no killing, no drug use, and you can only show your navel in public for so many minutes a week. In short you must live your life in a way suitable for showing up on a 1960s TV show intended for family entertainment.

Follicular Albinism (+50 CP): Your hair has turned white and this has convinced you absolutely that you have begun aging overnight and you have become a very old man (or woman). While you're not actually aged, it will be impossible to convince you of this fact, and you will act like a stereotype of a very old individual. You also have a tendency to take naps. No, dyeing your hair (or shaving it off) won't help.

Kak Dela (+50 CP): You only seem to speak Russian. You might eventually learn English, but you'll be particularly slow to learn it.

Sin of Choice (+50 CP): Each of the castaways exemplifies one of the 7 deadly sins. We don't have a full official list, though we do have a partial one, and the internet seems to be divided on which of Gilligan, who does the majority of the work on the island and eats ship sealant, paint, and anything vaguely resembling food or Mrs Howell whose main character trait is thinking work is something for other people is Sloth and which is Gluttony. Well now you'll find that one of the 7 deadly sins is greatly exaggerated in you. We're talking more on the Mr. Howell level of greed than those of the other castaways, where the sin will affect your daily life and relationship with the other castaways.

Topsy Turvy (+50 CP): You seem to have bumped your head pretty badly because your vision is flipped vertically so that you see everything upside down. This'll be fairly disorienting at least at first, but eventually you'll probably get used to it. Alternatively you can just see everything doubled.

Wrong Way (+50 CP): You get lost easily. This is especially true when going long distances or using a vehicle. Even if you have a plane or a boat, you'd almost certainly be unable to reach Hawaii or the continental US if you tried, and you'd definitely not be able to guide people back to the island if you did. Though even when just walking expect to get lost regularly, even following paths on the island you've taken for years.

Really Stranded (+50 CP/+100 CP): It seems you won't be leaving the island at all. You will find that you cannot escape the island until 9 years and 11 months have passed. For the higher value your time in this jump is increased to 20 years and you'll be stuck on the island for at least 15 unable to leave it until the tidal wave which will wash the castaways out to sea... hopefully you can get rescued then. If you took **Castaway** you might want to try your best to leave before then anyway, because if you don't put in the effort you won't be able to leave then.

Voodoo Curses (+50 CP/+150 CP): Expect to deal with a lot more voodoo curses and supernatural happenings. For 50 CP this is just your imagination and your newly superstitious nature. You'll believe yourself cursed time and time and time again, and find yourself overreacting to try and deal with these curses and supernatural threats. For 150 CP you'll really be finding yourself cursed and hexed and worse with surprising regularity. Voodoo dolls being used to manipulate you will be the least of your worries. You might even have to really deal with supernatural threats and horrors such as vampires on the island.

Butterfly Collector (+100 CP): You must collect and preserve a butterfly of every known species in the world. Until you have you cannot leave this jump. This will extend the duration of the jump as long as needed. This includes, of course, the pussycat swallowtail, and the even rarer Antarctic species. Success will not end the jump early.

Clumsy (+100 CP): You're extremely clumsy like Gilligan. This gives you Gilligan level clumsiness. As a mercy we'll let you turn off any perks or powers you want right now. You won't be able to turn them back on till the end of the jump, but you won't be accidentally sneezing out your fire breath or exerting your strength to break the island in half.

Headhunters (+100 CP): Normally the headhunters in this series are a mostly comedic threat and fairly uncommon as well, or about once or twice a season. Now you'll find them much more common, likely to come to the island at least once a month, and they're much more of a real threat. The castaways won't stand a chance unless you protect them. And even if you're in civilization (or away from humanity entirely) you'll be

encountering headhunters who are not only a danger to you but those around you as well. Well ok, this won't ensure they're a danger to you if you're enough beyond human, but they're armed men with murderous intent and stealthy and skilled hunters and warriors

Hyper Allergenic (+100 CP): People are allergic to you. This won't help you in dangerous situations, but will ensure that your friends and those you want around you begin sneezing and breaking out in rashes in your presence.

Island Madness (+100 CP): You have a way of getting on people's nerves after a little while.. And having them rub you the wrong way too. You can get along with people fine in short periods, but you don't do well in close confinement with people for longer periods, building up until you and those you're rubbing the wrong way explode. And even living in your own hut on the island will be close enough confinement to aggravate people; think if you're around them regularly without disappearing from their life for months at a time to reset it. It won't happen in only a few days or even weeks, but expect friction to build before years have passed.

Terrible Weather (+100 CP): While the weather on the island isn't necessarily perfect - and on occasion is dangerous - it's mostly pleasant. The island would make a perfect place for a resort after all. Now you'll find that the weather - on the island or wherever else you are - is consistently terrible and that no matter how protected you should normally be from discomfort from the weather will cause you discomfort. You will also find that dangerous storms and weather have become much more common wherever you go.

Why's It Always Me (+100 CP): Somehow you find yourself always being given tasks and jobs by others, and somehow or another you'll find yourself having to personally do far more than your share of the work anywhere you are. You can expect to do the lion's share of the work for anything you're involved in, and somehow to end up spending hours a day in manual labor often for things that only benefit others. Maybe you're just a bit of a pushover, or have a guilty conscience for stranding everyone on the island by taking the **Castaway** drawback?

Wrote a Will (+100 CP): Jumpchan wrote a will for you. It offers everything you've gained as a up to your fellow castaways, and companions, and even your status as jumper to one of them (though who knows which). You'll remember that part of this drawback the rest, though, you'll forget. You see events are going to happen around you to make you believe people are trying to kill you, most likely to collect on this new will. They won't be... unless they're the type to murder you for this... but you'll forget that these

circumstances are happening due to your drawback and not something else. This drawback will not ever directly kill you; though your reactions to your friends trying to kill you might... and if your companions would murder you to steal your jumper status... pick better friends?

Bombs, Bug Bites, and Storms (+150 CP): Normally the island is relatively safe. It's not completely free of dangers, but the Navy missile launched in the region doesn't have the warhead, the bugs that are found aren't actually the deadly, swarming mantiskani bug, the deadly typhoon is shut down by an electrical storm. Now, though, whether you're on the island or not you're going to be dealing with major threats: missile tests hitting your location, millions of bugs with lethal venom coming to bite and sting you and those around you, devastating storms, murderous cannibals, and more.

Gilligan (+150 CP): You're incompetent and seem incapable of not messing things up. You'll constantly and consistently mess things up on the same level and scale as Gilligan. As a mercy we'll let you turn off any perks or powers you want right now. You won't be able to turn them back on till the end of the jump, but you won't be using your super intelligence to create a grey goo apocalypse, or casting a spell that opens the ultimate gate and allows Lovecraftian great old ones to invade reality.

Take a Dare (+150 CP): It seems you have to live a full decade on a deserted island alone with no help, and nothing more than the clothes on your back. You don't have to be actually alone, but you do need to stay on the island for a full decade without leaving it and no one can help you even if you encounter them. If someone helps you, you use any tools or objects to help you other than those naturally occurring on the island, or you leave the island you won't fail the jump... you'll just forfeit your 1000 CP stipend. And helping you not go insane from a decade of loneliness does count as helping you.

The Thing on Gilligan's Island (+150 CP): A shapeshifting alien, notably the eponymous thing from John Carpenter's *The Thing*, has washed up on the shore of Gilligan's Island and thawed out. Maybe it's hunting the feral jungle boy on the island to stop him from growing up. Whatever its purposes, the thing has already begun to infect other organisms and transform them into itself and impersonate animals upon the island. Any animals on the island could already be the thing, and it will try to do the same with the castaways and you yourself on its path to escaping the island and spreading across the world. And while it might be a bird or a monkey at the moment, this thing retains its full alien intelligence. Thankfully there are a few things in your favor. It prefers to strike targets when they're alone, so if you all stick together maybe you can avoid it. Also if you took the **Castaway** or **Really Stranded** drawbacks they apply to it the same as to

you so it won't escape the island to infect the entire world till roughly the same time you might; that's probably for the best given it could convert the entire world population in days to weeks.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

For a timeline of the island in season 1 there are references to having been on the island for more than a year, and in season 2 there are references to having been on it for years. This indicates each season is more than a single year. However in the reunion movie *Rescue from Gilligan's Island* we are informed that they've been on the island for 15 years and that the radio broke down after 5 years. So the 3 seasons are somewhere under 5 years. They're rescued until Christmas where they crash on the island again, before staying long enough to repair a WWII plane and leaving it again. There's a time skip till the resort is up and running, and then another time skip for the next movie. All in all it's almost 20 years but probably more like 18 or 19.

The Starlet background got the beauty perk even though it actually references Dawn Well's past as a Miss America runner up, because it was narratively central to Ginger's role even if there's a good reason to have the question Ginger or Mary Ann?

I say this but a lot of the Farmgirl Perks felt like stretches, especially the 600 CP one.

Gilligan's pocket knife shows up a lot more than the Skipper's, and in plot important roles, but Gilligan had multiple options for 100 CP items, and the Skipper did have a knife on occasion.

The Steamer Trunk Full of Cash would in modern money be worth about \$10,000,000. It's not a vast fortune by the Howells' standards but some light spending cash. Still it's enough that a Wolf of Wall Street should be able to turn it into a true fortune without too much trouble.

I saw a child Kurt Russel and I had to put the Thing in there as a drawback. Because it's John Carpenter's greatest movie, and a perfect 10 of a horror movie.

Changelog:

Version 1.0.0: Released.