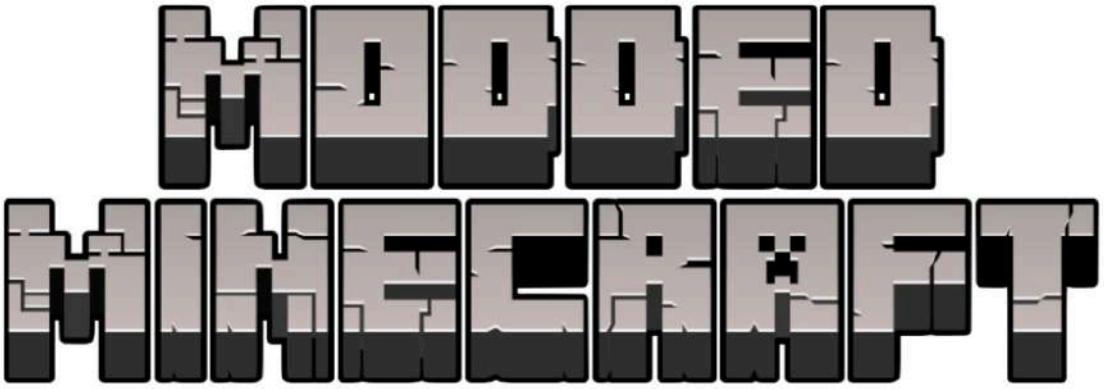


The Jump

by

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Minecraft is, at its core, a sandbox game. You break blocks, place blocks, punch trees, and try not to fall into lava. Survival is the name of the game—unless you're in Creative mode, in which case you have god powers and no one can stop you from covering the world in redstone-powered toilets. The world is made of cubes, the creatures look like walking Lego nightmares, and nighttime means everything wants you dead. Pretty straightforward.

But this? This isn't that Minecraft, this has mods. It's the base game, with enough things added that you'll have difficulty guessing what came from where. Why punch trees when you can make tree farms? Why strike the Ender Dragon with your netherite sword when you could use a gun?

In this world, crafting a stick might be the first step toward summoning a mechanical dragon, building a nuclear reactor, or opening a portal to a parallel universe made entirely of meat. You might start with stone tools, but if you play your cards right, you'll end up in a flying city powered by magic crystals and steam engines, all while managing crop genetics and learning how to transfer data through glowing wires. One second you're farming potatoes, the next you're building a space station using compressed steel plates and oxygen seals. And don't get too comfy with anything—because the more mods are in play, the more likely it is that even the pigs are trying to kill you.

That's the world you're being dropped into. Just you, a bunch of broken physics, and the smug knowledge that your first base will probably look like a dirt cube with a torch on top. But don't worry. You've got **1000 Craft Points** to get started. That's your currency to buy perks, tools, companions, and anything else that'll help you not get eaten by modded Mobs.

Good luck, Jumper. Try not to break the world too hard. And if you do, just pretend it was part of the mod. That's what everyone else does.

Starting Biomes

*Roll a **1d7** to determine where you start, otherwise pay **50 CP** to choose your Starting Location. Each of these will place you within walking distance of a village if applicable.*

1. Flatlands Biomes
These biomes have a flat terrain and a wide view. Trees spawn less here and water sources are plentiful. They also have a higher number of passive mob spawns.

You may freely choose from Plains, Sunflower Plains, Snowy Plains and Ice Spikes.

2. Offshore Biomes
These biomes contain oceans and mushroom fields. They are large, open biomes made entirely of water, with underwater relief on the sea floor, such as small mountains and plains, usually including gravel, dirt, and sand. Squid and fish spawn frequently in the water, and dolphins spawn in non-frozen oceans.

You may freely choose from any of the different oceans or the mushroom fields.

3. Highland Biomes
These biomes are much higher than the rest. You may freely choose from the Highland Biomes.

You may freely choose between mountains and windswept hills.

4. Woodland Biomes
These are rich with a variety of flowers, trees and grasses.

You may freely choose from forests, taiga, old growth taiga, snowy taiga, birch forests, dark forest and jungles.

5. Wetland Biomes
Wetland biomes contain rivers, swamps and beaches. They have a large amount of water resources. Rivers separate other biomes; beaches generate as a transition between the ocean and land.

You may freely choose from rivers, swamps and beaches.

6. Arid-land Biomes
In these biomes, it neither rains nor snows, but the sky still turns overcast during inclement weather. The surface is covered with sparse vegetation.

You may freely choose from deserts, savannas and badlands.

7. Free Pick.
You are free to choose where you start. You may select any Vanilla Minecraft Biome.

Biome Add-on Mods [Free / 50 CP]
You may install any mods which add additional biomes. This is for mods that add mostly cosmetic biomes (for example, Oh the Biomes You'll Go or Biomes 'O Plenty).

For an additional **50 CP**, you may choose to start in a modded biome of your choosing.

Age, Gender and Appearance

Your age and gender are personal, so choose for yourself. Additionally, your appearance can be modified, but not by much. For this jump, you are made of voxels.

Origins

You may pick any two origins for yourself from the selection below. Your first origin is **FREE**, but you may pay **50 CP** for a second one.

Explorer
You are an explorer, intent on seeing all that this world has to offer. You may get lost, but finding your way back will always fill you with happiness.

Engineer
There is nothing you like more than throwing stuff together and seeing what works.

Builder
You want to make something that stands the test of time, something that proves you once existed. Fortunately, Minecraft offers a ton of resources for that sort of work.

Researcher
They say that science and magic go hand in hand, and you are interested in both. Go forth with science and magic!

Delver
Oh, to get lost deep in the caves and to dig up all that the earth has to offer. There's not much to say here except diggy diggy hole.

Fighter
There is nothing that gets you more excited than fighting strong enemies, finding strong weapons and using these weapons to fight stronger enemies.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Minecraft Physics [Free → 200 CP] – Mandatory
The world of Minecraft offers a unique set of physics; You have a large inventory – consisting of 4 armor slots, 27 storage slots, 9 hotbar slots, and an off-hand slot – which can easily hold up to 64 of almost every item, certain objects can be placed without supports and you can stop your fall with water.

Oh, and everything is made from blocks – including you in your voxel glory.

For **200 CP**, this perk extends to future jumps. However, the blockiness won't remain.

Jumper's Choice [100 CP]
After this jump, you'll end up with more than a few mods. While how they import into future settings is shown later in the doc, this perk lets you choose when these mods arrive in other settings (if you choose to import any, that is)

By default, those mods will have existed in that world from the start, i.e. they are canon to that world. With this perk, you can decide whether they've existed from the start or with your arrival.

Name Tag [100 CP]
Everyone will have their given name above their head, letting you see right where they are. Of course, there are ways to hide them; simply crouching, effects that make one invisible or just hiding behind something.

Health and Hunger [200 CP]
Your health and hunger are abstracted to appear as hearts and chicken drumsticks respectively, and eating to full will automatically start healing you. Comes with Appleskin pre-installed, letting you know how much a food item will fulfill you.

Sleep to Set Respawn Point [Free → 200 CP] – set by default
You may sleep on a bed to set your respawn point. This will bring you back from death, but will only work once per 24 hours. Remember that, by default, only the clothes you were wearing (provided they have no powers of abilities) will come with you. The rest of your stuff will be scattered about your death point. After 15 minutes, if your stuff wasn't picked up, it will vanish. Items bought using CP, or those which reappear in your warehouse if lost, will reappear in your warehouse, but locked for one week.

For **200 CP**, you may take this into future jumps. Items follow the same rule as before, however, items bought using CP will be locked for two weeks instead.

Corpse [200 CP]
After one dies, their items will be thrown about haphazardly. With this perk, any time you die, you'll leave behind a corpse with all of your items. This inventory can only be accessed by you. Also prevents your items from disappearing.

If you haven't bought **Sleep to Set Respawn Point**, this works differently; When you're about to take fatal damage, you'll become a ghost for a few minutes and leave behind your body. During this time, you lose your armor and items but mobs can't see you. After this time ends, you'll have a new body with some of your injuries tended to. This can only work once every week, however.

You must retrieve your items if you want them back.

Recipe Book → Just Enough Items [200 CP / 400 CP]
You gain access to the recipe book, which updates depending on what items you've come across. If you have an item, you'll know how to craft it and more recipes can be unlocked by meeting certain criteria.

Of course, a recipe doesn't need to appear in the book for you to use it.

For **400 CP**, Just Enough Items is installed into your world. At any moment, you can check for any item's recipe, where it can be used and where it can be encountered. Add-ons are included with this.

Explorer Perks

Petting [100 CP | Discounted for Explorer]
You have a way with taming animals; Simply petting a mob enough will make it loyal to you. Note that it doesn't include every mob; bosses and boss-adjacent mobs are not included.

This extends to other creatures as well, but not to those too strong or intelligent.

BetterF3 [200 CP | Discounted for Explorer]
You have access to a special menu. This tells you of the dimension you're in, your elevation, the direction you're facing and more.

Minimap [400 CP | Discounted for Explorer]
You have a minimap mod, such as Xaero's or Journey Map, capable of displaying a map of the area with details like elevation, where you've been, waypoints, and enemy markers. Teleporting between waypoints is disabled by default.

Better Exploring [Free → 300 CP → 600 CP | Discounted for Explorer]
You may install any number of mods to the current world, as long as it adds more structures, mobs, changes old ones or adds new mechanics. Examples include but aren't limited to YUNG's structures and Alex's mobs.

For **Free**, you may install any mod that cosmetically changes a pre-existing structure or mob, or adds minor stuff. (example, Domestic Innovation and YUNG's mods)

For **300 CP**, you may install any mod that has greater changes; adding new structures or mobs. (example, Towns and Towers, Alex's Mobs)

For **600 CP**, you may install mods that massively change how biomes work, add new biomes to pre-existing dimensions and the like. (For example, Alex's Caves, Infernal Expansion, The Enderjetic Expansion).

If **World Changer** is bought, you may take an equal or lesser tier of this perk at a discount.

Additional note: You only have to buy this once to install mods. After this jump, you may add in any three mods to future jumps.

Engineer Perks

What Am I Looking At? [100 CP | Discounted for Engineer]
You are given the information of anything you are looking at. This information includes, if applicable, its name, its fuel, how far its process has progressed, what tool to best mine it, etc.

Energy Conversion [200 CP | Discounted for Engineer]
Allows you to seamlessly convert and combine energy sources. You may easily convert RF into rotational energy and the like. Also works on magical energies. You no longer need a specific machine or tool to do as such, they can do so through pipes.

Systems Expert [400 CP | Discounted for Engineer]
Allows you to be an expert on any system of machines you are building. You'll know which pipes connect where, how machines are best powered and the like. After building, the knowledge remains with you.

When you see an unfamiliar system of machines, it will take you less time to figure it out than otherwise.

The Factory Must Grow! [Free → 300 CP → 600 CP | Discounted for Engineer]
You may install any number of mods that induce a more industry-esque feel to your current world. This is as follows:

For **Free**, you may add mods that add simple automation based features – including wooden hoppers and simple pipe-based mods (like Pipez). This also includes simple machines, such as Iron Furnaces or (if the right mods are installed) coal generators.

For **300 CP**, you may add mods that add additional features. This includes mods such as Create (and its add-ons), Immersive Engineering and Ender IO. This also includes power generation mods like Powah (although it is limited) and mods such as Pneumaticraft.

For **600 CP**, you may add mods with better power generation and industry. This includes Powah's nuclear generators, Mekanism and the like.

If **World Changer** is bought, you may take an equal or lesser tier of this perk at a discount.

Additional note: You only have to buy this once to install mods.

Builder Perks

Chisels, Bits and Decorations [100 CP | Discounted for Builder]
A creation looks better the more work goes into it. This perk installs decoration-based mods – such as furniture mods, Chipped and Chisels and Bits – to further improve your building experience.

You also get an eye for details; Those smooth and boring walls won't be so boring with this perk.

An Expert in Style [200 CP | Discounted for Builder]
Builders in Minecraft are able to make great things, aren't they? This perk gives you the knowledge of any architectural style you wish to replicate for the process of building.

Effortless Building [400 CP | Discounted for Builder]
Everyone is a builder at heart. This perk enables you to bring that inner builder to light. You can now place blocks further, mirror them in real-time, make guidelines for your building project and more. In short, this gives you access to the Effortless Building mod.

This also gives you access to mods which enhance the building process, including building gadgets.

Better Storage [Free → 300 CP → 600 CP | Discounted for Builder]
You'll need some place to put away your blocks, after all. You may install any mods according to the following:

For **Free**, you get access to mods that add chest tiers or other storage options. This also includes simple pipe-based mods like Pipez.

For **300 CP**, you get access to more complex mods that still remain closer to Vanilla, such as Storage Drawers and Tom's Simple Storage.

For **600 CP**, you get access to complex storage mods like Refined Storage or Applied Energistics.

If **The Factory Must Grow!** is bought, you may take an equal or lesser tier of this perk at a discount.

Additional note: You only have to buy this once to install mods.

Researcher Perks

Farming and Cooking [100 CP | Discounted for Researcher]
Who says that a researcher must only focus on science and magic? Or… is farming not a science? This gives you access to farming and cooking mods like Farmer's Delight and Cooking for Blockheads.

Any crops or plants you grow grow faster and are more resistant against diseases and pests. If you grow different plants together, they grow quicker and yield better results.

Enchantments and Potions Mastery [200 CP | Discounted for Researcher]
You are a master at applying enchantments, and these require even less exp and lapis now. Moreover, you are given the use of Enchanting Infuser and similar mods that add to the process of enchanting. This also includes potions and mods that expand on Minecraft's potion system.

You gain a great deal of experience in potion crafting and enchanting (and augmenting items/weapons). Note that it doesn't give you complete information of the field; Instead it allows you to visualise the next few steps and the costs of achieving them.

Mob Farms [400 CP | Discounted for Researcher]
Running out of useful items? Too many mobs to take care of? Well, take this perk and install mob management mods to your world. This includes mods such as Dark Utilities and Deep Mob Learning.

World Changer [Free → 300 CP → 600 CP | Discounted for Researcher]
Sometimes, you need something to really shake things up. This is where you can add such mods:

For **Free**, you may add magic or science based mods that don't affect the world much. This includes mods such as Iron's Spells, Trinkets, Baubles and the like.

For **300 CP**, you may add mods which modify pre-existing parts of Minecraft at a comparatively smaller scale. This includes mods such as Mowzie's Mobs, Mutant Monsters, or Jurrasicraft. This also includes mods such as Ad Astra, Occultism, Blood Magic and Botania.

For **600 CP**, you may add mods that add new magical dimensions, or mods that greatly change the playing experience. This includes mods such as Twilight Forest, Blue Skies and The Aether. This section also includes mods such as Thaumcraft, Mahou Tsukai and Astral Sorcery.

If **The Factory Must Grow!** or **Better Exploring** is bought, you may take an equal or lesser tier of this perk at a discount.

Additional note: You only have to buy this once to install mods.

Delver Perks

Dwarven Might [100 CP | Discounted for Delver]
You are an expert at digging and patching up holes; You can never get tired from it – or any other strenuous activity. Not only that, but you see better in the dark – won't give you night vision – and riches, such as ore and diamonds, give off a nice glint. You also move quietly, and are unable to accidentally set off skulk sensors.

Ores Galore! [200 CP | Discounted for Delver]
Allows you to install mods which add more ores to the world. Anything from jade to rubies will work here. In future jumps, these ores generate there as well.

Ultiminer [400 CP | Discounted for Delver]
Gives you access to mods such as FTB Ultimine. Now you can mine a good chunk of material, or create tunnels or stairs, all from a single point of contact.

Dug too Deep [Free → 300 CP → 600 CP | Discounted for Delver]
There arrives a time when you think you've done too much. Well, that doesn't apply to you. This perk enables you to enhance your digging and caving experiences:

For **Free**, you get access to mods such as Piercing Paxels, in other words, mods which add Vanilla-friendly tools for better digging and other features.

For **300 CP**, you get access to mods that add stronger tools, such as Mining Gadgets and their many upgrades. This also includes mods that affect how TNT works (either adding more variety or changing the behavior) and mods that add dimensions for your digging might, with the example being the Mining Dimension.

For **600 CP**, you feel like you've gone too far. Get access to mods that allow you to build quarries, make larger explosions and create dimensions for exploration (such as Mystcraft).

If **Better Exploring** is bought, you may take an equal or lesser tier of this perk at a discount.

Additional note: You only have to buy this once to install mods.

Fighter Perks

Better Combat [100 CP | Discounted for Fighter]
You are an expert when it comes to combat, being able to master any weapon or tool by simply picking it up, but know that this information fades as soon as you put away the weapon or tool. This also installs mods that enhance your base fighting style and those that enhance movement, letting you run on walls or jump off of them.

Weapons Crafting [200 CP | Discounted for Fighter]
In Minecraft, you can craft weapons on the Crafting Bench as normal; a stick and two materials will always make a sword. But why stop there? This installs mods that enable you to modify or create your own weapons, such as Tetra, Tinker's Construct and Silent Gear.

If **Ores Galore!** is installed, then you may use the materials added through that mod.

You also gain a great deal of knowledge in weapon crafting; You'll know which materials give a sharper edge, can take more punishment and can set things on fire.

Apotheosis [400 CP | Discounted for Fighter]
Overhauls many parts of the Minecraft experience, by giving you tools with specific abilities and making a rare amount of mobs much stronger than before; they will drop even better items. If **Enchantments and Potions Mastery** is bought, this may be taken at a further discount.

In future jumps, if this perk is activated, there will be a chance for a relatively low level enemy to gain immense strength. Defeat it, and you'll receive a strong weapon or piece of armour.

Arts of Fighting [Free → 300 CP → 600 CP | Discounted for Fighter]
One of Minecraft's most interesting areas is its combat system. This perk allows you to install mods that enhance your fighting abilities.

For **Free**, you get access to mods which add more weapons and armour, crafted from vanilla ores. If **Ores Galore!** is installed, ores added through it will also be available for use here.

For **200 CP**, you may install mods which add more advanced weapons and armour. This includes gun mods and Enderite.

For **600 CP**, this gives you access to mods that make you nigh invulnerable to Vanilla mods. This includes mods which give you powers and abilities from anime and other media. For example, Shinro.

If **World Changer** is bought, you may take an equal or lesser tier of this perk at a discount.

Additional note: You only have to buy this once to install mods.

Items

*All origins get their 100cp items for free and get all other purchases for that origin discounted by 50%. Note that most of these items can also be made through the Jump itself, but any items bought using **CP** are fiat-backed.*

Items can be bought multiple times. In this case, non-capstone items are discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Starting Chest [Free]
A chest appears near where you spawn containing a set of wooden tools, some food and seeds to get started on a farm. It also contains a few emeralds for trading.

Post jump, it adjusts to that current setting.

Workbench on a Stick [100 CP]
Gain a set of sticks with all your workbenches on them. Luckily, these don't fill your inventory, and let you use said workbenches wherever.

Akashic Tome [200 CP]
Getting tired of carrying different books for different mods? Not anymore. The Akashic tome is a special book, which contains all the information you'd want on the mods you've installed. However, you are free to add and remove books from the tome if need be.

Superflat World [400 CP]
Creates a special portal that leads to a sandbox world: An endless field of green. This portal also appears in your Warehouse, or Warehouse-equivalent. This world allows you to test every mod you have purchased here, or for anything else.

Explorer Items

Nature Compass [100 CP | Discounted for Explorer]
The Nature's Compass is a utility item that allows you to search for a biome's location anywhere in the world and view information about it.

Explorer's Compass [100 CP | Discounted for Explorer]
The Explorer's Compass is an item that allows you to locate structures anywhere in the world.

Slime Boots and Slime Sling [200 CP | Discounted for Explorer]
Use the slime boots and the slime sling to better traverse your world. The slime sling can be used to launch yourself a fair distance away, and the slime boots make you bounce instead of suffering from fall damage, although they bounce less with each fall.

Waystones [200 CP | Discounted for Explorer]
You are given a pair of waystones for your travelling needs. Just put them down and link them with a touch. They'll enable instant teleportation between them. They also show up on standard maps.

Sophisticated Backpack – Iron Tier [300 CP | Discounted for Explorer]
Sophisticated Backpacks introduces upgradable and highly customizable backpacks designed for convenient portable storage. Backpacks come in multiple tiers, each offering increased capacity and support for more upgrades that enhance functionality.

You are given the iron tier of the backpack, which provides 6x9 slots for storage and 2 upgrade slots. You may freely choose any 3 of its upgrades.

Reclaimed Outpost [400 CP | Discounted for Explorer]
Well, it once belonged to Illagers, but not anymore. This outpost comes with most of the things you'll need for exploring: A map floor, a place for chests and furnaces, and a Hang Glider at the top floor.

The Hang Glider is a good tool for soaring through the land. Just pick a tall enough spot, and glide to your heart's content.

Engineer

Omniwrench [100 CP | Discounted for Engineer]
A masterwork of a wrench that works on all sorts of machines, including Create ones. Basically, it's a combination of all the different sorts of wrenches. It can be used to configure machines, rotate them and instantly make them drop.

Engineer's Goggles [100 CP | Discounted for Engineer]
A pair of goggles that allow the user to see more details about placed machines. In addition to Create's machines, this can show details about other machines as well. These details include stress values, temperature, fluid level and storage capacity.

Mini Item Farms [200 CP | Discounted for Engineer]
Gives you a set of mini item farms. This includes an iron farm, a cobblestone generator, a villager trader and a piglin trader. These farms are as large as a single block, and come pre-packaged with villagers / piglins.

Low Power Generators [200 CP | Discounted for Engineer]
Gives you three iron generators (from the mod Iron Generators) for your early energy needs. This also comes with a basic solar generator from Powah.

Fully Charged Elite Energy Cube [300 CP | Discounted for Engineer]
An Energy Cube is an advanced type of battery that is compatible with multiple energy systems. Energy by default can be input from 5 sides, and output on 1 side, but it can be changed by the Configurator (or Omniwrench) as always.

This has a capacity of 32,000 kJ and a max output of 12.8 kJ/s

Starting Factory [400 CP | Discounted for Engineer]
Generates a simple factory near your spawn. It has all the things you'll really need: A number of chests, hoppers and furnaces, all connected with pipes (if applicable) for a purpose chosen by you.

If you have bought any tier of **The Factory Must Grow!**, you may choose any two mods from it to base your starting factory on.

Builder

Debug Stick [100 CP | Discounted for Builder]
The debug stick is an item used to edit the block states of blocks. It is visually identical to a regular stick, but with a glint (as if enchanted). Use it to change stuff as you wish.

Basic Utilities [100 CP | Discounted for Builder]
Gives you a chest full of a few basic utility blocks. These include, but are not limited to, chests, barrels, furnaces, bathroom and kitchen features. The latter features, such as sinks, generate water without need of plumbing and such.

Schematic Designer [200 CP | Discounted for Builder]
Gives you a schematic wand which lets you design blueprints for your builds. While holding the schematic wand, you can fly and place any holographic blocks, as if you were in Creative Mode. This flight can't be used for traversal as unequipping the wand will teleport you to where you started.

The schematic wand can be connected to any computer which allows it to save and load schematics. These schematics can be printed by the computer as simple blueprints or as schematics for the schematic cannon.

Building Blocks [200 CP | Discounted for Builder]
Gives you a few stacks of blocks for your building needs. These blocks include decoration blocks and other blocks. Blocks that fulfill a function – such as Create's Andesite casing – can't be bought.

Building Gadgets [300 CP | Discounted for Builder]
Gives you a set of Building Gadgets. Use them to copy a number of blocks, add multiple at a time or even delete them. These tools require energy, but thankfully, these tools are solar powered.

Starting Base [400 CP | Discounted for Builder]
Generates a decent starting base for your needs. Its aesthetics and design can be chosen by you, and comes packed with a place for storage, a few rooms (one of which contains a bed) and a small farm.

Researcher

Quest Book [100 CP | Discounted for Researcher]
The Quest Book is a book made for a goal you wish to achieve. After thinking of a goal and opening this book, it will give you a set of instructions to follow. These require you to either have or submit certain items to progress to the next instruction.

You get confetti for completing these quests.

Thaumometer [100 CP | Discounted for Researcher]
The Thaumometer allows you to scan things (blocks, items, mobs, nodes, etc.) to identify their aspects, their magical make-up. This also allows you to see nodes.

Mini Mob Farms [200 CP | Discounted for Researcher]
Gives you a set of miniature mob farms, all of them taking as much space as a single block. These come pre-packaged with the mob inside, and you get a mob farm for each Vanilla minecraft mob (except bosses). Know that these only supply drops, not exp.

Anti Taint Measures [200 CP | Discounted for Researcher]
Taint is a horrific corruption of the land, the physical manifestation of chaotic magic twisting the life of the Overworld. This gives you a decent amount of silverwood saplings, which when grown into silverwood trees, can combat the spread of taint. You also get a few Totems of Dawn, which combat taint in a small area around them.

Transmutation Table [300 CP | Discounted for Researcher]
Every item that exists has some inherent value. Depending on what it is, it may be high or low. This table allows you to transmute one item into another, provided you have acquired that other item and placed it on the transmutation table.

Starting Lab [400 CP | Discounted for Researcher]
Generates a simple lab near your spawn. It has a few chests, barrels and pipes (if applicable), and all lined with a basic material of your choosing. Comes with a set-up of Deep Mob Learning, with three empty data models.

If you have bought any tier of **World Changer**, you may choose any two mods from it to base your starting lab on.

Delver

Depth Gauge [100 CP | Discounted for Delver]
Gain a tool that reliably tells you how deep you are underground. By default, it measures your distance from Deepslate, but can display your vertical distance from sea-level and such.

Bat's Helmet [100 CP | Discounted for Delver]
A trinket that can be worn on the head. This provides perfect night vision to anyone who wears it, letting them see in the dark as if it were morning.

Bow and Rope Arrows [200 CP | Discounted for Delver]
Gives you a bow and a stack of rope-arrows. These arrows deploy ropes when shot at a block, allowing you and your friends to climb up it.

Dwarf Pickaxe [200 CP | Discounted for Delver]
Gain a special diamond pickaxe, enchanted with Fortune II, Unbreaking III, Efficiency II and Mending. These enchantments may be transferred to any other pickaxe at the cost of emeralds.

You may change Fortune II for Silk Touch.

Mining Gadget Set [300 CP | Discounted for Delver]
A Mining Gadget is a tool which fires lasers to mine blocks. These can be held and simply pointed at the block you want to mine. Buying this gives you a Mining Gadget, 3 upgrades of your choice and a Modification table.

You may choose a Mining Gadget Mk I, Mk II or Mk III. They just have cosmetic differences.

Quarry Setup [400 CP | Discounted for Delver]
Generates a quarry setup ready to go. This comes with the quarry block itself, connected to a middle tier energy generator and a double chest. It also comes with pipes for your filtering needs.

A quarry can be used to excavate areas from 3x3 to 62x62 blocks, with a default size of 11x11 blocks. Once started, it will excavate downwards until it hits bedrock. By default, all blocks will be placed within the double chest, but the pipes allow for filtering if needed.

Fighter

Whetstone Set [100 CP | Discounted for Fighter]
Get a set of whetstones for your durability related needs. You may choose a whetstone of any material, as long as the total number does not exceed 10.

When one is used, another appears in your warehouse or warehouse equivalent.

A Set of Improved Armour Stands [100 CP | Discounted for Fighter]
Gives you three armour stands. While they, like Vanilla armour stands, can hold your weapon and armour, these can do more. After placing your armour and weapons on one, you just need to touch it to instantly swap your weapons and armour.

Test Dummy [200 CP | Discounted for Fighter]
Gives you a target dummy for all your combat-based needs. It can't be broken, and any damage done to it, immediately reverts. It does tell you how much damage you've dealt, however.

Starting Sets [200 CP | Discounted for Fighter]
Generates a starting set of items for a chosen mod related to the Fighter origin. For example, a set of gems for Apotheosis, a set of templates for Tinkers Construct and the like.

In future jumps, this may be used once to give yourself a beginner's set of fighting equipment for that setting.

Armoury [300 CP | Discounted for Fighter]
Generates a building for your weapon and armour based needs. This building comes packed with 4 sets of iron armour including swords and 2 sets of diamond armour including swords. One of the corners contains an Enchanting Table, surrounded by bookshelves a block high.

Battle Arena [400 CP | Discounted for Fighter]
An arena for your battling needs. It comes attached with an area to keep your weapons and armour, and contains a configurable mob spawner at its centre. These mobs don't leave drops, but only XP. You must defeat a mob a set number of times before they can appear here.

Contains a room which can control the mobs and if they should appear in waves and such.

Warehouse Management

Companions

Minecraft is a lot more fun with friends!

Companion Import [Free → 100 CP]
As mentioned, Minecraft is made a lot more fun with friends. With this, you may bring any 2 companions with you for **Free**. For **100 CP**, you may bring along up to 8 companions with you.

Companions start with **800 CP** to make purchases. Any mods they install will be added to your current world.

Warehouse Integration

Note that installed mods which add new workbenches or tables (such as Refined Storage, Tinker's Construct or Chipped) will add those in your Warehouse, or Warehouse-equivalent. Of course, you'll have to acquire them in the jump first.

Mods Integration

You must have acquired a number of mods and maybe you aren't tired of them yet. You **will** have them in your warehouse / warehouse-equivalent. But what if you wanted them to exist in future worlds by default?

This is where this section comes in. You may integrate these mods in future jumps you visit, based on the following:

Any 5 mods – Free

Any 8 mods – 100 CP subtracted from that future jump.

Any 12 mods – 200 CP subtracted from that future jump.

Note: You may only select mods added by Capstone Perks. Those added by other perks are free to install in future worlds if applicable.

Scenarios

Scenarios are additional, optional, missions that you may do after your time here. You may give them as many tries as you want, but you will be locked out of your pre-existing perks and mods while you do them.

Failing them just means you can try again. Completing them will give you unique awards. You can do this with friends, of course.

Scenario 1 – Vault Hunters!

Long ago, a group of warriors discovered the vaults. And now, you have happened upon a Vault Altar. This altar will give you a set of items to bring, and after bringing them, you'll gain a vault crystal: the ability to open a vault.

These vaults come with a number of themes and are filled with monsters and treasure. From these treasures, you get unique ores, materials and such for your needs. One of these rewards are Knowledge Gems, which let you unlock a set amount of mods.

I know, most of this information is simplified, but enjoy a more rogue-lite experience in Minecraft. Of course, you can get access to the Skills, Research, Gear and Armoury provided in this scenario.

Win Condition:

Get to at least level 30 within the Vaults.

Lose Condition:

Everyone dies in a vault at the same time.

Rewards:

- All the skills, research, gear and armour you have acquired through the vaults.
- A vault setup to create your own vaults; While you may use its drops for your mod requirements, the main reason for them is to have fun.

Scenario 2 – Deceased Craft

Hello! Welcome to a wonderful island for your relaxing needs! You even have a mansion to stay in, and the town's just in walking distance. Please ignore the stench, the traps and bodies in the attic. There totally isn't a zombie infection on this island – you don't need to worry about infected animals either!

You and your chosen companions are dropped off at a deserted island, in front of a grand mansion. All is well for the first few hours as you decide to head to the nearby town, albeit without encountering a single person. Then, the zombies arrive.

Go through this island and look for a cure to this infection. Only then, will you be saved.

Win Condition:

Cure the zombie infection that plagues this island.

Lose Condition:

You have three lives per person. Lose all three lives and you lose this scenario.

Rewards:

- The Mansion you arrived in, cleaned of all the stench, the traps and the bodies.
- Many crates of golden apples, perfect for preventing infections.
- Sushi!

Scenario 3 – The Factory

You are given a product and its recipe, and are dropped into a world with a carefully selected modpack. Now, you must make a factory for that product.

Win Condition:

Make a factory for the given product. This includes:

- The farming of raw materials
- The processing of these materials
- The making of the product
- Means to ship these products to the outside world

Lose Condition:

Giving up.

Rewards:

- The factory you made, and thus a theoretically infinite amount of that product.
- The means by which you shipped the product.
- A steady increase of income from the people buying these products.

Drawbacks

Incompatibility [+ 100 CP]
It sounds easy if you need a copper ingot for a recipe; just mine, smelt the ore and use it. It doesn't matter if it's a copper ingot from Tinker's Construct or Vanilla – they'll act the same.

Not anymore, because now you must look for the right mod's ingot, even if they have the same name. i.e. Vanilla copper ore won't smelt in a Tinker's Construct smeltery, you'll need a Tinker's Construct ore to give an example.

Tedium [+ 100 CP]
For **100 CP**, you may install any mods that will make your day-to-day life more tedious. This includes Diet, Thirst was Taken and mods that add weather-based features to the base game – mods that only affect you.

Weather and Seasons [+ 100 CP / + 300 CP]
Installs mods that add weather to the world. Crops only grow in their required seasons, and you'll need to prepare for the winter.

For **300 CP**, this adds natural disasters to your world too. Tornados, tsunamis and earthquakes have a tendency of happening.

The Glorp [+ 100 CP]
It doesn't matter what you build – It may be a machine that makes more machines, a coffee machine or just a sugarcane farm – it will be a little too messy. Sure it will probably work, but if it doesn't, it'll be difficult for you to find a way to fix it, and you won't be able to explain how said machine works to others.

Site Bee [+ 200 CP]
You have a goal in mind, something you want to achieve, but suddenly, there's something else that grabs your attention. Now you must handle that other something before you can return to your original goal, no matter how much you get bored.

An Infection [+ 300 CP]
Install an infection-based mod in your world. Now, the world around you will slowly be infected as mobs and areas change. Examples of mods: Fungal Infection: Spore and Sculk Horde.

Horror Mods [+ 200 CP / + 300 CP]
With its different cave sounds and the sudden creepers, Minecraft can already be quite scary. This perk ups the creepiness by having you install some horror mods. In caves, you may see a pair of eyes in the dark, which only recede, and in the fog… was there another person, or just your imagination?

For **300 CP**, these mobs are unfair. They will chase you down no matter what. Expect jumpscares.

Hardcore [+ 300 CP]
Go through the world in Hardcore mode. The perk **Sleep to Set Respawn Point** cannot be used, and mobs are much smarter and hit harder.

Gregged [+ 300 CP]
The Crafting table requires just four planks of wood, right? Well, now they require only one. Also, you'll need to craft the pattern and the tools that hang off of it. In short, this perk gregs up all the recipes.

Lycanite Mob Spawning [+ 300 CP]
Break a block, a deadly mob spawns. Even if you haven't had Lycanite's Mobs installed in your world, it will seem like the slightest action will spawn something you don't want to deal with at the time.

Hopefully a mob doesn't set off a chain reaction.

Mob Griefing [+ 300 CP]
Dragons – from Ice and Fire – are now a part of your Minecraft world. That much is hard enough, but wherever you settle, an ice dragon will have made its home miles beneath it. If not handled in time, it'll rise from the Earth, tearing down everything in its path.

If not dragons, then Abyssalcraft's Shoggoths will also have a much higher chance of spawning near where you settle.

Worst is, these mobs don't even drop much stuff on death.

Wither Storm [+ 600]
The Wither Storm has appeared somewhere in your world. It will float around, eating the world and all those residing within it. Best not to stay in one place for long.

Lockdown [+ 600]
You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices …

RESPAWN
Move on and choose another world to explore.

REST
Stay and enjoy your current life.

TITLE SCREEN
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v0.1

Initial Creation

v0.2

Changed the summary

Perk Changes:
Some clarification to capstone perks
General:
Added Jumper's Choice
Engineer:
Changed Systems Expert a bit
Researcher:
Changed Enchanted Mastery to include Potions
Delver:
Changed most of its Perk Tree
Fighter:
Changed Fighting Arts a bit

Item Changes:
Clarified pre-existing items and added new ones.
General:
Clarified Akashic Tome
Changed Sandbox Mode's name to Superflat World and clarified it.
Explorer:
Switched the prices of Slime Boots and Slime Sling, and Sophisticated Backpack. For the increased price, the backpack option lets you choose an additional free update.
Engineer:
Added Engineer's Goggles,
Mini Item Farms,
Low Power Generators,

Fully Charged Elite Energy Cube.

Builder:

Added Basic Utilities,

Schematic Designer

Researcher:

Added Thaumometer,

Mini Mob Farms,

Anti-Taint measures,

Transmutation Table,

Starting Lab

Delver:

Changed cost of Dwarf Pickaxe

Added Depth Gauge,

Bat's Helmet,

Mining Helmet,

Quarry setup

Fighter:

Added Whetstones,

Armor Sets,

Training Dummy,

Battle Arena

Warehouse Management:

Added Mod Integration

Drawbacks:

Added Infection,

Horror Mods,

Vault Hunters!

v0.3

Drawbacks:

Removed Vault Hunters!

Added Site Bee

Scenarios:

Added Vault Hunters!

Deceased Craft

The Factory

Items:

Researcher:

Added Quest Book (100)

Delver:

Added Bow and Rope Arrows (200)

Fighter:

Added Starting Sets (200)

Armoury (300)

V1.0 (Final)

Changed the content of some perks to make them clearer.