Written and directed by Hayao Miyazaki. Owned by Studio Ghibli
Jump by QafianSage and UWOS-Grimrah

In this world, humanity harnessed the power of the wind and the secrets of the earth to take to the sky, building a great civilization of floating kingdoms and terrible weapons, powered by the strange and powerful etherium crystals.

But that was long ago, and the kingdoms of the sky have long since been abandoned, or destroyed by war or disease, and left behind for a life on the earth once more. Yet still humanity never relinquished their yearning to soar amidst the clouds, and in this age in which the military grows ever-more powerful, and airships take to the skies once more, legends persist of the last and greatest of those cities - of Laputa, the Castle in the Sky, and the riches and power that await the one who finds it.

Take 1000 CP.

Location

You may begin in the location corresponding to your Origin for free. Alternatively, you may roll to determine your starting location for an additional +100 CP.

1. **Pazu's Village.** A quiet mining village set amidst great cliffs and chasms, where people have made their homes. Workers may start here for free.
2. **Gondoa.** An isolated farm, high in the mountain valley of Gondoa, where people have reared sheep and hardy crops for many long years. Inheritors may start here for free.
3. **Luxury Skyliner.** A luxury airship carrying many important guests from one major city to another. Agents may start here for free.
4. **Fort Tedus.** A modern fortress, designed to defend against attack from air or land. Soldiers and Robots may start here for free.
5. **Pirate Ship.** The airship of the Dola Gang; ramshackle but more than skyworthy. Pirates may start here for free.
6. **Free pick.**

Origin

Inheritor
You have lived a quiet life, but ancient secrets have been passed down in your family - secrets of a time when Laputa ruled the world itself. But perhaps that quiet life was better? This Origin may be taken as a drop-in.

Worker
You've lived a hard life, working for your living - perhaps on a farm, perhaps with machinery, perhaps in the depths of a mine. But for all the difficulties, you have friends and family and community, and you're rooted in the earth. And perhaps that's enough.

Pirate
Working the earth's a mug's game - but you're not gonna sell out to the government either. The whole sky's up there for the plundering, and what kinda pirate could pass up that kinda prize? Just remember to listen to your momma.

Soldier
You took the government's coin and enlisted as a soldier. You obeyed orders, you did your job, and maybe you've risen to a place where you can give orders instead. They say power grows from the barrel of a gun - well, in that case you'll be holding the gun.

Agent
From military dogs to lowly workers in the mines - fools, all of them. You have a higher purpose, a higher power to which you aspire, and you will take any and all means to achieve it.

Robot (200 CP)
You're not human. A relic of ancient Laputa, you're an artificial life-form - a robot. Twice the height of a human being, you are constructed of esoteric alloys and ceramics which make you essentially invulnerable to small-arms fire and all but the most intense heat; it would take a direct hit from a large cannon to do you serious damage. Your Etherium power source is inexhaustible, though it will not power more than yourself, and in conjunction with the strange devices which constitute your body gives you great strength. You don't heal naturally, but your parts will not degrade with time, and you are essentially immortal. You have no natural means of speaking, though you could communicate via writing or construct some other means of communication.

Perks

General

Hold On Tight (100 CP)
You have absolutely incredible grip strength, and a real talent when it comes to clambering and climbing things, hanging onto tiny ledges. Shimmying up a tree would be child's play for you. This may not sound that important, but in a world that likes airships and flying vehicles as much as this one, you'll be thankful you've got it!

Love Interest (100 CP)
You may or may not be traditionally handsome or beautiful, but there's something about you which attracts those who are attractive to you in turn. Maybe it's just your personality and the way you hold yourself, maybe you have a kind heart, or maybe you really do have some good looks. Whatever the case, you can be sure that if you go looking for love, you'll find it, and be able to work with whoever you find to build a future together, if you're willing to put in the effort.

Inheritor

Putting Down Roots (100 CP; Free Inheritor)
Maybe once, your family had servants and wealth to see to their every need. Now, though, you live off the land - and you're good at it. You have all the skills required to run a prosperous, if humble, homestead. You can tend to domesticated animals, you know how to grow all manner of crops, you can do simple carpentry, stonemasonry and even a little metalworking, should the need arise. You have an accord with the earth, and can sustain yourself and others without scarring the land. Moreover, with time any land you take care of in this way will slowly become more beautiful and vibrant, and more fruitful - so long as you only take in moderation.

Fallen From the Sky (200 CP; Discount Inheritor)
Life is full of changes, and you can't cling to old ways forever. You have the ability to quickly adapt to new situations without feeling out of place or afraid of changing in this way. This only mildly increases

your ability to pick up new skills, but when it comes to accepting new ways of being or living, or integrating into other groups or cultures you're able to do so with ease. Moreover, with time you can spread this attitude, helping others to live in harmony with one another and with the changing world, rather than struggling against it and each other.

Friends Everywhere (400 CP; Discount Inheritor)
The connections people make to one another should be treasured. Luckily for you, you'll have plenty to treasure, as you're exceptionally good at making new friends and positive relationships. If you were to fall out of the sky, you could make a lifelong friend within hours. This only applies if you're actually being pleasant and helpful, of course - this won't stop people from disliking you if you act badly towards them.

Spell of Destruction (600 CP; Discount Inheritor)
Some believe it is the bad spells that give meaning to the good ones. You understand this, and that a happy ending is always possible, even in the darkest moments. So long as you try for good and hope for it in your heart, you will find ways to use even evil things for good, their corruption will have no hold on you, and your sacrifices and even the destruction of what you care for will become kindling for a brighter tomorrow, bringing about new hope from the ashes of the old. So it was with those who left Laputa behind long ago, and so it is with you.

"You see, a king without compassion, does not deserve a kingdom."
- Sheeta

Worker

Big Heart (100 CP; Free Worker)
All the strength and power in the world's nothing if you can't put it to a good cause, or if you don't have the bravery to use it. Luckily, you do - you've got a courageous heart, able to endure fear and intimidation, and a simple but strong sense of what's right. This won't help you solve complex conundrums or tell you what'll get the best result out of a situation, but if you listen to your heart you'll at least know what course of action won't give you regrets. If it's the right thing to do, you could go up against the military and the government, just for a new friend.

Put Up Your Fists! (200 CP; Discount Worker)
You may not be a soldier, but you can handle yourself in a fight! You're notably strong and tough, and if not a master of any particular martial art, you're a damn good boxer and brawler, able to use chaotic circumstances to your advantage and take a hell of a hit. Don't try and tank bullets with this, but it'd take a hell of a wallop to knock you out of a fight. As a bonus, this also comes with the ability to make your shirt pop by flexing - shirt-repairs not included - and engage in 'manly bonding' with others, regardless of what you look like.

"The earth speaks to all of us, and if we listen, we can understand."
- Uncle Pom

Old Hand (400 CP; Discount Worker)
You don't get old in this world without picking up a thing or two - and you're no exception. You have the skills of a professional who's spent decades working at a blue-collar profession within the context of this jump - engineering, farming, mining and so on. Additionally, if you choose 'mining' for your skill, you have the kind of connection to the earth that Old Pom has, allowing you to sense the presence of powerful stones and materials such as etherium. Other crafts

give you a similar spiritual connection to your work, such as an intuitive 'feel' for machines that you make, or for the plants and animals you tend, though the details will vary. This perk may be purchased multiple times.

In His Footsteps (600 CP; Discount Worker)
Laputa was abandoned for seven hundred years, but Pazu achieved his dream of finding it after his father caught just a glimpse. You have a similar kind of luck when it comes to finding clues to mysteries or which would lead you on adventures; it's as if fate or destiny wants to show you all the wonders it has in store. This won't necessarily help you follow those clues - at least on your own - or make sure you succeed or survive, but if you put your mind to solving such a mystery or finding such a place you'll have a breadcrumb trail to follow while others are groping in the dark.

Additionally, once per jump or ten years, whichever comes sooner, when you're in a situation where you have no control or are at the mercy of tremendous forces (e.g. tumbling into the eye of a massive hurricane), luck or fate will somehow bring you through unharmed - and often in the wake of such things, you will find a new clue or revelation to something you were pursuing.

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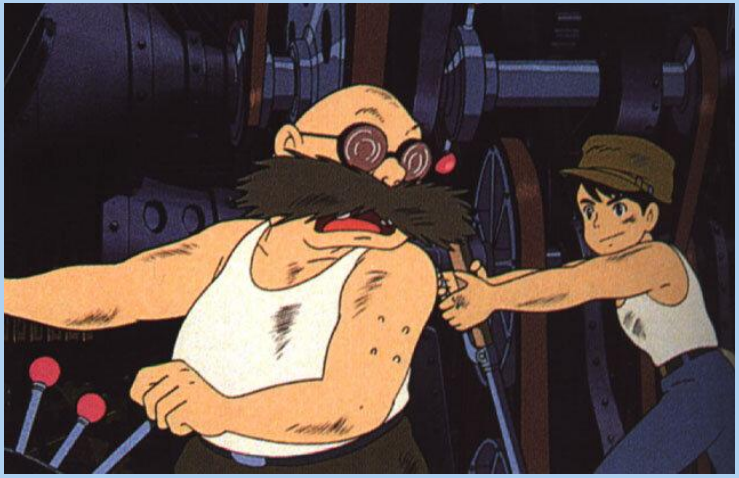
Pirate

Down the Blouse (100 CP; Free Pirate)
You wouldn't want to get caught with contraband, now would you? With this perk, you have an extraordinary ability to hide things about your person, and even shuffle them about so they won't be found by a searcher. You could hide a grenade launcher in a poofy blouse, or a small fortune in treasure in your clothes. This won't do much against things that scan everything at once - metal-detectors and the like - but against the Mk1 eyeball it's barely a contest.

Born to Fly (200 CP; Discount Pirate)
Humanity yearns to soar amidst the clouds - but actually doing it takes work and skill. Luckily, you have those skills. You're an excellent pilot when it comes to all kinds of airborne craft, able to pull impressive tricks and stunts with ease. Moreover, you're also an excellent navigator and reader of the weather, with a good head for mathematics, able to tell where you are by the stars and predict the weather with a good degree of accuracy. With these skills together, you could roam the earth and reach just about anywhere you want, so long as you have a vehicle to take you there.

Grease Monkey (400 CP; Discount Pirate)
This is a world of wondrous machines, but wonders don't come cheap. Except for you, it seems. Not only are you an expert engineer, able to build, maintain and modify the steampunk/dieselpunk technology of this world, but you're able to do so on the cheap. You know what corners can be cut safely, what can be used as replacements or patch-jobs in a pinch, exactly how much strain your creations can take, and how to get or make what you need without needing to rely on institutional backing. Overall, your ability to 'make do' when it comes to technology is greatly increased.



"I need someone who's mechanically-minded, not some half-baked Casanova wannabe!"

- Hara Motro

One for All and All for Mom! (600 CP; Discount Pirate)
It's not easy being a pirate captain! You need everything from the charisma to lead your crew, to the skill to fence your ill-gotten gains, to the tactical acumen to pick your targets right and fight from a position of disadvantage, to a healthy helping of luck. What's that? You've got all of those things? Well, that's good.

Given a crew and ship of your own, you could become the terror of the skies. You can do all of the above and more, taking advantage of the weather and terrain to break away from dangerous enemies or sneak up on vulnerable targets. Your charisma is such that even a rag-tag band of pirates would become loyal to you, and you can navigate the complexities of a marginal, criminal existence with aplomb. And, perhaps most importantly, it seems you've got a good deal of luck when it comes to making a score.

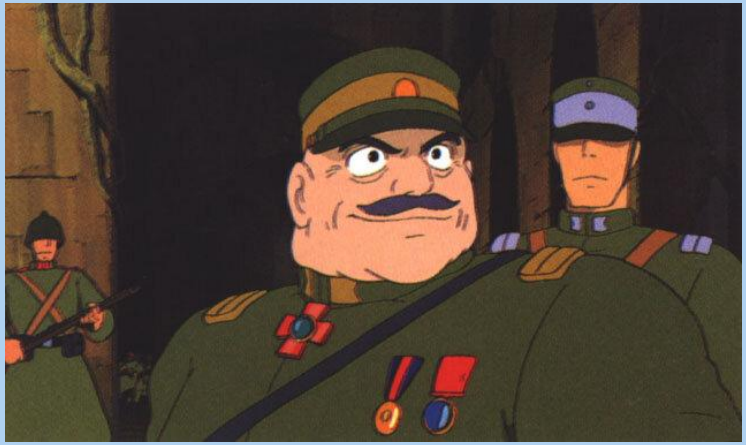
Soldier

Hut! Hut! Hut! (100 CP; Free Soldier)
You have the training and skills of a soldier; able to shoot guns accurately, march for long periods, operate basic military technology like turrets, gun emplacements or cars, and march, salute and act along with all the requirements of military service. This also comes with a smattering of other skills useful to a soldier - how to find food when rations fall short, how to do basic first-aid and similar.

Just Following Orders (200 CP; Discount Soldier)
Part of military life is following orders, and you're good at that. So long as you're acting on the orders of someone else with authority over you, you'll find you can slide off moral responsibility for your actions onto them. Capturing and deceiving children? It's just what the general said to do. Moreover, when following orders this way, you'll find you have a notable tendency to avoid the worst of the idiocy your superiors might suggest. The general charges into the depths of a technologically-advanced fortress under the control of a madman? Well, you happen to end up on the edge of the area that madman will dump into the sea, giving you time to escape..

Engines of War (400 CP; Discount Soldier)
Necessity is the mother of invention, they say, and what better proof of it than you? You have been highly-trained in the operation, construction and maintenance of the technology used by the military in this world, from guns and armoured trains to immense airships. Moreover, you have a notable talent for refining such designs, tweaking them to run better, or come up with new models - especially when you can work based on other technologies, whether those belong to your enemies, or a long-lost civilization.

Chain of Command (600 CP; Discount Soldier)
But maybe you'd like to be on top? Whether or not you have the rank to command men, you'd be good at it. You've the kind of personal presence that can easily cow others, and more than that you've an eye for management of people. Through a mixture of personal charisma and general policy, you can make an organisation run like a well-oiled machine and quickly instil the skills and attitudes you want into its members. You could order a group to encourage conformity and following rules and commands almost regardless of the circumstances - or, if you wanted, instil other values into your subordinates.



"So Colonel Muska reveals his true nature at last…"
- General Muoro

Agent

Man of Menace (100 CP; Free Agent)
What kind of mysterious government agent would you be if you couldn't project a real air of menace? With this perk, you're excellent at giving threats and intimidation of all kinds, open or veiled, even extending to exuding an aura of menace and authority with the way you walk and dress. This doesn't guarantee people will go along with everything you say, but they'll know you're not to be trifled with.

Professional (200 CP; Discount Agent)
Of course, sometimes you don't want to stick out so much. Luckily, you've got the skills to blend in almost anywhere, donning disguises and new mannerisms at need. Moreover, you know how to tap communications lines, send and decrypt coded messages, how to eavesdrop without being noticed, and generally what you'll need to be a government spook - as well as, when needed, how to get the kind of attention you'll need from your superiors to rise up above grunt work. You could go far with this.

"In the event that you cooperate, I'm sure whoever's in charge will give Pazu his freedom, Lusheeta."
- Colonel Muska (Romska Palo Ul Laputa)

Smooth Operator (400 CP; Discount Agent)
Why dirty your own hands when others will do it for you? You're an expert in personal manipulation, persuading people to go along with your ideas - even against their own interests - and allaying their suspicions. You can easily conceal your intentions when talking to others, lie without giving away any tells, and generally manipulate others. In particular, you're good at persuading people to think the worst of others, or act against their sense of rightness. After all, that's just the way of the world, right?

'King of Laputa' (600 CP; Discount Agent)
Whether you are an actual descendant of the Royal Line of Laputa is another question altogether. Regardless, when it comes to hiding your plans, pulling strings and manipulating events to reach your goals or realise your dreams, you are an undeniable master. This perk focuses on the manipulation of systems to your advantage, letting you play the intricate webs of alliance and policy which make up governmental and military systems like a musical instrument, whether you're at the top or the bottom of that system. Perhaps, if you have noble intentions, this skill could be put to use to better the lives of those under your authority, or blunt the abuses of the powerful. But it's almost certainly easier to simply focus on what'll benefit you, and carving out your own little fiefdom within the government or the military - at least, until you can gain the power to make such things unnecessary.

Robot

Faithful Guardians (100 CP; Free Robot)
Who knows how long ago Laputa was abandoned - and yet still the robots built there patrol its hallways and tend its gardens, where they haven't been overtaken by the grass. Your patience is limitless, and you will never become bored or suffer from lack of motivation due to lack of apparent progress in your tasks.

In Harmony With the Wind (200 CP; Discount Robot)
For all the power and terror of ancient Laputa, the Castle in the Sky is now home to countless natural creatures, all living in harmony with its technology. You have learned how to foster such relationships, allowing you to adapt the technology you build to exist in harmony with and support of nature, rather than in conflict with it. This won't let you just remove environmental harm from any technology, but it'll help you mitigate any necessary harm, and provide a bonus towards devising alternatives that can stand in harmony with the wind.

Stand Above the Clouds (400 CP; Discount Robot)
Laputa is not as it once was, its innermost chambers overtaken by roots and its surface overgrown by gardens and moss - but that the citadel has stood so long and remained relatively untouched is a wonder in itself. You have learned to take a similarly-long view with things you make and maintain; you know how to build to last and for toughness, and anything you create or repair will seem to take far less wear and tear from natural circumstances and from time than it should.

Secrets of Laputa (600 CP; Discount Robot)
Perhaps you learned from the archive in the heart of Laputa itself, or from somewhere else. However you come by it, your mind is filled with the knowledge of Laputan technology. You know how to extract and refine etherium into powerful crystals, and how to use it to replicate all the technological feats of the ancient kingdom in the sky. From robots and flying cities to materials impervious to explosives and stone-melting lasers to weapons of mass destruction, you can build it all given only enough time and resources.

Items

Inheritor

Royal Blue (100 CP; Free Inheritor)
It's not much, but it's quite nice. With this item, you will gain a piece of clothing - a shirt, a dress, a robe, as you choose - dyed a vibrant blue. Its colour will never fade, it never seems to become dirty or muddy, and will stay comfortable in pretty much all environments (though it won't necessarily protect you). Moreover, while wearing it you will seem to project a certain subtle aura of calm and harmony, causing others to trust and respect you just a little more than they otherwise might.

Hidden Home (200 CP; Discount Inheritor)
Perhaps it's humble, but it's a home. With this item, you gain a rustic farmstead, situated somewhere in a hidden valley in the mountains. It's not exactly the most modern of places, but between the fields and the animals which come along with it - highland goats, sheep, chickens and perhaps a cow or two - you could live here comfortably, so long as you put in the work to tend it. Moreover, the soil is exceptionally good, and the whole place has a peaceful air to it, as if those who have lived here have had an accord with the earth. Finally, while it can be found, its isolation means that it would take dedicated efforts from someone with significant resources to locate; the only visitors you're likely to get by chance are locals, or perhaps a wandering shepherd or two.

Laputan Pendant (400 CP; Discount Inheritor)
Whether passed down in your family for many years, or found by chance, you have in your possession a pendant (or, if you prefer, some other piece of jewellery) made of pure etherium crystal, and marked with the crest of the royal family of Laputa. It has several powers; firstly that while worn by you, the pendant will slow your fall if you fall from a significant height. Secondly, you know a word in Laputan which will cause it to protect itself, stinging and repelling the hands of others who would touch it. Thirdly, you can cause it to emit light with a different word, whether to simply light your way, or to show the way to Laputa. And finally it acts both as an interface with Laputan technology, and proof that you descend from the royal lineage of that ancient kingdom, opening the way through the storms to the city, or other Laputan facilities - though you will still need to know more complex 'spells' to interact with the technology properly. In future jumps, this item will retain its qualities with regards to Laputan technology, but may also be useful in gaining access to other ancient places, allowing you to interact with mysterious mechanisms or protecting you from lost magics guarding a hidden sanctum.

A Secret Name (600 CP; Discount Inheritor)
Perhaps you're Sheeta's sibling? Whatever the case, the 'spells' of Laputa have somehow been passed down to you as well. Assuming you can find Laputan technology to command, you could do so, and it would accept you as its new controller - though if the technology is keyed to the royal line, you might need possession of an etherium necklace like Sheeta's to interface with it. This includes knowledge like the spells of protection and destruction, and others besides. This also comes with the ability to fluently speak Laputan and, if you so choose, a secret name which indicates you descend from the royal family of ancient Laputa. In future jumps, you have a similar ability to speak ancient or forgotten languages, and working out

similar pass-phrases, commands or incantations for ancient magics or technologies.

Worker

Magic Bag (100 CP; Free Worker)
Okay, it's not *actually* magic, but this bag always seems to have just what you need to make a situation a little brighter. Maybe some handy rope, maybe a box of matches, maybe some snacks for when exploring a cave system - it won't be anything particularly rare and valuable, and you can't just keep pulling things out of it, but when you open this bag you can be pretty sure that you'll have stowed something in there on some whim that'll turn out to be useful.

Workshop (200 CP; Discount Worker)
An old but sturdy building, equipped with all kinds of tools and spare parts - just in case you decide you want to build an airship or a plane in your proverbial garage. This item doesn't include heavy-duty machining tools and the like, but if it comes to repairs or building relatively simple stuff this workshop will do nicely, and always seems to be fairly well-stocked with such basic parts and tools.

Oh, you want somewhere to sleep as well? Well, I guess there can be a couple of living rooms and basic facilities attached to the side as well.

You're the Boss! (400 CP; Discount Worker)
With this, you have a largish village (or smallish town, depending on how you look at it) of skilled workers and their families, who regard you as an important member of the community - plus their homes to live in. They won't obey you unquestioningly, but they'll take your word as good and help and shelter you as a matter of course. If you can show you've got the good judgement to lead them to prosperity, so much the better. The followers from this item all have the **Big Heart** perk, many will have **Put 'Em Up!**, and a few will have **Old Hand** as well.

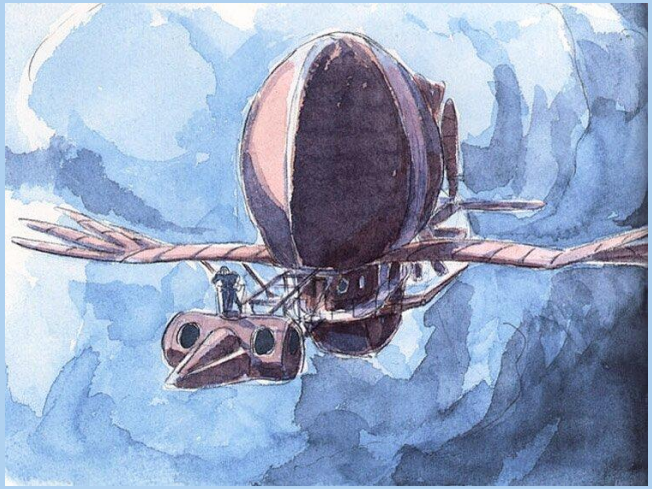
Gifts of the Earth (600 CP; Discount Worker)
For all that humans long to soar amidst the clouds, we should not forget that we come from the earth, and all that we use to achieve our dreams does so too. This item proves the point: A mine rich in all kinds of ores and useful minerals, from iron to coal to lead to copper to tin. And, most precious of all, etherium crystals. The vast majority of them found here will be small, but very rarely you might uncover larger deposits of the precious stone; large enough to make something like Sheeta's necklace, or perhaps - just perhaps - even something like the Heart of Laputa. Of course, that'll require mining and refining the stuff first, but it's a beginning. However you use it, this mine never seems to quite run dry, though very intensive extraction will lower its produce to a trickle until you can give it time to replenish.

Pirate

Piratical Garb (100 CP; Free Pirate)
As it turns out, it can get pretty cold and windy up in the sky. Who knew, right? Well, you apparently, as you've got a set of clothes (details of the look at your choice) well-suited to such conditions. Whatever form they take, they're practical, covering, and will keep the chill and damp away, keeping you nice and warm and comfortable in all but the coldest environments. And, of course, there's a pair of aviator's goggles which never seem to steam up or get blurry.

Flaptor Fleet (200 CP; Discount Pirate)
About the size of a jet-ski, these small vehicles fly with vibrating wings like an insect, and can each carry two people (three at a pinch and a squeeze) with significant speed and manoeuvrability. They're unarmed, but are equipped with charges to produce smoke-trails at the touch of a button - and you've got four of them, perfect for hit-and-run attacks, or evading stronger but slower enemies. Just what a pirate needs!

Tiger Moth (400 CP; Discount Pirate)
As you may or may not know, the *Tiger Moth* is an airship used by the air pirate Captain Dola and her gang. With a hangar for four flaptors (not included), a galley and facilities to supply a crew (or family) of up to ten (if you're alright with a little crowding), and a fabric-covered structure of wings, propellers and lifting body, it's the perfect platform to run a piratical career from! With this item, you may have an identical replica of the *Tiger Moth*, or an airship of a similar nature - maybe not state-of-the-art or designed for full-on combat, but excellent for sustained flight and living.



Treasure! (600 CP; Discount Pirate)
You've made it big here! With this item, you're now the proud owner of several chests of good old-fashioned booty - gems, necklaces, crowns and gold coins galore, this is more than enough to retire on and live comfortably for the rest of your life. Or, if that sounds too boring for you, to finance a whole new ship and crew, with plenty left over.

Soldier

Basic Kit (100 CP; Free Soldier)
You've got a uniform, rifle and pistol, ammo, entrenching tool, helmet, bedroll, several days of rations, a basic first-aid kit and generally all a soldier needs to dress and perform as befits his role. Plus your boots never seem to wear out or get wet. You might get some envy for that.

Pull Rank (200 CP; Discount Soldier)
But maybe you don't just want to be a grunt. With a purchase of this Item, you're instead a commissioned officer; a lieutenant, to be exact. Whether or not you're actually in command of men, you have the status and respect that goes along with your rank and may, if you so choose, also have a distinguished record of service to have earned said rank. If you don't - well, it's not like most officers in this era didn't buy their commissions anyway.

If you purchase this Item again, your rank will be upgraded to that of a Major, or with a total of three purchases, a Colonel.

Command (400 CP; Discount Soldier)
What good's a rank without men to boss around? With this Item, you have command of a platoon of enlisted men (about 50), who are all loyal to you, and have **Hut! Hut! Hut!, Just Following Orders** and **Basic Kit**. You will be recognized as their commanding officer, and allowed to use them as you will, so long as you're not too egregious in disobeying the government and military hierarchy. You also have barracks and supplies to sustain them, and may decide the rough nature of your troops (infantry, cavalry, mechanised) within the limits of the era.

If you have **Pull Rank**, the magnitude of the force you command increases. With one purchase of **Pull Rank**, your force increases to that of a company - about 200 men. With two, your force is an entire battalion (about 800 men), and with three purchases you have command of a brigade (about 3200).

Additionally, **Command** may be repurchased to turn your barracks and basic supplies into a fortified redoubt such as Fort Tedus.

Goliath (600 CP; Discount Soldier)
348 meters long, capable of carrying three spy-planes and an entire battalion - not to mention a wealth of heavy guns - the air battleship *Goliath* is the pride of the military's arsenal, and one of a kind. Or it was. You are now in command of an airship of equivalent power, as well as a skeleton crew to fly and maintain it. A good hit from one of its heavy guns could even knock out a Laputan robot.

Agent

Dark Glasses (100 CP; Free Agent)
A wonderful set of threads for a smooth operator like yourself, this set of clothing includes a number of nondescript black or brown business suits, with matching gloves, shoes, a bowler cap, and even some black sunglasses if you want to rock the old master manipulator look of Gendo or Muska. Sadly facial hair or actual skills in such manipulation aren't included - but at least you'll look the part. These clothes will remain in clean and pristine condition far more than they ought to, and will lend you an air of officialdom and intimidation.

Spyplane (200 CP; Discount Agent)
Public transport isn't always the best option, when you want to get somewhere quickly, quietly, and without anyone commenting on the person you've got tied up in the back. For such occasions, you have your own spyplane - unarmed and quite small, but able to carry a handful of people a long distance without supply, and do so as quietly as an aeroplane can in this day and age.

Little Black Book (400 CP; Discount Agent)
Great things can come in small packages. There are two parts to this unassuming little notebook. The first half is filled with a quite impressive collection of secrets and blackmail, enough to fill a room or two with skeletons politicians, generals and other powerful people would really like to keep in their closets. The second instead consists of a collection of bank-notes, shares and other trappings of wealth - enough to make you quite a wealthy man indeed, in case you should need to make a bribe or two. All in all, this little black book should give you enough influence to be getting on with for quite a while.

In future settings, this book will update with appropriate information, and give you your wealth in ways tied into those new jumps.

Spider's Web (600 CP; Discount Agent)
But you can't learn everything from books. Fortunately for you, you don't have to - as with this Item, you are now the master of an extensive spy network, able to bring you information from afar and locate hidden things and people. The speed at which information can be conveyed is reliant on the technology of the time (morse code or landline transmissions, mostly), and your subordinates aren't the best fighters, but you can surely find more uses for them.

You may integrate a similar spy network into future settings, spreading throughout one nation or distinct area to a great degree, and to a lesser degree outside that.

Robot

Spare Parts (100 CP; Free Robot)
For all the wonder of their creation, Laputan robots can't heal themselves. Lucky for you, then, that you possess this: A large chest marked with the seal of Laputa filled with spare parts for such an artificial life-form, and the tools needed to install them. Refills once per week.

Angel of Laputa (200 CP; Discount Robot)
Perhaps this is what old legends meant when they spoke of angels with swords of light. You have a piece of Laputan technology, a combination of wings and etherium-powered jets which strap onto the back and allow you to fly at tremendous speeds.

Special: If you are a Robot, you may have this item installed into your body, with the jets integrated into your torso and the wings extending from your arms.

Light of Laputa (400 CP; Discount Robot)
This is a terrible weapon of ancient Laputa, a device capable of firing beams of light able to melt through stone in moments, or cause explosions like a missile at great range. The light can be modulated in intensity, from hair-thin lasers to cut through a thin barrier, to beams inches thick which strike with forces comparable to an artillery shell. Comes with a small etherium power source which won't run out anytime soon.

Special: If you are a Robot, you may have this weapon installed into your body.

Pure Etherium Crystal (600 CP; Discount Robot)
The etherium crystal at the heart of Laputa is a true wonder; perhaps the only crystal of its size and purity in the world. Or at least it was, for it seems you now have another. This octahedral crystal, a little smaller than a man's torso, holds within it immense power; enough to hold a city in the air for thousands of years, or fire off blasts of energy with the power of a nuclear weapon, as well as act as a computer processor able to deal with all the information needed to perform such feats. Of course, in practical terms any of that would require appropriate technologies to interact with the crystal, to draw out and direct that power - but you'll have to manage that yourself.

Companions

Fox-Squirrel (Free)
Where'd you find this little guy? Well, wherever you did, he (or she) seems to have become attached to you, and will follow you around faithfully. They'll make a nest in your bag, snuggle up to you, and generally act as a cute pet. What do they do? Well, not a great deal, but they might be a comfort to you - and there's something precious about this little life, isn't there?

Crew (100 CP)
The greatest general or pirate captain can't crew their ship alone! With this perk you have ten or so crew-members, loyal to you and with basic proficiency in flying, engineering and combat. They won't be beating elite troops or inventing new ships, but they'll be able to upkeep existing ones without great difficulty.

May or may not be family, as you wish.

Newfound Companion (100 CP)
Choose a canon character from the movie. You are guaranteed to meet them on good terms and, if they so choose, they can join you as a companion in your travels.

Companion Import (100 *or* 400 CP)
You may create a companion, or import an existing companion, into this jump with 700 CP to spend, along with an Origin. They may not take Complications, but you may spend your own CP on companions as well.

For 400 CP, you may instead import up to eight existing companions this way, save that they get 600 CP each instead.

Scenario: The Secret of Laputa

"I'm going to prove that my dad is no liar!"
- Pazu

Pazu's father's greatest discovery was the legendary floating city of Laputa - though he caught only a glimpse and a partial photo of it, lost in a hurricane, before the storm-winds blew him away again. Yet, despite the evidence he had obtained, critics immediately called the photo a fraud, and Pazu's father would later die as the result of shame for being called a liar. Whether you wish to prove Pazu's father right, or seek Laputa for your own ends, by taking this Scenario you will become caught up in the hunt for the ancient city. In order to fulfil the scenario, you must first find the city through whatever means are open to you. Then you must penetrate the eternal cyclone which surrounds it, and actually step foot within its sanctum - and all this, while others pursue the same goals as you, determined to be the first to reach the city.

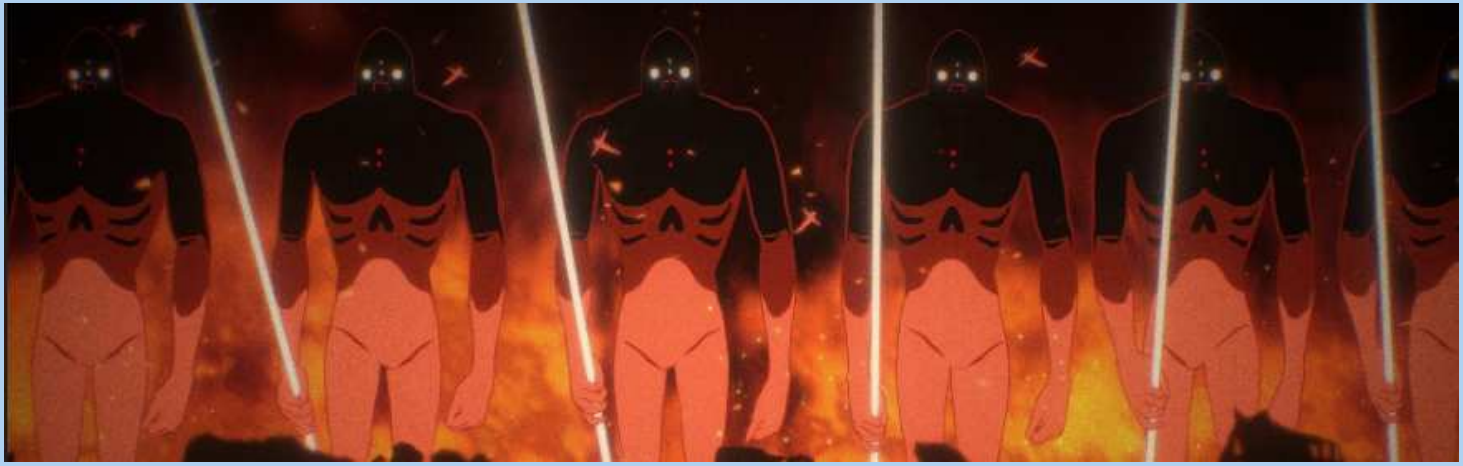
Reward: Find of the Millennium
If you succeed in reaching the city of Laputa first, your first reward will be the ability to convince the public of anything, so long as it is true. Even with scant evidence, something about your manner leads others to believe you, or at least listen and not laugh you off. Besides this, there is the contents of Laputa itself - an incalculable wealth of treasure, the beauty of its gardens, not to mention the potential to study its technologies. But this is not the end of the scenario. Depending on how things go from here, events will result in one of the following endings.

Ending 1: A Distant, Flowering Star
Prerequisites: Use the Spell of Destruction, or otherwise destroy the potential of Laputa to be used as a weapon.
Only the central structures of Laputa will remain, supported and held together by the great tree at its heart. It's not good for much in practical terms, floating too high to be comfortably inhabited and lacking most of its technology and former power - but it represents a dream and a wish for the future; a future in which mankind is wise enough to use its knowledge with compassion and love. You may take this distant, mysterious 'star' into future jumps, and when you invoke it as an example, people will be drawn to this dream in their hearts.

Ending 2: The City of the Gods
Prerequisites: Do not destroy Laputa's weapons and technology, and keep it out of the hands of Muska and the military.
The city of Laputa is yours to command, to whatever end you choose to put it. Perhaps you will rule from on high, or act as an emissary of a new age. It's up to you - but whatever the case, you may take Laputa and all its contents into your successive jumps.

> **Ending .5: Nothing But Legend**
> *Prerequisites:* Ensure Laputa falls into no-one's hands, and the tales of its existence are treated as myth by the world.
> Perhaps it's better for this ancient weapon to fade into the past. In return, you gain a near-supernatural degree of skill when it comes to obfuscating the origins or nature of your abilities and items, or covering things up in general. You could sell Laputan technology as an invention of your own, convince the world at large that the magic you just used is nothing but a trick of the light, or conceal conspiracies behind layers of secrecy with ease.

Ending 3: The Fires of Heaven
Prerequisites: Laputa falls into the hands of Muska or the military.
Apocalypse. Devastation. The fires of Heaven shall fall upon the earth, near-divine might placed in the hands of men too petty and cruel to use it wisely. There is no reward. There is only the aftermath. If you manage to survive, you may see that as a gift - or you may not.



Complications

You may take any number of Complications.

Different Skies (+0 CP)
Consider this a toggle, allowing you to modify the exact timeline you enter. Perhaps you want to enter the version of this story described in the light novel, rather than the Ghibli movie. Perhaps you want to blend the two together. Perhaps you want to declare it as canon for your jump that *Nausicaa of the Valley of the Wind* occurs in the same timeline, before or after the period of *Laputa*. Perhaps you even want to use the version of the floating country as described by Jonathan Swift in *Gulliver's Travels*. Well, with this toggle, you can.

Long Stay (+0 CP)
You may extend your stay in this jump for as long as you wish, and death from old age will not count as death for the purposes of chain-end.

Second Casting (+0 CP)
You may choose to become or insert into one of the characters in the story, though this gives you no abilities, skills etc above what you paid for with CP.

Just a Kid (+100 CP; Incompatible with Robot Origin)
As the name suggests, instead of inserting into this jump as an adult, instead you're a child - with all the physical and social implications of that status. Roll 1d8+6 for age.

Running On Empty (+100 CP; Robot Origin Only)
You've been around a long time - or maybe you've been damaged. Whatever the case, your internal power source is much weaker than it should be. You can run basic operations for hours at a time, but power-intensive applications (e.g. flight or firing lasers) will quickly exhaust you, and even ordinary movement will slowly run you down. You will need to periodically rest to refill your energy banks.

Muddied Eyes (+100 CP)
She-goblins! She-goblins everywhere! Oh wait… it's just you, Jumper. Anyway, should you choose to take this drawback then you will find yourself either blind or beset by blurry vision to such a degree that you could probably confuse a young girl for a she-goblin. However, this is not the end of the world as with time and patience you can adapt to this handicap.

Miscommunication (+100 CP)
Somewhat like Muska you seem to have a thing for double-speak or in this case miscommunication. However, while in his case this is intentional, yours tends not to be. For instance, perhaps when you desire to say reassuring words you might give them out in a threatening or even callous way. You should be careful from now on in how you speak.

Motion Sickness (+100 CP)
It's quite unfortunate, Jumper, but something in your inner ear, or maybe your gut, just does not like vehicles which go faster or higher than a car. A fairly steady airship would be alright, as would standing on something like Laputa itself, but fast manoeuvres would be a misery.

Hunted (+100 CP *or* +200 CP)
Maybe the government thinks you're a dissident, or maybe they think you could lead them to something vital. Whatever the truth, you're being watched by the government, and acting out of line could very easily lead to your arrest, interrogation and imprisonment.

If you take this Complication twice, they aren't just watching you to see if you step out of line - they're actively hunting you, as they did Sheeta, or the Dola Gang. Best keep a low profile.

Comic Relief (+100 CP *or* +200 CP)
With this drawback, life becomes more entertaining. I mean, from someone else's point of view, not yours. You have a particular kind of luck - that is, bad luck, which seems to draw you into embarrassing accidents more than you really should. These won't be directly dangerous in and of themselves, and they won't apply in really dangerous times such as combat, but they may be humiliating and generally unpleasant.

If you take this Complication twice, however, then they will also happen while you are in combat or other serious situations. They will still not be outright dangerous on their own but they will provide some degree of distraction (and humiliation) that may lead to further complications for you and your allies.

A Real Trooper (+100 CP *or* +200 CP)
Much like a certain robot, if you take this drawback then for one reason or another you will find yourself lacking an appendage, whether that be an arm or a leg. To make matters worse, any prosthetics or spare parts you try to use will always be less effective than the actual limb itself should be - about half as effective, generally speaking, until this jump is over.

If you take this Complication twice, you are now missing another limb.

May I Remind You… (+200 CP)
Someone's got dirt on you - information, the authority of your superiors, a hostage, or something else that could ruin your life if they decide to use it. Whatever form it takes, they've got you up against a wall, and they won't hesitate to make you dance to their tune until they get what they want - which will be something you really, really don't want them getting.

With Your Own Two Hands (+300 CP)
For all the wonders of Laputan technology, this isn't a world of wizards, psychics and gods. For the duration of this jump you cannot access your Warehouse, and lose access to any powers or items not purchased in this jump, save for those representing luck or fortune, or skills or items which don't rely on alien forms of magic, or types of technology above the tech-level of most of this world (Laputan tech doesn't count for this purpose).

Genesis 19:24 (+300 *or* +600 CP)
Something has gone wrong. Somewhere in the heavens, some intelligence or automated program deep in the heart of a hidden Laputan facility has detected your entry to this world, and determined that you cannot be allowed to exist. It has only a limited idea of your location, and the facility can only move slowly, but it will dispatch robots to scout for you and use all their power to destroy you. The only way to stop it is to reach the facility, make your way through its deadly defences, and destroy or deactivate it. If you want to use the Spell of Destruction here, you will need to have both a Laputan necklace like Sheeta's, and speak the spell itself in the inner sanctum of the facility.

If you take this Complication twice, that facility is also equipped with an energy weapon like that of Laputa itself, and will use it to attack you if it can locate you and get into position. Flee far, and fast, unless you wish to face Indra's Arrow. Furthermore, the Spell of Destruction will no longer work to destroy the facility.

Goodbyes

You've come to the end of your journey here. Now it's time to decide - will you…

Travel onwards, and continue your chain?

Stay here, in this world of flying machines and ancient wonders?

Go home, with all that you've learned?

Only you can decide.

Fin...

Notes

On Repurchases: If you have a discount on the first purchase of an Item or Perk, you also discount its repurchases, and vice versa if you don't.

On Clothing: Unless stated otherwise, any clothing purchased as an Item will be restored and found in your warehouse if damaged or destroyed, after a day.

On Endings: Ending .5 can be achieved on its own, or in addition to Endings 1 or 2. It's obviously incompatible with Ending 3. As an aside, if you choose not to take the Scenario, the canon plot still plays out, and you can interfere with it as you will - you just won't get the rewards. Though you can opt-in whenever.

On Properties: Unless stated otherwise, any Items you have purchased which represent locations or holdings may either be attached to your Warehouse, if you have one, or inserted into successive jumps in an appropriate location. Alternatively, you may choose to treat such properties as 'new finds' - for instance, rather than your Hidden Home being imported wholesale into a new jump, you'll find a similarly-isolated and rustic home you can take up residence in.

On Etherium/Aetherium/Volucite/Levistone: The exact properties of Etherium aren't entirely clear, but it seems to be able to emit light, cause things to levitate or become weightless, act as a power source, communicate at range via unclear means and act as some form of computing medium (in that artefacts which seem to be made solely of etherium can respond to specific verbal commands). Old Pom mentions that when exposed to air in its raw state, etherium rapidly turns to ordinary stone - though presumably the refining methods of the Laputans allowed them to prevent this.

Laputan technology more generally seems to be able to:

- Either cause prepared matter to appear and disappear, or possibly project forcefields which appear to be matter.
- Project beams of light which cause powerful explosions and melt metal and stone with ease.
- Use light projections to create holograms and perfectly transmit sound to other locations without visible projectors
- Create complex but by default sub-sentient artificial intelligences, though they may develop some degree of sentience over time
- Produce materials which powerful explosives can do nothing more than leave smudges on.
- Produce rocket engines, or something like them

At the end of the day, Laputan technology has a great deal of variety and isn't explained in detail - so fanwank responsibly!