



# WATERWORLD JUMP

# WATERWORLD

## 1.1

The future... The polar ice caps have melted, covering the earth with water. Hundreds of years later, those who survived have adapted to a new world.

"Dry Land" is a myth, and legends of the great deluge are confusing since little in the way of physical media has survived. But many believe that somewhere, there's something besides the endless sea. Because men have feet and hands, not gills and fins. We were meant to walk, not swim.

Some seek the legend of land, a place rich with dirt and fresh water and growing things. Others struggle to survive, on boats or floating island fortresses. Fortresses they need, to defend against smokers, pirates, and whatever else.

When two drifters meet, something needs to be exchanged. Here, take this +1000 CP.



# BACKGROUND

Starting age is 2d8+16.

## DROP-IN

Life is hard, in Waterworld. But people still survive. Clinging to whatever they can. Trying to keep their head above water. Most of these people live in atolls - collections of ships that have been built and rebuilt together, into large floating islands that support entire communities. Whether or not you have the memories of an atoll inhabitant is up to you.

## MARINER

There are those who live on the open ocean. Souls who brave the waves to bring commerce and news between settlements. Drifters live by a code, but not all follow it. A man's boat is his castle. When two drifters meet, something must be exchanged. Nothing is free. A hard, lonely life, and many die or go insane. But better than floating on an island waiting for death or smokers.

## SMOKER

Because of course there are pirates on Waterworld. But these aren't just any pirates. These pirates operate from a giant oil tanker converted into a refinery to fuel their fleet of jet ski-riding, gun-toting madmen. They're brutal, desperate, and follow their leader with religious devotion, backed up by rations of Smeat™ and cigarettes. Because of course the smokers actually smoke.

# STARTING LOCATION

Roll, or pay 100 CP to choose.

## (1-3) OPEN OCEAN

You have a small sail boat, a few supplies, and trade goods. Enough to get you to the next atoll or trading post (sometimes a literal post sticking out of the ocean). Watch out for pirates and slavers. Mariners can choose this option for free.

## (4-6) ATOLL

These floating gated communities are isolated, insular, and increasingly circling the drain. Everything man has ever made will return to the ocean sooner or later. And this is later. A smoker might be in the middle of a spying mission before a raid. A mariner might just be here to trade. Drop-ins can choose this option for free.

## (7) SMOKER BARGE

A giant confusing maze of misery and "development". Where bullets get made, go-juice gets refined, and raids get launched from. They even have a sky boat. If you're not a smoker, you'll probably be a prisoner or slave-rower. Smokers can choose this option for free.

## (8) FREE CHOICE

Anywhere in the world! Except Dry Land, you gotta find that yourself.

# PERKS

100 perks are free to their origin, and discounts are half off.

## DROP-IN

### SURVIVAL SKILLS (100 FREE DROP-IN)

If you couldn't before, you can swim now, and hold your breath for a long time. Twenty minutes if you're not exerting yourself. You can hunt and cook to feed yourself, and speak trade languages. After this jump, enjoy basic survival skills for any wilderness, not just the open ocean.

### APOCALYPSE ENGINEER (200 DISCOUNT DROP-IN)

Build and maintain things like boats, piss distillers, hot air balloons, electric generators, hydrogen gas synthesizers, or a floating oil refinery with nothing but time and scarce resources. Has mankind always been so resourceful and capable of making do with what's at hand?

### FAIR EXCHANGE (400 DISCOUNT DROP-IN)

You will find opportunities to repay those who do you a good turn, and a chance for vengeance against those who wrong you. Equivalently, those you aid will be able to return the favor. They need to *choose* to do so, but the opportunity will be there. People recognize you as fair and honest.

### HE'LL COME FOR ME (600 DISCOUNT DROP-IN)

Even when you aren't there, your friends will never give up hope, because they know that you are coming for them. And they're right, because you'll always find your way to allies who need help. Should you ever require aid, this perk also ensures allies who could save you know of your plight.

## MARINER

### ICTHYSAPIEN (100 FREE MARINER)

Hahahaha! Oh, I'm not laughing at you, I'm just excited! Functional gills, webbed toes, maybe a nictitating membrane. Perfectly adapted to life in Waterworld. Even if you don't have a people, this is what the future of humanity looks like. On this planet, at least. Take the "MUTATION" drawback for no points.

### MISTER GUPPY (200 DISCOUNT MARINER)

You might find yourself being propositioned by people, who will offer some time with their women in exchange for your seed. Small communities can lead to... undesirable genetic bottlenecks. But you're a strong, good-looking person with obviously decent genes. Even if they find out you have webbed toes, they can learn to disregard your inhuman traits after spending a few days with you

### WHAT THEY REALLY WANT (400 DISCOUNT MARINER)

This is a world of scavengers and predators. They'll often try to cozy up to a person by being extra friendly. Maybe it's paranoia, or a sixth sense, but you can tell whether somebody is sincere in their romantic or platonic advances. You'll know if they really want you, or just want to use you.

### KILL SOMETHING (600 DISCOUNT MARINER)

"He doesn't have a name, so death can't find him. He doesn't have a home or people to care for. He's not afraid of anything, men least of all. He's fast and strong like a big wind. He can hear 100 miles and see 100 miles underwater. He can hide in the shadow of the noon sun. He can be right behind you and you won't even know it 'till your dead."

# SMOKER

## CHARISMATIC SMILE (100 FREE SMOKER)

Smokers cannot live in isolation. They live in a society, and prey upon other societies. That means they need to be able to make friends and influence people. You are good at cozying up to the boss, cozening others, and can get in almost anywhere for reconnaissance with a winning personality.

## Q&A SESSION (200 DISCOUNT SMOKER)

Interrogation always gets you what you want. "The first one to tell me what I want to know, lives." That always works. And when it doesn't, well, sometimes you need to get a bit creative. You're good at getting people to inadvertently letting things slip, either through misdirection, or rapport.

## CHEAT DEATH (400 DISCOUNT SMOKER)

A car crash, falling from a great height into water, an explosion - if your death isn't extremely obviously unavoidable, it's likely you've survived. By wearing a helmet, knowing how to swim, or when to jump ship (hint: before it explodes). Come back when they least expect it.

## DEACON (600 DISCOUNT SMOKER)

There's working a crowd, and there's ruling a ship full of desperate people discontent with your rule through nothing more than empty promises, cigarettes, and a few cans of spam. Granted, you are a very charismatic person, with public speaking, rhetoric, and organizational skills that make you a natural leader.

# ITEMS

100 CP items are free to their origin, and discounts are half off. Feel free to import things, but keep in mind they'll have that scavenged waterlogged-garbage post-apocalypse look. And having things nobody's seen before may draw unwanted attention.

## DROP-IN

### THE RULES (100 FREE DROP-IN)

Finally, you will know the difference between port and starboard. This manual will change itself to explain how to crew whatever form of craft you're currently on, as well as whatever rules to follow to stay out of the way, not get on the captain's nerves, or break things. Comes with some crayons.

### COMPASS & SEXTANT (200 DISCOUNT DROP-IN)

As long as you can see the sky, with even vague directions, you can find your way. Whether that's an atoll "8 days West of here", or the legendary Dry Land, all you need is some knowledge that relates to your destination's location. This compass and sextant can give you the readings to find it.

### DRY LAND (400 DISCOUNT DROP-IN)

It's fresh. It's all fresh! And it's covered in dirt! This is your own private mountaintop island, with horses, edible plants, and fresh water. Without a map or being led here, it's very very unlikely that anyone else will stumble across the hundred or so square miles of only dry land left.

## MARINER

### HIDE YOUR SHAME (100 FREE MARINER)

Boots and a neck kerchief - necessary to hide ichthysapien features like webbed toes and gills. Plus, they're stylish. You'll have all the guys asking if those boots are for trade. After this jump it may become clothing that hides tails, wings, or horns. You still need some human features for it to work.

### DIRT! (200 DISCOUNT MARINER)

You've got a jar of dirt. Real dirt! Worth more than pure hydro. You can trade it for chits, plants, repairs, or whatever else is for sale. And everything is for sale. This much wealth can open any atoll's gates. It seems to refill every moon, too. Dirt isn't always so valuable, so after the jump ends, this becomes a stash of whatever the local highly sought-after resource/currency is.

### MY BOAT (400 DISCOUNT MARINER)

This boat has everything, and you can work it like it's part of yourself. Full of tricks and helpful conveniences, it can outrun smokers, let alone any other ship, using only sails and a flywheel. Should it ever be irreparably damaged and sink, you'll find it drifting a couple days later, only needing minor repairs. Guess Poseidon is looking out for you.

## SMOKER

### CIGARETTES, GUN, HAT (100 FREE SMOKER)

These are the essentials. Smokers gotta smoke, and these cigarettes are good for when you miss your momma. The pack refills, so don't be shy about handing them out. You also have a gun that shoots things, vital in a pirate's line of work. The hat looks good, and reflects your rank in whatever hierarchy you're a part of.

### JET-SKI (200 DISCOUNT SMOKER)

While it's possible to bring it in slow, that's not what these things are best at. These small, one-person crafts can quickly accelerate, reach decent speeds, even make brief dives. The downside of a tiny fuel tank doesn't apply to this one, which seems to have endless go juice. The downsides are that it's not very durable, and tends to explode when shot or crashes into something at high speed. Don't worry, you'll find another. This is the signature craft of smokers.

### WAR BARGE (400 DISCOUNT SMOKER)

Wow. Your very own converted oil tanker trireme, shipping carrier megayacht, or even a somehow still functioning nuclear-powered warship (sans munitions). Or your very own atoll. At any rate, this thing is armed, armored, and comes with a population that is just waiting for a strong leader to unite them under a dream, a vision of the future beautiful enough to make men weep.

## COMPANIONS

Import or create up to 4 companions for 100 CP.

Each gets a background, freebies, and 400 CP to spend.

# DRAWBACKS

## ULYSSES EDITION (+100)

A short 10 years? Don't joke. You're here for the long haul. Extended, uncut, 40 years, instead. You'll get to see a lot more of the planet, possibly. But it's all water. No matter where you go, people are people, and life is hard. Maybe you can use this time to build something that will last?

## A LONG TIME (+100)

How long have you been out on the water, you ask your hull. Is that speck on the horizon another ship, or are you hallucinating again? Did you drink sea water? How long has it been since you ate anything? You're prone to acting strange and are desperate for human contact. Perhaps to an unhealthy degree.

## BAD DAY (+100)

Maybe you probably poked it out with something, or lost it in an explosion. Either way, the arterial blood is a pretty good clue that your day isn't going swimmingly. You're best off getting an eye patch, and trying not to mourn your departed depth perception.

## INSTRUMENT OF SALVATION (+100)

Roll 1d8+4 for your age. You've got a map on your back nobody can read, and some people think it might lead to dry land. This means some people will want to kidnap you, cut it off your back, or torture you until you tell them how to read it. Better keep it covered.

## CRIPPLING DISABILITY (+200)

"I never met a person who couldn't swim before." Well, that's probably because they all drowned. Now you're one more person in the world who is simply unable to move their arms and legs in order to keep their head above water and breathing.

## NEED SOME RESIN? (+200)

Every single boat you board seems to spring a leak. The longer you stay, the bigger the holes get. Disaster seems to follow you to every new ship, and you can only bail for so long. Only established settlements, atolls, and Dry Land seem to be immune.

## SMOKERS! (+200)

Every goddamn week, it seems like a new band of assholes appears from over the horizon. Most have a shitty pistol and a jet-ski, but other bands might have gun boats, or even a skyboat. Even after the smoker's base is destroyed, new ones will still appear.

## MONSTERS OF THE DEEP (+300)

There are things that live in the sea. Big things. Things that eat men and boats. And they like the way you smell. Dip a toe in the water, and expect something the size of a bus to find you within hours. Go for a full-body swim, and you'll be surrounded in days by things as large as buildings.

## MUTATION! (+300)

A curious freak of genetics, and perhaps proof that Darwin was wrong. Some will want to lynch you, others dissect you. You unfortunately bear obvious signs of mutation, and unless you picked the Ichthysapien perk, all of it will be purely vestigial.



# JOURNEY'S END

## "I'M HOME"

After what the world above the waves has to offer, you might want the comfort of your old life.

## SET ANCHOR

You know what? This place isn't so bad. Maybe you were meant to be here.

## SAIL INTO THE SUNSET

If you never really got your sea legs, however, maybe it's time you moved on.

## NOTES

### KILL SOMETHING

This perk provides a level of stealth, situational awareness, strength, ability, and talent for improvisation in the midst of combat that rivals an experienced Navy Seal. Seriously, he's like an aquatic Rambo, killing dozens of smokers in their own base before getting discovered.

### NAUTICAL KNOWLEDGE

<https://christinedemerchant.com/nautical-terms-sail.html>

<https://christinedemerchant.com/nautical-terms-hull.html>

<https://christinedemerchant.com/anchor-terms.html>

## CHANGELOG

1.0	2020/11/07	First Draft
1.1		Fixed a cutoff description, changed "You are the MacGuffin" to "Instrument of Salvation", provided an explanation of Kill Something in the notes.