



Game made for Savage Worlds, Jump by Aehriman

Welcome to Caridbus, an ocean world, but it was not always so. Thirteen years ago, a trio of sister witches were put to death by the city-state of Ograpog and cursed their accusers to death by water, just as they were killed by being bound to death by the tide. Their curses came true, it rained for months drowning the world under an extra fifty fathoms (91.5 meters) of water, and the witches returned from death bloated with dark power, as the Sea Hags.

The old empires and kingdoms are gone, leaving only the Thousand Isles, which were once tall mountains, or at least very high areas. The Sea Hags have set up on three islands now called the Devil's Cross, a hole into which the seas now drain, and for sixty leagues in all directions the whirlpool, the Flotsam Sea, extends. From that dark heart come the minions of the Hags, bloodthirsty pirates, ghostly ships with damned crews, and unnamed horrors of the deep. 'Tis said a stranger from another world will one day cast down the Hags, but few have the stomach to even attempt it.

Have **1,000 corsair points** (cp) for this world of adventure!

THE THOUSAND ISLES

Where does your journey begin? Pick one or roll a random location for +100 cp.

1. **Arfk** - Home of the Grael and a few polar animals that escaped the flood. Great place for whaling, as well as hunting seals and the dangerous blue bears.
2. **Azy Cay** - A tiny island off of Perck, a few years back pirate queen Azy Anglseay ran aground in a storm and decided to settle her crew here. It's a tiny community, but one that welcomes trade and doesn't fuss a lot over laws.
3. **Flotsam Sea** - A swirling sea at the center of the map. Salvage is good here, as countless wrecks abound, but the monsters and minions of the Sea Hags are also plentiful.
4. **Baltimus** - Most advanced and populated of the Free Towns, under the domain of the Honorable East India Company men who first washed up and found a natural harbor that could accommodate a Man of War. Bruno Baltimus and Edward Lazenby, the ranking company men, throw extravagant galas every weekend.
5. **Bluth's Crown** - On what was once and still is the tallest mountain on the planet, stands a curious ring of four standing stones where legend has it the first elementals were bound and the magic arts born. A tiny community of fifteen mages and their families live here to tend and protect their sacred site.
6. **Braven** - Once a great forest that served as the Emperor's private hunting reserve. Now clear-cut for precious timber, a small band of rangers live here trying to replant and restore lost glory.
7. **Brigandy Bay** - The only inhabited island not a part of the Great Port Treaty or subject to the guilds. Anything can be bought and sold in the Bay, no questions asked. Mind, there also won't be much follow-up if you get yourself stabbed in a back alley.
8. **Bristo** - A small fishing village set up by some "Americans" with funny ideas about governance.
9. **Croaker Mountains** - The last source of iron in the world, the mines here are worked by the worst convicts in the Empire, and the guards are twitchy around strangers. Rocs nest in the high peaks and sometimes a salamander creeps out from the dormant volcanoes.
10. **Caresia** - A neutral port with a bustling market, between the major trading groups and the free towns, where the three great companies hold a monthly meeting to settle disputes.

- 11. Deiking** - An island settled by people from someplace called the Middle Kingdom, it is plagued by the opium trade.
- 12. Kiera** - Ancient city of tall obsidian spires gilded with gold. The Kieran Empire is ruled by the Great Whale, Jarris Jand, who barred refugees from the city unless they could pay an exorbitant entrance fee. It remains the strongest government in the world.
- 13. Maroa** - Last site of the massive caraway trees the Atani live in, in the treetops precious fruit is picked to ward off scurvy and sell at high markup, a slum of "Below Town" serves as actual interface for outsiders.
- 14. New Madrid** - Primary settlement of Spanish expats, hosting their trading guild and the one standing Catholic Church in the Isles.
- 15. Taratros** - A melting pot, trading hub and buffer zone between English and Spanish territories, dotted with small towns.
- 16. The Teeth** - A solid ring of jagged rocks, accessible only by a white-water river, here is the sanctum of the Archmage Tressa the Red.
- 17. Torath-Ka** - The jungle highlands where Ugaks have long dwelt, full of monsters, but also precious diamonds and a source of rare timber.
- 18. Whip Islands** - A chain of deserted islands where men and salvage wash up from the Flotsam Sea. Also patrolled by Octopons.
- 19. Wrasseton** - A great island for farming and hunting, where the locals are murderously violent towards even suspected pirates.
- 20. On Deck/Dealer's Choice** - You start aboard the deck of your own ship in the middle of the Pirate Sea. Alternatively, you may pick any of the above.



RACE

Pick One.

Atani - Tall and thin folk with clawed feet as nimble as hands and a second pair of arms from the shoulder, linked to the primary by a gliding membrane. They roost in the straight and tall carroway trees that now exist only on Maroa. Atani can glide, and the most athletic can actually fly, but they're kind of frail as a rule (Obligatory Hindrance: Weak)

Doreen - Dolphin people with blue-gray skin, fantastic swimmers and tribal nomads driven near extinction by recent events, only a few hundred survived the destruction of their beaches, the long swims and the butchery of the Kehana, but they remain skilled hunters, fishers, scouts and guides. (Obligatory Hindrance: Racial Enemy Kehana)

Grael - Walrus/sea-lion people. Immensely strong, and fat. Great for brawn, mostly living in isolated primitive villages. Grael name themselves, the first sound a baby makes, usually coughing up fluids, becomes their name. It never seems to bother them that a given village will contain a lot of Harks and Ruks. (Obligatory Hindrances: All Thumbs, Dumb, Slow)

Kehana - Fish-Men, all have fins and webbed hands and fish-like faces. Usually a gray, blue or deep red, but some are black or have vibrant stripes or spots. Kehana are fully amphibious, though drying out and dehydration are a concern on land. They tend to hunt in packs, cruelly toying with their food before eating it raw and wriggling. It's not just a cultural difference, the vast majority of Kehana are sadistic sociopaths, and the rare exceptions usually go into exile on the surface world. (Obligatory Hindrances: Racial Enemy Doreen, Dehydration, Habit Unwholesome Appetite).

Kracken - Tall and thin humanoids with squid or octopus like faces. The Kracken are the most gifted mages and oldest civilization on Carybdus, having dwelled in the great half-submerged city of Tar Tarris and commanding the greatest navy of the old world. Sadly, their fleet was destroyed in a futile assault on the Sea Hags. Only a single Great Ship escaped, so like the Doreen they are the final hundreds of a dying people. (Obligatory Hindrance: Dehydration)

Masaquani - Basically human, but far more variegated in appearance. The shortest human dwarf towers over the Masaquani dwarf, but they also come in taller, skinnier and fatter than humans with a more even distribution than a simple bell curve, and a range of skin and hair colors covering the entire rainbow. Easily the dominant species on Carybdus before the deluge. (No Obligatory Hindrances)

Newcomer (Human) A kind of Masaquani without the most interesting varieties, aliens from another world. They come from between fifteen to eighteen hundred years after somebody called Christ, they are pink and brown and a few other colors. Each comes from a ship lost in a storm, and led to safety by a glowing Maiden who walked on water, emerging in the Flotsam Sea right outside the Devil's Cross. (No Obligatory Hindrances)

Red Men (Half-Ugak) The Ugaks are a primitive and violent people, like Neanderthals but covered in red fur. Sometimes, raids lead to hybrid Ugak-Masaquani children. Red Men, the politest name for these hybrids, are prized by pirates because they're clever enough to learn to sail, outcast enough to rarely mind raiding and reaving, and benefit from the intimidating savage reputation of their forebears. (Obligatory Hindrances: All Thumbs, Dumb, Outsider, Clueless)

Scurillion - Centuries ago, Kraken archmage Tal Rathus took many deep sea crabs and through arcane experiments (and probably a dash of dark magic) made them sapient to serve as his assistants. The Scurillions rebelled and slew their master, but were never quite accepted by the rest of society despite being blindingly clever and capable craftsmen besdies. It probably doesn't help that their default state is constant irritation at how slow-witted, emotional and excitable the other races are. One might even call them... crabby. (Obligatory Hindrance: Mean)



BACKGROUND

Pick One.

Marine - You're less of a sailor than a fighter, but merchants still have cargo to protect, pirates need people to board other ships. It can be a good life, if you can survive it.

Merchant - An honest(ish) man, moving precious cargoes from one port to another, helping to make what remains of civilization get its bearings.

Pirate - The world is ruined, the old kingdoms are gone. May as well loot and burn whatever remains, and get the best deal you can out of the end of the world.

Questor - The noblest souls in Caribdus dedicate themselves to defeating the Sea Hags and crisscross the ocean, chasing down any rumors of a weakness, ancient legends, artifacts. Alternatively, some Newcomers become Questors seeking a way home.

Sea Rover - The less noble may become mercenaries, fighting for whomever can come up with the coin. You're a sea rover, it doesn't matter who you're fighting or why, as long as you get paid.



EDGES

*Except for the relevant subsections, you may discount two Edges at each price tier.
50 and 100 cp Edges are free when discounted.*

Common Knowledge (free) You speak the Masaquani language, know which plants will bite your leg off, and where to find the major governments and hopefully what to not do so they don't hang you.

Sailing (Free/50 cp) This is an ocean world now, best you can manage a ship. For free you can get by and pull your own weight. For 50 cp you are an exceptional sailor.

Brave (-50 cp) You have faced your fears, and proven their master. You never freeze up or hesitate, you never let fear stop you from doing whatever you have to.

Brawling (-50 cp) You've been in your share of fistfights, and you can handle yourself better than average.

Focus (-50 cp) You can shut out the world to devote your absolute attention to a task.

Gambler (-50 cp) You're very familiar with all forms of dice and card games that sailors love to spend their time and money on, and you often win. If you don't mind a risk to up your odds, you also know a lot of ways to cheat...

Outdoorsy (-50 cp) You have a decent idea of how to fend for yourself, to find shelter and clean water, to hunt and forage for food.

Scout (-50 cp) You're a sharp lookout, almost invariably the first person to sight land or sails, and the best chance your ship has for avoiding trouble.

Thief (-50 cp) You know how to pick a lock, how to lift a coinpurse, can do some sleight of hand tricks, and otherwise rustle up some illicit money in a hurry.

Throwing (-50 cp) You are an expert with throwing knives. Also tomahawks and similar weapons.

Pretty (-50/100 cp) You're fine looking, will rarely lack companionship and people will often be inclined to do you small favors.

For an extra fifty cp (100 total) you are one of, if not the, most attractive people in the world.

Bilge Rat (-100 cp) Scuttling in the bowels of the ship isn't for everyone, but you've adjusted splendidly. As a bonus, cramped conditions don't really hinder your mobility or fighting abilities any, so go ahead and drag those boarders down to your level.

Close Fighting (-100 cp) You're an old pro at sliding inside an enemy's reach, parrying their pitiful attempts to ward you off, and sliding a knife somewhere vital for a quick and thorough kill. You're just plain awesome at tripping up foes with better reach than you.

Common Bond (-100 cp) The strongest friendships are forged in fire. People you save or fight alongside are far more likely to feel favorably towards you, and form lifelong friendships. This doesn't work if you arrange to put people into danger.

Elan (-100 cp) You laugh in the face of danger, not because you don't feel fear, but because you enjoy the adrenaline. When others would despair at mounting danger, you see it as a challenge, and you're in the zone.

Liquid Courage (-100 cp) You process alcohol differently. Instead of getting impaired, you're actually stronger and tougher, at least for an hour or two, the comedown can be hard.

Whaler (-100 cp) The meat and blubber and bone of whales are still valuable on Caribdis, and a man handy with a harpoon is also handy when sea serpents attack. You have a deep understanding of the aim and timing necessary to strike the vital points of huge creatures.

Carpenter (-200 cp) You have the skills to repair a ship, though more than minor repairs will require careening, there's hardly anything you can't patch up in four days.

Gunsmith (-200 cp) You know all about how to make and repair muskets and cannon, though it often takes hours. You also know the secrets to casting your own ammunition.

Jack of All Trades (-200 cp) You're a rapid learner, picking up new skills in a fifth the time it would take for others.

Mark of Torquemada (-200 cp) Newcomers by and large don't have magic of their own, many are hostile to the very idea. Some far more than others. The Spanish Inquisition, led by Torquemada, have devised, somehow, a brand that provides resistance to 'witchcraft' (half damage/effect from any magic). You now bear on your flesh the cross of the Inquisition.

Ramming Speed! (-200 cp) Your ships take only half the damage they otherwise would from ramming enemies, while inflicting disproportionate damage.

Storm Chaser (-200 cp) In a storm, you rise to the challenge. Literally, you have all the skills to see a ship safely through a storm if anyone can.

Lucky (-300 cp) Some people just seem beloved by the gods, or karma, fate, whatever you want to call it. It's not that you always succeed at everything or will find fortunes lying on the ground, but you pull off the impossible with a regularity that will have your enemies tearing out their hair, to say nothing of all the times nobody could have survived that.

Mage (-300 cp per purchase) Magic, the only one on Caribdus besides the mysterious blood magic practiced by the Sea Hags, you have communed with the elementals and mastered one variety, giving a variety of powers. Any mage is a valued member of the crew.

- **Earth:** There's a lot less of it left these days, but an Earth Mage can still multiply food and regenerate hulls, and speak with and command (terrestrial, mammalian) animals.
- **Fire:** A decent Fire Mage is worth an extra ten cannon in your broadside, either for fighting or forcing surrender. Also the best firefighters.
- **Water:** Priceless for their power to heal, command sea life, and make seawater drinkable.
- **Air:** Most prized, an air mage can scout with their bird friends, move a becalmed ship, quell a savage storm and defend against hostile fire.

It is possible to learn multiple elements, however the elemental spirits are territorial and grant less of their favor (-1 to all spell rolls for a second element, -2 for a third, if you want the numbers). A master of all four elements, an Archmage can achieve balance and suffers no drawback, save for the great deal of time and effort invested. Archmages were once common in Tar Tarris, but since the Deluge there's only one left, Tressa the Red.

Persuasive (-300 cp) You are intensely charismatic, finding it easy to convince people to go along with your ideas. Maybe you couldn't talk Blackbeard into going straight, but you might be able to convince his first mate that he'd be a better captain. The connections between people are clear to you, now try and use this skill responsibly.

Wind Sense (-300 cp) You have an almost supernatural understanding of air and wind, you can sense changes in the wind and weather some time before they actually occur.

Blood Magic (-400 cp) The exclusive practice of the Ugaks, allegedly taught to them by their jungle gods. Blood magic works exclusively off the fatal sacrifice of sapient life (though not all the power must be used for the same task, or immediately). Blood mages can summon and command swarms of razorwings, blight and sicken whole lands, corrupt life and raise the dead. Their highest art is to create giant monsters, their Living Gods, from pools into which the blood of dozens have been dumped.

Enchantment (-400 cp) You understand the secrets of infusing elemental magic into objects. Mostly, this just enhances what is already there, making objects heavier or lighter, making fires burn hotter or safer and so on. With time and study, though, you can learn to duplicate most magic items from this setting.

Master & Commander (-400 cp) You have all the skills necessary to be a magnificent ship's captain, from navigation to naval tactics, ship-handling and managing crews. In particular, you inspire loyalty and competence in sailors, able to communicate clearly in a crisis and maintain control even in the chaos of battle.

RACIAL EDGES

Agile (-100 cp, free Atani) You are nimble and skilled at evasion and acrobatics.

Glider (-300 cp, free Atani) You can glide with ease, and fly with a significant effort. You can't stay in the air forever, but neither is falling particularly threatening to you.

Semi-Aquatic (-100 cp, free Doreen, Graef) You glide through the water twice as fast as most, can dive down easily to what used to be sea-level and back without bends, and hold your breath for up to an hour at a stretch.

Coup (-200 cp, free Doreen) Ranged weapons are useless underwater, so stealth and cunning must substitute. When you overcome a powerful foe with just a knife, it gives you a powerful boost for the rest of the day.

Sea Hunter (-200 cp, free Doreen) Doreen are consummate hunters and intimately familiar with the seas they swim. Your survival and stealth skills while underwater are unreal.

Semi-Aquatic (-100 cp, free Doreen, Graef) You glide through the water twice as fast as most, can dive down easily to what used to be sea-level and back without bends, and hold your breath for up to an hour at a stretch.

Blubber (-100 cp, free Graef) Like a whale or a bear, you have layers of fat that insulate you from the cold and in an emergency make it less likely for any wound to reach your vitals, rendering you tougher.

Strong (-200 cp, free Graef) A weak Graef is still twice as strong as the mightiest humans. A strong one, like you, is half again stronger still.

Aquatic (-200 cp, free Kehani, Kracken) You can breathe underwater and swim as fast as you can run. You have an amazing ability to cope with the darkness and pressure of the stygian depths. You can also speak clearly underwater, making it possible to both communicate and cast spells normally.

Teeth and Claws (-100 cp, free Kehani) Kehani have razor sharp teeth and claws, able to casually carve up flesh, so naturally you have natural weapons too.

Aquatic (-200 cp, free Kehani, Kracken) You can breathe underwater and swim as fast as you can run. You have an amazing ability to cope with the darkness and pressure of the stygian depths. You can also speak clearly underwater, making it possible to both communicate and cast spells normally.

Natural Talent (-200 cp, free Kracken) Kracken have produced the finest mages since this world's history began. Your mana reserves are twice as deep as others, and you pick up new spells at least twice as fast.

Kracken Bone Armor (-300 cp, free Kracken) The warriors of the Kracken Navy used to arm and armor themselves with the bones of leviathans, some interaction of their magic and the beasts made it the finest weapons and armor in the world, light but supernaturally strong. Today, there's a lot more suits than Kracken to wear them, so they may as well be used.

Iconic (-100 cp, free Masaquani) The Masaquani are a people of varied extremes. Take a plus one to any one Savage World stat (Strength, Smarts, Agility, Vigor, & Spirit) in exchange for an exceptional physical cue. Strength results in bulging muscles, agility might lead to an inhumanly slender build, smarts to an enlarged cranium and so on. Masaquani may take multiple at a discount, only the first is free.

Linguist (-100 cp, free Newcomer) Most Newcomers pick up fluent Masaquani within a week or so. Doesn't matter if they're Dutch, Chinese or whatever. You have a similar affinity for languages.

Adaptable (-200 cp, free Newcomer) You improvise easily, and always land on your feet. Even dropped into a strange new world, you roll with the punches and set to work figuring out how things work here.

Jungle Kings (-100 cp, free Red Man) You understand how to survive even the jungles of Torath-Ka, the most hostile environment on the planet. Lesser wilderness that doesn't even have dinosaurs or giant spiders are no challenge after that.

Tough As Nails (-200 cp, free Red Man) You just don't quit, fighting on even with wounds that would have incapacitated or killed another man.

Keen Mind (-200 cp, free Scurillion) Created as mystic assistants, the Scurillions have brains wired for perfect memory and a high degree of math skill, able to casually perform advanced math in their heads.

Shell (-200 cp, free Scurillion) Surillions naturally have an armored shell, roughly as effective as quality plate armor. They can also regenerate, though regrowing a limb takes about six months, they can survive a lot more damage than anyone else in the Isles.

Telescopic Eyes (-200 cp, free Scurillion) You can see things from very far away. Self-explanatory, really.

BACKGROUND EDGES

Musketeer (-200 cp, free Marine, Sea Rover) You really "get" firearms. You're a crack shot and more importantly, can reload in a quarter the time it takes other people.

Soldier On (-200 cp, free Marine) Two things a professional soldier gets very good at, carrying heavy loads and enduring harsh conditions. You are a pro at both of these things, able to carry a large amount of gear through the freezing tundra of Arfk or the hell-jungles of Torath-Ka.

Appraise (-200 cp, free Merchant) Telling a real treasure map from a fake, or diamonds from glass, can make all the difference between lifelong wealth and a short trip down a sea serpent's gullet. You understand the value of things, and can easily spot counterfeits and fakes.

Frugal (-200 cp, free Merchant) You've learned to acquire bulk goods cheaply, often paying a quarter less than list price, even in ports where haggling isn't around. When you can haggle, it's practically robbery. You also know which markets will fetch the highest prices for your goods.

Fighting Dirty (-200 cp, free Pirate) There's no honor among thieves, and no shortage of scurvy dogs in the Isles. You'll do whatever it takes to win, and your mastery of dirty tricks often gives you an edge in fights.

Menacing (-200 cp, free Pirate) Your reputation has spread far and wide, for good and ill. The tales of your deeds take on an intimidating cast for anyone considering getting in your way.

Champion (-200 cp, free Questor) Your attacks are extra effective against the undead and creatures of supernatural evil, the perfect Edge for a crusader out to liberate Caribdis from the Sea Hags.

Hero (-200 cp, free Questor) Heroes are such nonsense, able to achieve the impossible. Pick one other Edge from this document to enhance, so it is roughly five times as effective as it otherwise would be. Subsequent purchases are discounted rather than free for Questors.

Musketeer (-200 cp, free Marine, Sea Rover) You really "get" firearms. You're a crack shot and more importantly, can reload in a quarter the time it takes other people.

Payday (-200 cp, free Sea Rover) A mercenary will never want for work, especially during the end of the world. You can always find a buyer for your services, a fence to dispose of your plunder, and any illegal service providers you might need.



PARTY

Carifax (free) Tressa's parrot familiar, a deeply sarcastic bird, jealous of his mistress' time and attention. He will be sent to you, if she dies. Unconsciously enhances the mana regeneration of anyone within 25 feet.

Angus McBryde (-50 cp) An explorer of Africa in 1804 when he was called to Caribdus, Angus wasted no time in persuading the leaders of the East India Company to finance an expedition to chart and tame the wilds of Torah-Ka. And when all the first expedition but him were slaughtered within a hundred yards of the beach, well he simply started campaigning for a second trip. You must save his beleaguered palisade, but he's happy to sign on if you're headed into the unknown and adventure.

Annie Mason (-50 cp) A red-haired young woman kept as a slave and serving woman at the Black Queen inn in Brigandy Bay. Annie never once submitted herself and planned carefully to win her freedom. Help her, and she will be intensely loyal. She's not terribly skilled at anything, but she's a quick study and doesn't know how to quit.

Equais (-50 cp) A curmudgeonly shipwreck survivor, formerly a superintendent for the Spanish Guild, who sounded the alarm that the waters are still rising, just slower. He's an acquired taste, but has a keen intellect and is a true friend.

Kyla Kidd (-50 cp) Daughter of the infamous Captain Kidd, whenever she reveals the connection, she is threatened by those wanting revenge on her father, or to exploit her. Plus harassment whenever in Baltimus. This has made her secretive and suspicious. Also, the protagonist of the only Fifty Fathoms novel.

Mara Mullens (-50 cp) A nine year old Masaquani girl who once shivered at her father's tales of the Ugak's black sorceries. Her abusive older sisters, however, were gleeful. One night, Mara found her sisters cavorting around covered in her father's blood. Her screams drew the guard, who locked up all four Mullens sisters, and she was murdered in her cell for retaliation before her sisters were put to death and became the Sea Hags.

As a ghost, Mara experienced the world as if in a hazy dream state. She cast about for the means to save the world from her sisters, enticing humans lost in storms as the Maiden. If you destroy them, she may finally rest easy... or start a new life with you in a new world, all the worlds.

Nelson Duckworth (-50 cp) British admiral, competent and compassionate but with a burning hatred of pirates, one of the leaders of the English leaders as the senior officer of the Royal Navy. Is a little sensitive about his surname.

Black Queens (-100 cp) Anne Bonny and Mary Read made it into this new world, and were warped by the flavor text into one-dimensional man-hating misandrists. Fight back against the narrative, and take these two with you! They have a unique pair of magic rings that let them reinforce each other whenever they fight or act together.

Tressa the Red (-100 cp) The last Archmage, a golden-skinned masaquani woman with flowing red hair. Dresses and acts a lot more like a swashbuckling heroine than a scholarly mage.

Brothers-in-arms (-100 cp) Bring any number of Companions into this world with you, with 800 cp of their own to spend. Companions can take only drawbacks that affect them personally.

Ship-mates (-100 cp) Recruit anyone else from this world to join you in your travels.



GEAR

+500 cp just for this section, two discounts at each price tier, 50 and 100 cp discounted are free.

Clothes (free) It's hard to stand out here, given the variety of cultures and time periods, but just in case, have some clothes that will fit in nicely. Don't say we never gave you anything.

Armor (-50 cp) Some stiff leather or chainmail armor. It's not popular among sailors, because if you fall overboard you could be in real trouble, and doesn't really stop magic or firearms. Still, any protection has some value, right?

Cortez Sword (-50 cp) A cursed cutlass which bites true (+4 damage) but never lets you forget the price. With each person you slay, your hands turn redder. After the tenth, they gently weep with blood at all times. Don't worry, it's an aesthetic thing and you will suffer neither infection or blood loss. But it is gross and gets everywhere, good thing your next Jump should reset?

Bullseye Lantern (-50 cp) A lantern, but with a shuttered hood, so it can project a limited light straight ahead.

Gunsmith's Tools (-50 cp) All you need to clean, maintain and repair cannon or muskets, along with molds to let you cast a dozen musket balls in an hour, if you can find some metals and a fire hot enough to melt them.

Letter of Marque (-50 cp) A letter by one of the governments or guilds authorizing you to raid the commerce of their enemies. At least you should have one safe port.

Lockpicks (-50 cp) A set of tools for opening any door, if you've the skill and patience. You are never without a set on your person.

Medicine Chest (-50 cp) A small chest with ten doses each of laudanum, quinine, a variety of herbal remedies, clean rags and bandages, splints, and tea, along with sundry surgical tools.

Melee Weapon (-50 cp) Your choice of any sword, polearm, ax, dagger. Even a sling or brass knuckles. Just an ordinary weapon, but one you can always find when needed.

Oil (-50 cp) A regenerating pint bottle of lamp oil, endless cheap lighting, or accelerants for a spot of arson.

Rope (-50 cp) Twenty yards of quality rope, able to lift six hundred pounds easy. Always available when needed, as is a block and tackle.

Signet Ring (-50 cp) A ring marking you as the member of a noble house, or a person of great importance. May come with actual obligations, or not. If nothing else, such a ring is great for forging deals from important people or bluffing your way past guards.

Soap (-50 cp) A wonder of the modern world, able to scrub off the stubbornest stains. Yes, it's a bar of soap that is replaced whenever used up or lost and yes, sooner or later you'll be glad you took it.

Waterskin (-50 cp) A good supply of clean water, in a bag that refills each morning, noon and night.

Whistle (-50 cp) Able to pierce through any din, and be heard at surprising distances. Now, do you know what all the calls mean?

Loot (-50/100/150/200 cp) You start with some loot from a previous adventure. The details of currency in the Isles is fuzzy, usually one gold piece is worth about eight silver, there's all sorts of coinage from Earth and the old kingdoms and empires of Caribdis floating around. This money will be renewed at the start of each Jump.

At base, you have a purse equivalent to about a hundred doubloons. For a hundred cp, your take is a thousand silver. A further fifty cp for fifty thousand, plenty to buy your own ship. Finally, at 200 cp you have gotten a true king's ransom, half a million silver pieces.

Black Powder Weapon (-100 cp) A pistol, rifled musket, blunderbuss, shotgun or a pepper gun. Really, musketry came a long way in the spread the Visitors are scattered over. Like the melee weapon, even if searched or thrown in a cell you will find your faithful gun.

Devil's Eye (-100 cp) A glass eye, jet black with veins of red and gold. Who wears it in an empty eye socket can project an invisible ray of terror that only the stoutest of hearts can resist.

Farscope (-100 cp) A spyglass enchanted for clarity, you could read over someone's shoulder from miles away.

Mage's Eye (-100 cp) A false eye of moonstone, the bearer of which enjoys a tremendous advantage (+8) to both resist hostile magics, and overcome any foe when their casting or will is contested.

Maneater Ax (-100 cp) A magical ax created by those who have suffered too much at the hands of mankind. It deals double damage to males.

Mariner's Lantern (-100 cp) A lantern that is instead enchanted with a light spell. Much brighter, steadier and safer.

Morgan's Satchel (-100 cp) Henry Morgan's crew went so hungry they ate their own leather bags. Fortunately, this small leather pouch fills with a day's travel rations for one, hard bread, jerky or cheese, each dawn.

Norwhale Peg Leg (-100 cp) A peg leg carved from Norwhale bone, who walks on this is as impervious to the cold as those arctic beasts.

Scroll (-100 cp) With Opragog gone, they aren't making any more of these. A spell stored in the form of a scroll so anyone reading it can cast it, after which it crumbles to dust. Pick a relevant spell from the Notes section, your scroll will be replaced monthly.

Spyglass (-100 cp) A charmed telescope that lets you not only see, but hear the distant things you point it at.

Tempus Stone (-100 cp) A swirled jewel from which a mage can draw a little mana each day.

Thieves' Slippers (-100 cp) Prized by burglars and top-men, these shoes enhance balance, stealth and climbing ability.

Tome (-100 cp) A book which can teach any one spell (see Notes) with two hours or so of intent study. Anyone can learn the spell, whether or not they're a mage.

Treasure Map (-100 cp) Countless fake treasure maps circulate the black markets to part the credulous from their coin. This is the real deal, though you will find not just treasure by following it, but an adventure worth the telling. This applies in each future Jump as well.

Fog Horn (-200 cp) A conch shell enchanted by water and air mages. Blow a long blast to summon a dense fog that shields men and ships from sight.

Justice Bringer (-200 cp) A magical cutlass belonging to Admiral Duckworth, it does significantly more harm to pirates. Most usefully, it can distinguish a pirate from an honest man, if the blade is laid against a pirate's flesh, it glows green. The sword is not a legal scholar, it only answers whether you have committed robbery or murder on the high seas, in the last few years, and not against a pirate or other outlaw.

Mermaid's Bracelet (-200 cp) There is no perfectly reliable way to escape sea monster attacks, else it would be everywhere and the makers incredibly wealthy. This is the next best thing, a bracelet that repels many monsters some of the time.

Pirate's Compass (-200 cp) A compass that doesn't point north. Instead, if pointed at any ship, it will "lock on" and point unerringly towards your prey, until and unless you reset it.

Pirate's Pistol (-200 cp) An enchanted pistol that is self-loading. As long as you have shot and powder anywhere on your person, it teleports into place and you can fire as fast as you can cock the hammer and pull the trigger.

Potion (-200 cp) You have a single glass bottle of a rare potion, which is refilled or replaced each week. These can provide powerful bonuses or abilities, and are much sought after. This can be taken multiple times for different potions, or further doses of the same.

- **Bleeding Heart:** Juices from the rarest fruit on Maroa which can heal any wound.
- **Brain Booster:** Magically infused guava extract, for three hours this increases intelligence by an order of magnitude (10x smarts).
- **Cure-All:** A universal antidote which wipes away all poisons, venoms and disease, magical or not. Never, ever ask where this comes from or how it's made. You don't want to know.
- **Night Vision:** An oily black elixir worth six hours of seeing perfectly clearly in all but total darkness.
- **Mana:** A yellow syrup which instantly restores all of a mage's energy reserves.
- **Potion of the Depths:** Water mages spend years working on just *one* of these draughts. For ten hours, the drinker can breathe underwater, and will handle the stygian depths as if born to them, neither blinded, nor crushed by pressure nor even suffering the bends. Unlike the other potions, this bottle contains six doses.
- **Restoration:** When your strength is at its end, your stamina spent and your eyes drooping, this will put some pep in your step, instantly restoring you to full energy.
- **Roc Blood:** Literally the blood of a Roc, infused and charged by an air mage. For one hour, the drinker can fly twice as fast as they can run, though climbing is a bit slow. Try not to be too high up when this wears off, hey?
- **Speed:** Dash among your enemies as a whirling dervish and strike like a viper, almost with impunity. This potion lasts only five minutes.
- **Strength:** Drawn from the muscles of legendary beasts before enchanting, this potion grants the strength of twenty men for an hour. Or to be more specific, the might of twenty of *you*.

Ring of Protection (-200 cp) This ring covers you in a shell of hardened and cushioning air. It's less effective than metal armor would be, but a lot easier to move around and deal with.

Ring of Warning (-200 cp) This ring causes a powerful tingling in the hand when danger approaches. If it ever shocks you, dodge or fill your hands with steel.

Scavenger's Compass (-200 cp) A compass that points not North, but to the nearest and largest deposits of gold, silver and jewels.

Skeleton Key (-200 cp) A key of narwhal bone that opens any lock.

Submariner's Pistol (-200 cp) A collaboration of fire and water mages have enchanted this pistol to protect its powder charge. In any weather, or deep under the sea, it can fire normally. Mind, it's only good for one shot underwater unless you somehow have a store of dry powder and the means to reload without getting it wet.

Travler's Map (-200 cp) A map of the world which shows a tiny sail to say "you are here." Never get lost again. This updates in future worlds to reflect the local geography.

Antimagic Ring (-300 cp) A ring that provides resistance (half damage) to magic, and will absorb the first few points of damage dealt in any fight.

Dragon Orb (-300 cp) A snow globe with a tiny sea dragon inside. Break it, and the very real and now full-sized dragon will serve you for one day before vanishing. Replaced once a year.

Scepter of Oblivion (-300 cp) A short blue wand capped with a black pearl. When you will it, it spits forth a crackling bolt of jet black fire, which inflicts harm and destruction nearer a cannon than any hand-weapon. The wand contains ten charges, and regains one each sunset.

Slaver's Shackles (-300 cp) Well this is... suspect. A coffer, or chain lined with shackles. Enough for ten people. When bound, a powerful enchantment puts the victims into a trance in which they are compelled to obey any orders of the freeman holding the ball at the end. If no one holds the chain, the prisoners will regain their wits in a minute or two. Are you sure you want this?

Talisman of the Storms (-300 cp) A most prized charm, if this is affixed to the mast of any ship that has one, it will not be sunk by any storm, nor even damaged. Water will be repelled, at least to the next that no one needs to bail, nor will the ship be driven aground or splintered on shoals. This does not, however, prevent you from being blown off course or getting lost.

Sword of Amemnus (-400 cp) Hereditary blade of the Kings of Opragog, now the plunder of Blackbeard. This golden longsword provides a hearty combat bonus (+2 to all combat rolls) and more importantly, ignores most damage-resisting effects like size and armor, allowing you to fell even giant Monkapes with ease.

Heart of the Archmage (-400 cp) A treasure normally obtainable only with the loss of a dear friend. This human heart will not decay, but when crushed in the hand, erupts in a geyser of blood. For the next seventeen minutes, as long as it took Tressa to die under the blades of the Inquisition and for the blood covering your hand to vanish, no spell has a mana cost. This will be replaced each Jump or decade, whichever passes first.

Golden Kracken Orb (-400 cp) A gift from the first elementals, given for their freedom. Hurl it to the earth or sea, and it shall birth a Terrormental, a seventy foot tall elemental of all four types (defensively, whichever is most advantageous) capable of sinking ports and laying low most any monster., even one of the Sea Hags. It will fight for you once, but then be replaced as the Heart of the Archmage, in the next Jump or after ten years.

Tears of Lys (-400 cp) A legendary relic of Caribdus, formed from the grief of a common woman who lost twelve sons to war, a powerful oracular device, but difficult to use. From this gold chain necklace hangs twelve cyan jade pieces, you must hold it in your hands and tell - truthfully! - the greatest tragedy you have suffered, and let at least one tear fall upon a stone, which will dissolve, giving you a vision to answer any one question. The stones are replaced entirely at the start of each Jump or ten years after use.



SHIP

Skiff (free!) A small vessel, favored by couriers and rich passengers. Not a lot of cargo space, but fast and nimble enough to avoid most trouble.

Dinghy (-50 cp) These small rowboats are everywhere in the Thousand Isles, whether transporting people between islands, moving men and cargo on or off of ships, fishing, whatever they're needed for.

Wave Rider (-50 cp) A sailboard, essentially, a surfboard with a sail attached. A favorite of the Doreen for hunting faster fish, too small for Grael and Scurillions to ride.

Galley (-100 cp) A long open ship, used primarily in the Mediterranean on Earth and by less advanced societies on Caribdus. It is driven mainly by oars.

Schooner (-100 cp) A twin-masted ship with a narrow hull, draws just five feet of water fully laden, making it ideal for shallow coves or rivers.

Hoy (-200 cp) A sturdy cargo ship used for very short voyages or patrols. Excellent in a sprint, but doesn't have the supplies to stay at sea very long at all.

Sloop (-200 cp) Two-masted vessels that offer an excellent compromise between speed and firepower. Much beloved by smugglers and pirates for their ability to sail up rivers and through shoals no larger ship could pursue them through.

Brigantine (-250 cp) Somewhat larger than a sloop, with more room for firepower and less for cargo.

Crumster (-250 cp) A bridge between the sloop and brigantine. Less maneuverable than the sloop, but with more cargo space and firepower, and still able to brave the rivers and shallows.

Frigate (-300 cp) Frigates are the lifeline of the survivors, carrying goods from one end of the Thousand Isles to the other. Because pirates and sea monsters are so common, almost all have a strong marine complement.

Junk (-300 cp) A Chinese vessel, usually a freighter but can be a formidable warship when armed. There are a wide variety of sizes, masts and riggings, but the most common by far are two-masted, square sails.

Galleon (-400 cp) Galleons ruled the wave for almost three centuries on Earth, a large and weatherly ship, with high castles fore and aft for defense.

Kieran Blackship (-400 cp) The most feared hunters of the sea, a large vessel packed with cannon and marines, yet surprisingly swift.

Man 'O War (-500 cp) You're in rare company, before now there were only two battleships in the world, Admiral Ducksworth's flagship, and Blackbeard's *Destroyer*. Now there is a third, under your command.

SHIP IMPROVEMENTS

Blasting Balls (-50 cp) A mix of fire and earth magics lets these dozen cannonballs explode. Refreshed daily.

Super Heated Cannonballs (-50 cp) A dozen cannonballs with dormant fire magic, on being shot they glow red-hot, with an excellent chance of sparking a fire.

Figurehead of the Carpenter (-100 cp) A figurehead of a tradesman, which lets the captain cast a repair spell over the ship twice a day.

Figurehead of the Zephyr (-100 cp) A figurehead of a maiden with wind-tossed hair, once a day the captain may cast a spell to strengthen the wind, propelling the ship faster.

Poseidon Figurehead (-100 cp) A pagan sea god, still seen as a lucky charm by many sailors.

St. George Figurehead (-100 cp) A figurehead of an armored knight or martial saint, the English one being by far the most common, this provides a layer of magical armor to the ship, greatly toughening it against attack.

Crimson Sails (-100 cp) Made from the finest silk and air magic, these sails drive your ship faster. It may as much as double speed for some of the slowest lumbering hulks, the increase is smaller for a sloop, but still considerable.

Dolphin Rudder (-100 cp) Lined with enchanted jade or bone, this rudder turns a little easier.

Wheel of the *Donna Briann* (-150 cp) An enchanted ship's wheel carved from the bone of a mysterious sea creature, the wheel turns easily under all circumstances, and the ship leaps to leap to its new heading eagerly.

Accurate Cannon (-100 cp) Your ship's cannons have been charmed to fly true, making it easier to score difficult hits.

Long Range Cannon (-100 cp) Through some air magic, your ship's cannons fire their balls over four times the distance of a similar sized gun.

Big Pounder (-150 cp) Your ship's cannons fire with greater force, inflicting more damage.

Soaked (-200 cp) Through rare and powerful water magic, your ship has been imbued so that its timbers and cloth always count as drenched, at least for purposes of flammability. It is almost impossible for fires to start aboard your ship.

Stores (-200 cp) Your food and water stores restock each night, keeping your crew healthy and in grog.



HINDRANCES

Take Hindrances for more points. Those listed as 'Obligatory' are required for a given species and grant no points to them.

Northwards Bound (+0 cp) After the Sea Hags fall, the Maiden appears with an offer: if you sail straight North for an hour or so, you will find yourself not in Caribdus, but your next adventure.

Voyage to the New World (+50 cp) Alternatively, there's far more to see and do here than can be managed in a few months, or even a decade. Add five years to your stay, this may be taken up to six times.

Can't Swim (+100 cp) Most sailors for most of history never learned to swim. If you fall overboard, you're at best prolonging your death some, arguably suffering more along the way. You can't swim, nor can you learn, which might be interesting in the case of any of the aquatic species, but so it goes, disability happens.

Curiosity (+100 cp) The death of countless cats and Questors. It's not in you to ignore a puzzle, mystery or plot hook, even if it means being nosy or rude. Even if it means getting sidetracked into side content.

Goddamn Razorwings (+100 cp) Like a seagull with bone blades lining the wing, willing to hunt fresh meat when scavenging is thin, swarms of these creatures seem drawn to you, and you will never pass near a nest without them attacking *en masse*.

Illiterate (+100 cp) Most people in the period the Newcomers hail from couldn't read, and who has time for education after the Deluge? If you want to be reading, you'll have to start over from the beginning.

Landlubber (+100 cp) Forget the free sailing skills, the jargon and workings of a ship are quite incomprehensible to you and though you may make some progress, things will never quite click at a level that would make you a competent seaman.

Mute (+100 cp) You cannot speak or make a sound. If you wish to be understood, you must make your own arrangements. Writing, perhaps, or sign insofar as anyone else understands them.

Outsider (+100 cp, obligatory Red Man) You clearly don't belong, and are the subject of much staring and suspicion everywhere you go.

Thin-Skinned (+100 cp) You don't take insults or criticism well, at all. Besides snapping at people for even the most helpful and constructive of advice, your insecurity leads you to lie awake wondering if they might be right about you.

Ugly (+100 cp) Nobody expects sailors to be clean and pretty, but you take it to an extreme. Perpetually disheveled and smelling faintly of gangrene, with an appearance even a mother would be pressed to love.

Enemy (+100/200 cp) You have made a powerful enemy, such as a veteran pirate captain, or an Octopon Warlock, the mayor or chieftain of a particular island. Whatever the case, they are deeply, personally committed to your destruction.

For an extra hundred cp (200 total) your enemy is the leader of a vast and far-reaching power, one of the Guilds, the Kieran Emperor, Blackbeard, with legions to throw at you and spies everywhere.

Habit (+100/200 cp) You have a really irritating or off-putting habit. A catchphrase, humming loudly, chewing tobacco, smoking, eating your fish while they're still alive all raw and wriggling. It makes you harder to get along with.

For another hundred cp (200 total) you've gone past habit and into full on addiction to something bad for you. Booze, opium, laudanum (booze AND opium!) snuff and so on.

Obligation (+100/200 cp) You owe a major obligation to a person or organization. A debt to a mob boss, a witch or two a year to the Inquisition, or a questing fellowship or a noble house heavily involved in cutthroat Kieran politics. This will often involve danger and drudgery, but you will either want to oblige them, or face graver danger for refusing.

For an extra hundred cp (200 total) you owe your *everything* to your patron(s) and will deny them nothing they could ask of you.

All Thumbs (+200 cp, obligatory Grael, Red Man) Your hands are too big and/or too clumsy for fine work like making clocks. You're also no good with ranged weapons, even if you can get at the trigger, trying will throw the weapon way off-target.

Cabin Fever (+200 cp) You are easily bored. Two weeks ashore or aboard a ship are enough to drive you up the walls, eager for any change, a little action.

One Eye (+200 cp) You're down an eye, costing you depth perception and making you more distinctive. This may be taken twice.

Mean (+200 cp, obligatory Scurillion) You have a surly disposition, it's just such a hassle dealing with people all the time, you can't help but let your exasperation show.

Rainy Days (+200 cp) You attract ill weather. Not all the time, but more often than not you will find gray skies when you need them sunny, a mirror-smooth sea when you require wind and haste, and a disproportionate number of storms trouble you.

Squanderous (+200 cp) You are particularly profligate with your money, sometimes drinking and gambling away a year's wages in a single weekend. It's very hard for you to hang on to money.

Spiraling (+200/300 cp) You have what future physicians would dub manic depression. Sometimes you struggle to find the energy to do more than leave your hammock, and sometimes you are filled with restless, nervous energy. Day to day and hour to hour, your moods and motivation fluctuate.

For an extra hundred cp (300 total) Your symptoms are far worse, now bipolar disorder.

Wanted (+200/300 cp) You are a person of great interest to one of the powers that rule this world. The Empire, the East India Company, the Inquisition, to name a few. Wanted posters decorate each island they control, and their agents are always on the lookout for a chance to bring you in - dead or alive.

For an extra hundred cp (300 total) you are *in hostis generis*, an outlaw to ALL governments and welcome only in the most lawless of pirate havens.

Branded (+300 cp) You were arrested for piracy at some point, and though you escaped the noose, you could not duck the painful branding of your face, marking you as an outlaw. Suspicion and hostility follow wherever you go, the authorities will carefully search your person and vessel at any opportunity and if you are so much as suspected of any major crime you'll be hauled to the gallows without even the dignity of a trial.

Dehydration (+300 cp, obligatory Kehani, Kracken) You must spend at least an hour a day immersed in water. Otherwise, you start to dry out, your skin gets itchy, you weaken and after a few days without soaking, die.

Dumb (+300 cp, obligatory Ugak) Your intellect is reduced to half your baseline/Body Mod. You can build it back up with time and education, but it will take twice as much time and effort as it normally would for you.

Seasick (+300 cp) Woe betide the person in the Thousand Isles who gets seasick. The mockery alone... More seriously, you will have to expend a serious effort to not vomit even in calm seas. A little chop will be purest misery. Hope you brought yourself something nice with the points.

Weak (+300 cp, obligatory Atani) Your strength is reduced to half of your baseline/Body Mod. You can build it back up, but it will take twice as much time and effort as it normally would for you.

Missing Limb (+400 cp) You are down an arm or a leg. Good excuse for a peg-leg or a hook for a hand, but you wouldn't believe how inconvenient these things are in real life. Can be taken a maximum of four times.

Maiden Voyage (+400 cp) When the Maiden led you to this world, you left behind not just a home, but all your powers and your Warehouse access. You are restricted to what you purchase here.

Noticed (+400 cp) Your arrival immediately comes to the attention of the Sea Hags, who will send all their minions to destroy you as soon as possible. If and when this fails, they will stir themselves to see to your end personally.



END

Your adventure has ended, and a final choice awaits. Will you-

Stay: Make a new home in this waterlogged world, where you are, after all, a hero.

Go Home: Return to your family and friends, wiser for your travels.

Press On: To new worlds as yet undiscovered, new adventures awaiting you.

Notes:

Magic - the following spells are available to each mage type. Blood magic is not accessible by PCs in normal gameplay.

- *Universal* (all mages know these) Beast Friend, Bolt, Dispel, Summon Elemental, Elemental Mastery.
- *Earth*: Armor, Barrier, Burrow, Mend, Quake.
- *Fire*: Barrier, Blast, Fireburst, Firewalk, Light, Smite.
- *Water*: Healing, Greater Healing, Storm, Stun, Water Walk, Wave Runner (breathe underwater).
- *Air*: Becalm, Deflection, Fly, Obscure, Settle Storm, Speak Language, Storm, Telekinesis, Zephyr (increase ship speed).

Humans, Ugaks and Masaquani can all interbreed with each other. The other races cannot.

Mermaid's bracelet forces aquatic creatures to roll will to attack each round.

In the main campaign, a number of elements must be brought together to defeat the Sea Witches. To face them you must sail to a small island in the center of the Devil's Cross, lost Opragog. To summon them to face you personally instead of burying you in minions, you must pour out a vessel of water from Earth, and call them by their true names (Mana, Mala & Maka Mullens). To have a chance in the ensuing conflict, you must have a very high-level party, have taken the Sword of Amemnus from their favorite minion Blackbeard, and the Heart of the Archmage from the high Inquisitor after he kills Tressa, It is also very helpful to obtain the shrunk head of an archmage that will cast at them, and freed the elementals from the Kracken Orb so they will grant you the golden version and the Terrormental (kills one Hag before being overwhelmed by the other two.)

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