



JUMP CHAIN Compliant

Welcome Jumper, to the Island Ark, a mysterious place filled with animals and beings you thought extinct, and some even from fantasy. Here you shall spend ten entire years surrounded by ever reproducing beasts and a diverse landscape. Beware however for all is not as it seems and below the exterior of a beautiful Island rests caves holding great artifacts, artifacts that should never be uncovered for fear of what they might unleash. Of course you will not be left with nothing so take these as a gift:



+1000 CP

Upon your wrist you find a specimen Implant. With it you can bring up a holographic interface that allows you to store Items, and check your status as well as give you permanent recipes, known as Engrams, from which to create items or even tools of war, and finally a small crafting menu from which to build the items from the blueprints. Stats have a scale of 60% in something being Peak Human Guinness Book of World Records shit, and 100% being 4 times that. For example a 100% in Weight would allow you to carry 13 tons as your absolute limit, but have 10 tons as a comfortable weight. There are 9 attributes: Health, Stamina, Oxygen, Food, Water, Weight, Melee Damage, Fortitude, and Topor. Crafting speed is so useless I removed it for you. The Specimen Implant also allows for you to immediately gather items into your inventory while mining and such. It also allows for the ability to allocate the stats of your mount. Be warned however because after these ten years the ability to allocate your stats will be removed. You may still view them, but changing them is beyond you. However you can pay 600 CP to keep it.

Location: You of course start within the Island, nothing will change that. But you may pick what part of it you start in. Beware however as all of these places are filled with beasts who would love for nothing more than to end you. Roll a 1d8.



1.Forest: A lush forest filled with a surplus of wood and thatch. Stone is very prevalent but not as much as other places, and only in small deposits or as tiny rocks. Metal is almost nonexistent, but this place is great for survival.



2. River: A nice sandy area bordered by a forest and with a giant river flowing through. There is an abundance of rock, and wood, but wood is not as available as the forest. Dodo's and Phiomia's mostly populate the area, though the occasional Spino and Bronto will appear.



3. Jungle: A jungle area, just like the forest it is filled with wood, but unlike the forest there is little to no stone or metal. Sabertooths live all around here and so do raptors and Dilos



4. Beach: A beautiful beach bordering a huge sea. Not much in terms of wood, but there are many bushes that hold berries, and chitin all over the place. If you're stupid enough to go into the water without a seamount there is also Oil. It is surrounded by Megalodons of course. Hypothermia can be a serious problem.



5. Grassland: A very balanced area filled with most of the resources though in very small quantities. Best if you don't want to die of overheating or Hypothermia. Sadly many Carno's and T-rex's make this their home.



6. Canyon: a wide stretching canyon. It is near a wasteland with nothing but Stone and Sand, Overheating is a serious problem here. Also populated by giant gators.



7. Lava: Well then, You're very well fucked, This is a volcanic region overflowing with lava, while there is metal, wood, thatch, and the other important resources, there is no food. Get moving Jumper.



8. Free Pick: Well then, look who's a happy camper, pick anywhere on the island.

Origins: You may pick what gender you are free as well as your general appearance.

Survivor(Free): You wake up in your location with nothing on except for some pants as well as some gem looking thing in the middle of your wrist. Time to get moving.

Builder(-100): You woke up on the beach several weeks ago, immediately after looking at your wrist and seeing the Specimen Implant you decided to check it out, because of that you found something called “Engrams” which you’ve been using to help you build a house and several tools. Maybe you could build more?

Tamer(-100): Right after waking up you found yourself surrounded by the extinct Dodo Bird, mesmerized you went to touch one, and from there you’ve made some of them your faithful pets. That was several weeks ago, and now you have a nice farm full of them, and you can’t help but wonder what other dinosaurs could you make full use of as you look at one of the giant lumbering beasts.

Hunter(-100): Immediately after waking up you were beset by what have to be the most vicious creatures in the Island: Dilos. They were relentless, but so were you, and because of this you were able to beat them all to death with your bare hands. Now you will show all of these beasts just who the Alpha is on this Island. And if there are others? You’ll show them too.

PERKS: All perks except for those under General are discounted for their Origin and 100 CP perks are free.

General:

Basic Video Game Bullshit(Free or 600 CP): As a consequence of living on the Island you seem to have certain boons, you no longer need sleep, limbs getting cut off is pretty much impossible, and you find that your life runs on a hit point system and stamina system. When your HP reaches zero you will die, and when your stamina reaches zero you find yourself exhausted beyond belief. This also allows you to level up and allocate stats. This effect fades away after leaving the island, but you may keep it if you pay 600 CP.

Respawn(Free or 600 CP): As consequence of the Island, any death you experience finds you quickly moved to another location in the same state of dress as when you first entered. You will then have to go find all of your items from where you left them. To keep some challenge however, you can only respawn five times a month. If you pay 600 CP however you can keep this effect in other worlds, sadly however it will only provide one resurrection per Jump instead.

Adonis(Free everyone): Man are you ripped! Your body is now incredibly muscled and beautiful, sadly these muscles seem to be just for show.

Unlimited Resources(Free or 300 CP): Any time you enter an area, the resources in it just seem to infinitely respawn. Mine through an entire mountain? Well just wait till tomorrow for it to all come back. If you wish you may pay 300 CP for this effect to carry on elsewhere with the ability to turn it on and off. If it can't be mined, or harvested from a widespread source this doesn't work. One of a kind materials are also out.

Drop In:

Foraging Skills(-100): You my friend have the amazing ability to find the resources you need incredibly easily. Find yourself low on metal? Well that's nothing a short trek wouldn't fix. You'd still need to find a way to move it, but finding the resource won't be a problem unless it's completely impossible in your location.

Danger Sense(-100): Whenever something that will wreck your shit is about to come along, you gain a small warning telling you so. This also applies to enemies coming in your direction though the warning will be much weaker.

Pathfinding(-200): You have the amazing ability to find the quickest route to any region or area you wish to go to. Find yourself lost after wandering half the island? Well you could simply think of it and find yourself the fastest route that avoids the most hostiles almost on autopilot.

Consequence of Survival(-200): Your body is honed beyond just the attractive muscles on the outside. You can equal an Olympic athlete in any one category that you wish, after all if you are to survive you need to be in the best shape. This may be taken multiple times but the discount is only for one. You may pick between Movement Speed, Weight, and Melee damage, this will constitute to raising that stat to 60%.

Negotiator(-400): Your ability to negotiate away violence is tremendous. Unless you did something truly horrendous to the other party you could find yourself negotiating a lasting peace, and maybe even some terms that benefit you. This also works on beasts such as those that roam this Island, allowing you to calm them if you angered one above your pay grade or direct their attention elsewhere.

Charming(-400): You are just a great person to be around, peaceful animals will give you food if you look like you're starving, and other humans will revel being in your company simply for your wit, looks, and humor. To add to this you have a great sense of social navigation.

Running the Fuck Away(-600): Sometimes a fight really cannot be won, for times like those you have this. You find that you can run away from most beings that are giving chase and find many ways to evade them that most others wouldn't even think of, this is unless they are much more powerful than you. Keep in mind however, even if you do evade them, there is no guarantee they won't just find you again.

Primal Fear(-600): Fear is the biggest king in the Ecosystem, it is the driving force for a drive to get better and improve. Good thing you've mastered that force, and can now drive fear into any being you encounter. Dumb animals like Dinosaurs will not question this fear and just run, but creatures more powerful than you might just think for a couple of seconds and brush it off. Creatures much weaker than you however will find this effect doubled to the point where they would be paralyzed by fear. If the target realizes that this is just a bluff the effect will fade.

Luck of the Draw(-800): Your luck is incredible, you will always find yourself with just all of the things you need to survive, and in a fight, you find yourself accidentally hitting vital areas of creatures who are very tough, and every once in awhile you'll find something incredibly valuable such as an artifact going through a convoluted mess of events just to get to you. That may only happen once every ten years however, and only if you wish it.

Builder:

Planning Mind(-100): Your ability to plan your creations in your head is extremely potent, you can plan the design of an entire house on scale without even using a sheet of paper for the math. Speaking of math, your skills with it seem to have increased tremendously.

Feat of Crafting(-100): You're like a machine, as long as it comes to crafting you can just keep going, no need for rest at all or sleep. Food might be an issue however.

Bored? What's that?(-200): Boredom is a serious problem when you're just alone making spears and guns, this however allows you to ignore all of those effects and simply keep going. Doing the same thing over and over again doesn't even bother you in any way.

Engram Creator(-200): Engrams are a very integral part of the island, so it's a good thing you can make some of your own right? With this perk any item you know how to create can be transferred into an Engram and be taught to others. This only works for technology you have a definite grasp on. Furthermore if this technology has a supernatural component and the person you're teaching it to lacks that component, then it will not be buildable by the person who learned it.

Sense of Style(-400): You have an amazing sense of style, being able to use dull grey walls and floors to create something truly pleasing to the eye. No matter what materials you use you can always make something look incredible.

Balance? What's that?(-400): Could you truly call yourself a builder if your creations were burdened by silly things such as balance, or physics? No, so now none of your creations are burdened by these things. No need for foundations or support, things just stay up, the initial foundation is still needed however.

Engram Independant(-600): Engrams, the foundation of all of your creations, they are what allowed you to create. Well, now you no longer need them, you're a bona-fide inventor, able to create things up to modern Earth's standards easily, something above those capabilities may be much harder to build. Something like the Tek Tier might take dozens of years. You also gain the ability to have basic proficiency with all of your creations.

Forge of a God(-600): A pride of a creator is his work, because of that we can't really have any of your work getting roughed up right? With this all of your creations will last the test of time. A steel pike will never rust, dull, or break, things such as generators can run forever using only one tank of gas. Truly your creations are worthy of praise.

Engines of War(-800): What's the point of a weapon of war if you may not spread it quickly? With this perk as long as you have the materials you don't need to refine them and can simply use your inventory crafting menu, your crafting speed is also so fast that it is almost instantaneous with no time taken. If you ever take the time to refine, it simply does it instantaneously as well. Even things like the Tek Tier need nothing more than simply gathering the resources in your inventory. You also find that the weight of anything you have as long as it's in your inventory no longer affects your moving speed.

Tamer:

Friend to Animals(-100): Animals and other such beasts just love you, many will not run if you come close, and may even help you against threats you may find. Because of this you can also tame docile animals without needing to knock them out, but by simply placing a hand on them. Predators however need to be tamed the old fashioned way and may be a little less gentle.

Coaxing Sleep(-100): Taming is a very delicate process on the Island, first you have to knock an animal unconscious and then feed it until it bonds to you, a process that takes a very good amount of time, sometimes even days. Luckily for you animals just seem to bond faster, so it should take you an hour at most to tame all but the most difficult beasts.

Saddleless(-200): Why waste time making saddles when you can simply not? Animals you tame now have backs that are incredibly comfortable allowing you to always ride them without problem. Some animals however will be more benefited by a saddle, in this case you can construct saddles that are the most efficient for whatever animal you need to ride.

Loving Master(-200): It's very important that you form a bond of trust and love with your Tames. After all they are giant murderbeasts. Luckily for you all animals you tame share such a loving bond with you that even mind control cannot get them to betray you. To add to this they are domesticated very well so they know not to take a shit here or attack that random T-Rex walking by.

Directed Growth(-400): Being able to direct an animal to specialize in what you want is very important. Having a Sabertooth able to run faster than a Cheetah(consistently) is a good tactical advantage, because of that you now have the ability to direct any animal you've tamed in any direction you want having them focus on speed, their melee, or their weight as well as many other things. That may not be so impressive here because of the Implant, but you may also increase their attributes 50% higher than what was possible before, as well as in other Jumps.

Ask for Naught(-400): Beasts have a subtle sort of weakness in their needs, unlike humans they have much more to eat, sleep, and drink. For you however this is not the case. All animals you tame no longer need food water, or sleep. Now those supplies can be spent on something else. Your animals still like the taste of food however and would like you a lot more if you gave it to them consistently.

Commander of Armies(-600): Your ability to direct tamed animals and have them work as a whole is insane, you're able to have them complement each other's strengths and coordinate attacks with nothing more than small signals. To add to this tamed beasts now have their intelligence boosted tremendously to the point where they are almost near human in aptitude. Finally you gain the ability to command your beasts to perform actions with words, though they still have physical limits.

Breeder of Armies(-600): Breeding animals is a huge hassle, especially Dinosaur's. With this your ability to breed beasts becomes truly noteworthy, you can take into account attributes of mating pairs to create offspring that are better than both of their parents physically and in any category you care to choose, you can even directly predict mutations that may affect children generations down the line. Finally all of the children you breed from your tamed beasts grow in days instead of years or months.

Alpha Tamer(-800): You have the capacity to tame everything and everything on the Island, even the Alphas, beasts above all of their kin in strength, speed, and ferocity and it doesn't stop there, anything considered a beast or animal(less than human intelligence) is able to be tamed by you no matter what, now even greater Dinosaurs can be tamed in a quarter of the time it would usually take. Even such great beasts as the bosses can be bent to your will, but for this you may only use the traditional method, and it would take you weeks of looking after them to properly for success. After this Jump more supernatural Beasts such as Dragons require a test of will to overcome.

Hunter:

Preying Sense(-100): You have almost a special vision for prey. If you wish it, your eyes can highlight all prey animals in blue for you to find, you can see them through walls and objects, and if you focus on a particular

one can see their footprints. For animals that can not be considered prey, you can do the same but they are highlighted in red. This is toggleable.

Strength of Will(-100): Your strength of will is impressive, allowing you to power through pain and keep a good focus on the task ahead.

Patience of the Hunt(-200): Hunting requires patience, something that is very balanced because one must both know when to strike and not to wait too long. With this you gain the ability to know just how long to wait until you can truly find an opening and how to capitalize on it.

Fighter of the elements(-200): The elements are one of the biggest challenges on the Island, thankfully, you don't feel any of their effects. Hypothermia, Overheating, you feel none of that, and can go into a snowstorm in nothing but your PJ's. You might get wet however.

Harvester(-400): Being a hunter comes with harvesting your kills. With this you become incredibly proficient at harvesting kills, even from animals whose biology is unfamiliar to you you find yourself harvesting everything in the most efficient way possible and quickly at that with double what others could gain. You could carve off all of the raw meat and hide from a dino and leave only the bones using a chainsaw.

Weapons Technology(-400): A hunter needs good tools, and that is just what you have, you now have the ability to craft all of the ranged handheld weapons, even the fabricated ones without a fabricator it might take several weeks and many wasted materials but you can do it.

Eyes of the Hunter(-600): Your ranged proficiency is absolutely bonkers, and this applies to any handheld ranged weapons. As long as there is nothing in between you and your target, and you're not facing in the opposite direction, you will probably hit what you're aiming for. No guarantee it will hurt however.

Piercing Blow(-600): Well now there is a guarantee it will hurt. No matter how heavily armored something is, your attacks will at the very least cause immense pain to whatever you are fighting, if it is weaker than you however, it will pierce through any of its natural defenses and some it has adapted. If it is a being with a different biology not dependent of the physical state of th your efforts will be unable to kill it.

True Survivor(-800): You have become the greatest at surviving no matter where you are, your body needs no rest, food, sleep, or even water, the bringer of all life. To add to this your ability to adapt to a situation becomes insane. If you are fighting a Dinosaur with an extremely thick hide you will be able to come up with a multitude of tactics to kill it on the fly that may have taken weeks of observation to decipher.

Items: All items will return to your warehouse if broken or lost unless stated otherwise. You may import weapons or armor to replace one purchased here.

Drop In:

Raw Meat(-100): 2 boxes in your warehouse, one filled with raw steak and another with jerky. Both taste moderately filling. Pack refills once a week.

Protective clothing(-200): You have two sets of clothes, the heat resistant desert clothing, and heat insulating fur clothing. Both provide good armor to at least block an arrow while making sure you stay cool/warm.

Plant Species X(-400): You gain a large potted plant that while at first looks stupid, you soon realize has the ability to shoot poison barbs automatically at anything approaching you. You can “set” its range and behaviour using your specimen Implant like you can with mounts to be passive as in not shoot anything, and hostile as in shoot everything that moves, or more fine tuned settings such as only other humans or tamed mounts, or only wild animals. Alongside the potted plant you gain a pack with ten seeds. It refills every Jump.

Broth of Enlightenment(-600): A weird blue liquid that when consumed allows you to learn much faster than usual. You could learn something immediately after seeing it. Lasts for an hour and refills once a year.

Builder:

Basic Supplies(-100): Wood, Stone, Metal, Hide, Chitin, and Keratin. The basic supplies needed to get you started. You have twenty “units” as evidenced by your Implant. It appears in your warehouse and refills once every two weeks.

Metal Pickaxe and Hatchet(-200): A pickaxe made of steel. It has the strange effect of mining twice what you would usually get out of a deposit. The Hatchet has the ability to gain Iron from just normal boulders, and twice what should be possible as well.

Gasoline(-400): A giant refilling tank of refined gasoline. Roughly equal to 30 gallons of Gas, or roughly five Jerry cans worth of Gasoline. Refills once a week.

Tek Assembler(-600): An Assembler that allows you to create any single Tek Item once a week, ranging from guns to suits of armor, to Dinosaur laser shooting helmets. It will also allow you to produce the element needed to power these creations with a 500:1 ratio of exchange from any resource as valuable as metal ingots to Element. Less valuable resources would have a much bigger ratio.

Tamer:

Narcotics(-100): Coming in the form of arrows, Narcotic paste, tranq darts, and bolts, these are all forms of narcotics expected to keep a Dinosaur down. There are 20 “units” of everything here and it refills once a week.

Feeding Trough(-200): A feeding Trough that doesn't seem to require any input food. Any tamed animals or mounts will immediately be fed if in its vicinity until they are full no matter what type of food they eat.

Prime Meat(-400): The best tasting part of large Dinosaurs or animals, it comes in two boxes, one with Raw Prime Meat and another with Prime Meat Jerky. There is enough meat to feed a T-Rex several times over in the raw box, and enough to feed a family of five for a week in the Jerky box. Both refill once every month.

Tek Cloning Machine(-600): This is a Cloning machine, one that would normally be powered by element, but instead you find this one simply allows you to simply clone any one Dinosaur once a week no matter the power, even allowing you to change the gender of the new clone so you could have breeding pairs. There isn't even a need to re-tame these new clones.

Hunter:

Preserving Bin(-100): A small bin that seems to have infinite space. When berries, food and the like is put in it seems to preserve them forever, turning meat into Jerky.

Metal Sword(-200): A sword made of steel. It is absolutely unbreakable, and can cut through the hide of many beasts there's some stuff that might be a bit above its class however.

Sniper Rifle(-400): A sniper Rifle that seemingly has infinite bullets. When a switch is flipped it instead shoots tranq darts. Same deal as with the sword.

Tek Armor(-600): A high tech piece of Armor that is seemingly completely unpierceable. It regulates the temperature on the inside of the suit and reacts to any impact to absorb it. It also has the added addition of flight, and underwater breathing and viewing. It would take a rocket launcher to pierce its defenses, and even then it would be hard. Has enough Element to keep it going for a month straight which refuels every month.

Mounts and Companions: Here you use +1000MP(mount points) to purchase mounts as well as saddles to come with them, these aren't all of the mounts on the island, but enough to get you started, you can do the rest yourself. Herbivores have a second purchase free. If any of these die they shall return to you after two days. You may also pick ten mounts other than these to go with you to the next Jump. CP may be transferred into MP on a 1:1 ratio. Tamer gets a discount to all.

Farm Mounts: Mounts used for nothing more than farming, useless for combat

Dodo Bird(-50 MP): Loveable, and somehow not extinct on the island, Dodo birds have extremely delicious and filling eggs.

Ovis(-50 MP): These sheep-like beings, just like the Dodos are somehow not extinct, they provide good wool which regrows fast, and delicious lamb chops. They can scale up mountains very easily however.

Phiomia(-50 MP): Fat disgusting pigs with loads of meat, probably more useless than the Dodo, but it makes up for it in meat.

Cargo Mounts: Mounts used to carry many Items from one place to another.

Spinosaurus(-300 MP): technically also gathering mount, Spino's can carry huge amounts of weight over long distances making them perfect for transport, their health also allows them to defend themselves.

Quetzal(-300 MP): A giant flying Dinosaur, this bird is so huge a platform can be made on its back for cargo to be stored. It can hold a truly tremendous amount of weight and keep flying.

Gatherer Mounts: Mounts that gather things like Berries or wood. All of the things they gather goes directly to your Inventory. Focusing on Melee Damage increases their results.

Doedicurus(-100): Small little armadillos that can use their tails to plow right through boulders for stone and trees for thatch. They have a great amount of armor to the point where a T-Rex would take time to kill one, but they have no offense to speak of except for using their tail.

Triceratops(-200 MP): Trikes are a crossbreed of Styracosaurus and triceratops, Trikes are good as warhorses and for weight, they can gather many berries with their bucking, something that can also be used in combat that can throw enemies away.

Brontosaurus(-300 MP): A fuckhuge beast of a dino, Bronto's can be used as both pack mules as well as berry gathering beasts. With a simple tail swipe they can gather hundreds of berries for you. Their durability is also nothing to sneeze at, and that same tail swipe allows for them to defend themselves in combat. Probably the hardest creature to tame.

Mammoth(-300 MP): Mammoths are great at gathering wood. With one thrust of its tusks it can fell dozens of trees at a time. Their durability is also very high, rivaling some of the biggest Dino's.

Ankylosaurus(-400 MP): Probably the best gathering mount for anything not wood and berries, Ankylosaurus' are able to gather stone, metal, obsidian, and even crystals. They do this by swinging the ball at the

end of their tails smashing entire boulders whole.

Battle Mounts: Mounts used for battle

Raptor(-100 MP): Fast, vicious, and dangerous, Raptors are the premier mounts for fast hit and run tactics as well as group fights. Sadly their durability is not that great, neither is their weight.

Argentavis(-200 MP): An Avian mount, Argentavis' are amazing at speedy flight and melee damage. Sadly for them, their health isn't impressive and neither is their weight. These things are mitigated however if you train it for long periods of time.

Sabretooth(-300 MP): Sabretooth Tigers, while not as fast as raptors, are a good alternative to their weak frames and weight. While they do not have much in the way of either, it is very well passable. Their melee damage is also incredibly high due to their fangs.

Direwolf(-400 MP)(discount Hunter): Big wolves that are extremely prevalent in the Snowy Biome. They are just as good as Sabretooths, but have the added benefit of strong pack relations. They require no specialized saddle to ride.

Direbear(-400 MP): Giant Bears, yes you heard right, Bears bigger than usual. These Direbears are good combat mounts both health and stamina wise, being incredibly hard to damage, as well as near infinite Stamina. They also have great carry weight.

Megalodon(-400 MP): King of the seas around the Island, the

Megalodon is the most vicious sea creature, being incredibly fast underwater and having very good melee damage, it attacks literally anything that comes near. Comes with free scuba gear.

Carnotaurus(-600 MP): One of the Kings of the Island, Carno's are most famous for their incredible melee damage being able to hit far above their weight class. While their health is not near that of a T-Rex, it has damage that is very close to one.

T-Rex(-800 MP): King of the Island itself, the T-Rex is one of the biggest most vicious Dinosaurs. It has a terrible bite, being able to kill even the biggest creatures in one bite. It is incredibly slow however, but it's just as titanic durability comes in to defend it in any situation where speed would need to be abused.

Wyvern(-1000 MP)(requires Scorched Earth): No this is not a Dragon, that title belongs to a creature far more powerful. This is a Wyvern, probably the second strongest flying being behind the Dragon. Wyverns come in three different Denominations, Fire, which can breathe fire, Lightning, which shoots Bioelectricity enough to kill most Dinosaurs at once, and Poison, arguably the weakest which spits debilitating poison. In any other world these creatures would be called Dragons, but here they are simply the second highest in the food chain enjoying the magma that runs through the scar of the world. As you can probably guess the Wyverns have amazing speed and Melee Damage, as well as amazing durability, and the ability to rain down death, these factors all make Wyverns almost unkillable by the likes of normal survivors. Now, you have one.

Companions: New or old, you use CP for this section, and can import an old companion into any of these roles

Builder(-200 CP)(Discount Tamer): A guy or gal talented at building

things, they seem to have many of the basic engrams such as simple guns and stone walls. Comes with free 800 CP capstone and 300 CP to be spent elsewhere.

Tamer(-200 CP)(Discount Builder): A guy or gal that seems to have put a worrying amount of time into taming animals. They have one mount 300 MP or under from the above list as well as engrams for many saddles and two farming mounts. They get the 800 CP capstone for tamers and 300 CP to be spent elsewhere.

Hunter(-200 CP)(Discount Hunter): Guy or gal who has a serious bone to pick with the dino's... and well just about everyone except you really, they somehow have chitin armor and a metal pike. Comes with free 800 CP capstone for Hunters and 300 CP to be spent elsewhere. Cannot buy Tek Armor.

Full Server(-400 CP): All 8 of your companions can now be imported, with 600 CP to spend and any Origin free.

Drawbacks: up to 800 CP may be taken in drawbacks unless “Boss Bonanza” is taken.

Scorched Earth(+0 CP): Well Jumper, looks like you’re on a different Island than usual. Welcome to Scorched Earth, a place with many different Dinosaurs than what you’re used to, the island here is a desert, with no rain whatsoever. Heat is going to be a serious problem and so will the viciousness of some of the animals and your need for water. You start in the Badlands.

Multiplayer Server(+0 CP): Seems like there are more people here than you expected, 200 to be exact. Have fun making alliances, fighting for resources, and making community guidelines, and generally interacting. Have fun.

Fucking Dilo’s(+100 CP): Dilo’s, the most annoying beasts on the island, they shoot poison at you that both blinds you, and slows your perception. Now they come at you in droves, and only you. Expect to never go a day without killing at least ten of the fuckers.

Low Water and food(+100 CP): It seems as if you always find yourself hungry or thirsty, at least twice that of what a normal human needs. Expect to be eating entire Raptors just to feel satisfied for lunch.

Encumbered(+200 CP): Everything is fucking heavy. Sadly for you, you seem to have only a normal human’s weight capacity. Even in your inventory. Expect to take frequent trips to and from your dinosaurs, and some things you won’t even be able to build due to the weight.

Taming Madness(+200 CP): Taming animals has just become the most

annoying thing possible. No matter what you do giant Dinosaurs seem to just pop out of the woodwork to eat it, and you have to fight them off. The taming itself takes days, even for the weakest animals, so don't even think about bigger ones. Generally your luck with taming is complete shit.

Noob(+300 CP)(requires multiplayer Server): Well then, seems like you came a bit late to the party. The other players seem to have been here for a while, years even. Expect to have a hard time getting a foothold since every Biome is controlled by one clan who all at the very least can fabricate machine guns and have beastly mounts.

Difficulty 5(+300 CP): Someone seems to have turned the difficulty slider up. Expect Dinosaurs found in the wild to be able to rend straight through steel walls 3 feet thick, and survive scores of gunfire.

Big Fish little Pond(+600 CP): Oh no Jumper, it seems like all of your external abilities and your warehouse are locked away, even your companions seem to be affected. You'll have to contend with what you bought here. To add to this you can only resurrect 10 times for the whole Jump.

Small Empire's(+600 CP)(Requires Noob): Well shit Jumper. Looks like the leaders of all of the factions have gained a boost, and they all hate you. All of them now have at least the 600-800 CP capstones of one perk tree. They all know your starting location and are mobilizing fast. They also seem to be working together for the sole purpose of finding you. If you die by their hand, that's It.

Island of Enemies(+800)(requires Small Empires): Everything hates you. I do mean everything. The smallest Dodo's will try to rip your throat out, T-Rex's will hunt you down, and even the mythical Gigantosaurus will help. To add to this all of the clans are hunting you as well, and seem to be working in perfect sync with the Dinosaurs. The only way to stop them is death.

Boss Bonanza(+1000): Oh no. 000h nononono. 00000H nonononono. It seems as if some enterprising player decided to release all of the bosses at once so that he could fight them to prove his power or something. He's dead now, but the bosses have learned of your presence and have decided to end you at once as a possible threat. One of these bosses alone could clear the entire island of life, but with all four? The Dragon by itself could rip chunks off of a mountain with its blows, and the Broodmother with its children could overrun everything in a matter of weeks, the rest are of similar levels of power, good luck Jumper, and if you do succeed you gain a small room in your warehouse that will transport you to one of the islands. No respawns as well. Fight it out Like a man.

Now that you have finished your
Journey here, what would you like to
be your future?

Server Reconnect: Eh, you think you'll stay, you like the feel of the land, the way the animals move and interact, and more importantly just how much fun you can have.

Server Disconnect: Actually, you think you'll go home. This Jump has shown you an incredibly painful part of the Jumpchain and you don't think you want to see worse. Or maybe you've gathered enough power by now and feel like you can go home satisfied?

New Server: Fuck that shit! You want to see more worlds, kill more creatures, build more machines, and raise an army of Dinos, no way are you leaving here!!

Notes

- Your inventory ties directly to your weight capacity, if you can carry several hundred tons, it will fit in your inventory.
- Everyone has the basic Ark video game stuff including Leveling up and the crafting menu. They do however lose the Leveling after this Jump unless you paid the 300 CP at which point the level cap is removed after this Jump
- You can build beds as your spawn point, if you paid the 600 CP this extends to other Jumps.
- Everyone has the ability to move and place things that are in the inventory like walls automatically. Things that heavily exceed your weight are exempt from this.
- The hit point system is very much the same as in game. But unless the 300 CP paid to keep the leveling is paid it will be removed upon finishing this Jump.
- Element is the resource used to power Tek Items and machinery, pretty much Sci-Fi weapons and armor.
 - That being said, the Island is actually a test area for some Alien race, should you beat all the bosses, you can gain the possibility to challenge the overseer of your particular island, at which point you'll "Ascend" what actually happens is still unknown.
- Yes the poop mechanics are the same.