

# Black Adder

*The sound of hoofbeats 'cross the glade! Good folk, lock up your son and daughter! Beware the deadly flashing blade, unless you want to end up shorter!*

*Black Adder! Black Adder! He rides a pitch black steed!*

*Black Adder! Black Adder! He's very bad indeed!*

*Black - his gloves of finest mole. Black - his codpiece made of metal. His horse is blacker than a vole. His pot is blacker than his kettle.*

*Black Adder! Black Adder! With many a cunning plan!*

*Black Adder! Black Adder! You horrid little man!*

Well, this is certainly different. Welcome to the world of Blackadder, a sitcom based on the life, and the descendants of, Prince Edmund “the Black Adder” York, son of King Richard the Fourth and himself king of England... for about thirty seconds. Following Edmund was Henry Tudor, who erased father and son from history and pretended he followed directly from Richard III.

So began a line of villains who schemed for power, wealth and luxury, while being held back by the fact that they (and those they surround themselves with) are all profoundly stupid. Take 1,000 comedy points (cp) to survive your decade here, and remember to have fun.

## TIME

First and foremost, *when* are you starting? Pick one or roll for +100 cp

1. **Blackadder** - you start in 1485, at the Battle of Bosworth Field when Richard becomes King and Prince Edmund the Black Adder begins to scheme for the throne. The formula is still new so Blackadder is the fool and his aides the clever ones.
2. **Blackadder II** - the Elizabethan Era, no precise dates given. Lord Blackadder is an overlooked figure at court who must intrigue to survive and thrive.
3. **The Cavalier Years** - 1649, as Charles I is about to be beheaded, Blackadder desperately plots to become the savior of the monarchy.
4. *Blackadder the Third* - The Regency. Blackadder serves as a long-suffering butler to the buffoonish Prince Regent.
5. *Blackadder's Christmas Carol* - 1843, Ebenezer Blackadder is the kindest, most generous man in London, that is, a sucker who gets walked over by everyone, until two ghosts show him how nasty his ancestors were, how fun being bad is, and that if he emulates them his descendants will one day rule the universe.
6. **Blackadder Goes Forth** - 1915, the Great War. Captain Blackadder lives in the trenches, trying very hard to get far, far away from the enemy and the incompetent malice of his superiors.
7. **Blackadder: Back and Forth** - December 31st, 1999, at the dawn of a new millennium Edmund Blackadder tries to prank his friends with a fake time machine, only for Baldrick to accidentally invent a real time machine.
8. **Blackadder 2012** - Sir Edmund Blackadder, CEO of Melchett, Melchett & Darling, is called to account for his bonus during the financial crisis.

## ORIGIN

And who might you be?

**Blackadder** - Part of the family in this generation, you're an evil bastard, but an entertaining one.

**The Baldrick** - You are quite possibly the most ignorant and disgusting human being in England, and that's saying something. You grew up in the gutters and live in the plumbing, yes even when that means a garderobe.

**The Percy** - Or possibly George? You are the closest thing Blackadder has to a real friend, which is more of a sad commentary on him than anything.

**The Melchett** - You already have a position with all the wealth, power, and respect that Blackadder craves. Shame about the sheep.

## PERKS

What do you bring to the table?

**Dry Wit** (free) Well, it beats being a half-wit. You have a sardonic wit and mastery of the comedic aside that will serve you well in the world of British comedy. If worse comes to worse, you can always amuse with rubber-faced expressions.

**Basic Background Stuff** (free) Wherever and whenever you land, you are immune to common diseases, speak the local language, and know enough about culture and manners to not embarrass yourself in public or get beheaded for *lese majeste*. This applies in future Jumps as well.

**Painting** (-100 cp) Unlike certain other privates in the trenches, you understand how lighting and perspective works, and can easily create detailed paintings or get into the art school of your choice. With time and practice, you could be one of the legendary masters.

**Master of Disguise** (-300 cp) You are every bit the thespian and impressionist Ludwig is, able to flawlessly disguise yourself as a person of any age or gender, or even an animal. Whatever flaws may exist in your disguise will be easily overlooked. Perhaps you too could become ze master of ze world.

**Acid Wit** (-100 cp, free Blackadder) Everyone is quick with a joke here, but you didn't have to be so *mean* about it. You are the master of humiliating your opponents, pricking their pride and making them both look and feel like jackasses.

**Charmer in Black** (-100 cp, free Blackadder) 'Tis said the ladies were most appreciative of Lord Edmund in his black garb. While wearing black you become almost irresistible to your preferred gender(s).

**Tragically Cut His Head Off While Combing** (-200 cp, discount Blackadder) A great many people in the various series die in astonishingly improbable ways. It

would be crass to call it murder, of course, if someone happens to accidentally stab themselves nine times in the gut while shaving, or falls down a flight of stairs twelve times. Likewise, no one will consider it unusual for people to accidentally die in such a manner around you.

**Shameless Opportunist** (-200 cp, discount Blackadder) They say luck is more about having the right mindset when opportunity knocks. You're like a bloodhound when it comes to sniffing out even the smallest chance to escape trouble or advance yourself. Lucky breaks, a fad at court, a momentary weakness in an opponent. You may or not be able to capitalize, but you'll know your moment when it comes.

**Well-Rounded** (-400 cp, discount Blackadder) Maybe you didn't go to Oxford or Cambridge, but you have a degree from the University of Life, a diploma from the School of Hard Knocks, and three gold stars in the Kindergarten of Getting the Shit Kicked Out of You. You're one of the Blackadders who knows how to fight, how to figure out people's intentions, turn a bad situation around and most importantly, how to keep going when all seems lost.

**Complete Bastard** (-600 cp, discount Blackadder) It may sound strange, especially given how much we see various Blackadders suffer for their horrific attitude, but the bloodline as a whole benefits from a kind of reverse karma. The nastier they are, the better their lot, and their descendants. Captain Blackadder is the nicest of the bunch, and he can't escape the trenches. One day, a Blackadder will rule the universe because Ebenezer decided to become a cad. You now benefit from this in a more personal and immediate sense. Good things come to you the more you're mean, selfish and cruel, the better your luck. This stops at some point well short of murder or major crimes.

**Hurrah!** (-100 cp, free Percy) Nothing gets you down for very long, you can find the silver lining in virtually any situation. Let cynics call you a fool, you live a happier, more rewarding life than they.

**Out Of Bed In The Morning** (-100 cp, free Percy) You have pep, that ability to get out of bed in the morning and face life and all its wonderful, terrible challenges head-on. You are never left fumbling for a purpose, nor a way to spend your time.

**Crikey!** (-200 cp, discount Percy) You have the amazing power of being an incredibly well-adjusted person. Desperate circumstances cannot change your character, neither

can wealth or power, or repeated impacts to the head. You are worthy of love and respect, and always will be.

**Idealized Image** (-200 cp, discount Percy) All portraits before a certain point are based more on an abstract ideal than a particular person. So it is with you, nasty rumors tend to wither on the grapevine while stories that flatter you spread far and wide.

**Friendly Chap** (-400 cp, discount Percy) If you can befriend a hardworn, selfish cynic like Blackadder, you can befriend anyone. It may take some time and effort, but if you put in the work you can be assured even the most evil, vile sot will be fond of you in their own way.

**It's Own Reward** (-600 cp, discount Percy) So often the good get nothing. Not for you, though. In a reverse of Complete Bastard above, our good deeds are always awarded appropriately, if not immediately, then later when you really need someone to speak up for you or help you.

**Sod Off** (-100 cp, free Baldrick) People leave you alone. Determinedly so, you might think your first name was sodoff. This can be toggled on and off.

**Used To It** (-100 cp, free Baldrick) Whatever privations, pain or hardship you may suffer, you've been through worse. You can keep going through unbearable agony and make even a desolate trench a little bit homely.

**Great Chain of Being** (-200 cp, discount Baldrick) The abused always kick downwards, I come home in a foul temper and I kick the cat, who pounces on the rat who -ow!- bites you Baldrick. You can recognize and put an end to chains and cycles of abuse.

**The Head Of A Traitor** (-200 cp, discount Baldrick) It can be a little challenging to follow the "logic" - if it can be called that - of a Baldrick, but sometimes it leads to exceptional results. You are impossible to predict or plan around and the most outlandish of schemes come with a luck bonus. Maybe enough there's a chance they'll work!

**Support** (-400 cp, discount Baldrick) Not for the commoners, the glory or a page in the history books. Still, you serve your master as ably as anyone could. You have a

sense for vital details that need attending to, and exactly what a despairing person needs to hear to buck them up and give them an idea how to claw themselves from the pit they've fallen into.

**I Have A Cunning Plan** (-600 cp, discount Baldrick) They may laugh at the odd turns of logic, but when things are truly desperate, your friends turn to your plans. You have a knack for coming up with wildly creative, unbelievable plans, and having them actually work. Like substituting a gourd for the head of a man you were to execute, or getting a ringer to stand in for England's most recognizable man.

**Judge** (-100 cp, free Melchett) You have at least a passing familiarity with the law, and accompanying credentials, in whatever land or time period you end up in. This updates in future Jumps.

**Respectable** (-100 cp, free Melchett) You have an aura of legitimacy and honesty. It is hard for people to imagine your being dishonest or undeserving of your position.

**Over-Educated** (-200 cp, discount Melchett) You have the very best education, equivalent to a post-graduate in every field of math, science, and art. You could probably write Johnson's dictionary and in every language spoken by man. In future Jumps, this knowledge updates to match the setting. It is purely academic knowledge however. If you want practical experience, you'll have to actually work for it.

**List of Candidates** (-200 cp, discount Melchett) You are very good at finding jobs that eliminate your rivals, either by taking them far away and burying them in paperwork, or through the near-certainty of death. You are also skilled at persuading people to take these jobs, or arranging matters socially so they have little or no choice.

**Passing the Buck** (-400 cp, discount Melchett) Escaping the blame is the mark of a successful courtier, and you're certainly a success. Just find some other schmuck to blame your failings on, that Blackadder chap perhaps. No matter how clearly things are totally and completely your fault, as long as you can find a suitable scapegoat, nobody is prepared to see you be punished appropriately.

**Falling Upwards** (-600 cp, discount Melchett) How do the most undeserving wind up heaped with riches and honours? Why, they cheat, of course! You know all the ways, legal and less-than-legal, to parlay wealth into influence and reputation, or vice

versa. Given any one of these, you rapidly gain the other two, and then you can put your money and reputation to work growing more and more of itself.

## ITEMS

**The Turkish Destroyer** (-100 cp, free Blackadder) You possess a magnificent and terrifying codpiece, sure to make any family gathering awkward, and perhaps spoil an unwanted marriage.

**Black Satin** (-200 cp, discount Blackadder) A magnificent black stallion, just an ideal mount in every way.

**Lord Jumper To You** (-400 cp, discount Blackadder) You have a proud noble title, sure to get you at least a minimum of respect in all the civilized parts of the world where such things are held in high regard. In future Jumps where nobles exist, you will be one, with the expected income and clout.

**From A Mango-Wielding Pygmy** (-600 cp, discount Blackadder) How convenient for Captain Blackadder to have once saved the life of Field Marshal Haig. Much like this, before each Jump you can designate one character for your Jump-identity to have saved from death some years ago - if a Drop-In, you will meet and have a chance to save them shortly after insertion. Of course, for many people undying gratitude has a rather short shelf-life, so be careful who you apply this to if you mean to call in that marker or leverage it into joining a group.

**Giant Turnip** (-100 cp, free Baldrick) A truly massive turnip, could feed a small family. Also, curiously, if you draw a face on it people will take it for a real human head. Returned in a week if lost or devoured.

**Four Thousand Pounds** (-200 cp, discount Baldrick) Well, in 1805 money. Which in 2021 would be approximately three hundred and fifty three thousand. You gain an equivalent amount each year, in the currency of whatever world and nation you live in.

**One Man, One Vote** (-400 cp, discount Baldrick) You happen to be the sole resident and voter of a rotten borough, giving you a free lifelong pass to Parliament. In future Jumps, you wind up a representative in some legislature or equivalent position where one exists, without any constituents to answer to.

**Bullet With Your Name On It** (-600 cp, discount Baldrick) A common superstition in the trenches, they say there's a bullet with your name on it out there but look! Here's yours, safely tucked away in your pocket. While you keep this, all attacks deliberately and consciously aimed at you always miss. Of course, a soldier should always be concerned about the shell addressed 'to whom it may concern', so this does nothing for random shrapnel or spray and pray.

**Green** (-100 cp, free Percy) A mysterious and smelly substance created by Percy's amateur studies in alchemy. Perhaps it has mysterious and valuable properties yet to be discovered. Then again, probably not.

**Theater Tickets** (-200 cp, discount Percy) Not just that, you have reservations to every show, a swank box in the theater and are otherwise first in line for every conceivable entertainment.

**Cigarillo Case** (-400 cp, discount Percy) You can reverse your own death by announcing you have a cigarillo case that must have stopped the death-blow, no matter how little sense it makes. Afterwards, it vanishes and cannot be used until the next Jump, or a decade, whichever happens first.

**Prince-Regent** (-600 cp, discount Percy) What generations of Blackadders have schemed their entire lives for is yours by right of birth. You are the heir to the throne of England, or in future Jumps any one other nation with a monarchy, but one heartbeat from the fancy chair.

**Speckled Jim** (-100 cp, free Melchett) A faithful carrier pigeon that can bear messages to any person you name, anywhere in the world with surprising speed. Unlike certain inferior birds, it cannot be intercepted or hurt.

**Wardrobe** (-200 cp, discount Melchett) Whatever the part is, you can easily dress for it, with clothes upon clothes for every conceivable occasion.

**Position** (-400 cp, discount Melchett) Pick an organization. If you're in the army, they'll make you a general, in the navy an admiral. In whatever profession you choose you will be welcomed among the elite of it. Whether you've the skills to back it up is another matter.



**Corporation** (-600 cp, discount Melchett) You know what's a whole lot easier than going out and making a lot of money yourself? Having a whole lot of other people make all your money for you. You are the primary owner, or CEO, of a large mercantile interest equivalent to Melchett, Melchett, and Darling in 2012. Nobody is quite clear what your company does, but it gives you an awful lot of money and instant name recognition and standing.

**Brussels** (-600 cp) Nobody else wanted it, so you are the sole proprietor of the village (or town or city when time-applicable) of Brussels. In every future Jump where Brussels should exist, you shall retroactively become the landlord. If no Brussels could exist, one does anyways.

**Time Machine** (-1,000 cp) An actual time machine, made from a large wooden box, like an oversized outhouse. The controls are obtuse and counterintuitive, but you'll get the hang of them with a little practice.

## COMPANIONS

**Coterie** (-100 cp) For each purchase, import up to ten friends with 700 cp of their own to spend. Companions cannot purchase Companions, nor make further points with drawbacks.

**Recruiting Drive** (-100 cp) Want to see how Blackadder reacts to Yes Minister? Take Baldrick in search of the multiverse's biggest turnip? Queenie, Flashheart, etc.? With this one-time purchase, you can take anyone willing to come on your adventures.

*Lord Flashheart! Lord Flashheart! I wish you were the star.  
Lord Flashheart! Lord Flashheart! You're sexier by far!*

## DRAWBACKS

**Replacement** (+0 cp) You replace the respective character whose origin you took.

**BAAAH!** (+100 cp) There are persistent, can-never-be-permanently-squashed rumors about you having performed indecent acts with one or more sheep.

**Minstrel** (+100 cp) In your lowest moments, when you fail or are made a fool, someone will appear to sing a catchy tune about what a hopeless loser you are. These

songs will escalate in rudeness each time, and unlike Lord Edmund, you will never be able to lay a hand on them.

**No Indoor Voice** (+100 cp) You had to know this was coming, particularly with Brian Blessed, personification of the CAPS LOCK! having such a prominent role in the first series. You are incapable of whispering, mumbling or speaking in a normal voice; it's all shouting, all the time.

**Out of Step** (+100 cp) You just don't get popular culture these days. Whether it's Morris dancing, public executions, Shakespeare, Dickens or Charlie Chaplin, what the masses do for entertainment in this time period will be dreadfully tedious to you. The only thing worse will be hearing everyone gush about it all the time. Which they will, constantly.

**The Scottish Play** (+100 cp) It is terrible luck to say, or even hear, the name of Shakespeare's infamous Scottish Play if you are not, in fact, involved in a production. Disaster will shortly follow any utterance of that foul title, unless you do an immensely silly dance and promise to make amends. For some reason, people keep bringing it up around you.

**Heavy Hand of Official Disapproval** (+200 cp) They're out to get you, you know. The king, the queen, the high lords and generals and judges. They will 'prank' you by demanding your money, send you over the top, and generally conspire to make your life miserable, and short.

**Lord Flashheart** (+200 cp) You have a friend who is very bombastic, larger than life, constantly steals the spotlight and all the attention.

**Some Beans** (+200 cp) You have profound dyscalculia, an inability to track or remember numbers and their relationships. You simply can't manage any sums greater than you can count on your fingers.

**Trousers** (+200 cp) At least one version of Baldrick is established to have never once changed his trousers. Nor, according to Blackadder, must he ever, lest unspeakable horrors be unleashed. Whatever serves as leggings in this period, from hose to trousers to a futuristic jockstrap, you must wear one set for the duration.

**You're So Vain** (+200 cp) You aren't really. As the Jumper you are naturally the most capable, interesting, charming person in the entire history of this sad little universe. It's only natural that others can see this, so it isn't flattery.

**Eins! Zwei!** (+300 cp) You are practically addicted to routine, feeling lost without a plan to do something. Ideally something you've done before and can do again and again in precisely the same way. Others may find you interminably dull, and your enemies should you make any will find you predictable and easy to work around.

**The Black Seal** (+300 cp) The six vilest villains in all of England have banded together and sworn themselves to your destruction. Depending on the era they may be a varied group of murderers, highwaymen, and/or hedge fund managers. They will have a variety of ways of undermining and attacking you however, so have fun with that.

**Debt** (+400 cp) You owe a massive sum to the Black Bank, run by the infamous Black Monks. People who can't pay them tend to be impaled through the bottom as a warning to others, a fate you cannot escape with any of your powers. Nor can you pay them off with money purchased with cp. You have six months to figure out how to get them off your back, hope you're feeling creative.

**Just You, Me, and the Entire English-Speaking World** (+400 cp) You are frightfully bad at keeping secrets, blurt things out in a panic when questioned, and the harder you try to cover something up, the more widespread it becomes. Expect your top-secret mission to be found on page three of every major newspaper.

**Exceedingly British** (+600 cp, incompatible with Hammer of the Witches) There shall be none of this fanciful carrying-on with magic and unearthly powers, not here! Any perks, items, etc. purchased in other Jumps will not function in this one, save they are rooted in the real world.

**Hammer of the Witches** (+600 cp, incompatible with Exceedingly British)  
Everyone believes in witches, yes, even in 2012. If you are seen using supernatural powers, the Witchsmeller General may be called to haul you before trial. Your unnatural powers will find no purchase on this righteous man, best hope you can defend yourself effectively in a literal witch-trial, because if not you will be the guest of honor at a community barbecue before going home, your chain finished, with all

you gained. You may be convicted on principle if hauled before the court too many times. Cannot be taken with Exceedingly British.

**END**

**Home:** Time to go back where it's safe and warm.

**Outta Here:** Time to bugger off and hope the next world is better.

**The New King:** Then again, this world is just like the one you came from, just funnier and at different points in time. So why leave?