Crusader Kings III

Version 1.5.2

by /u/Gloribth

Introduction

Welcome Jumper, to the world of the medieval ages! Centuries of turmoil, agonizingly described with stories of valor, love, deceit, greed, religion, and power. Europe, North Africa, the Middle East, India and the western parts of Asia, from the frigid and quiet island of Iceland to the fertile highlands of the Bengal, nestled between them are thousands of cultures and religions, warring against one another over their own differences and ambitions. Though the nobility of these lands believe themselves to be dignified figures, some even proclaiming themselves as chosen by God himself, you'll find more than your fair share of hypocrisy and barbarism in their ranks—concepts that you, Jumper, may not be a stranger to.

Perhaps that is why you're here. Perhaps you desire to rewrite the history of old, with pen or sword, or to witness the past unfold right before your very eyes as you savor a glass of burgundy or chug down a horn of mead.

To set you for the path ahead, you are afforded **+1000 CP (Crusader Points)** to spend on this jumpdoc.

***Note**: Please don't be intimidated by the length of this document. There are hyperlinks at particular sections that allow you to skip them entirely if you aren't interested in what they offer.*

***Note note:** If you are seeing this note, you are on the PDF version of this document. Asterisks and words highlighted in blue are all hyperlinks that are supposed to help you navigate through this jump, but most of them are (for some reason) broken in PDF versions, unless you downloaded the PDF itself. This can be very inconvenient, especially if you'd rather not download a 60MB PDF for a jump. If you want to go to the up-to-date document version instead, you may proceed to this link here.*

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Origin

You are given two background choices. Either of these choices will not impact discounts on perks.

The first choice: You can start with any background in the setting but only within reason. You could be a sibling or child of someone who exists in the setting, a lord of a county with a retconned name of your choice, an imam overseeing the affairs of a mosque somewhere in the Abbasid Empire, replace the Basileus of the Byzantine Empire whomever they may be, be a chef in a simple city, or whatever. You will be given the bare minimum of memories, knowledge, experience, and connections as expected of your background.

You can't be something that doesn't currently exist in the time period however, like starting off as a ruler of all of the British Isles during the Viking Age.

Do be advised: if you chose to be some emperor of a massive empire, that doesn't mean you're off to a great start. As emperor, you're vulnerable to all the court intrigue that the position entails and you'll soon learn that many daggers are pointed at you in the dark. There are risks that are to be expected with every location you choose, and this is hardly a safe time in history.

The second choice: You start as a drop-in with no ties to the setting.

Your sex, gender, race, and age are up to you, and you may start at any location in the Old World between the years of 867 and 1337.

Origin: Education

This has no effect on what you start as.

Choose one.

Note: You do not need to pick specific origins like Craftsmen or Seducer to gain discounts. Just pick a broad category, like Diplomacy or Martial. If you picked Diplomacy for example, all Diplomacy perks under Carouser, Diplomat and August are discounted for you.

Diplomacy: Cause and effect has never been so vaguely made manifest in this art! Diplomacy, excelled by those with silver tongues and fair appearances, is crucial to the makings of an empire. Have a tender moment with your nemesis in a rowdy inn and befriend them in short order as a **Carouser**, enchant a ruler to betroth you to their beautiful children as a **Diplomat**, or instill hope and valor upon your subjects as an **August**. These feats are likely not out of your grasp if you choose to be familiar with the art of diplomacy.

Martial: There are many who suggest to give priority to your body over your mind, or mind over your body, or your soul above all. While they seek ways to achieve salvation, you have decided to assist God in saving them with the sword. Whether you are the greatest **Warrior** on this wartorn earth, a **Commander** who is subjugating foreign lands, or a **Marshal** who made his career organizing the military, you are assured to excel in any one of these things if not more. Above all, why not give war a chance?

Stewardship: The **Craftsmen** who designed the Walls of Constantinople, the unspoken faceless **Bureaucrats** of Al-Andalus, and the opportunist **Merchants** of Venice—these are all people who have made their mark in history in some way. Like them, you have dedicated your expertise in stewardship, to serve under the stead of others or for yourself in a rather difficult, ungrateful field. You're no stranger to those overlooking your purpose and even had the misfortune of meeting with those who had the gall to try and steal your works. Whoever you are, you are one of the many who keep the world running.

Intrigue: Secrets that so often fall into your lap may express so many wondrous things. It could be idle gossip for anyone that may care, but to you, they are *opportunities*. Somewhere along the line, through a series of unfortunate events involved with remarkable discretion, you have taken a particularly keen interest in the... unsavory side of life. You might be an ardent supporter for hands-on approaches as an **Agent**. You could have grown fond of establishing networks of spies and informants as a **Schemer**, procuring invaluable information that could dismantle an entire kingdom. Or perhaps you are a **Seducer** who has found the beautifully sculpted figures of your peers to be tantalizing and a more worthy distraction than cloaks and daggers?

Learning: Poring over books and literature is a side hobby for many, but you were drawn to it like a moth to flame. You sought to master science, to reach the apex of physician work through sweat, tears, and the residue of unknown alchemical creations as a **Physician**. Alternatively, it could've been the plethora of knowledge that yielded itself to your eyes, nurturing your mind with its warming contents, turning you into a **Scholar** of many literary works. Or, the unknown could have interested you instead; the divine heavens above couldn't have possibly created this wonderful earth to bar a **Mystic** from obtaining strange powers, after all.

General Perks

These perks are undiscounted.

Graphical Overhaul [Free]
At any time, you can freely change how you perceive the world according to an artistic or graphical form. Turn everyone into Picasso, make everything adhere to a particular anime aesthetic, or bring the dreary gloom and doom from dark fantasy media. The choice is yours.

User Interface [Free]
You have access to an incredibly intuitive user interface. You may immediately bring up a brief profile of yourself that describes in full comprehensive detail: your character traits, non-invasive diagnosis of your health, powers, Perks, relationship ties, affiliations, and everything that is tangentially owned by you, such as your Items and property. These are sorted in the best intuitive way, and will present whatever information you want to see.

Absolutely nothing and no one else is capable of detecting this user interface (except your Companions and perhaps Followers) and no one will see it as odd if you gesticulate to control the user interface, though you could also manipulate the interface with your mind.

This perk will also integrate with any other out-of-jump user interface perks. You may freely customize your user interfaces' appearance and format, add and change as many things as you want as long as it doesn't actually expand the scope of your powers on their own, and dismiss any component of your user interfaces from view and summon them back anytime.*

User Interface: True View [50]
You can also bring up profiles similar to those offered by **User Interface** of people you know just by willing it. Their profiles will show information similar to yours regardless if anyone actually knows about the true extent of their character or being.

Additionally, profiles will contain more details about that person, whether or not anyone else actually knows about it. As such, the profile will now describe their exact location, their general opinions/perception of specific people, and why they have those opinions/perceptions.

There are also abstract indicators for any incriminating secrets they have, such as hidden knowledge and possible romances, and any blackmail information they may have on someone or someone else has on them. The secrets and blackmails are given a brief generalistic description that explains whether they are of minor or major significance, and nothing more. This can be clarified further once you obtain actual secrets about them somehow.

User Interface: Barbershop [50]
You have a tab on the user interface that provides options to instantly edit your cosmetic appearance as if you had gone to a cosmic barbershop or wardrobe.

You could add hair anywhere and change their color, style, or remove them instead, put on any type of makeup even if you don't have makeup materials on you, and instantly swap between clothes at will. Clothing is limited to what you had or currently own. If you want, your makeup can't get tarnished by anything.

Changes are implemented instantly and no one will notice these supernatural changes unless you want them to.

User Interface: Console Commands [600]
While you are using the user interface to look at somebody's profile, you may grant a copy of any of your perks or powers to them, and remove them afterwards. Nothing can stop this from happening. You cannot remove perks or powers you didn't give to them unless someone else used this perk to give those to them. No one else can remove powers you've given, nor can any external source force you to give powers to them.

The target may not always be aware of their new (or lost) powers until they try using them, so hopefully you're considerate enough to inform them beforehand.

You can freely set conditions when gifting powers and perks. For example, they can only be activated under specific situations, are ineffective towards you, the powers/perks do not experience growth, etc.

Game Rule: Rule of Cool [Free/50]
At anytime, you can toggle headgear visibility for the setting, i.e. visually it seems like soldiers aren't wearing helmets but they're still actually wearing helmets. You can specify conditions to affect everyone, only specific characters, notable characters, people in leadership roles, your companions, and/or just you, as well as what kind of headgear is affected by this. No one will question this.

You and other people intuitively know if the person ahead of them is wearing a helmet if helmet visibility is toggled off. People still have limited peripheral vision when wearing headgear that obstructs their view, regardless of the chosen headgear visibility option. Powers that expand sight or remove vision obstruction can overwrite this effect.

This perk will only affect this jump. You may expend 50 CP to keep this option available for future settings.

Game Rule: No AI Seduction [Free/50]
Prior to the beginning of the jump, you may force everyone to respect the other person's romantic ties and for spouses to no longer cheat on their spouse. This does not stop consensual polyamorous relationships from forming.

If this effect is toggled on, it will also result in every society respecting both divorces and relationships that break down on grounds of unhappiness, thus incentivizing couples to break off first before pursuing different partners instead of being trapped in a loveless marriage within a divorce-hating society.

Implemented changes will retcon and seamlessly change the setting's history of romantic relationships wherever relevant.

This perk will only affect this jump. You may expend 50 CP to keep this option available for future settings.

Game Rule: Sexuality Distribution [Free/50]
Prior to the beginning of the jump, you may change the sexual orientation of everyone in the setting. How common each sexual orientation is, if only one sexual orientation exists, etc. You could make everyone asexual if you want. You may also choose whether or not if people are discriminated on their sex and sexual preferences.

Implemented changes will retcon and seamlessly change the setting's history of sexuality norms wherever relevant, and it'll never affect population growth in the background.

This perk will only affect this jump. You may expend 50 CP to keep this option available for future settings.

Game Rule: Gender Equality [Free/50]
Prior to the beginning of the jump, you may freely change the nuances of how gender is approached in your setting. You could set every culture to regard all genders with equal treatment, invert the setting's current social dynamics between sex, tolerate same-sex relations but not same-sex marriages, etc. Implemented changes will retcon and seamlessly change the setting's history of gender norms wherever relevant.

This perk will only affect this jump. You may expend 50 CP to keep this option available for future settings.

Toggling [Free]
There are going to be many perks with passive effects that you don't want to keep on all the time. Fortunately for you, this perk acts like a dial for them. For any of your powers, you can selectively toggle each effect anywhere between 100% usual strength and completely off.

Furthermore, you can add any specific conditions that will automatically restrict or activate your powers if you don't want to keep micromanaging them. You may modify and remove your added conditions, and you will always remember what kind of conditions you have set for your powers. If you have a user interface perk, you can use the user interface to manage these features as well.

Ambient Music [Free]
You have your own enthralling medieval track that changes dynamically according to the situation and the theme of the setting. This will also play thematic tracks that will match the setting you're in, even if you don't happen to be in a medieval setting. You can dial the volume of your tracks anywhere from mute to ear-shattering and may choose if other people nearby can hear this. Also, your hearing always remains in perfect condition.

You also keep an unlimited storage of tracks you've previously heard of before. If you have a user interface perk, you can sort these tracks in any matter of ways, like creating albums from them, setting conditions for when they should activate, and even forcing a

specific track to run instead of the current one. You may also export any of them into any digital software or whatever equivalent just by willing it, and it won't take up any disk space or whatever.

Integrates nicely with other soundtrack-based perks.

Polyglot [100]
The world is rife with languages that have all their own little nuances. Learning more than one can be difficult, learning more than several can be arduous. With this perk, you no longer have to attend language lessons or immerse yourself with different cultures to understand them.

Upon hearing or reading a language or writing system for the first time, you instantly gain full and complete knowledge of them as if you were a native speaker who devoted a thousand years studying their etymology. You can also perfectly replicate any accent in any language.

This perk also applies to logographs, runes, glyphs, and other language systems.

Nothing to See Here [200]
Your powers, perks, and other unnatural abilities are now considered by everyone else as nothing out of the ordinary. You can choose which power or perk is affected by this. This does not stop people from reacting as one would expect when you start throwing dangerous powers at them.

Casting teleportation spells and conjuring imps in broad daylight in the modern world wouldn't earn so much as a peep or interested glance from anyone. Shifting an entire political landscape with charisma perks alone would still have political opponents perceiving you as outright dangerous, but they won't consider it as a byproduct of supernatural capabilities if such capabilities don't normally exist in the setting.

VIET [200]
More often than not, you'll quickly find yourself as the "designated helper" by others. Regardless of how familiar they are to you, people will frequently go out their way to beseech you for assistance, to the point that it's the equivalent to wandering an unexplored town with quest givers constantly showing up at every corner.

In other words: Fate will generate slice-of-life opportunities that may range from 'harmless' to 'solvable with enough work'. These are all meant to be random opportunities to provide you a minor yet potentially significant boon that benefits your journey and adds a lot more spice to your life. The opportunities generally try to make things more interesting as well and may not always involve a different person either, as it can include friends, family, and previous acquaintances.

The material rewards are dependent on the situation. A guardsman can give you a share of his wages for a hard job done, the floral shopkeeper might give you some flowers, or a traveler could tell you some useful information that might help you on your journey. You won't only get material rewards either. It could result in cultivating goodwill from the local community, refurbishing your damaged reputation, mediating issues between subordinates, turning someone into an informant before properly developing a spy network, or establishing a budding intimate relationship with someone cute.

Stay in a single city for a year and you'd be familiar with every street and every notable person in all the blocks. You'd be good friends with most of them too.*

You may toggle this perk off if you want a break from constant shenanigans.

Becoming a Legend [400]

The stories of legends must end eventually, but yours will not. Your trials in life will never cease and fate will always find a way to give you as many opportunities or adventures as you want, potentially developing your character and skills, and possibly end up creating a legendary story to tell by the end of it. Not only are you affected, but these opportunities can include your friends, allies, and even rivals if you dare so wish it.

Mind you, this is not an easy journey. You'll meet new acquaintances who may become your friends. Strangers who will turn out to be future rivals or nemeses. You'll love and hate, laugh and cry. The road to greatness is scarcely ever paved smoothly, and ofttimes you will find your experiences perilous than most. These situations will oscillate between harmless to outright dangerous, depending on what kind of adventure you desire and where you are, though you're always given the small opportunity to realize how grave the threat is but only if you actually take the time to pay attention.

That is not to say some situations will be impossible, nor are they always there to humble you for a brief moment. Most of the time, they are but the beginnings of a new personal campaign that will assign you many challenges to overcome. Each experience will yield a

reward that is proportional to how difficult it is. If you want something even tougher, then you can simply desire for it to happen. Fate will try to make the appropriate adjustments, but be mindful that it's constrained by the setting's power level.

Do remind yourself that overconfidence can be a slow and insidious killer.

Play As Anyone [400]
Though you can insert into the Crusader Kings setting as technically anyone, this option may not be available in other Jumps. With this perk, you can start in future settings with any background within reason*, like being a child of some lowborn family, a baker in an affluent city, somebody's physician, commander for a king, or whatever. You will inherit the basic amount of knowledge and skills that are expected of your office, as well as the necessary documents and connections to prove your identity.

Alternatively, you may replace someone in the setting. This can manifest as taking over their body, you being retconned into their history, and/or you simply appearing in their place. The third option is probably best for people who aren't going to be missed. By replacing someone, you may also choose to inherit the person's memories and skillset, but you will not inherit any unusual powers and capabilities from them.

If you shun the two given options, you may instead enter the jump as a Drop-in if the jump has not provided a Drop-in option. You may also start as a Drop-in anyways in spite of choosing another Background or Origin, though this will not grant you discounts to Drop-in perks if there are any.

Autosave [1000]
You gain one save for the beginning of every month (or one every 30 days) and may reload to any one of these saves at anytime. These saves accumulate every month and persist across the chain, thus allowing you to revert back to previous jumps if possible. However, you will lose any powers and progress that you had accumulated after that save point.

If you die before you could manually revert to a previous save point, then you are automatically sent to the most recent save point. Your 1UPs are prioritized before this is activated though. As insurance against death loops, time will automatically pause by the nanosecond you load into a new save, allowing you to load into older saves or resume whenever you're ready.

Absolutely nothing can detect the effects of this perk.

Perks - Education

Official game art

Discounted perks are 50% off for their respective origin.
Up to four discounted 100 CP perks are free.
The other discounted 100 CP perks cost 50 CP.

Diplomacy

Carouser

Gregarious [100]

People who know you shouldn't be surprised that you take on with others, quite easily as a matter of fact. You've got an amazing grasp of social situations and can quickly establish rapport even with cold, apprehensive strangers. You could detect all the foibles of conversation and how to alleviate them, assuage most misunderstandings with envious ease, intuitively exploit social opportunities to develop your friendships further, and everything else that an experienced socialite should be familiar with doing.

With further experience, you could improve your social capabilities and become the defining aspect of people's relationships. Your friends will soon see you as a silver lining to their lives.

Bard [100]
In the inescapable cultural art of music, you've honed many years of experience and are worthy enough to sing beautiful iliads and write epics for others to hear. You have the music talent to become an absolute joy at every tavern, feast, and gathering, and you're quite capable of instilling the emotions you're portraying within your music onto your audience, even if the music genre wouldn't be well-received for the times. May your music and stories remain beyond time immemorial.

Additionally, you have a keen sense of hearing for all things music, thus granting you proficiency in all musical instruments you come across, and recognizing music talent just from hearing brief samples alone. You may also summon and dismiss any instrument at will. If they break, they are automatically dismissed from reality and can be resummoned in a perfect state.

Intercessor [200]
You're something of a social chameleon. In fact, you're capable of instantly identifying social quandaries between people and solving them with utmost ease, thanks to effective solutions coming to you naturally before they can even finish explaining. Someone has trouble finding love? You'll disassemble their situation down to bare parts and see what's going wrong, and within minutes you'll always come up with an incredibly effective solution for them.

Even the most complicated relationships are not immune to your finer touches. All you need is one conversation with the involved parties. Before they know it, you just saved them from a human catastrophe. You can use this perk on yourself too if you're having similar social problems.

Thicker than Water [200]
The state of your relationships will never change nor deteriorate without willful participation on your part, and their state will remain eternal forevermore unless you intentionally sabotage them. Snubbing them is fine though; they'll just rationalize that you're too busy to return their letters.

Made a best friend in a foreign city? Even if you returned thirty years later, they'll appreciate you just as much as right before you left. If you never end up returning, what is left of their aging and ragged memories will still remember you as clear as day and they'll go to the grave with the fondest smile on their faces.

Mortal Adoration [400]

It is unfortunate that most people will never experience a relationship that gives them genuine happiness. Something that is truly worth fighting for. It feels awfully scarce in supply, and there should be more attention given to people who need it.

You have an unparalleled grasp of social relationships, instinctively catching on the wants and desires of anyone and knowing how to indulge them in the best ways possible, whether or not they have vocalized their needs. You could have an entire relationship based on minimal dialogue just by looking after them and taking care of them, all with sheer instinct alone.

If they're hungry, you already sensed it minutes before they felt it. If they want to go out for dinner, you've already set the time for it. If they want to engage in gossip, you're already segueing into a brilliant topic of conversation.

This goes the other way around too; they'll intuitively know exactly how to cheer up your day and will do what is best for you while being in-character of them. Even grievances can be detected and resolved with a few meaningful gestures of appreciation this way. You can restrict or toggle this particular effect off if you'd rather have a select number of people to know what you want or no one to know what you want.

Feast Organizer [400]

You are a master of organizing social events and keeping them running, whether you want them to be relaxed, exclusive to your friends only, or if you're inviting the noble elite for one decadent sausage fest. Your parties also have the supernatural effect of putting everyone in a good mood no matter the situation. As inhibitions loosen, it'll feel completely easy for even the most introverted participator to get comfortable and start mingling with strangers.

Increased random occurrences will also bless the party, guaranteeing harmless shenanigans and memorable moments between persons and therefore improving friendships between people, blossoming intimacy, and even resolving disputes and rivalries via wholesome occurrences. Acts of malice and trouble never surface during the

party as it feels like harmful emotions are drowned out as well. You can toggle this effect off for yourself.

If you attend other people's social events, this perk can kick in as well. There is no limit to how small or large the social event has to be in order to be affected by this perk.

Human Foodwagon [600]
God has given you two hands and decided they should always carry food. You are capable of summoning any item you've consumed before either in your hands or in front of you. They will always be in a state you want them to be: rotten, stale, cold, hot, or freshly cooked. This does not come with plates or mugs; you'll have to supply those yourself.

The way you consumed the food before doesn't really matter. Take a lick or bite of a freshly baked catfish doused with green clovers and simmons and you'd be able to summon rotting counterparts of it too. Any magical or supernatural qualities that came with the food are also retained.

To prevent you from doing something extraordinarily stupid as most people would do, you are immune to food poisoning and anything that may otherwise incur harm upon you from consumption. You may ingest virtually anything you want and it won't negatively affect your health. If you want, you can also toggle on protection from intoxication and other unconsented effects that may affect your mind due to consumption.

Returning Cast [600]
Parallel counterparts of former acquaintances, friends, allies, rivals, villains, and other notable folk will appear in all future settings as average people of the setting, regardless of how powerful or disconnected from mortality they were, although they are generally given backgrounds that are mostly appropriate to their original selves.* This perk is retroactive and may apply to even the very first people you've encountered in your Chain.

You'll encounter these people randomly in your journeys and discover that many of them have rather diverse backgrounds compared to their original selves, though they still express near-exact copies of their original personality. Most other people normally don't seem to mind their eccentricities (if they have any), but you may change how they're normally perceived.

Its up to you if you want to befriend them, become enemies, simply have them appear as cameos, or not meet them at all. If you want to make them a significant part of your life within the setting and/or retain a similar relationship you had with them before, fate will concoct new situations to develop their relationship to you, accelerating the relationship's growth and seamlessly molding the relationship into the exact one you both had. These situations are always adventures in their own interesting ways, befitting the character's background and role while also offering a great and fulfilling experience for the both of you.

They will always try their best to be as useful or significant to you as they were before, but you can freely limit how significant they are in your life. Making a cameo appearance while you're at a social outing with an old friend, browsing the same market that you're at, coincidentally crossing paths with you when you're in need of help, dropping relevant and potentially important information during your journeys, giving you connections and new friends, and etc.

Diplomat

The Negotiator [100]

You have received formal training by a former Byzantine diplomat, granting you amazing insight in many things related to diplomacy. You are impressively competent in: participating in diplomacy and politics in representation of you, your realm and other groups; establishing legal precedents; currying goodwill between people, colleagues and nations; recognizing political faux pas and exploiting them; manipulating public reception; initiating and organizing talks with allies and opposition; and everything else expected from a diplomat who had the fortune of receiving a good tutelage.

Elocution [100]

You're capable of all manners of formal speech up to extremely eloquent speech where your vocabulary is borderline obtuse with how much you flourish your words and gestures. Speaking with a complex vernacular will indicate to others that you are educated, of higher class, and is someone to be trusted, regardless of the person's viewpoints on the educated or elite, though you can disable this effect if you'd rather come off as pretentious and piss people off.

You also know how to match this in writing by making your handwriting look beautiful and/or adding complex vocabulary in written sentences. This perk does not prevent you from speaking or writing normally, nor doing either of those terribly on purpose.

Morpheme [200]

Regardless of how you indicate your speeches or writings, people intuitively understand the meaning and intentions behind your statements and will not question it. It does not matter how unintelligent or impaired they are. If you sent down vague orders to others or failed to clarify yourself within your first sentences, they'll know what you meant to say anyways and understand you as if the entire context had already been given. This will not cause them to see through your lies.

Perennial Lawyer [200]

By giving a brief pause, you can instantly obtain knowledge of every law and regulation pertaining a specific jurisdiction in mind. This effect expands to federal levels and other

forms of authority. You could think about the faraway lands of Ethiopia or China and you will instantly be aware of all laws they have, no matter how obtuse. You retain this information perfectly in your mind and it'll stay there in spite of everything. This won't hamper how your mind operates.

In order to better utilize this information, your mind is also capable of recalling any relevant legal knowledge to the matter at hand. You'd know if a law enforcement official doesn't actually have the authority to do what you're doing, though this won't be of much help on its own if that person is of arbitrary character. This is still incredibly useful for debating legal issues, finding loopholes in regulations, knowing if a jurisdiction covers a particular issue or not, and writing tight-proof laws.

Apodictic [400]
You are the absolute best at identifying things that shouldn't be. Whether the law isn't doing their jobs, the numbers on a ledger were forged, or if someone is trying to make a disingenuous claim, you have the ability to see through every single effort made to deceive, lie, and otherwise act with dishonesty.

This transcends writing, speech, and in fact extends as far as actions themselves. Just by looking at someone doing something completely out of context and only having a millisecond to observe, you can immediately sense any malicious intentions and their exact goals. Even if they're just standing in a corner waiting for something. If they're not intending to do anything malicious anytime soon, you will simply sense their innocence for the time being.

As a side effect, you can see right through all supernatural illusions. You're still aware the illusion is there, but you can instantly tell if they're a fake. This perk also applies if you're observing people out-of-person, i.e. you're looking through surveillance cameras, scrying, divination, etc.

Falter [400]
You can come up with the best criticisms for any given topic and deliver them in such a straight-laced manner, it comes across as incredibly direct and effective. Such statements will clearly reveal any absurdities and weaknesses the topic may have, and you may also provoke others to think critically about it. You may apply this effect to yourself as well, which can be very helpful if you want to privately develop your arguments, personal values, and ideology.

You also happen to be impeccable at reinforcing against arguments with hard-proof points on a whim, making it much more difficult for the opposition to argue against you. This can be used to make amazing comebacks that are guaranteed to emotionally flounder your opponent.

With this perk, you could spearhead arguments, win staunch supporters from even the most heated public discussions, and be remembered by your contemporaries and future historians for your preternatural ability to lay low any argument given to you.

Coherence [600]
As an exemplary diplomat, you hold a level of gravitas unseen before in any royal court, and your presence of dignity imposes upon others a natural deference to your words. Without a doubt, you are the true apogee of all things related to diplomacy.

Superseding the accomplished ambassadors and envoys of old, you are astonishingly proficient at renegotiating deals and treatise; establishing standards and legal precedents that all people in the future must adhere to; redefining the bitter rivalries and mutually cooperative alliances between any superpower; and setting forth motions that decide the future of all rabble and politicians caught in your wake.

With your participation, you have the knowledge and the inspiration needed to see through premature ends of years-long pacts by disintegrating them in mere days, or cementing brief alliances into a collaborative permanently-binding accords. Likewise, you know how to establish them in the first place, thus bringing any political pact in the works into actual reality, and ensuring that they will stay true for eons to come. Indeed, you can trust all participating parties to never renege on their given conditions, and that they shall prefer death before dishonor.

Let these aspiring peons bask under your presence. Kings, merchants, and anyone of meaningful import would *beg* you to have in their entourage thanks to your diplomatic merits in eternal insurance.

Savoir-faire [600]
All diplomatic subordinates within your organization* passively benefits from any **Diplomacy** perks that you or your Companions have, as well as any other perk that is remotely associated with advisory, counsel, communication, teaching, and lawmaking. This mainly affects your advisors, counselors, diplomats, teachers, translators, lawyers, and anyone where speechcraft is important to their position.

If you or a Companion have all the previous **Diplomat** perks, expect your politicians to win every public debate against their opponents in every part of the realm, laws to be absolutely airtight thanks to all potential loopholes being plugged in and accounted for, and all levels of management coordinating together. Everyone will quickly understand the stance of the organization you're representing thanks to effective communication by your peers. If it is something someone would have disagreed with, your organization will sway them anyways by explaining how the alternatives are worse or ineffective, all in thanks to your diplomatic skills.

This perk will not affect political opposition working against you within said organization. Those who benefit from their newfound social and legal acumen will not misuse your powers for their own selfish ends. You may freely limit or restrict who in your organization aren't affected by this. You can remove all effects on a person immediately and the affected will return to their true, original capabilities.

August

Born to Rule [100]
A leader must learn how to conduct themselves beyond reproach. As an aspiring ruler, you are keenly aware of every aspect of leadership that many in the world often do not know, gaining enough skill to match Julius Caesar in governance and political maneuvering. This entails the hows for: commanding respect from your peers and subordinates, relaying orders, pushing for legislation, brokering powers of influence, the art of quid pro quo, schedule management, and everything else a ruler should know with many decades of experience.

Policy Thinker [100]
By giving an idea some thought, you can instantly determine all its consequences and effects if it was ever enacted, and accurately gauge the approval and reaction of anyone in regards to the idea in question. The scope of this can be limited to as small as individual persons, to a specific demographic, to an entire country.

You'd know if the policy you're thinking of would be regarded as outrageous, approving, or controversial by the proles or the elite. You'd know for what reasons why the person or group would disapprove or approve of the idea, what it would take to change their stance, and what are the best ways you could make the idea into reality. Quite useful if you don't want to end your career for suggesting controversial reforms.

Nepotism [200]
The real trick to obtaining power is to be given it in the first place. Not in the sense that you must find it and grab it yourself, but those already in power must favor you in some way, thus making certain things... easier. As such: those with higher authority, rank or otherwise greater standing than yours will quickly take you under their wings for whatever reason they'll quickly come up with. They will overlook your flaws and instead focus (and even exaggerate) your appealing features, and rationalize how such traits could benefit them and how you'd make a fine subordinate or ally at their disposal, regardless of your actual merits.

These ‘strengths’ in question could be simple traits like being beautiful, shy, gregarious, loudmouthed, and anything else that could be considered enjoyable or quirky. If you were a serf, your lord would probably end up inviting you to their house out of nowhere so you could play servant in their homestead. When the duke visits your lord’s estate and sees you, the duke would probably take you in as their cupbearer. And it keeps on going until you reach the top or if you’re satisfied right where you want to be.

If you don’t happen to be a dirty peasant who is allowed to be taken everywhere by other people because you don’t have any rights, and you’re instead some lord, then you could quickly end up chosen as the king’s seneschal and thus obtain significant power within the realm as the hand of the king. Not as freeform as being a peasant of course, but the perk is still useful if you’re generally vying for power without effort.

This perk doesn’t ever place you as the head of things by itself, but rather sends you to any role of “assistant” where you could potentially hold a lot of power. Additionally, this perk only works if you’re in a system where nepotism is possible, although nearly every system involves people getting appointed to somewhere. Furthermore, you are not immune from consequences if you’re incapable of fulfilling the duties you’re given.

Reverence [200]
Most lords conduct themselves no differently at home than they do at work, and it shows. Unlike them, you’re the true face of nobility.

Your many years in political maneuvering has afforded you invaluable insight on conduct. You know exactly how to alter your stature so as to always appear imposing, assertive, and as a figure of authority. You don’t even need to consciously mind how you move as every action you take is seemingly deliberate, calculated, and immaculately refined. As such, conducting yourself this way will always relay the intended effect on all observers: that you are a character of incredible import and you should be, in no ways, regarded as an inferior.

Deprecation [400]
Your political opponents* always tend to make inaccurate assumptions of your capabilities and will react accordingly in a way that favors you best. If they see you as a threat, their attempts at slander and defamation against you would end up backfiring against them and only rally more people to your cause just to spite your opponent. If your opponents don’t see you as a threat, they will continue overlooking your growing influence until it is too late.

In summary, your political opponents will always underestimate you. When they finally consider you as a threat, they'll constantly make mistakes in trying to curb your rise to power, which may result in your comfortable stride to ascension. One could suppose you're just somehow politically illustrious.

Prominence [400]
Your reputation just builds itself without any effort on your part. At will, you may choose for your reputation to develop a certain way. It could be to invoke love for your bedroom prowess, fear of your power, or even trust in your skills. Whatever it is, fate will come up with situations that help establish such a reputation.

You'll instantly identify these situations as a result of this perk, though you must be aware that skill may be necessary to exploit them to their fullest. The better you want to be renowned, the more often the situations will occur. If you want to quickly boost your renown to impressive heights, the more difficult the situations will get.

Want to be a feared warrior? You'll start coming across fights more often, and these fights usually occur within public view which gives you lots of opportunities for witnesses. However, some of these warriors might be above average for the setting. If you want to be known as a great lover, then you'll come across likely suitors much more frequently. If you want to be a dreaded tyrant, then you could suddenly start dealing with some rebellions that you could put down and proceed to deal with the remaining opposition as you please, thus helping fuel the dreadful ire you wish to invoke. Who cares if a few people have to get trampled along the way to make your reputation come true?

The effects of this perk can be somewhat subverted if you act out of character, but thankfully the perk will continue to provide additional opportunities to quickly help rebuild your image.

Powerbroker [600]
Fate will constantly make up problems and situations on the spot to draw people further into your arms, therefore engrossing any positive beliefs they had towards you while stripping away any apprehensive notions as you help them out, thus cementing your place as irreplaceable and perpetual in their eyes. As a result, you will quickly establish allies from all sorts of positions and expand your sphere of influence at a rate no one else can compare.

You don't even have to put too much effort beyond helping them the first few times. Just do it a few times and they'll do anything you want from them. Sit in a political assembly for a few months and you'd already have connections with everyone, even the opposition. Before you know it, your peers are already under your thumb and your political opponents find it terribly difficult to invest any effort into curbing your rise to power due to their relations to you. You could join a team of adventurers and end up the de-facto leader of the team in just a few weeks, or threaten the dominant political party just by participating in a comparably minor opposition party in a similar timeframe. Won't be a month until whoever you associate with comes at your beck and call.

If you accidentally end up tarnishing your relations with someone somehow, they'll simply rationalize it as done with benign intentions and will continue to support you. If you go even further to harm relations, fate will make up more opportunities to restore the relationship to its previous state.*

Axiom [600]

Populist. Reformer. Kaiser. In all your years involved in rule, you've finally refined the art of absolute control over your subordinates. Your presence now has an air of command and authority that inexorably compels everyone within your organization or under your nominal control to be completely subservient and deferential to your orders. Even a clerk from faraway lands who has never seen you before yet is a part of your organization will bow before you and perform any bidding you ask of them.

You are not capable of dominating their mind whole with this, however. If they would have disagreed with the action or retorted about it, they'll make the proper verbal responses as expected of their character, possibly even outright refuse the first time. But upon commanding them once more, they won't relent any further regarding the topic. Inefficient, some dictators may say, but it's good to know the opinion of your fellow people before they ultimately stab you in the back.

This generally affects people working *within* your organization and anyone who is closely affiliated with you, such as friends and allies. Your orders will not contribute to any resentment they could develop, although this perk as a whole is ineffective on people who *aren't* working within your organization, such as rabble or peasants, but it won't stop them from obliging your authority if they happen to revere you anyways.

Martial

Warrior

Warcraft [100]

Most fighters have to start with a simple spear before moving on to other weapons. You, on the other hand, are allowed to choose one weapon that you'll excel in. The weapon in question could be the ax, sword, hammer, bow, throwing knives, a martial art, or anything that can be used in combat. If you want to master the art of throwing chairs at people, go ahead.

With the given weapon, you are among the top 1% in knowing how to use it. At the very baseline, you gain approximately twenty years worth of professional training and combat experience with it, and this could be improved even further with training and effort. As such, you also know the optimal doctrine to wield it in army formations, in the battlefield, in service of someone (i.e. handling the weapon unobtrusively around other people), and other combat roles.

You may purchase this more than once, with each subsequent purchase costing 50 CP.

Rank and File [100]

As the world's most versatile soldier, you have veteran experience for everything expected of an auxiliary soldier anywhere. This includes garrison, holding checkpoints, military policing, patrol, courier, and accounting for logistics. In other words, you are exceptionally familiar with the unspoken machine that keeps all militaries running. Any army would love to have you employed for anything off the field.

This knowledge updates for each setting you visit, ensuring you are always viable for military duty no matter the era. If those settings have achieved developments in naval, aerial or space warfare, then you will also receive related knowledge of theirs. As examples, you'd be familiar with maintaining aircraft, reloading gun batteries, and making spreadsheets for logistics affairs. Some of these skills can translate nicely to civilian jobs, too.

Stoic Will [200]

Tragedy is a common occurrence in the medieval world. Ofttimes the innocent peasant has their whole family butchered by the invading army. Other times, fathers and mothers must make the choice of who must starve first in times of famine. As for warriors like you, many of you have grown too familiar with the cries of dying men and the laughter of cold-blooded killers.

There is absolutely nothing that can totally destroy your willpower but you are still capable of developing your character without compromising your original self. You'll feel mortal emotions and make mortal responses to terrible situations like any other mortal person, but nothing can ever render you mentally useless, catatonic, or otherwise ineffective in any meaningful way.

It'll take time to internalize all your mental issues, but its never impossible to overcome them. You'll overcome them as quickly as you want to. Just take your time.

Whole of Body [200]

At the very baseline, your body is peak human in every single aspect. You are the pinnacle of health and you will never deteriorate below this line due to any factor. You are also immune to anything that may alter your body from within, as well as any mundane environment that can be detrimental to your physical health. This essentially means immunity to all diseases, toxins, poisons, airborne calamities, and extreme desert heat and arctic cold. Parasites would simply die and may be ejected out of your body in a bizarre yet harmless process.

By willing it, you can also choose if your physical aptitude has any effect on appearance, i.e. change your physical appearance to appear as anything other than your actual physical state. You could look sculpted like Hercules himself while being functionally skinny fat, or the other way around. This ability is purely cosmetic and has no bearing on your actual function.

Hand-some [400]

Any weapon you wield will feel perfectly balanced and comfortably light enough to use without any accordance for its actual weight or shape ergonomics. It is never impractical to hold as long as you can maintain a grip, feels perfectly crafted for your hands, and can be wielded just as deftly as if you were holding it with two hands. Your grip ensures you'll never drop a weapon due to any circumstances unless you intend to drop it.

This perk will scale accordingly if you happen to have more than two limbs capable of holding something.

Unrestricted Armor [400]
Any clothing, accessory, and armor you're wearing are completely weightless for as long as you're wearing them. They will not hinder your body in any way, allowing you to freely maneuver and move your body as if you were wearing nothing at all.

Furthermore, anything you're wearing on your head will not limit your vision whatsoever, and both handwear and footwear always give the bare minimum grip and traction as if you were using your bare hands and feet. This ensures you have a minimum amount of grip and traction on all surfaces as long as you're wearing something on your hands or feet. You can toggle this effect off if you'd rather have less grip and traction.

Vivacity [600]
Some worlds don't have supernatural methods of regeneration, and just sitting around waiting for your body to heal can be a huge droll. As such, any injuries to your physical condition need only about eight hours at most to perfectly heal. Any other effect, power or perk that boosts your regeneration can boost your regeneration further without diminishing returns.

All physical afflictions and unwanted modifications will always heal within eight hours at most as well, thus making such things nonlethal and their effects gradually negated until they are finally removed within said hours. This also affects afflictions that are normally incapable of healing or would heal improperly, and all of this is never painful.

Additionally, internal reserves such as stamina and mana recover at 2x the speed and will constantly recover even if they were just expended a second ago. Any source that is intended to heal or restore you, such as healing potions, are also 2x more effective. Any effect, power or perk that boosts your internal reserve's recovery rate are no longer affected by diminishing returns.

Heosphoros [600]
"All men must die." A mortal proverb that must apply to all things and you've taken this to heart. Any weapon on hand—even with just your fists—is just as effective as if the target is tangible, weak, naked and mortal as humans. As such, injuries inflicted by your blows are forced to heal at the same pace and effectiveness as a human's, which may cause their wounds to heal improperly if your strikes were particularly grievous. This does not

improve the target's regeneration capabilities if its worse than a human's, nor does it impede other effects that amplify their injuries, such as poisons, enchantments, powers, and perks.

Targets with intangibility, supernatural resistance, exoskeleton armor, and whatever biological, technological, or magical hogwash are all just as susceptible. Slimes, ghosts, supernatural entities, divinity, golems of steel and rock, you name it. If they don't have blood, then this perk forces them to exude lifeblood when stabbed or cut, and will bleed out just like any other human would. They have dared to believe themselves beyond the frailty of man, now it is your duty to lay these foolish notions to rest. Do be mindful however; larger targets may take longer to bleed out, but they'll still feel the pain.

If the entity's death would have inflicted side effects on the setting as a whole somehow (e.g. killing Death makes everyone immortal), this perk will ensure their deaths have no negative effect on the setting and that there is absolutely nothing that can return them from death without direct willful involvement on your part. They can only be resurrected if you voluntarily participate in the ritual yourself and desire them to be resurrected.

Commander

Battlefield Adherent [100]

Scores of men may fight and die under your banner, but their sacrifice may not always be in vain. You are a reliable medieval commander with decades of experience in the battlefield and have enough skill to be comparable to Hannibal himself. Organizing soldiers, requesting equipment from your superiors, corresponding with allies, looking after your troops, drilling them in all things martial, relaying orders in the battlefield—these are but a few examples of what is expected of your station. You will surely be a shining role model to your peers!

Orders From Above [100]

During combat situations, your orders are relayed instantly and clearly to the recipient regardless of their situation. It won't even matter if the recipient is hearing-impaired, deaf, or at the ass end of the battlefield no matter how large the battlefield is. This will work for as long as you're generally aware of the recipient's existence.

Make a Man Out of You [200]

You can train fresh recruits, peasants, cripples, the diseased, and the old to serve as effectively as standard troops after only a few days of vigorous training.

Within the same days of training, their physical disabilities and ailments are somehow gradually cured by the end of the week. Sick people are restored to optimal health, cripples get to move again, and the old are restored to the prime of their capabilities, albeit still looking old yet better spirited. Likewise, people with mental defects will adapt to military culture in those same days and you can expect their combat performance to not stray any differently from the standard, no matter how defective they are.

You may also apply a similar fitness regimen on everyone else as well, thus granting them similar benefits. No one will see any of this as odd, though the cured will nonetheless be grateful to you for giving them their lives back. However, this perk cannot be used to restore missing limbs, but it can be used to remove certain things like atrophy.

As a side benefit, anyone you have personally trained are incapable of losing their accumulated skills and training under any circumstance.

First Strike Immunity [200]
It'd be awfully anticlimactic if you were leading your army into one glorious charge and you abruptly got shot in the head by a loose arrow trailing towards your general direction. Or if you got into a melee and got stabbed by a person behind you. It'd be a shame if silly things like that couldn't happen anymore.

First of all: Incoming blows and projectiles must specifically target you in order to actually hurt you. Whoever is responsible for swinging their arm must intentionally swing at you in order to hit you, and bowmen must intentionally shoot at you with you on their minds.

Secondly: If you're busy focusing on one or more combatants, any would-be ambusher or opportunist that directly strikes at you will always miss the first time and somehow warrant your attention without distracting you. This affects anyone who is trying to exploit you when you're inattentive or being occupied with something.

This also protects you from ambushes and traps in their first attempt to hurt, capture or kill you.

Rough Terrain Expert [400]
With a map of the location (no matter how badly drawn it is) or by looking at the location before you, you can instantly identify every location that could be exploited to the best of you and your army's capabilities. You can also identify every location that will definitely be used by the enemy, and you know the best ways to completely mitigate your opponent's terrain advantages, whether it's by forcing them to abandon their favorable positions or using sappers to render entire hills flat.

This applies from an individual to strategic scope. You'd identify chokepoints that you or some spearmen could hold for an hour without support, and what rivers shown on the map are suitable for crossing or fording.

Total Combat Awareness [400]
You are constantly and acutely aware of the battlefield situation regardless of how chaotic it is. You'd know exactly where all the troops are fighting, who is flanking, if the archers are letting loose a volley, the arrows and bolts that are in the sky, and everything else, all at the same time. This information is perfectly compartmentalized into your

situational awareness without distracting or overwhelming your mind. Sort of like a real-time strategy cutting-edge supercomputer that can see everyone and everything in the battlefield at all times.

This applies to all other combat situations, like if you're fighting in a bar and there's confusion and panic everywhere but you're still focused on the target while seamlessly maneuvering between fleeing patrons and flying mugs. It also does not matter how large the battlefield or combat situation is. If an entire battle constituted the entirety of a city, you'd know everything that is going on too.

Protege of Alexandros [600]
You are the ultimate paragon of battle tactics. You know every single weakness and strength that every troop and unit formation has and you don't even need to think to recognize them. You also know the perfect ways for: organizing troop formations, screening your forces for enemy movements, using said terrain to your advantage, countering or at least mitigate both the enemy's terrain advantages and troop composition, and basically everything else that involves tactical command. It's like you have the multiverse's best chess player in your head that knows the full limits and strengths of every unit in the battlefield, and comes up with the most optimal methods to deal with them accordingly.

This perk accounts for different military developments in future settings, thus guaranteeing your perfect assessment in all combat situations.

However, this perk doesn't necessarily win you every battle. You'd know if a situation is untenable and it's best to fall back and regroup, and you are still vulnerable to being blindsided and surprised by unknown enemy movements. Even in such situations though, you'd undoubtedly perform much better than anyone else could.

Battle AI [600]
During combat situations, you may 'relinquish manual control' over your subordinates to an intangible force that has all your martial capabilities in command and control. The intangible force's effectiveness completely depends on how effective you are at military tactics and what commanding perks you have.

If you are horribly incompetent, don't be surprised to witness horrific blunder after blunder that will disintegrate your people within minutes. If you are, say, a protege of Alexandros who also happened to have every other **Commander** perk, you'd probably

be confounded with your army immediately moving in unison and reacting seamlessly to enemy movements as if the intangible force was instantly relaying orders to every single one of them. Which it is. No one will see anything wrong with this.

At will, you may also freely designate conditions for how you want your enemy to be neutralized, e.g. encircle and destroy, capture the stragglers, no survivors, just try to win, etc. The Battle AI will do its best to fulfill these objectives, but constraining limitations may hinder its effectiveness and its success still relies on borrowing your tactical acumen.

With this perk, you could focus on joining the battle with your army as the intangible force micromanages your forces to fulfill the objective given to it. This perk can also be used for any combat group under your nominal control, no matter the size. “Nominal control” being important here. You can’t assign the Battle AI to command an entire army if you’re just a lowly spearman, but you could be a squad leader and have all your squad members fighting together in unison.

Battle AI will last for as long as the group is in combat and you may resume ‘manual control’ of your army at any time.

Marshal

Lord of War [100]

A Marshal spends most of their time recruiting aspiring commanders and organizing levies into standing armies. Normally they shouldn't see live action until wartime, but otherwise it's a splendid affair for devoting efforts to the strategic scope of the military. The grand campaign, if you will.

You receive several decades worth of experience for a venerable Marshal. This entails: dabbling with boring bureaucracy for census and information, sizing up, recruiting and training commanders, recruiting governors to subjugate and control freshy-conquered provinces, organizing levies and recruits into an actual fighting force, drawing up battleplans for war and other operations, overseeing the distribution of logistics and supply throughout your military forces, and decentralizing your role among more efficient cohorts.

Fabian's Protection [100]

A Marshal's worst nightmare is political interference in wartime operations, especially if you're dealing with an overbearing polity who believe their wants are more important than your plans. You'll have no more of that.

You won't ever be interfered or disparaged by other people for something they have no qualifications for intruding into. If a person has no qualifications or at least doesn't have a similar or greater level of competency to you, they won't raise a fuss over defeats or lack of progress. This effect is also applied to all your subordinates, ensuring people don't get all pissy whenever one of your qualified soldiers accidentally messes up.

A tyrant may oppress their people but they'd never stoop so low as to mess with your military command if said tyrant doesn't have actual military experience. The people themselves would also never disparage your military for negative developments in wartime operations.

Expedited Training [200]
Anyone being taught by you or your organization now learns all things related to combat as if they have a burning passion for it, and learn said things 5x faster and more efficiently, which effectively cuts down basic training to only last a couple of days and turn fresh recruits into battle-hardened veterans after just a few battles.

Deficiencies in their general intelligence are no longer a factor as well. Even a soldier who is denser than a bag of rocks can train and perform just as well as the rest of them.

Command Without Control [200]
Companions, Followers, and members of your organization react accordingly to their given situation as if you were personally there at the scene and guiding them on how to go about it. This effectively alters their decision-making process to be guided by what you want them to do while temporarily gaining all your relevant knowledge for the situation, even if you are by no means anywhere nearby to advise. The person in question will also never grow fatigued or stray from making similar decisions to yours.

This is perfect if you want your subordinates or colleagues to act autonomously and take actions you would've wanted them to take. A few examples include: a guard choosing to be more lenient on an impoverished criminal if you would've done the same in their place, captured rebels all being executed on the spot if you would've wanted your soldiers to, and a clerk raising up a fuss about something fishy in the ledgers if you'd like your superiors to know about it too.

This does not necessarily improve the person's actual capabilities in the situation. It only alters their decision-making process as if you were there to advise their response every step along the way.

War is Innovation [400]
Your organization's military engineers have clearly chugged too many berserker shrooms. The same types of people who designed the trebuchet to succeed the catapult, or the star fortress that allow ranged defenders within to shoot at their foes from all angles compared to the restrictive box-shaped forts.

All military scientists (and other brainiacs researching military applications) within your organization will come up with great ideas on how to address problems with materials accessible to them. All it takes for them is to give the problem some brief thought, and within seconds they've just thought up a whole counter to address it. Dragons are

appearing? In less than a day, your scientists have thought up specialized ballistae designs that could take them down. Ice monsters? Your guys just found out obsidian works pretty damn well against them.

These inventions are always devastatingly effective in what they do, though they are sometimes expensive to implement. Like most military projects, they'll have to push their ideas to you or their superiors so its funding and conception can be authorized. With proper funding, such military projects always go swimmingly and never take more than a week to finalize. All kinks and issues are completely ironed out by then. A month more, and production is streamlined enough by then and is already distributed across all your forces in entirety.

Military-Inferiority Complex [400]
Fate manipulates the presence of your army and military to that of immeasurable dread, fostering an exaggerated panic in its wake: wild animals noticeably flee in droves from your army's approach; scouts and spies fail to make any accurate readings as they would rather shit themselves than continue observing your armies for more than a minute; and rumors may find their way into enemy ranks, reporting terrifying feats of your soldiers regardless if they actually happened or not. These are but a few of many examples of the terror your military may afflict.

Not only does fate help develop your military's dreaded reputation, the fear exuded by said reputation is a primal sense of fear like no other. It erodes and shreds through any semblance of hope within your enemies even before your army can be seen on the battlefield. This sense of fear can be felt even on those who are incapable of knowing fear. This may result in irrational decisions on the other side and make it much easier for your forces to rout and destroy them.

You may freely set conditions on who isn't granted the benefits of this perk.

The Big Shiny Hand in the Sky [600]
At will, you may enter a **tactical or strategic view** of the surrounding area. During this state, your body is set to be autonomous and may attempt any given task to the best of your ability as if you were still controlling it.

Tactical view grants a bird's view of the local area, and you can instantly pan your view to any area that your organization has a presence in. You can zoom out to just short of the cloud layer and zoom in to see the finer details of a person's pimples. All forces under

control of you, your subordinates, allies, and enemies are indicated with their own distinctive highlights. You may order local forces under your nominal control, from individual to entire formations, to do anything that you want them to do and they'll get right to it immediately as if you were personally there to order them. Other variables such as morale and difficult terrain may still play a factor.

Strategic view grants a satellite view of the known world, like viewing a 4X game. In this state, you can pivot your view around and look at abstract indicators of all military units under you or your allies' nominal control, as well as terrain and map borders. You may direct armies and generals under your nominal control to do anything that you want them to do and they'll get right to it immediately as if you were personally there to order them. You may also see any ongoing battles that you or your allies' forces are engaged in, and you may follow up with tactical view to take a closer look.

Strategic view may not be that useful for micromanagement compared to **tactical view** because everything is still occurring in real time, but it gives you an accurate visual of where all your forces, allies, and enemies are and what they're doing, though the enemies can only be viewed if they can be seen by your own forces or allies. In fact, a shadowy fog of war will overlap any area that is not actively being seen by your units in either view.

You may leave either view and re-assume direct control of your body at any time.*

Cincinnatus [600]
You are a legendary preternatural genius of long-term strategic military planning with absolutely no peer in this art. With even the vaguest scraps of incorrect information regarding your forces and the opposition, followed by a few minutes of deliberating a plan, you could come up with extremely specific, convoluted, yet the most effective ways to defeating your enemy. If there's even a slim chance of your people actually surviving the conflict, you'll always manage to squeeze through those narrow margins and destroy your opponent.

As the scourge of all lands, you could reorient whole wars with your skill and participation alone, thus shifting the tides and snatching victory from the jaws of defeat. In fact, not a single human in contemporary history compares to you in strategic acumen, and many generals of the future can only dream of living under your shadow. With your exceeding potential, talent, and skill, perhaps you'll define how wars should be waged on the battlefield, similar to how the Romans have inspired others.

This perk does not necessarily promise victory in all situations. It is a true testament of skill. You'll somehow manage to conserve casualties while attempting to obtain rather ambitious objectives, and even then you'd still do far better than most. Fortunately, you know if a situation is truly untenable and that you must scuttle what remaining assets you have in order to deny the enemy further advantage.

Not all conflicts are life-or-death situations however. As such, you'll know how to make the peace terms favorably enough to weigh towards you, and perhaps give you enough breathing room and buildup time to defeat your enemy later. Alternatively, you could take your chances, go down fighting, and embroil your enemies into a quagmire for as long as you can.

Stewardship

Craftsman

Love of Labor [100]

You may choose one labor field to master, gaining several decades worth of experience in it and a burning passion for it like no other. Examples of labor fields include blacksmithing, tailoring, shoemaking, cooking, sculpting, painting, drawing, architecture, urban planning, interior design, mining, and accounting.

You are, without embellishment, an exemplar model of the field you've chosen. One of the best and genuine innovators. Your creations and exploits in this field would make every other person's creations look like a walking confused quandary, a poor man's impression of what could've been. You'll know all sorts of techniques to help create quality works of your field, and can make them even with inadequate tools and poor materials.

Your expertise in the labor field will also update to account for the latest developments in the field in future settings, thus ensuring you always stay up-to-date with the profession. It will continue updating as additional developments are made in the setting as well. Who needs school?

You may purchase this more than once, with each subsequent purchase costing 50 CP.

Employee's Choice [100]

Just by glancing at an establishment, business or any other organization, you instantly acquire knowledge for whether or not they're hiring and what kind of hires they are looking for (e.g. volunteers, would-be employees with actual certifications, specific credentials, etc). You don't necessarily have to directly look at the establishment either. Just look at any flier, notice, billboard, or other indicators of the establishment and this perk will work all the same.

If you have a user interface perk, this perk may manifest relevant information in the form of windows that only you can see. The windows will also have complete information for

any binding contracts and regulations that may accompany the position you want to be in, along with any notable disclaimers such as: what is the local social culture, if there's a chance you could be exploited against your will, if there's a worrying turnover rate, unsavory bosses, its a scam, criminal activities, etc. Think of it as a virtual assistant that pores through the entirety of the company's history, even things no one else knows about.

Working As Intended! [200]
Any creation or design of yours no longer needs maintenance to work as it is perfectly capable of maintaining itself. They are also completely impervious to any random factor that could damage it or otherwise render it inoperable, such as erosion, rust, jamming, environmental problems, and natural disasters. They can still get buried from natural disasters though, like a house getting caught in a mudslide, and get damaged or destroyed by intentional actions, like getting smashed with a warhammer and whatnot.

Swords won't need to be constantly cleaned and kept sharp on a grindstone. Mauls never get chipped from wear and tear. Dirt and sand won't get inside machinery and complex parts. Metals won't be corroded by human oil and sea salt. Even organizations that you have founded don't necessarily need an oversight, accountability, or a checks-and-balance system to keep things running efficiently.

I Will Make You Beautiful [200]
You know exactly what to do to make your creations live up to your aesthetic expectations. What modifications to make, the finishing touches, etc. Your creations and designs' aesthetics have no effect on their use either. You could create bikini armor and it will function as full armor as long as you've used all the necessary materials needed to create the equivalent of full armor. It is up to you if you want other people to think your creations' appearance is nothing unusual as well. Aesthetically speaking of course. People may still feel terrified if you pointed your blade at them.

Skimping Without Defects [400]
You have developed a keen understanding for how to be more efficient with your creations without sacrificing any elements regarding their quality. Thanks to this, your creations take 75% of the actual labor and cost to actually make. Similar perks that improve production efficiency and/or speed can help boost this, but the accumulated production efficiency & speed are capped at 25% of the original for as long as this perk is also contributing to the efficiency.

This perk affects even those you're involved in the production of, like participating in a building's construction or overseeing a weapons project.

Resource Search Finder [400]
Don't have enough resources to make the things you want to make? Looking for an item in particular or just in general? Want to know what resources are where without actually paying a team of grifters to figure it out for you?

This perk manifests a local, world, or setting-encompassing map in the form of a user interface screen. The map highlights each and every location that has the things you're looking for, regardless if anyone actually knows their location. It will include additional information as well as disclaimers for how to retrieve them and what to be wary of. Fastest route available (safety is optional), bandits are prowling the route, a dangerous beast prowls the area, a merchant is selling this item in this location, this resource is currently unexploited and may require certain tools to excavate, is located within private or government territory, etc.

You can interact with the map with your mind or your hands in order to see different layers (terrain, elevation, political boundaries, etc). Absolutely nothing can detect this perk and no one will see your visible gesticulations with the map as unusual. You may also enchant (and disenchant) any map item with the effects of this perk.

Patented [600]
Works of plagiarism must be scorned at every turn. There is absolutely no one and nothing capable of copying, replicating, reverse-engineering or otherwise understanding any of your works. You may also choose if this protects the works of your organization and to what extent.

Weapons of complex technology would yield them nothing of importance. They won't even know how to use it, even if you copied somebody's design and made very few modifications. Building diagrams would only appear to them as a mess of symbols and lines. Attempts to understand your writings fail and are interpreted as complete gibberish.

You can selectively rescind permission from people who are using your works as well. A research institution who was allowed your engineering secrets could be suddenly and inexplicably incapable of understanding the formula, for example.

Vendors [600]

Everyone that is capable of negotiations will count as a valid vendor for any item you want to sell or offer to them. A bargaining process is involved, though the recipient will only account for the quality of materials and effort invested into labor, regardless of how little that makes sense and regardless if they actually need the item in the first place. What they'll offer entirely depends on the recipient's social class and may take into account what you want.

A lowly deprecated noble could give you a dragon's hoard worth in gold in return for crafting him a masterwork ceremonial sword, for example. If you offered a baker a potion of eternal youth, they'd probably give you an unimaginable amount of bread (could be in different variations of bread) that their bakery couldn't even be able to produce in its entire existence. A peasant, on the other hand, might give you things depending on their profession, i.e. a milk maid will give you barrels of the finest milk in the land even if their ranch isn't exactly the best.

You may choose to dilute your immediate payment into a form of debt instead. This debt can manifest as giving you the finest bread/milk/whatever whenever you ask for it in the future, indebting their services to you for however long it should take, a steady supply of goods sent at your doorstep or a designated location, or any other alternative payment methods you could think of. Perks that amplify rewards or change methods of payment may affect this.

It is up to you if items sold this way will dematerialize upon being sold, actually stay in the recipient's possession, and/or appear in the market circulation.

If you have a user interface perk, you could alternatively approach the recipient and bring up an overview of a trade screen as a substitute for negotiations. You can bring any item in your possession into the table whether or not if they're on your person, although you can't sell any item that can't be sold, i.e. fiat-backed items that restrict you from selling them. You'd also be able to go through all the options they could offer instead of having to ask them general questions regarding what they have.

No one will see any of this as odd.

Bureaucrat

Secretary [100]
You have glorious and absolutely riveting experience in standing behind a desk for hours, sorting through the driest scrolls and documents known to man. You are intimately familiar with the fantastically engaging processes of bureaucracy in any bureaucratic system and know how to navigate them anywhere.

As a recompense for immersing in such a completely absorbing and engrossing activity, you are incapable of ever growing bored and won't get aggravated by anything but can still notice if something would be aggravating. You can also toggle on 'automate' for virtually any task you have already done before, completing the action instantly and consuming any materials that are normally involved. The results will be as if you've painstakingly gone over it.

'Automate' may also apply to situations that require tedious focus and conversations with other people, as long as the nature of such conversations are easily resolved by either explaining something to someone or redirecting them to someone who knows better.

Quantum Communications God [100]
The second a package, message, or mail that is otherwise designated for you is sent off, it will arrive instantly. It may appear in your mail, on your desk, or any location at your choosing. This also applies to any mail you're sending to a recipient, even if the mail carrier couldn't have possibly crossed time and space to drop your glitter bomb on God's door.

If the object happens to have dangerous properties on it, said properties will be rendered completely inert on arrival. You may choose to reactivate its dangerous properties once it is retrieved.

If you received mail or whatever that is actually intended for someone else, you may proceed to throw said object at the nearest furniture, wall, floor, or person. The object will disappear right before impact and instantly reappear where its intended recipient expects to find it, completely intact.

Behold! My Census! [200]
At will, you may summon a census in the form of a user interface window. The window yields complete knowledge of any location as if you just received the most thorough census ever. You'd be able to view general statistics that detail: the number of people that live in the area, if there is a deficit of supply or equipment, local crime rate, discovered resources, who is appointed governor or ruler of the area, and everything else you could imagine. It'll also have some interesting fluff such as the land's history, notable individuals born and/or raised in the area, among other things.

You could obtain similar census information from specific areas or organizations such as agencies, departments, military branches, small army groups, villages, cities or entire realms. You'd be able to tell who is underfunded and whatnot, and who is lying about their numbers.

This perk's information will update constantly to account for new changes. You can instantly print this information on paper or other bases of writing.

Insouciant Employer [200]
Whenever you or another person in your organization is in charge of finding, interviewing or recruiting people into a job, the new hire will always turn out to be a stellar worker. It does not matter if the homeless murderer across the street walked in and asked for a job and you just said yes without bothering to give an interview. No one will see this as odd. Even the co-interviewer next to you who is supposed to scrutinize the interviewee's work history won't so much as bat an eye.

By accepting the person into the job, that person will rapidly develop their skills to be an amazing worker after only a week of training. Their overall personality may not really change, but they will adapt to the work culture, behave themselves in spite of any undesirable habits they may have, and won't ever jeopardize the integrity of the organization. This works for any profession or field you can virtually think of.

I Want to Speak to Your Manager [400]
You can summon on the spot (and subsequently dismiss) an incorruptible representative from any organization who can help you on virtually any matter related to said organization and also has the authority to carry it out themselves. In order to facilitate this, they have the ability to instantly know the full honesty and depth of your request and situation the moment you bring it up to them.

If someone in the organization has committed an offense to you or someone, e.g. purposely withheld information, not cooperating as expected of their station, abuse of authority, corruption, etc., you could take it up with the representative and they will immediately mete out punishment as necessary. The offender will then be apprehended, imposed fines on, or suffer from whatever the regulations indicate, and all hard-proof evidence is promptly conjured to justify punishing the offender. If you want to resolve a bureaucratic issue, you could take it up with them as well and they'd be just as effective as the example given.

Greased Cogs [400]

The government bureaucracy of your organization now moves without accordance to its egregious size or weight, no matter how convoluted its design. Communication received between personnel is flawless and concise, messages instantly arrive at their intended endpoints, and people never drag their feet to get their jobs done. You can expect the entire bureaucracy to react as soon as someone brings up an issue and for the issue to be sorted out in a very timely manner. This does not instantly move people between stations, though.

This perk can temporarily affect any other organization you're interacting with as well, causing them to work efficiently to your benefit for as long as the situation needs them to. Think of every bureaucracy being as efficient as a godlike omniscient machine consciousness when it comes to registering your commands.

Remote Worker [600]

All tasks and jobs of yours will instantly resolve itself without your personal intervention as if you were there and invested your best effort into it. This includes chores, homework, paperwork, and management, but not necessarily jobs that require social interaction. You don't even have to be at your job to get paid. If you were absent the whole time and the job did itself, people won't notice or complain you weren't there.

Homework finishes itself before you come back home to do it. Files and documents are signed, sorted, and sent off before they even hit your desk. Your colleagues and superiors receive finished work as if you were at your job. If you're a janitor, buildings and other areas under your purview will instantly and constantly clean themselves to pristine condition. If you're just a cook, food will mysteriously appear where they are expected to be and are ready to be sent off to their recipients.

As for jobs that require social interaction: if there was a social interaction you needed to do, it will instead be sent as a form of mail that you or another assistant can simply read and sign off as appropriate. It does not matter what the nature of this situation is. It'll become mail.

The mail will detail *everything* regarding the situation, even details that all concerned parties would've omitted. If a bank check doesn't actually belong to them for example, the mail will indicate it so. You can sign the mail off to give money to that person anyways or to automatically alert the proper authorities. You always intuitively know how you should sign your mail off to perform the task you want to do, and this never takes more than several seconds.

You can apply this perk to as many jobs you have.

Chains of Duty [600]

All your Companions and Followers can be immediately summoned via a user interface perk, and promptly dismissed back to their previous locations or any territory under your organization's control, such as the Warehouse. You can also bring up (and subsequently dismiss) a convenient window that lists all your deployed and undeployed Companions and Followers which you can peruse for the purposes of this perk. You may sort them any way you want to, which can be especially useful if you like to play favorites and deploy people for specific situations.

At any time, you may also have a Follower replace any NPC for any property-related or NPC-related Item you have. The follower will consequently inherit the replaced NPC's unique powers for as long as they hold the position. You may remove the Follower from this position in order to bring back the original NPC.

You may also attach Followers to a property Item, thus causing your Follower to reappear within said property as the property is imported into the setting. You could have the same house maid Follower reappear inside your fiat-backed house, for example. You may detach and attach different Followers to different property Items.

If they couldn't already, your Followers can leave your property grounds, try to assist with whatever you need doing, develop new skills, and retain new skills as well as powers, although they are still susceptible to dying if they're mortal. In other words, their overall capabilities are unrestricted like you, Companions, and other normal people. They normally respawn 10 years after dying or after the jump ends, whichever comes first,

unless they are somehow resurrected via certain conditions or powers, or if you have a different homebrewed rule for Followers.

Merchant

Pecuniary [100]
Now you've got some fiscal sense in you if you haven't already. You've got an amazing set of financial habits that will guarantee you, at minimum, a very comfortable coasting in life as long as you adhere to such habits. You'll know how to establish the right connections to make more money, if something is worth the price or isn't, if you can afford versus buy something, how to haggle any prices down to a more reasonable or affordable cost, identify all sorts of economic opportunities that even the most experienced financier never would have thought about in the first place, and see through even the most obscure of scams.

To fill in any blanks, you're also entreated with a couple decades of merchant experience relevant to the setting. Your knowledge updates as you enter new settings as well, allowing your financial repertoire to stay relevant no matter the era.

Heregeld [100]
There is nothing quite as bothersome as uptight figures who won't give you your rightful dues. Who are they to think themselves greater than someone who has walked through the cosmos to rule?

Everyone who contractually owes you something will never besmirch what they owe to you and will do their absolute best to pay it off. Even if it was a bet. You can rely on every single person to give you every inkling of wealth that is required of them, no matter the state of their relationship to you. If they don't have enough, they'll work the sweat off their backs to give what is owed.

This also affects business, government and other entities that legally owe you compensation. They will all give you the actual value of what is owed. This perk will not go so far as to pressure them until they bankrupt themselves unless you want it to. The person may try to renegotiate with you if they can't actually pull through, but they will try to abide by the conditions even if the terms couldn't be renegotiated and regardless if you made them cry.

Golden Opportunities [200]

Everyone and everything is worth something. You know this to be true.

You can negotiate with virtually anyone and they will consider the topic with complete objectivity regardless of their genuine feelings on the topic. In other words: the other party's emotions and morals do not play a part in your negotiations. This effectively restricts their negotiating capabilities to: how much they know a negotiation involves, how much they personally know the job or item is worth, and if they have enough time or resources to see it through. If they proposed the negotiations to you first, they will be affected similarly for any counter-proposals you make.

With this perk, you could hire a former assassin to do one last job for you regardless of what they feel about their former career, lure a peasant to sell their children into indentured servitude, and convince a paranoid lord to buy a profitable or failing business. But you can only do these things if you can sell the idea to them. If the negotiations involve something illegal, then they may raise the price unless they don't know it's illegal.

Using this perk will not affect how the target will perceive you afterwards no matter what you made them do. No one else will judge either of you for negotiating or executing it unless it involved something illegal.

Identify Value [200]

With just a glance, you can accurately gauge the true materials and nature of any given object, as well as their approximate worth for any purpose or context you have in mind. It could be something like figuring out what a building is made of down to its base components, a rare beetle's worth as an exotic pet, or something more common like a plant that could be sold as an herbal ingredient, or a person's value as a potential labor slave. There is no limitation to what the target has to be and for what purpose, but don't be surprised if an extremely specific purpose yields nothing of value.

You can even break this down to parts. As examples: you can sequentially identify how much their organs can cost on the black market (if you can actually look at their organs through their body), how much the yak's meat and horns are worth separately, if the house's foundation is made with cheap materials or not, and what kind of enchantments exist on the object if there are any.

This perk can manifest its information as intuitive icons complemented with brief descriptions, both hovering over the object in question. This feature cannot be noticed by anything else and it can also be toggled off.

Preferential Exemptions [400]

The ever-quantifying amount of taxes and regulations imposed by overbearing dukes and other authorities no longer seem to affect your operations to an extent one would expect. To put it much more simply: All your financial endeavors are not subject to any critical oversight by regulatory functions, whether its you being paid for a job well done, overseeing a hostile takeover of an entire sector, or employing slave labor in a free society.

Your wages won't be deducted by taxes. Tariffs never raise the prices on your goods. Checkpoints don't impose any fees on your caravans. You'll find that even international regulatory bodies won't send people to ensure your organization is adhering to economic treaties even if illegal activities are happening right in front of their faces. They will simply nod along, assume that you're paying your dues and respecting regulations, and walk on ahead.

Best of all, no one will pay any mind to it. You can abuse your employees and have enforcers whipping the skin off their backs without any free society thinking twice about it. Even the most scrutinizing accountant in the universe wouldn't notice how much money you're making and wouldn't even send enforcers to make you pay your rightful dues either.

Safe Pockets [400]

It's as if an unseen force is protecting you from monetary woes. You are now completely protected when it comes to losing money. At minimum, you will somehow get refunded back your money's worth in no more than a day. You could fall for a scam that loses you a hundred gold coins and an hour later you'll break even by finding a pouch filled with a hundred gold coins on the ground.

This may also apply to any business or organization you're affiliated with.

This does not protect you from consequences like out-gambling everyone and being escorted out by private security for causing the establishment to lose money.

Midas Touched [600]
You have ridiculously absurd luck when it comes to economic opportunities. Wealthy proprietors come out of the woodworks to give you free money in hopes you'll vouch for their business, loaners give you massively discounted interest rates compared to what is most generously given, and merchants offer you free things in hopes you may invest in their business later. If you're trying to establish a business in an area full of demand, you'll find that just by opening your business, all the other businesses conveniently run into misfortune that causes them to close down and thus funneling all potential customers to yours.

With just this perk alone, you could get enough free money to rent a high-class home at a bustling city just by walking through the streets after a few days. If you had actually dedicated effort to identify and exploit given opportunities, you'd be wealthier than the entire municipality within one week. Give a month of taking these opportunities and you'll have more in your coffers than the wealthiest nation in the setting.

Similar economic opportunities will also appear for your organization, which will help your organization expand into as many sectors as viable. This feature can be toggled off.

Elite Autonomy [600]
Any business that you own will function as if you were always at the helm and agonizingly reading through every single document and information sent to your business. Your businesses will expand, take opportunities, infiltrate markets, and do other business things as if you yourself were directing each course of action. You effectively don't need to involve yourself personally to keep any of your business operations running.

If you want to direct the business to do something different and/or operate under specific conditions, you can speak to anyone working within the business and explain to them how you want the business to be handled from now on. They will then disseminate your command to the rest of their peers. Everyone in the business will be carrying out your new agendas within the day.

Intrigue

Agent

Dark Insights [100]

Your insidious background has granted you valuable street smarts, which should help with your first forays into the underworld. As such, you receive a couple decades worth of experience in surviving impoverished circumstances and taking odd jobs to survive. You'd recognize what destitution and ineffective authority looks like, and know how to navigate shady areas, make the most from minimal wealth, and know what types of locations or people would be most willing to offer side jobs. Some of them won't pay well, but at least you'll scrape by somehow.

As insulation, you can dial down or even completely toggle off your sensitization to anything that could remotely gross you out. This does not hamper any morals you have.

Dissimulation [100]

Agent fieldwork is hardly clean, and sometimes more tedious and messy than it has any right to be. Sometimes you'll have to dress up as a chef in order to assassinate the emperor of the land, or dress as a guard so you can drop some sculptures on some festive nobles during their wedding day. Whatever the case may be, you've got a serious knack for crafting infallible disguises.

Like a master costume artist, you can improvise with any material from hand, even from a pile of worthless textile scrap, to create any outfit convincing enough to pass the eye of the most wary guardsmen. This effect is astoundingly amplified if you have proper materials on hand. In such cases, you could create a bear outfit and fool anyone that you're a bear. Hopefully you have the voice to match.

Prepared for Anything [200]

The most difficult part of the job. Your contractors and benefactors kept sending you off to missions where you have to dispose of someone and, after some mistakes and near-death situations along the way, you've become something of a professional killer. When it comes to hunting down targets and neutralizing them all while acting innocuous, no one can compare to you.

You are always intuitively aware for whether or not you, a particular area, and/or the target you're looking at are currently being observed. If they're in view of witnesses or other forms of surveillance, you can easily tell by instinct alone. When someone is looking at you via naked eyes, cameras, or scrying, you'd know you're being watched. In all these scenarios, you also know if the observers are observing with hostile intentions or not, depending on their current intentions.

Evasive Arts [200]

Though the field of spycraft requires a delicate touch, too often do situations go awry. To address such problems, you have honed yourself adequately in athletic training and escape, and now you're one of the best at improvising situations when it comes to evading even the most tenebrous of pursuits. All your pursuers will constantly run into obstacles that will keep slowing them down until you finally escape. The chase may be drawn out for longer than usual, but it'll make for one hell of a tale when you're getting chased by an entire security contingent throughout a castle and you somehow manage to make it off into the distant woods with only sore lungs and hurting limbs.

Unless the pursuers in question have some ability to instantly close the distance and pin you down, there's absolutely nothing that can catch you. This also allows you to detect and evade any incoming attacks in combat as long as you can move fast enough to respond to them.

Forever Infamous [400]

If you desire to create a unique reputation as an agent, you could cultivate it to afflict dread upon anyone who even hears it. Simply adopt an epithet, call sign, or anything that can establish your unique identity, and fate will find a way to amplify its dread factor. The things you'll soon hear about yourself will come to you as so exaggerated, its unbelievable to you whereas to everyone else its indistinguishable from the truth. People wouldn't even want to mention it for fear of summoning you.

If you actually confirm your identity as this terrifying persona, any audience who didn't know beforehand will soil their pants and become completely submissive to your demands. They'll tell you anything and everything that they think will keep them alive and the things they say will never be a lie. Sometimes they'll spill more information than they should, which can be very helpful if you're looking for something.

Any reputation of yours will never decay due to any factor. It will either stay as it is or develop further. All your reputations also carry with your presence, allowing your reputation of fear or valor to persist in distant realms. You may selectively toggle this feature off for each reputation type you have.

Confoundment [400]
It doesn't matter if you've got features about you that would stand you out in a crowd. People just seem to be outright incapable of connecting the dots when it comes to looking at you. Even months-long coworkers won't remember anything about you because you don't exude anything memorable. You could live in the same neighborhood for years and none of your neighbors will remember who you are.

For some reason, this also affects mundane, technological, and magical means of detection. Hunting dogs cannot trace your scent. DNA fingerprints are akin to genetic garble. Surveillance cameras either don't see you or instead corroborate with your innocence. Scrying doesn't reveal who you are or what your location is. Memories of your features or presence rapidly decay until there is no recollection of what transpired.

Anything on you also happens to be undetectable to all things that can detect them. This effect applies even if you were a mage and casted a fireball right under their sensors, although people can still detect the fireball with naked eyes.

You can selectively choose if this perk doesn't work against specific people, like your friends for example.

Smooth Operator [600]
Some irretrievable human catastrophes wish they could get away with everything. For horrific bastards like you, you're the only one who could definitely get away with anything.

When it comes to committing misdeeds that would warrant the attention of authority or vigilantes, or any act that would otherwise attract attention you'd consider unwanted, it is effectively impossible to trace it back to you as long as no one else was presently there to witness it. Any trace of your belongings left at the scene would simply disappear and reappear on your person or at a safe location of yours, and confidants would never tell anyone what you told them under any circumstances. When you're busy committing the misdeed, no one will accidentally walk in and become just another witness to dispose of.

In summary: Your misdeeds stay as secrets, no matter what, unless you do it in front of others or reveal it yourself.

Truth is Relative [600]

The devil would rather have your tongue than your soul. There is virtually no one else who can lie and manipulate others just as well as you can, and sometimes you even do it by accident if you aren't paying enough attention. In fact, you're not even really lying. If anything, you're just prescribing vague information that barely scrapes away as half-truths, and they're still approached by others as valid takes. It's practically impossible for you to incriminate yourself this way.

With this, you could evade the most scrutinizing lie detector or even convince a mother to sell her child to slavery all while she thinks its for both their own benefit. One supposes that it just comes naturally as breathing for you.

Schemer

Conspirant [100]

May the Reaper bless those who decide not to just hide behind the shadows, but to take it over from within. In your first steps into the world of subterfuge and deceit, you have managed to develop a few capabilities that will define your craft.

You gain several decades of experience that a spymaster should have. You know how to set connections up with people, secure blackmail, make informants out of them, keep them quiet, develop an intelligence network using said informants, keep in touch with said networks, cut off loose ends, and everything else involved with shadow intelligence.

Digging For Dirt [100]

You are able to immediately identify things that could be used as blackmail or otherwise considered incriminating yet useful information. Additionally, whenever you are searching for blackmail or evidence, fate just so happens to make it *too* easy to trip upon them. If the person actually has anything that could be considered confidential, you are able to find it in no more than a minute of searching the area of interest.

The area of interest could apply to virtually any area that the target has been to, no matter how long ago. If they just walked past you at a bazaar, you could start looking on the ground for incriminating evidence belonging to their person and you'll find it in just a minute. No one else will pick this up and no one will care that you've picked it up and walked off.

The nature of this generated evidence depends on the nature of the setting. In the medieval world, you'll find love letters or other missives that explicitly detail any illicit activities that person has committed. In modern settings, you could find printed photos or USB drives containing videos of the deed, even if nobody was at the scene to actually produce them.

The main criteria for evidence to show up is that the person had to actually commit something that could tangentially be used as blackmail.

Shadowbroker [200]
You have a great judgment for people's character. Almost too great. In fact, you're capable of identifying every trait of personality, quirks, and habits from a person just by observing them for a few seconds.

Unlike **User Interface: True View**, this perk gives you a much better idea for what exactly a kind of person they are. You'll know exactly what kind of person they are, what morals they have, how far they'll adhere to social standards, the law, and their personal morals. You'll also know what kind of situations will push them to the brink, or really, what are *all* the things you could do to effectively stress or compel them to do whatever you want from them.

With this knowledge in mind, you'd probably make for a great interrogator and torturer.

Black Insurance [200]
Accountability and oversight begone! You, your informants, and your scapegoats will never confess or inadvertently admit to anything under any form of investigation, and all forms of interrogation are always insufficient in doing anything that could compel you to speak the truth.

This prevents you and your informants from divulging information to all foreign attempts, regardless if the attempts are mundane or supernatural methods of investigation. Interrogation and torture never inflict enough stress nor enough pain to facilitate the truth. Scrying, divination and mind-reading yield only false information that confirm innocence or obfuscate the truth. Additionally, the interrogator will always lose interest before resorting to severe methods that may leave permanent scars and injuries, thus always guaranteeing your escape while sustaining only minor injuries at worst.

Thriving in Misconceptions [400]
Something about your character just exudes harmlessness, a nobody who is meant to be overlooked in just about every given situation. No matter what you're wearing or what you look like, people would look at you and receive benign impressions of your being. They'll even go so far as to assume everything about you is just as benign. Walking around with a knife? Probably want to give it to someone. Dragging a suspicious person-sized bag across the ground? Probably cargo. You're that trustworthy, it seems.

This effect can be subverted if they see you taking direct harmful actions against people. You may also toggle this effect off or set conditions in order to not affect specific people, like your friends.

Preemptive Security [400]

No matter how effective your enemies are, their hostile plans to vilify or harm you will always come to your attention long before they can actually be carried out. Even then, their plans must constantly deal with unexpected obstructions and misfortune, stalling them long enough until you can make a proper response. The forewarning and stalling also extends to anyone that you deem important, including your family and friends.*

This only affects threats that are working against your interest and if their plan is taking at least a day to plan out, compile, and execute. After a day of planning has elapsed, the obstruction starts right away and immediately sends multiple hints to you, therefore warning you ahead of time. This takes the form of anonymous messages warning you about what's to come and why it's happening, although the messages won't ever say who is doing it. The messages will also fully explain every single step the threats have taken thus far, and this continues until the threat somehow ceases.

Meanwhile, the obstruction takes the form of random inconveniences that add up over time, ultimately stalling the threat for up to thirty days at most. After that, anything can happen.

The obstruction will not discourage the threat, but it should be more than sufficient enough time for you to investigate, find the threat, and deal with them yourselves. You could instead send someone else to deal with them for you, but do remember that success depends on one's capabilities, as much as this applies to you.

Court of Shadows [600]

Slow are the gears that move plans. Why sit fidgeting and waiting for uncertain outcomes from an uncertain idea? The efficiency of all intelligence-related assets, such as the spies of your organization, have thus been lubricated by the power of space and time.

Your agents, their handlers, and all other intelligence assets are perfectly attuned with each other, granting them the ability to instantly communicate with one another no matter how extensive your intelligence network is, which also allows your plans to move step by step without communication and apprehension ever being problems. Thanks to this, you could ask one agent what's happening in one of your intelligence cells, and your agent

will tell you every single extenuating circumstance that unfolded in the past and are currently transpiring at this very moment. There is absolutely no foreign source that can exploit this, and your assets won't ever betray you or each other.

The benefits of having a perfect gestalt consciousness to spy for you are endless. They'll look after themselves, do their best to see through their duties, expand nonstop without any accord for obstruction, and react to every issue as soon as they appear. The only thing you'll ever need is one intelligence asset who tells you what you need to know, and to relay the orders you've given to them.

Malice Implicit [600]

You are a true machiavellian who is capable of concocting elaborate plans that could bring the downfall of individual figures or even entire empires. In fact, you have the skill needed to easily identify every single weakness in any entity and come up with incredibly clever plans in order to exploit them effectively.

Even with some vague yet slightly accurate scraps of information, these plans happen to be surprisingly innovative and will account for most problems that most spymasters couldn't in the first place. Some people may even argue that you have precognition, even though your venerable years in subterfuge have simply afforded you familiarization with how people and organizations actually work.

However, just because you have the wit and the mind to come up with insanely effective plans, it doesn't necessarily mean you are given the resources to see it through. By thinking on how to neutralize the child heir for example, you could immediately come up with a plan to hire a compromised guard so the child could be later pushed off a balcony, although you'll have to figure out how to find such a guard to begin with. On the other hand, you'll also quickly form a plan for finding a guard that fits the criteria, and another plan on how to procure the money you need to bribe them with. Suffice to say, you've got an unnatural penchant for plans within plans, like what a successful conniving villain should be capable of.

Simply put, you're a brilliant mastermind who could come up with all sorts of ingenious yet effective plans for whatever you're dealing with. You'd make for an extremely proficient spymaster, though anyone who has you as their spymaster ought to fear you too, as you could easily spell the ruin of their lives, their realm, or even their entire dynasty's future. You've got the skill and insight needed to bring it all down.

Seducer

Enticing Memory [100]

Why not have a primer for all things entailing vanity and seduction? First off, you have a conventionally pleasing physique and appearance that is attractive enough to jump-start the fire within anyone who gazes upon you. The aesthetic details of your appearance can be freely changed by you, although changes must be done in private and not observed by other parties. Your beauty will also maintain itself regardless of your circumstances, even if you're bordering on malnutrition or wading through muck.

Secondly, you gain extensive knowledge for all sorts of things in the bedroom, ensuring a truly memorable experience in bed or wherever else you decide to do the deed. As communication is quite important in understanding the other person's needs as well, there is also no longer any hassle involved when trying to figure out what the other person likes. If you ask, they'll always work it along with you.

Thirdly, you are insulated from all forms of venereal diseases regardless of origin, instantly cure them from partners you lay with, and can grant partners immunity from said diseases. Lovers' pox will be but a bygone issue.

With these three combined, it won't be long before you make yourself a known rake in court.

Like Weeds in a Garden [100]

Being irresponsible can leave behind a trail of bastards in your carnal wake. Anyone in their right mind would suggest better methods to dispose of your mistakes, but it'd probably be more intuitive to make such situations impossible in the first place.

You can control and dial your fertility from 100% to 0%. If your fertility is at 0%, partners will quietly and instinctively understand that any intimate interaction with you is safe whether they actually know it or not. If your biology causes menstruation, you can instead never menstruate without affecting your fertility nor your health.

If you have a womb and are pregnant, you can choose to abort at any time. The process will always be painless and pass seamlessly. If you go through with the pregnancy instead, it'll go smoothly, painlessly, and without any problems whatsoever.

Subtle Desire [200]
You can intuitively detect whether or not if someone is attracted to you, if they're interested in you sexually and/or romantically, and what (in)compatibilities you both have.

Mind you, attraction and interest are two separate things. Just because someone likes the way you look doesn't mean they're willing to tear down their holy matrimony to elope with their sibling—I mean, a would-be suitor. That would be unbecoming of them. Most of them.

Exclusivity [200]
This world of life and lust is rife with daring suitors who have no respect for other people's claims. As insurance, anyone you're pursuing as a romantic or sexual interest will not be pursued by any other would-be suitor, whether or not the person in question is actually interested in you. You can even toggle this for yourself, protecting you from any unwanted attention of the sort.

Examples on how this can manifest but not limited to are: would-be suitors suddenly losing interest, misidentifying you as the target's kin who could absolutely beat their ass, the target doing something that suddenly discourages any pursuing, and more. Whatever their reason, they won't say why to anyone else.

Unshackled Lust [400]
People do not factor in any social or sexual biases when it comes to forming an opinion about you, though your attractive features remain attractive. You may toggle the social and/or sexual biases on or set conditions on who they affect.

Additionally, you and your partner(s) will not be disparaged nor discriminated against for any differences or ties in status, race, wealth, kinship, or anything else that can be arguably considered a social bias, as long as the relationship in question is consensual. People will simply consider it as any other normal relationship. Even your polyamorous relationships are considered to be completely acceptable.

You could live in a religiously devout, monogamous theocracy where poly couples are put to death and no one would mind if you broke the law by marrying two or more

people. Hell, you can get a priest to officiate the marriage and they'll oblige without dying later. If you lived in a society where having only one spouse is frowned upon, as is the case for most Islamic or polygamous societies, they would also accept your monogamous relationship.

Complaisant [400]
All your romantic and sexual partners make an exception for you when you are deciding what the relationship should be. Whether you want it to be entirely physical, a one night stand, or an emotional investment, they'll have no problems coming to terms with it and will approach the relationship exactly as you want them to. Additionally, they will always remain perfectly discreet if the relationship could warrant the ire of unwanted parties, such as fiances, spouses, and other inconveniences.

If you have multiple lovers who are in the company of each other, at worst they will eventually accept each other, or at best they will eventually love each other. This takes a few weeks before they peacefully settle over their differences.

Love is a Wayfarer [600]
You have a ridiculously lucky love life. Whenever you're looking for someone to match with, fate generates a random character who will cross paths with you within minutes of you desiring their presence.

Their identity, personality, and backgrounds are always diverse, potentially ranging from comely serfs to decadently exotic nobles, or whatever fits the setting. If you have a specific type, you can restrict the scope of this perk according to your exact preferences. You can also generate as many new people as you want, either multiple at once or only one at a time. However, their overall capabilities are never beyond the setting's average.

It is up to you if you want to keep in touch with these people. If you want to stay in touch, they will either stay where you first met them, where you expect them to be, or to constantly cross paths with you in the future. If you want to never see them again, then they may simply disappear from the world as soon as you both depart, but you can change your mind anytime if you want to cross paths once again. They will meet up with you whenever you want them to.

You may also encounter the same people in future jumps, and it is up to you if they remember their previous lives. If they do, they'll merely take their new circumstances in

stride. You may recruit them as Followers or Companions, but they'll only agree once you've known them for at least one jump.

Home Advantage [600]

As a foundation of this perk: Prior to getting killed, you may select which 1UP option should be automatically activated if you were to ever get killed, and you may specify which 1UP options should be triggered after that. Whenever you are killed, you are greeted with a user interface death screen that allows you to choose any of your 1UP options that you currently have. This includes perks that grant the option to reload saves. Absolutely nothing can detect nor mess with this aspect of this perk.

Whenever you're being resurrected, you may also choose to respawn at any of your properties, near your designated friends or allies, at a random safe location in the setting, or where your body currently is. How you reappear from death is up to you, but it has to be purely cosmetic. Your original body may instantly disintegrate to nothing once you respawn.

Now for the bread and butter of this perk: You may freely designate any one of your lovers to be sacrificed in order to respawn you upon death, or just make the perk randomly choose one lover. If you die, the designated lover (regardless of their location) will immediately suffer a fatal accident, injury, or health condition (i.e. heart attack or aneurysm), whichever is more convenient. These lovers can be Companions, Followers, or lovers you've made in the jump. They have to actually be invested in you sexually, romantically, or both. Even relentless stalkers can be targeted by this perk.

Lovers killed this way will stay dead throughout the jump but they can still be resurrected via powers.

Learning

Physician

Practitioner [100]

You're something of a medical professional yourself. There may not be certificates or awards to verify such a thing these days, but you are! Truly!

As a physician, you know every conventional method to look after a person's health and take care of any injuries they're afflicted with. Additionally, your medical techniques are guaranteed to resolve their conventional ailments in record time with no side effects whatsoever. Bubonic biles would become painless and leave no future markings of the disease, and carrying out pregnancies would never result in the suffering or death of the mother.

Even alleviating symptoms of otherwise incurable diseases could cause the disease to wane in strength until it is no more. This effect takes only a few days of constant treatment to finalize, but it can be quite painful.

In future settings, your doctor's knowledge will update to match the best of the setting.

Sanctioned Apostate [100]

Dabbling in strange arts and training in witch doctor healing has taught you every unorthodox method for looking after a person's health and taking care of any injuries they're afflicted with. You know every herbal cure, poultice, and alchemic solution that is conducted by the setting, and such things created by you will genuinely work on what they're supposed to treat. Even permanent ailments.

You could make poultices to cure genetic disorders such as sickle cell blood disease, make potions to remove things like curses, and more. There are no side effects if the treatment fails, but you'll know where you went wrong or why it's ineffective. These unorthodox practices will never receive negative attention from rabble and authority, and you will be considered as certified as an actual doctor.

You are also capable of developing alchemical solutions on your own, no matter how limited the current alchemy system is, thus allowing you to find all sorts of effects given enough time and resources. Of course, their effectiveness scales with the strength or rarity of the ingredient.

In future settings, your knowledge of alchemical ingredients (herbs, animal products, etc) will update to include all the fauna and flora that can be found in the setting. This can be retroactive.*

Know Thyself [200]
A lot of time is spent trying to figure out and diagnose the patient with what they have. Sometimes doctors will mess up, misdiagnose, and assign the wrong treatment altogether. What a terrible waste of time. You, on the other hand, have the gift of identifying what is ailing the person even if there is no visual indicator to suggest otherwise. All it takes is one glance.

A cancerous growth in the person's liver is just as obvious to you as biles on the skin, a mother's impending miscarriage cannot hide itself from you, and curses are just as clear to you as the sunny sky.

This perk can be integrated with any user interface perk you have, which may bring a window depicting all their problems and can be sorted the way you want it to, e.g. shows most critical condition to least critical, separating physical ailments from mind or soul, etc. You can use this perk on yourself too.

Veracity [200]
Even more time is spent trying to explain to patients that what you know is the truth, but there are certain ways to get around their feeble mindset and inject some hard truth into their veins. Figuratively, of course.

Your conduct of speech comes across as straight-edged. Unassailable. Impeccable. Honest. In other words: your words have an aura of pure credence that causes the other person to understand the truth being told if you are speaking the truth. They will hold no ill will towards you for telling it and will take any advice of yours seriously, doing their damndest to not deviate from your instructions.

If you're here with the intention to help, they won't question it when you tell them you're here to help.

Do Harm [400]
You know fully well on how to apply any bit of your medical knowledge to inflict or prolong suffering in the most effective way possible. If you know how to make tonics to relieve allergies, you'd also know how to turn such things into lifelong issues. If you are trying to stitch wounds, you know how to make sure it'll never heal properly and afflict them with constant, agonizing pain that would make suicide preferable as time passes on. To supplement this, any doctor malpractice you commit on purpose will never be attributed as your fault and will instead be blamed on unfortunate circumstances.

As a side effect, you are also capable of using any medical instrument in the most unbelievably lethal of ways in combat. Even with a pair of calipers, the best swordsman in the land won't be able to hold a candle to you. You're probably going to use this perk for protecting your patients more than to kill people, though. One may hope.

Rise Against the Savior [400]
It can be difficult to help people if you don't know where they are in the first place. Within a 300 meter radius, you are able to sense all troublesome situations that are either happening right now or is forecasted to happen within thirty minutes. If a situation requires a minimum set of skills to solve effectively, then you'll instinctively know that too.

To help prevent you from being overwhelmed by this, you can set conditions for what kind of situations should grab your attention. If people are getting robbed on a street or a kidnapped victim is held in a basement, you know where. If someone needs help feeding their kids, you'd also know where.

If you have a user interface perk, this perk can manifest a non-intrusive waypoint towards the direction of people who need help and will pinpoint the perpetrator's location with a tracker until they manage to flee beyond your one-mile radius detection.

Panacea [600]
By doing something really visceral or eccentric to another person, like punching them in the jaw, kicking them in the guts, tying them into the ceiling with rope while lathering their bodies in honey and putting a beehive in the room, convincing them to plank for two hours, throwing apple pies at their face, or cutting their balls off, you instantly cure the person of every single ailment they're suffering. It doesn't matter what the ailment is or its origin. Yes, limbs can grow back if you cut off the other limb.

Once the action is finished, their ailment will be completely cured and the only consequence from the nature of the treatment will be phantom pain if there was any pain to begin with. If it was a disease or curse, they will subsequently gain immunity to it regardless of its nature.

Therapeutae of Asclepius [600]
Every physician within your organization now passively benefits from you or your Companion's **Physician** perks along with any other medical-related skills. They will also quickly develop a burning passion to genuinely help others if they didn't have a similar passion before. This does not make them more susceptible to nefarious actors who would otherwise exploit their good character.

If you have all the previous **Physician** perks, expect your physicians to aid every patient in record time. Dying cripples and debilitated lepers could arrive at your infirmaries and promptly leave after a few minutes of treatment, free of all ailments and disease. With **Veracity** and **Rise Against the Savior** perk, you'd find your physicians breaking down random doors to reach dying strangers that they've sensed hundreds of meters away, and being relieved of any accountability thanks to the law understanding the necessity of the situation. Of course, your physicians always know when to take time off and look after themselves.

Those who benefit from their newfound medical acumen will not misuse their powers for their own selfish ends. You may freely limit or restrict any powers affecting the physicians. You can remove all effects on a person immediately and the affected will return to their true, original capabilities.

Scholar

Anamnesis [100]
There is nothing as detrimental as losing essential pieces of information simply because of age, disuse or other annoying factors. Never again. Your mind is an endless archive of perfect maintenance. There is no limit to how much information you can store in your head, and you can perfectly index and recall anything with perfect clarity. Even the first year of your original life is crystal clear.

As a safety measure, there is nothing and absolutely nothing that can tamper or let alone peer into the depths of your mind. You can occupy them with false memories until the jig is up or you can instead just block them.

Erudite [100]
The intake of knowledge is often limited by the medium of communication, the legibility of the contents, and how efficient you are at retaining the information being read. With so much to learn in this day and age, one might as well dedicate their entire life into understanding the materials. Fortunately, you have received some proper lessons on how to 'retrieve' information efficiently.

Just by glancing at the page, or quickly skimming along the paragraphs with your fingers or whatever alien digits you have, the full contents of that page will sleet into your mind with magnificent efficiency. Within seconds, the entire information of the respective page is retained within your mind and you'll perfectly understand the local contents. However, you will have to keep doing this for the remaining pages of the book, but it's definitely faster than conventional reading. Furthermore, you'll always know which pages you haven't read yet and where.

Additional powers or perks that somehow boost reading speed can also boost this perk. If you know how to read 2x faster, then this perk will affect twice the many pages, and so on and so forth. As such, all relevant boosts are not affected by diminishing returns. The largest boost is applied first, followed by the second largest boost, and et cetera.

This affects anything that could be read on any material, like going through a newspaper, digital article, or stone tablets.

Peer Review [200]
It is difficult to make an objective judgment of your work without relying on abrasive colleagues who have no concept of laying out their words carefully, nor the elite polity who thumb their noses at aspiring scholars for pursuing what may appear as useless passions. Beyond them, you may have to deal with illiterate rabble who consider you to be pretentious, as well as religious figures who judge your work as heresy. With no one to turn to, you have decided to take matters into your own hands.

At will, you can adopt a persona that is emotionally disconnected from any biases or preconceptions that you may have for a particular topic. Your own works will feel almost completely alien to you, allowing you to make objective reviews and form conclusions free from any biases.

Trapping yourself in this state may prove to be detrimental than intended however. As such, this perk also gives you a small piece of your consciousness that has your full original personality and acts as accountability. It doesn't do anything on its own, but it automatically toggles off your dispassionate state if it doesn't like where you're going.

Pedagogy [200]
You are, by far, one of the best teachers anyone could ever have. You've got a wide range of techniques that will maintain your pupil's attention for the entirety of the lesson and ensure they retain every bit of knowledge instilled into them.

As they're taught, your pupils will find themselves invested into your words and their learning rate accelerated to such an extent that they'll reach the same level as you with just a month of teaching. It doesn't matter if they don't have any talent or prior knowledge for it. If you're teaching a method, technique or power, they'll develop the required ability to utilize it. If you want, you can also instill a burning passion for it within them in just an hour of the lesson, even if you don't have passion for it in the first place.

There is no limit to your audience size regarding how many this can reach at once. If you were told to lead talks at an assembly and to enlighten everyone on an incredibly obscure topic, you'd manage to keep everyone's focus and everyone will eventually consider the situation with as much passion as anyone else fully immersed in the subject.

Literal Prose [400]
You may not always be available to teach students in person. As such, your literary works (and anything else that can be used as educating material) are capable of instilling knowledge just as effectively as if you were there and personally guiding the person in understanding it. Any powers that affect your teaching skills can work through this perk. Your reading skills may also affect your works, potentially allowing readers to digest the information quickly or instantly.

Upon creating something or looking at your creation, you can enchant it to be affected or unaffected by this perk. This costs nothing to do.

Metaphysical Printing [400]
The tragedy of the Great Library of Alexandria will not be repeated! Any information stored within your mind can be psychically inscribed on anything that can be used as a writing base. By thinking of a blueprint, diagram, book, comic or anything that can be inscribed on something, you can replicate a copy of the written work you are thinking of or inscribe their contents onto any surface. This does not need any materials and the process is always instantaneous. You could also summon blank parchments if you want. It costs nothing to do any of these.

Any supernatural properties that the item would've had may also be retained at your discretion, like a magical scroll that could cast fireball.

Lucubrate [600]
There is nothing in the multiverse that is far out of your reach when it comes to figuring out what they do. In fact, upon seeing any object, phenomena, or subject in question, you receive a burning inspiration in the back of your mind to find some parchments, a writing utensil, and to start writing down the maddening thoughts. Though this can also apply to any other form of writing media.

In order to get started, you'll have to "tune out" and let your body function autonomously. By doing so, you may choose to timeskip forwards one hour as your body writes down words at frightening speed and ultimately produce a literary masterpiece that details every single fickle thing regarding the subject. Interruptions during this sequence will kick you back to attention, but you may resume progress at any time. You may choose to create one comically massive book or multiple sizeable volumes.

However, you are limited by the writing media on hand and it can take more than six hundred pages to fully explain the subject. Even then, it could take a terrible amount of studying to fully understand the material, perhaps an investment from one's whole life, unless you have the necessary perks for memory retention and accelerating reading time.

You can put the inspirations from this perk in the "backburner" so to speak, thus preventing them from distracting you and only ever coming into light when you want to think about writing them down again. If you have a user interface perk, you can summon (and subsequently dismiss) a screen that lists out all the inspirations and their basic information, which can be convenient if you want to choose what to write down first.

Planned Cultivation [600]

Your mind constantly receives stunning bouts of inspiration that could very well masquerade as prodigious intelligence, coming up with all sorts of ideas to help develop any skill that you're interested in, ultimately assisting in learning anything you're interested in learning. You will recognize these ideas as an effect from this perk, and following through on them is equivalent to accelerating your learning skills at 10x the usual rate.

Writing a story? You'll feel like writing some smaller stories on the side, and they will always help you understand which story elements are good and which fail expectations, thus helping you improve the story you're ultimately making. If you're disassembling a complex mechanical construction that you have no clue how to reverse-engineer, you'd feel randomly inspired to take certain things apart that are easily understood and you'll sequentially work your way up to the more complex pieces, helping you to understand it altogether.

Basically, you get a silent all-knowing teacher that subtly functions as an instinct which tells you how to start on something you want to improve, what materials to start with, what to look for, and what to do, all which effectively allow you to work towards your own growth and understanding. With this perk, time and access to materials are the only things that can stop you from learning anything. You won't need a teacher or educating material to help you with anything ever again.

Mystic

Ritualist [100]

You're capable of performing various rituals that do not require any ingredients or external resources to activate. The full details for how these rituals are performed are entirely up to you, but they generally take less than a minute to perform, similar to many rituals of modern day religions.

You could adopt baptism via water and turn that into a soul-purifying technique, for example. Uttering simple prayers also count as rituals. If you're a more practical person, it could just involve putting your hands out in front of the target and intending whatever you intend to do.

These rituals are capable of doing one of the following:

- Numb all pain receptors. Functions similarly to a perfect painkiller, and somehow does not revoke the person's awareness of pain. Lasts for up to 24 hours.
- Cure all infected wounds and prevent future infections from ever taking hold for the affected wounds.
- Gradually cure all conventional diseases and bacterial infection, regardless of source. Takes over 24 hours to finalize, but ensures they won't die from conventional disease or infection.
- Accelerate blood clotting until the bleeding stops. Takes about a couple seconds. Affects all wounds on the body and never causes complications.
- Temporarily invoke calm and level-headedness on any target. Lasts for up to 24 hours. Useful for people who won't stop panicking in bad situations.
- Purifying all curses, regardless of origin. Largest area is $30m^2$.
- Exorcism and banishing, which shuts out the spirit and revokes their ability to interact with the material realm for 24 hours, regardless of their actual power.
- Imbue a gradual spiritual and supernatural healing on the target, thus removing any afflictions to the soul and supernatural reserves. Takes about 24 hours to finalize, but ensures they won't die due to any deleterious supernatural effects as they recover. Affects all spiritual and supernatural afflictions regardless of source. This does not directly heal the soul.
- Enchant an object to detect nearby souls. This causes an object to vibrate if there's a spirit with 100 meters and vibrates even more harshly upon closer vicinity. No one other

than you can detect this, except for people you want to. You can use this to detect any magical or supernatural source too. Can specify conditions.
- Clean a $30m^2$ area free of any filth and grime. Basically sterile.
- Purifying all poisons, toxins, and pollution regardless of origin. Largest area is $30m^2$. You could also use this to remove intoxicating effects on people.
- Purify all forms of radiation. Largest area is $30m^2$.
- Briefly activate (or deactivate) any light source, such as torches and light fixtures, without using any resource or external power that they rely on. Lasts for as long as you want it to, not accounting for foreign attempts to purge it.
- Summon (or remove) any scent and let it saturate the area up to $30m^2$. You can keep the scent equal across the entire area, and the scent can be diluted or strengthened to extremely unbearable levels. Lasts for up to 24 hours.
- Print any visual memory into any surface. Maximum dimensions are 100 cm x 100 cm. Quality is always perfect, and you may remove any specific details from these prints.
- Giving and removing tattoos. Painless, and how it looks is entirely up to your artistic skills.

Ritual effects are activated based on your intentions. You may also alter effects to last shorter than 24 hours, and reduce AOEs to be smaller than $30m^2$. All rituals are single-target unless stated otherwise, and ritual effects can be applied on yourself, others, animals, and plants wherever applicable.

Sant Sipahi [100]

To protect yourself and others from the intolerant, you have familiarized yourself with a diverse number of niche weapons that can be used to protect you. All mundane objects explicitly associated with religious purposes in mind are functionally equivalent to actual weapons at your disposal, and your combat prowess with them scales proportionally to your overall prowess with actual weapons. Example objects include staves, kirpans, urns, censers, and bibles.

Their effectiveness also scales with the most effective weapon of their class. A kirpan or a sacrificial knife could cut through flesh as easily as the best knife could, and a wooden staff can crush through armor just as effectively as a flail. Religious scrolls gain the dexterity and tensile strength of whips. Even the Bible thrown from your hands would be the equivalent to a lethal stone slung from a slingshot, and it could bludgeon just as good as any warhammer if you're striking them with said book.

Benediction [200]
Any power of yours that requires an external condition to activate—i.e. it must be spoken or require meticulous gesticulation of the limbs—can instead be instantly activated via consciously willing it.

This doesn't necessarily finish every lengthy ritual instantly, although verbal components and physical gesticulations in the rituals can be skipped entirely. If rituals require only either of those two things, then their effects can be activated at will.

Paradigm [200]
In each setting, you can choose to gain immediate access to the local magic system (if it exists) and can draw from it just like any other mage can. Best of all, you immediately learn the most basic spells and gain conventionally peak magical potential for the system, although your growth rate is normally standard just like the average spellcaster. This can be overwritten by perks that affect magic growth rate.

Additionally, entering different settings will not lose your access to the magic system and you can carry the magic system with you. You may selectively choose if others can draw from this magic system as well, e.g. allowing everyone in the setting to learn it or only certain people can tap into it. Absolutely nothing else can tamper with the magic systems you've imported from other settings.*

To make things more convenient between magic systems, you may alter the magic systems to draw from one resource pool and you may merge all your personal supernatural resource pools into one. You can restrict this to affect only you or anyone you permit. This will add up their best aspects such as their regeneration rates and maximum cap, all while disregarding the negative side effects such as blowback from failed rituals or a sense of fatigue from casting too many spells.

This perk can be retroactive by holding magic systems of settings you've already visited.

Child of God [400]
Your mind and soul are impervious to being damaged, let alone tampered, by literally everything. Any power or perk effect that negatively affects your mind, soul or being has their effects completely negated. Foreign attempts at soul possession completely fail and the would-be invader is immediately repelled. You may also selectively allow certain soul-affecting powers to affect you and subsequently rescind any of their effects at any time. Nothing can stop you from doing this.

Additionally, unconsented attempts to mess with your mind or soul will cause the perpetrator to be immediately mentally assaulted by an unseen force, distorting their perception to see a vaguely terrifying godlike entity looming over you as if you were under their protection. An intense primal fear will accompany this feeling, ensuring the perpetrator feels as small and insignificant as a smote of dust carried by wind. If the perpetrator is incapable of feeling fear like this, then they will know true fear.

Once the perception ends, the perpetrator will forever feel a dangerously lethal presence whenever they are near you. You are free to toggle this effect off against them. You may also specify the visual details of this entity as well as the experience itself to your liking.

Predilection [400]
You are considered by mythical, divine, eldritch or otherwise supernaturally powerful entities as an interesting character worthy of their doting yet patronizing attention. This generally affects everyone who is quite literally capable of obliterating you in one hit without any effort on their part. They will also do things for you that are in-character of them and such actions are always beneficial to you in some way.

This perk essentially guarantees you won't be instantly destroyed by godlike entities on sight. Even if you were an adherent of an opposing faith, they will treat you like a confused pet who is straying on the wrong path. If you happened to traipse upon the territory of an intolerant homicidal god, they would act exuberant at what appears to be a lost puppy in desperate need of guidance.

Going out your way to harm or mistreat these entities will gradually negate this effect on them, depending on how offensive and intentional you were. Attacking them but not incurring harm may just cause them to laugh at you while playfully scolding you, whereas actually injuring them may negate the effect entirely.

Barred From Rest [600]
You have danced with Death before and She has disclosed to you a powerful secret. As such, you have been taught an ancient magic ritual that requires nothing more than the body (or sample) of the deceased, a brief prayer, and a living sacrifice.

The ritual is actually quite simple: by prostrating the deceased before you, reciting a short improvised prayer towards any god real or not, and concurrently executing any living creature (a rat is the smallest viable creature), the deceased will subsequently be

wrapped in holy light for a brief moment before coalescing into a solid form, reforming into a new living body in a span of a minute.

Peculiarly enough, the resurrected individual will have their age reverted to the prime of their lives. All memories and personality traits from their previous life will be retained, but there lies the issue of trauma after experiencing what it is like to die. Their souls will also be restored to perfect condition, even if it had been destroyed somehow in their previous life.

If you don't have the deceased's body, you can use anything else to substitute as long as it relates to them somehow, like a wick of hair, their clothes, former belongings, favorite flowers, or a picture. The object in question may be retained after the ritual, whereas any remnant of the deceased's actual body will dissipate to nothing.

Techno-mage [600]

You are capable of perfectly replicating any technological tool and effect via magic and at no cost of supernatural reserves. However, you can only magically replicate the technology if you were at the scene and spent at most a few minutes observing its function. Alternatively, you can hit the books, understand some scientific fundamentals, and replicate the effects after reading enough about them.

As a few examples, you could project flames from observing a gas stove, briefly "enchant" your fingers or arm to cut as delicately and decisively as swords, bayonets or vibroblades, fire magical projectiles with similar velocity and firepower as arrows or bullets, briefly enchant your legs to run as fast as a mechanical land vehicle without tiring yourself, and give yourself sudden flight after observing how jet fighters takeoff and fly.

Effects that alter you can last as long as you want them to last. You may also use certain enchantments to alter the target's condition, such as refrigeration or cryogenics, which can be made permanent. As an example, you could observe cryogenics and "enchant" people to be cryogenized, therefore placing them in cryostasis even if they're not in an enclosed environment. You and other magic users can disenchant any of your targeted effects, unless you have powers preventing others from doing so.

You can use the given examples to fanwank magic from other technological thingymajigs.

Organization

Official game art

Every single perk under the Organization category is related to your organization.
You may freely choose who is affected by these perks.

The following discounts are given to you:
Six 50 CP perks
Four 100 CP perks
Two 200 CP perks
One 400 CP perk

Discounted perks are 50% off.
Discounted 50 CP perks are free.
You gain +1000 CP stipend to spend solely on this section.
Companions do not receive stipends or discounts for this section.

This is the part where you're going to be building your own realm and giving them perks. Upon finishing this section, you will receive 500,000 refugees and many more people to help jumpstart a new realm anywhere in the setting.

DISCLAIMER: If you are not interested in giving perks to your organization, nor are you interested in getting at least 500,000 people as your following to import into various settings, you may skip this section and head down to Religion.

Organization: Innate

Drylanders [50]
Your people are masters of the desert. They do not dehydrate faster from heat or arid conditions, are comfortable with heat up to 65℃, and can traverse through areas without any granular particles getting into clothes, equipment and other belongings.

Note: You may spend CP on this and other environment-related perks to help expand your people's environmental versatility.

Wetlanders [50]
Your people are masters of living around water. They are comfortable with any amount of humidity, can swim as fast as sprinting on land, do not expend stamina nor get fatigued from swimming in water. Your people cannot be slowed down when walking or running through water nor can water push them down.

Foresters [50]
Your people are masters of the forests. They are comfortable with any amount of humidity, traverse any woodlands as easily as paved roads, and climb all trees as easily as just walking up the stairs. They do not expend any energy from climbing trees and other megaflora.

Boreal Northerners [50]
Your people are masters of living in cold, unforgiving environments where most societies struggle to survive. They are comfortable with cold temperatures as low as -65℃, aren't slowed down by snow or ice, won't lose traction or grip on icy surfaces, and their eyesight adjusts harmlessly & instantly to light intensities and the whiteness of snow.

Mountaineers [50]
Your people are masters of the mountains. They are immune to changes in G-forces, comfortable with cold temperatures as low as -65℃, traverse all elevations as easily as mountain goats can, and do not expend additional energy from traversing difficult elevations.

Superior Metabolism [50]
Your people have a fantastic metabolism. They could engorge themselves on the fattiest of foods and come out the following day with nary an excess fat gained on their ribs. They can still gain weight as usual, but it'll never exceed what is optimal for their health. Excess calories will also not be wasted and are instead maintained as intangible energy reserves, which makes it much harder for your people to unintentionally lose weight as well.

Sprinters [100]
The first warriors of humanity made it their duty to train and exercise in order to defeat other groups. Little did they know that they pioneered one of the most basic aspects of warfare. Borrowing harsh lessons from this time, all your people share the same maximum potential for peak agility and fitness for their race.

You, personally, have the power to limit how far the appearance of their build can get. This won't affect their actual physical function.

Horse Lords [100]
Your people are born into the saddle. Starting from the age of four, your people can learn how to ride the saddle on any mount (and learn how to drive any vehicle) and master it on their own over the course of a month. If they receive help, this can be narrowed down to a couple of weeks or shorter. It won't be long before your people's children know how to outcompete adult riders from other realms.

Fit [200]
As long as your people eat enough to stave off malnutrition and overweightness, they naturally develop an adequately toned physique without much investment on their part. This physique is equivalent to what you can get from spending decades from hunting and gathering in the rough prairies.

All Are Created Equal [200]
Your people's physical capabilities cannot deteriorate due to age or disuse. They still age as normal and whatnot, but they won't be any different than their prime. If such capabilities had already deteriorated, they will quickly rejuvenate back to their prime.

All Are Mindfully Equal [200]
Your people's mental capabilities cannot deteriorate due to age or disuse. If such capabilities had already deteriorated, they will quickly rejuvenate back to their prime.

Culinary Artists [200]
Every single person has the natural talent to be an excellent cook, and those who already have the passion are far better at it too. As a baseline, your people could make food even from inedible parts and end up creating a nutritious savory amalgam of appetizing delights. With actual ingredients, even what should normally be considered peasant food could be fit for a king in terms of how delicious it is. As for your best chefs, their food can send gods to a food coma.

As foreign ingredients find their way to your organization, your people will surely find ways to expand their culinary repertoire.

Woodcrafting [400]
Your people are attuned with the trees and have managed to develop a secret yet advanced art of woodcrafting. They know how to harvest bark from trees without hurting the trees, manipulating tree sap to rejuvenate tree bark and vitality over the course of a few days, and developing forest-friendly infrastructure to the point they could build massive ecumenopolises of green, assuming they can survive the ages.

They also know how to work with tree bark, giving it the same malleability as molten metal during woodcrafting, and later granting the tree bark the same durability & strength as certain metals once the byproduct is finished, although this process is about 10x more laborious and costly than actually using metals. Thankfully, your people won't need to mine anything to develop technologies equivalent to steelworks because they can substitute every component with a tree-originated counterpart.

Ancient Miners [400]
Your people are legends at digging and finding valuable materials within the ground. Prospectors and miners can intuitively sense all valuable underground materials within ten miles relative to their person, and intuitively identify the nature of the material in question.

Pickaxes and other mining equipment are immune to deterioration from time, disuse, or constant use. All underground structures do not require maintenance either, and underground activities (such as mining) do not cause nor exacerbate underground phenomena, such as cave-ins and tectonic activities. Your people could dig massive mines with no regard for structural support and there still won't be any cave-ins or landslides.

Metalworkers [400]

Your people make for absurdly genius workers for all things related to metallurgy. They could work with any metal through intuition alone, make the highest quality of metals from even the poorest and insufficient of materials, and don't need any advanced cutting-edge equipment to make the tiniest measurements required in their designs. One blacksmith could forge a hundred high-quality swords that are all completely identical to each other without any discrepancies of note.

Organization: Culture and Society

Cultural Developments [Free]

You may freely alter whatever cultural values your people should embrace. Changes take over up to a year to finalize. If you have a user interface perk, you can summon a full detailed list of their cultural values and a description explaining their past and current developments, and what cultural progress is currently happening and why.

Whatever you choose, none of your people will see this as strange or wrong, not even the older generations, although you can freely alter how different generations or certain people will perceive the new changes.

Cultural examples include but are not limited to: meticulous accounting of affairs (Prussian), cosmopolitanism (Judaism), court eunuchs (Han Chinese), modesty, gender egalitarianism, attitudes towards women and men, monogamy/polgamy, xenophilia, chivalry, pacifism, slavery, being warlike, honor killings, etc.

You can use this perk to maintain the same cultural values for as long as you want.

Isolationism [50]

Your people do not migrate to foreign lands and will make every effort to stay under your organization, no matter what is happening in said organization. You may restrict this tendency anywhere from "completely unwilling to leave the organization" to "migrate to places as normal".

As a side effect, you can pressure minority or foreign groups to leave your lands and they will get their affairs in order within a year. They may refuse if they actually have nowhere else to go.

Melting Pot [50]
Foreign or minority cultures within your organization are much more receptive to assimilating to your main culture, social values, and religion. You can choose one culture that people should assimilate to, and freely choose if this is a full-on assimilation, produces unique divergent or hybrid cultures, a mere acceptance and coexistence with the other culture, and et cetera. Full-on assimilation takes a few years to finalize.

Linguistics [50]
Your people learn languages and their nuances much, much faster. They could be exposed to a completely foreign language and somehow learn by emission. Within a week of exposure, the person can speak the language as if they're a native. If you want, you can apply this to one of your organization's languages and all their respective dialects, making it much easier for everyone else to learn it.

Alternatively, you can make one of the languages straight up impossible for foreigners to understand it, aside from what they already know. Even languages that should be mutually legible will fail to understand. You can toggle either of these effects on or off anytime, but both of them cannot be applied to the same language at the same time.

Additionally, your people's linguistic skills cannot deteriorate due to time or disuse. There is no limit to how many languages a person can remember as well, but you can freely limit the extent of this.

Esteemed Hospitality [50]
No one will ever take advantage of your people's genuine attempts at hospitality. They will always be genuinely grateful for accommodations given to them.

Bellicose [50]
Fights, brawls, duels, and all forms of mutual altercations will never result in permanent injury or death as long as at least one participating party doesn't want such a thing to happen. Prime examples include: people settling over grudges via swordfights or gun duels, people getting thrown out of establishments and onto the floor but the bouncer doesn't intend to actually kill them, very intense arm wrestling, and et cetera.

This has no effect on criminal situations, such as thievery, robberies, and attempted murders.

Bureaucratic [50]
Your people value consistent record-keeping as of great importance, and take great pains in logging down information for every situation imaginable. As such, it is impossible to permanently scrub any and all records logged down by your people, for such efforts will always be insufficient and result in the information being once again found somewhere else.

Additionally, whoever logged down the record will always be able to find it in no less than a minute of effort. If they want this record to remain eternally accessible, they can also grant a similar level of accessibility to the organization at large, thus allowing anyone within the organization to find a copy of it just by looking around in their surroundings for a minute. The copy will then disappear once it is used.

Communal [50]
There is nothing more important than family. Your people do their actual best in looking after every single member of the household, express their appreciation for people they genuinely appreciate before they're gone, and always try to work together with their friends, family and kin when facing obstacles. There won't ever be a situation where somebody's issues go unheeded.

Courtly [50]
Your people adhere to rigid expectations of social conduct. Excessive gestures of apology and forgiveness, strict adoption of language to denote somebody's status, and keeping up with severe customs are all but examples of what your people normally partake in, and none of this will contribute any stress to them nor impact their actual productiveness. They can keep this charade up for as long as you want them to.

Egalitarian [50]
Your people see through racial, cultural and religious biases and instead take character strictly into sole consideration. Everyone shall be judged by the merit of their characters, actions, and intentions, and if they so much as fail to keep up with what society expects of them, then society shall shun them and they won't mind if the government punishes or rehabilitates them.

Spiritual [50]
Your people don't disparage others for the worship of divinity, spirits, or pagan magic, nor do they discredit those who adhere to secularism. The multiverse has a place for all of us, after all. As such, your people merge the lines of secularism and religion efficiently, ensuring religious fundamentalism and atheistic pursuits do not impede scientific progress and philosophical development.

Stoic [50]
For your people, life is a journey that can definitely be ventured alone. Your people have mastered the art of self-internalization, and every single one of them are capable of internalizing and understanding their own shortcomings within days. This level of internalization is no different than receiving help from the best therapist in the land, and they'll always come out of their personal issues better than the day before.

From these experiences, you, personally, can determine what kind of personality changes are likely to happen and what other changes won't ever happen.

Upper Vernacular [50]
Your nobility, or whatever upper society, has developed their own refined language that is separate from the lower echelons of society. This language is impossible for everyone outside the nobility to understand, and speaking it will indicate to other nobles that the speaker, too, descends from an auspicious birth.

Wealthy and imperial actors (such as corporate figures, nobles, and politicians) are now far more receptive to working with your organization, and it takes far less effort to establish contact and develop close relations with similar actors in future settings. Additionally, they will always be able to understand this archaic language somehow, and may even make special note of it.

You may make up your own language to fulfill this perk's function.

Lower Archaic [50]
Some parts of the lower echelons of your society has developed some form of tradespeak, which is now dominating the mercantile diaspora within your organization, or at least the discrete aspects of it. As such, mutual speakers understand that the recipient is well-immersed in under-the-table negotiations and other shabby deals, and this level of privacy prevents everyone else (who doesn't have lower-society origins) from learning or understanding it.

Dubious actors (such as mercenaries, grifters, and cartels) are now far more receptive to working with your organization, and it takes far less effort to establish contact and develop close relations with similar actors in future settings. Additionally, they will always be able to understand this archaic language somehow, and may even make special note of it.

You may make up your own language to fulfill this perk's function.

Mental Austerity [100]
It takes far less amenities to make your people comfortable, so much so that they could be quite content with eating tasteless porridges and watching grass grow for the rest of their lives. This does not stop them from trying to improve their lives as usual, but it does make it child's play if you're purposely keeping the masses satisfied with the bare minimum.

Communal Festivals [100]
Social events hosted by your people are an amazing experience. Festivities are far more boisterous, foodstuffs and goods on sale appear in greater quantities than even a participating merchant would expect, and all negative habits effectively cease to exist for the duration of the event. "Negative" meaning anything that may incur harm upon another person without their consent. Mutual duels could still occur if that is the nature of your people's society.

Absolutely nothing can ruin the potential fun of these events without willful participation on your part.

Bourgeoisie [100]
The elite of your society may sit high in their ivory towers, but they will never grow complacent or ignorant of what is happening below them. In fact, the elite of your organization are keenly aware of everything that is generally going on in lower society, even in incredibly distant regions.

As a side effect, your elite never make out-of-touch comments or policies that could rouse the proles against them, or at least know how to enact such statements or policies in a way that is overlooked by the proles.

This makes it much, much harder for your lower society to compete or rebel against their betters.

Congenital Traditions [200]
Your people are ingrained with effective parenting habits that are guaranteed to pass down any traits and values the parents wish to impress upon their offspring.

You may freely choose what kind of traits or values are affected by this. You may also choose which traits or values are affected for each individual caste or social class.

Industrious [200]
Your people are ridiculously industrious. They do not get bored nor burned out from doing the same thing over and over again, although they cannot get harmfully addicted to repetition.

Apathy [200]
Differences between people's economic wellbeing no longer have any effect on your people's attitudes to their own economic wellbeing. They are completely apathetic to other people's plight or success when it comes to wealth. As a consequence, all the peasants and lowly classes within your society never have any ambition to campaign for economic equality and are fine with things as long as they can afford to eat.

Ruling Caste [200]
Neutralizing figureheads of dissent never turns them into martyrs, no matter the method implemented, and actually imposes a discouraging sense of terrible fear upon all dissenters. Likewise, punishing dissenters without killing them always ensures their subsequent compliance for the rest of their lives. Keeping a family member briefly (or forever) imprisoned ensures cooperation of their entire extended family and neighborhood. Actually killing one person will pacify a thousand dissenting against you.

Unfortunately, the next generation won't always learn the mistakes of their forebearers, but surely you can teach them a lesson too?

Servility [400]
Any and all social and legal consequences that could be wrought from hypocritical, selfish, discriminatory or otherwise punitive governance will simply never become a problem. Whatever the government does to oppress people or otherwise break the law to mess with them, your victimized people won't care and neither will anyone else.

Peasantry never dream of moving up in the social ladder and won't care if their lives are being exploited for political gain. Gender roles never complain about extreme discrimination. Spiritual teachers who are forced to be celibate for their entire lives never think of betraying their oath. Eunuchs and slaves stay subservient and are completely compliant to their masters.

To every single one of them: it's just the way things are meant to be. Whatever comes their way, they'll simply roll with it.

Organization: Government

Honorary Law [100]

Everyone always adheres to military & political treaties with your organization and never goes out of their way to break them. This also applies to alliances. They will respond immediately and decisively when the terms oblige them to.

They can refuse their obligations if it turns out you made the treaty in bad faith, unless you have perks to circumvent that.

Hereditary Hierarchy [100]

All positions inherited via blood and marriage ties (monarchies for example) are protected from selfish and ambitious kin. Family members, even the cruel ambitious ones, actually respect the new successor and do their best to help the successor manage their rule. The successor will also do their best to rule. If they're not fit, they will always be aware of it and try to concede to a more qualified person (if it's within the law to do so) or shoulder off their work to more competent people.

Meritocracy [100]

In any system involving election or appointment by their peers, candidates are always chosen based on actual merit. Close relations, ties, and biases do not play a factor in such appointments.

Republican Legacy [100]
All social classes understand the importance of their role to society as well as the importance of other social classes. There won't be any class conflict over misbeliefs about what the other social class is doing, although there can still be unrest if one social class is intentionally favored by the government over the other. In other words, class struggle only happens if you make it a struggle.

Legalistic [100]
When a law comes into effect, an intangible legal force accounts for all loopholes by automatically placing new complementary statutes supporting the law. No one sees this as odd.

Lawmen [200]
Anyone employed in your organization's law enforcement, legal departments, oversight committees and other positions of accountability are now utterly incorruptible. Absolutely nothing can deceive them either. They can tell any lie apart from the truth, no matter how vague the lie or misdirection is.

Affected groups are also *the* best at investigating crimes of any caliber. They make every effort to pursue cases, innovate their own methods, and convict criminals proportional to the crime dealt. At default, they operate under the spiritual meaning of the law unless you'd rather they adhere to it strictly.

Learning On the Job [200]
Everyone within the organization are completely invested into honing their skills and knowledge for the sake of their service. They'll always know if they aren't as capable as expected and will make it their personal mission to strive and improve. If it's in their character to be lazy or otherwise imprudent, they will simply make an exception for their job. They'll even practice their skills and try learning new things during their off-duty hours, and somehow they won't get bored or burned out from it.

People in your organization will not lose their accumulated skills due to time or disuse.

Recognition of Talent [200]
If a prisoner is pardoned *and* recruited into your organization's care, they will always serve you and the organization loyally without any grievances whatsoever. They won't have any desire to return to their former allegiance, nor will they have any urge to betray your trust.

Tribalism [400]
If your organization's government is based on a mutual agreement or cooperation between groups and involves the sovereign or near-sovereign independence of a greater authority, the organization no longer suffers any impediments in regards to their government's model. This perk may still apply if your organization is merely a participating actor of said mutual agreement.

Under this type of government: Participating states always fulfill their clauses and agreements, states *always* trust and respect the boundaries of other states, they also invest in mutual cooperation no matter what happens, and citizens do not express vulgar or malicious behavior (what this means is up to you). Your people can also see through insidious attempts to take advantage of them and their governing state, making it impossible for any foreign actor to undermine or exploit them.

Though resources and efforts are generally distributed locally, all states will try their best to vouch in if one state needs help. This will never be misused for selfish ends.

Affected governments include confederacies, coalition of tribes, anarchic societies, etc.

Feudalism [400]
If your organization's government is based on reciprocative legal and military obligations between militarized nobility, or most of the power is centralized towards one head of state and/or their family, the organization no longer suffers any impediments in regards to their government's model.

Under this type of government: Not a single person will compete with one another for influence of the leading house/dynasty/the crown. If you want, they can compete anyways but they won't ever intentionally undermine the head of state. They are also content with their current place in society and make no effort to move upwards in the social hierarchy, although you can toggle this feature off as well.

Additionally, if the head of state is legally allowed to do something, no one will raise a fuss except for the victims if they suffered from it. Everyone respects the absolute decree of the head of state as long as the head of state's decrees do not infringe on their own personal rights. The head of state could legally revoke a noble house to total destitution if the process and measures are completely legal, and the victimized house won't do anything further than voicing their frustrations.

Of course, who can change or reform laws is entirely up to your government's structure. Some monarchies grant law-changing powers to only the head of state, for example.

Affected governments include feudalistic governments, monarchies, dictatorships since they are so often based on military rule, etc.

Republicanism [400]

If your organization's government has political power invested among its citizens or minority group, and officials are elected to represent them, the organization no longer suffers any impediments in regards to their government's model.

Under this type of government: All political representatives leave their selfish desires at home and participate in government with the fullest desire to improve the wellbeing of their people first, the organization second. However, their endeavors won't ever threaten to dissolve the organization because they believe it's in their best interest to preserve the constitution as well.

Additionally, all arguments, debates and other forms of public discussion are always devoid of emotional and social biases. People argue in earnestly and make attempts to understand the other party's wants and issues. People who are represented also do their best to be well-informed regarding candidates and issues before making actual decisions. Furthermore, they can easily verify false or misleading information just by intuition alone.

Affected governments include oligarchies, constitutional monarchies, democracies, etc.

Organization: Military

Eastern Roman Legacy [50]

Military personnel and mercenaries only need to be paid a fourth of the usual rate, thanks to their keen sense of frugality and loyalty of service. Additionally, it is impossible for such soldiers to grow bored during duty and they can be absolutely trusted not to fool around or cause unrest with the civilian population.

They're mindful enough not to cause any trouble even if they're occupying enemy territory as well. As such, subjugated peoples are receptive to your army as long as your military doesn't threaten their lives.

Guerrilla Warfare [50]

Your people are masters of exploiting the terrain to their advantage, but only within the territory or boundaries of your organization. They intuitively understand the limits of their homeland, how to exploit the local terrain to its fullest, and how to optimally wage irregular warfare against their opponents. They do not need prior training to wage guerrilla warfare, although standardized training can improve their chances in actual combat.

We Are Not Yet Lost [50]

Your people won't ever lose their traditions, culture, nor language due to time or subjugation. They will host secret meetings to preserve their identity and such meetings will never gain the attention of subjugators or hostile parties. If their subjugators actually allow cultural freedom, then your people will express their culture as usual.

This perk also ensures not a single person of your designated culture will relinquish their identity for anything else, if they so happen to live in foreign lands. You may loosen this threshold by allowing them to assimilate to the local culture while maintaining certain traditions for as long as it takes.

Flee, Brothers and Sisters! [50]

Hostile foreign attempts to massacre your civilian people are always ineffective. Their attempts turn out to be haphazard, poorly organized, and obviously seen ahead of time

before its plans even finish orchestrating. Your people will heed all warnings and retreat to safer havens as soon as they can.

Paths Never Taken [100]
All terrain within your territory is traversed by your people as easily as paved dirt roads, no matter how enshrouded in flora or disheveled the elevation. This applies to friendly mounts and vehicles. Additionally, the local environment never negatively affects the conditions of mounts or vehicles that were bred or made by your people.

You may temporarily grant this boon to allies who are crossing your lands.

We Got Our Own Rules [100]
Your people who are in the career of bounty hunting, mercenary work, or anything that involves killing or capturing others for money just happen to operate on a different page, and foreigners allow it for some reason.

The aforementioned individuals are loyal to the contract first and the money second, even if the situation has gone off to the deep end. Foreigners also allow them to operate within foreign jurisdictions, as long as the aforementioned individuals strictly abide by their contract's conditions and rules, and respect the local jurisdiction's laws. If the contract says to kill or capture, the local jurisdiction will allow it as long as no one else is hurt. Even then, the jurisdiction will let it slide if the individual offers monetary compensation to wounded innocent parties.

Swords For Hire [100]
Your people who are in the career of bounty hunting, mercenary work, or anything that involves killing or capturing others for money are now paid twice as much by their contract, and will send 5% of their payments back to the organization. This does not actually affect their wealth somehow. Additionally, their contractor will always pull through and manifest this money, even if they don't actually have it.

Look After Yourselves [100]
Your military always keeps perfect maintenance on their equipment, thus rendering attrition impossible among the ranks. They look after their equipment so well, there will never be a case where someone ends up losing something due to neglect or circumstance. Even thievery simply never happens.

It may not sound like much, but having a poorly disciplined army that does nothing to maintain their equipment is a horrific rot that can destroy any military from inside out. With this perk, your military will not be left for want of a nail.

Raiding Parties [200]
Whenever a caravan, ship, or settlement is pillaged by your forces or privateers, the acquired resources are always twice as much as the target's maximum potential wealth regardless of the target's actual wealth. This includes captured prisoners or would-be slaves, food, jewels, equipment, and other resources.

"Maximum potential wealth" means whatever the target could reasonably hold at its max. A village of ten huts is the equivalent of finding a full family of ten for each hut, their grain silo is somehow filled to the brim with wheat and whatnot, all shops are as if they're all fully stocked, and animal pens are at maximum holding capacity for livestock. Resources are constantly regenerated as they're pilfered up until 2x the maximum potential wealth has been acquired.

No one, not even the people who had their stuff pillaged, will see this as odd.

Practicality Over Modernity [200]
Your organization's military is genius at jury-rigging effective tools and other designs with what materials they have on hand. If anything, they don't really need cutting-edge equipment to stay competitive with their neighbors, although there comes a turning point where they won't be able to compete. Your spearmen could stand toe-to-toe with arquebuses for example, but anything further than that and you're going to get crushed.

In other words, it'll take far more to make your people feel the consequences of falling behind in development. As a rough unit of measurement, just assume that your forces can readily stand against armies that are, at most, a century ahead in technological development compared to yours.

State Ransoming [200]
All notable fighters, commanders and other figures of renown will always end up getting captured in battle instead of dying. If the person would've died, they are instead instantly transported to the enemy's care. This applies to your people and enemy forces. You can selectively toggle this effect off for capturing your forces, their forces, or both. Whatever the case, no one will see this as odd.

How your forces get treated by their captors depends on how much they know your organization treats your prisoners. The enemy is also always willing to return your imprisoned forces back to you, but you must buy or negotiate their return somehow or find a way to free them. Otherwise, the prisoners will stay imprisoned for as long as it takes until the war or conflict is over. The enemy will keep them safe and imprisoned even if you fail multiple attempts to free them.

Standard File [200]
Your people have a natural talent to make for steel-edged rank and file troops. It'd only take a couple months of training to churn out decade-hardened veterans for any specialization of light infantry, whether its foot reconnaissance, basic frontliners, or ranged backliners like crossbowmen or longbowmen. At minimum, their prowess will be as impressive as the Spartans of old.

This also affects modern counterparts of light infantry that are otherwise considered as the grunts of any military.

Shock Troopers [200]
Your people have a natural talent to make for fearsome warriors at close combat, particularly shock troopers and other heavy infantry that are meant for intense combat. It'd only take a couple months of training to churn decade-hardened veterans for any specialization of heavy infantry that are as impressive as the Druzhina, Huscarls, Sarawits and Varangians of old.

This also affects modern counterparts of heavy infantry that are otherwise considered as specialized troopers or special forces of any military, e.g. mountaineers, marines, etc.

On An Open Field! [200]
Your people have a natural talent to make for swiftsure light cavalry. It'd only take a week for them to be completely attuned with any mount or vehicle, and a couple of months of training to churn out decade-hardened veterans for any specialization of light cavalry that are as impressive as the Mongols, Konnis, and Mulathunums of old.

This also affects modern counterparts, such as any cavalry role that relies on light combat vehicles to perform adequately.

Hell Chargers [200]
Your people have a natural talent to make for daring heavy cavalry. It'd only take a week for them to be completely attuned with any mount or vehicle, and a couple of months of training to churn out decade-hardened veterans for any specialization of heavy cavalry, whether they're charging forwards with warhorses or leading armored spearheads in the modern era. They'll demonstrate as much impressive prowess as the cataphracts and gendarmes of old.

This also affects modern counterparts, such as tanks, assault mechs, and any heavy frames that require an operator to pilot.

To Brighter Shores! [200]
Your people have a great talent and sense for naval tradition. It'd only take a few weeks of training them to churn out experienced seafarers for anything naval, and they'd survive the seas no matter how stormy the weather. They could even reach their destination on boat while being entirely blindfolded. If your people could amass a fleet, they would surely reign the seas!

This also affects modern counterparts, such as modern ships and spacefaring vessels. They effectively do not need guidance systems to arrive exactly where they want to be, nor can any environment affect the performance or integrity of the ship and its crew, unless the ship's means of propulsion is incompatible with the environment, i.e. a ship with sails or an engine can't run on solid ground.

Svegan Sea Drifting [200]
All ships made by your people can immediately move at maximum speed (accounting for weight), do not need to rely on wind to lead the ship, can be halted immediately, and immediately swerve into any direction, all without negatively affecting the ship's structural integrity and endangering the crew. These effects are nullified on each ship that is garrisoned by foreign forces that aren't permitted by your organization.

Attrition [400]
Invading enemies find it immensely difficult to survive off your lands. Pillaged villages yield nothing of value, cities surprisingly offer nothing of significance, and supply wagons conveniently reveal rotten goods once captured. Even the farmlands suddenly appear dry and fallow upon approach. Invaders must resort to developing robust logistics in order to survive their own campaigns.

Unyielding [400]
Your military is no longer affected by issues of morale because they're always at peak morale. They'll rationalize every terrible situation as something that could be overcome, no matter how staggering the odds. If they were the type to be constantly depressed or otherwise doubt themselves, they'll mentally compartmentalize and treat their job as if they were passionate about it.

An army that knows no fear would completely nullify the psychological effect of certain weapons and tactics. With unbreakable morale, your soldiers would never break formation against cavalry charges, and soldiers wouldn't freeze at incoming projectiles either. Your soldiers would never retreat on their own accord unless they are ordered to retreat or their military doctrine indicates they should.

Their unbeatable warrior spirit also grants immunity to anything that may mentally influence them against their will, such as fear, possession, charms, suggestion, illusions, and torture.

Black Sheep Wall [400]
All reconnaissance forces within your military are utterly undetectable to all sources. You could have recon horsemen traipsing into enemy battle camps, perusing through the sensitive equipment, taking note of how many people are in the camp, and then leaving without raising any suspicion.

This effect fails for the affected soldiers if they take direct hostile military action like attacking or stealing, but they regain the effects once they manage to evade pursuit, capture, and detection.

Stygian Marathon [400]
While your military forces are moving from place to place, they are running at full potential speed without consuming any resources or energy while en-route to their destination. This means all your soldiers, cavalry, and envoys are sprinting towards their destination with heavy equipment on their backs for multiple days nonstop without needing any rest whatsoever. This applies to everything military that is capable of moving or being moved around.

This perk ceases its effect upon the affected people as soon as they enter the battlefield.

Living Off the Land [400]

Unbeknownst to some, almost every medieval army must pillage and plunder wherever they go in order to survive the campaign. Innocents are rarely ever spared from these conflicts, and many invaded realms can do nothing but watch as depravities unfold within their borders. It'll be long before supply techniques and army discipline are properly developed in the next era, but even then, scores of innocent bystanders will have to bear the brunt of every war.

Unlike most realms however, your military is completely capable of surviving off of any land that is deficient in food, thus nullifying the need to raid and plunder land to feed themselves. To them, every environment is as bountiful as agrarian plains built on black soil, rife with crops that are constantly ready for harvest.

This survivability is only maintained as long as the environment doesn't outright kill people, like lava or places that have absolutely no air. If something that's at least the size of a mundane rodent-sized creature is capable of thriving in the environment, so too can your military in its entirety.

Roman Engineer Corps [400]

Like the Romans of old, you are all too familiar with engineer warfare. A little too familiar, one could say.

Your organization's basic military training also includes the complete extent of sapper training, or anything that involves engineering or construction in the context of combat. Trainees will learn these simultaneously with their standard training regimen and at no detriment to themselves. Once their basic training completes, they shall receive the equivalent training of battle-hardened combat engineers who intuitively know the ins and outs of every fortification and defensive structure they encounter. If you already have soldiers that are trained but haven't studied in this art, they can be sent to just a week of combat engineer training and they'll return with equivalent knowledge.

With that said, these engineers of yours are truly something else. They are capable of entrenching, fortifying, and constructing anything in record time, always before the enemy even arrives. Entire bridge crossings and even castles could be made before the enemy comes within sight of your army. In summary: the construction speed of military personnel is 10x faster and additional boosts from other relevant perks are not affected by diminishing returns.

GATE [600]
All equipment designs that could've been made prior to 1500 AD, particularly armor and weapons, can easily stand up-to-par with modern counterparts, but only with proper investment. You and your people can invest 5x the resources (in effort and cost) into creating any medieval design, causing the design's capabilities to scale with its best technological counterpart of any setting you've visited. The investment cost is accounted for after all powers that decrease resource costs and improve production efficiency.

If you want to downgrade (and upscale afterwards) the equipment, you need only to consciously will it. Changes take about a day to gradually finalize, and the investment cost is accounted for after all powers that decrease resource costs and improve production efficiency.

Invested steel swords and spears could function similarly to vibroblades. Invested body armor is equivalent to kevlar, power armor, or better. Invested horse body armor on warhorses could stand toe-to-toe against sabot rounds fired from main battle tanks. Invested bows could emulate the velocity, penetration, and firepower of railguns. Catapults and trebuchets could equally match modern artillery as well.

Keep in mind, however. The reloading rate of bows and crossbows are not identical to firearms, but are no less lethal than guns themselves if their arrows/bolts find their way into the target. Likewise, swords and body armor can only do so much against modern armies, whom often wage battles from afar.

These characteristics are temporarily disabled if a neutral or hostile force gets their hands on them, and are regained once it returns to your people's control.

Bulking Up [600]
You and your people know how to make a special kibble slurry consisting of hay, meat, and milk. Completely abhorrent, but a large bowl of it can keep any domesticated animal sated for an entire week, although it can take up to an hour to make each slurry by hand. As such, it is difficult to produce large-scale.

However, by feeding the animal seven times with this slurry, the animal's overall capabilities match the best vehicle counterpart from each setting you visit (also fully retroactive). They are also granted infinite stamina, stay in the prime of their lives, and maintain loyalty to the organization, but they still have to eat as usual. In order to mitigate

ecological disasters, the animal is also completely chemically castrated and will only procreate unless you or your organization want them to procreate.

Emphasis on “vehicle counterpart”. Horses, as an example, could be upgraded to match the most durable infantry fighting vehicle and the fastest motorcycles, and could theoretically sprint forever. Elephants, ox, and other burlysome creatures will receive the same durability and speed as heavier vehicles, such as tanks. Flying creatures, like gryphons, could be turned into jet fighters.

Though, you’d probably have to find some way to give them the same firepower as their counterparts, i.e. gryphons can’t shoot out Vulcan cannons from their mouths (unfortunately), but their claws could probably rip through other aircraft, in the very odd scenario that they could get within range of one.

You may freely downscale (and upscale afterwards) the animals’ capabilities. Changes take about a day to gradually finalize.

The Future Will Not Avail Us! [600]
If you or your engineers have schematics of modern designs, you and your engineers also know how to create medieval counterparts that match them in capability and can always be further improved upon. This affects war machines, naval ships, aircraft, and spacefaring vessels.

All modern components can be substituted with medieval-grade counterparts, e.g. a nuclear engine could be built out of wood, its rotating parts made out of steel forged from a blacksmith, and its power source being coal. These medieval designs are thus way cheaper in materials compared to their modern counterparts, and their improvised fuel source lasts as long as a normal properly-powered design would.

Organization: Other

Realm Aesthetic [free]
You may freely change the atmosphere & lighting of lands held by you and/or your organization, e.g. making everything look gloomy and depressing, brightening up light

sources and angling them like you'd see from slice of life content, etc. You can freely change how this affects place to place. You can have others make note of this or not.

Chernozem [50]
Every soil is as fertile and bountiful as black soil when sown and harvested by your people. Their crops also grow as efficiently as if they're in the best suited environment, regardless of actual weather or environmental conditions. Sowing the same crop in the same land no longer negatively affects the soil's nutrition cycle either.

Food Security [50]
Crops and foodstuffs sown and created by your organization are immune to blight, disease, and pests. They always take only one month at maximum to mature, consistently produce twice the normal yield when harvested, and it takes a year longer for their produce to rot.

Food Preservation [50]
Foodstuffs created by your people now last forever without losing any of their characteristics to their environment or temperature, as long as the foodstuffs are properly stored, and normally out of view or are within a mostly enclosed environment. Cupboards, boxes, and sealed containers count as proper storage, as do entire grain silos and structures devoted solely for storage. Additionally, storage areas are never invaded by pests.

Pastoralism [50]
Domesticated livestock within your lands are completely resilient to disease and always find a way to eat enough to survive. As long as they're on soil that can yield a blade of grass, the entire herd will somehow manage to eat enough on their own to be healthy.

Additionally, livestock reach mature age within one month, produce twice as much resources as they normally would and with fine or better quality, and their overall capabilities do not deteriorate from age or disuse.

Horse Breeders [50]
Domesticated mounts within your lands are completely resilient to disease and always find a way to eat enough to survive. As long as they're on soil that can yield a blade of grass, the entire pen will somehow manage to eat enough on their own to be healthy. This also applies to carnivorous mounts.

Additionally, mounts reach mature age within one month and their overall capabilities do not deteriorate from age or disuse. Any injuries they suffer are no longer permanent as well, as they're always capable of perfectly healing from their injuries after a week of healing.

Parochialism [50]
Your people always donate 2.5% of their earned wages or profit to the development of the organization and they do this on a weekly basis. The money goes straight to the organization's coffers, which can only be accessed by you or those you permit, and donations won't negatively impact the donators' wealth somehow. You may choose where this money is deposited, no matter how distant the donations are to the designated location.

Additionally, you and your organization may also convert any owned currency to different currencies with the closest approximate 1:1 value, or alternatively convert them into gold or silver bullions. It only takes a concentration of will to do this, and it happens instantly.

Crusader Skylines [50]
Your organization is the absolute best at interior designing, city planning, and the optimization of all available spaces. All living space shall be created and managed to their utmost efficiency. Your cities could easily accommodate for unprecedented growth and modern developments in technology.

Overencumbered [100]
Your people's caravans can somehow fit five times more than their transports should normally carry. Their caravans are not slowed down by weight either and the conditions of merchandise do not deteriorate for as long as they're en-route to their destination. This applies to all civilian forms of land transport.

Maritime Mercantilism [100]
The cargo holds of your ships can hold five times more than its interior would otherwise indicate. Anything stored within their cargo holds do not add weight onto the ship and the conditions of stored items do not deteriorate for as long as they're stored. This applies to all naval and spaceborne vessels.

Un-Lopsided Demographics [100]

Population growth and demographic ratios are unaffected by polygamous marriages, sexual discrimination, and other social factors. There's always just enough sexes for everyone.

If your people suffered immense casualties from warfare and the demographics are lopsided to one gender, the gender ratio will somehow compensate within less than a decade at no cost to population growth.

Hidden Cities [200]

It is completely impossible for anyone to accidentally stumble across your holdings. They'll make the wrong turn every time or at least go around the holding without laying eyes upon it. Additionally, it is impossible for anyone to scry, divine, or resort to supernatural methods to find your holdings. Even birds directly above won't notice it somehow. The only way a person can find your holdings is if someone else tells them where it is and how to find it.

Not very useful for keeping bustling cities private, but very useful if you have military installations, hideouts, and other property that you'd rather keep undetected. If you imported a huge city of people in the middle of nowhere but not a single person within the setting knows of its existence, your city could continue being unnoticed for as long as it takes.

This effect is completely lost on the holding if the holding occupants attack people outside the holding, such as letting loose arrows at unaware passersby and using contraptions to hit distant targets. The effect cannot be regained for that holding.

Salt and Sand [200]

Nothing environmental can erode the integrity of any infrastructure and equipment made by your people, no matter how hostile the environment is unless it's basically lava or hotter. This essentially negates the need for maintenance for infrastructure and equipment due to environmental reasons, thus allowing your people to easily build and craft in swamps, deserts, shores, and other difficult environments.

Your people's structures are still vulnerable to extreme environmental damage, such as the likes of Category 5 hurricanes and other powerful natural disasters, but even then your structures can be repaired afterwards in record time.

Don't Mind What We Do [200]
Your organization's unnatural capabilities are perceived by everyone as nothing out of the ordinary. This does not stop other organizations from reacting as one would expect when your organization commits various tomfoolery against them.

Magnanimous Indifference [200]
People don't care if you and/or your organization actually have the means to address other people's issues this whole time. This applies to everyone.

It turns out you're a Jumper with a whole multiverse's worth of resources and power at your back? No hard feelings, even if you sat back and let billions die for several centuries or more. You could resurrect a village of unjustly massacred people but you chose not to do it anyways? The orphan of that massacre won't give you any flak about it. Even your Companions and friends will nod their heads along if you told them all to hold back despite all the atrocities being committed in the setting.

People are still grateful as usual once you help them out though.

Building Wide [200]
The size of your organization's breadth and scope has no negative effect on its administration's effectiveness.

Building Tall [200]
The amount of people within and governed by your organization has no negative effect on its administration's effectiveness.

Incentivized Prosperity [200]
Your organization's population birth rate is increased by 2x and people reach adulthood in a third of the time without negatively affecting childhood development. People born as a result of this perk will not factor into food situations until they reach adulthood. No one sees any of this as odd.

Nonexistent Circulation [400]
If you or your organization utilize Perk or Item methods to expend currency or materials in the setting, it will not negatively impact the economy at all thanks to the power of "It just works." You may dilute this effect anywhere from "affects the economy and world as normally expected" to "my [OVERFLOW ERROR] of doubloons has no effect on the global supply chain."

Environmentalism [400]
All fauna and flora within your organization's territory now reproduce and mature faster and the ecosystem is completely resilient to harmful consequences from environmental changes and human interference. Overfarming and overhunting resources are functionally impossible. Litter and garbage are harmlessly broken down into natural components and absorbed into the environment in record time, even if they happen to be completely artificial or synthetic.

Non-Renewables [400]
Every single non-renewable resource within your organization's territory now regenerates to its full value to match the rate of extraction. This affects rocks, ores, raw metals, oil, natural gasses, etc. All previously extracted resources that were completely emptied will also regenerate to their original values.

This won't ever interfere with man-made construction or methods of extraction. You can trust regenerating quarries to not swallow miners and construction whole.

Citizens and Governors

If you went through the Organization section, you gain these for free.

Refugees [Free and only if you went through the Organization section]
You start with 500,000 refugees who may come from different regions from the setting. They are all unremarkable people who come from all sorts of backgrounds and have enough materials to create a huge city from scratch. As such, they are great for jumpstarting a new realm anywhere in the jump, provided you have the military force to ensure their resettlement and survival. Upon establishing a city, less than half of them will end up dispersing in the local area and start creating hamlets, villages, and smaller towns.

Any specific details regarding their race, ethnicity, religion, culture and local history are freely up to you.

All your people, now and in the future, will come with you when your jump ends. They automatically stay in the Warehouse with essential lodgings and utilities to support all of them, and they are completely fine with staying in the Warehouse or you importing them into different worlds. It should also be noted that these civilian people aren't considered Followers.

Your people are all aware of your jumper background, though they are completely fine with it, don't mind any shenanigans you're pulling, and absolutely nothing in the multiverse can pry this information from them.*

Civil Servants [Free and only if you went through the Organization section]
You receive 5,000 civil servants of varying talents and skills, from latrine washers to guards to governors, and they are generally essential to all functions involving government. They are mostly autonomous and self-sufficient, but you can funnel more resources and manpower to better improve their effectiveness in government.

Burghers [Free and only if you went through the Organization section]
A disorganized coalition of 5,000 people of varying talents and skills related to merchandise and trade. Not craftsmen mind you, as there are already craftsmen among your refugees. Instead, these people are responsible for counting ledgers, drawing supply routes, organizing caravans, prospecting land, and other things that can help jumpstart a new economy anywhere. They are mostly autonomous and self-sufficient, but you can funnel more resources and manpower to better improve their effectiveness in trade.

Nobility [Free and only if you went through the Organization section]
An upper society of affluent families from random backgrounds, whom are all excellent in administration, messing with burghers, pissing off the poor, establishing political ties with foreign dynasties, and causing unnecessary drama. There's about 1,000 individuals in total. You can funnel more resources and manpower, thus granting them more power in your organization and opportunities for political shenanigans.

Government Recruitment [Free and only if you went through the Organization section]
Every single person recruited as an organization official consequently gains status as your Follower. They also gain their own lodgings and utilities in the Warehouse.

Civil servants, burghers, and nobility all count as organization officials.

Religion

Official game art

You get to create your own religion for free and you may come up with any name for your religion. Alternatively, you may choose any existing religion and give boons to that instead. You could even retcon that existing religion into something else entirely.

It is important to note that, due to the nature of medieval settings, most societies, cultures, and governments are usually structured around their dominant religion. A male-dominated religion would see a male-dominated society, and vice versa. Secular political institutions can overcome this.

A few hyperlinks are provided to help you consult the **wiki** for references on how to build your religion. If something is omitted or missing here, you may fanwank the missing details yourself. These are intended to be guidelines if anything.

DISCLAIMER: If you are not interested in giving perks to your faith or getting at least 500,000 people as your following to import into various settings, you may skip this section and head down to Dynasty.

Doctrines

These are meant to be the groundwork of your religion.
If you don't like the given options or find them too limiting, you may come up with your own.

View on Gender (choose one):

Male/Masculine Dominated
Only men or masculine individuals should govern our society.

Equal
All genders should be allowed to govern our society.

Female/Feminine Dominated
Only women or feminine individuals should govern our society.

Religious Attitude (choose one):

Fundamentalist
Your religion adheres strictly according to its religious texts and will refuse to deviate from what is taught by its texts. Unfortunately, this comes with an increased likelihood of heresies forming from your religion and an intolerant attitude to and from other faiths.

Your proselytizers do benefit from converting people faster though, and your faithful adherents won't mind if you abused other religious followers.

NOTE: "Faith adherents" include everyone following your faith, whereas "faith officials" are specific people ordained into your faith as religious ministers, e.g. priests, imams and rabbis. All faith officials are adherents, but not all adherents are faith officials.

Righteous
A middle ground between fundamentalism and pluralism, your religious teachers interpret the texts, form their own conclusions, and teach their interpretations to the middling masses. Your faithful adherents also don't mind if you abused other religious followers.

Pluralist

Interpretations of your religion vary between what is taught within local communities. According to your adherents, everyone has their own way of worship as they have their own interpretations of the sacred texts.

Pluralist religions suffer from weaker conversion efficiency, although they don't suffer much from heresies, are more receptive to their religious neighbors, and other religious groups are much more tolerant of your religion.

Clerical Tradition (choose one):

Theocratic

Only faithful officials sanctioned by your religion's authority are allowed to organize religious activities and look after religious holdings. Faithful officials must be recruited through the organization's head of religious affairs.

Lay Clergy

If provided with the sacred texts, any faithful adherent is allowed to become a faithful official. Such adherents are usually nominated and supported by their local community. Thus, most local communities have a local official who helps organize religious activities and look after religious holdings.

Head of Faith (choose one):

None

Your faith does not have a head figure that oversees all religious affairs pertaining to the faith. There are many pagan religions that work similarly to this.

Spiritual

Your faith has a head figure who is dedicated to overseeing all religious affairs pertaining the faith, and only the faith. A candidate is usually elected from an elite polity of faithful officials.

Spiritual heads of faiths are normally restricted from interfering with political affairs, although there are some exceptions. A good example of a Spiritual head of faith is the Pope of the Catholic Church.

Temporal

The founder of the faith and their descendants all qualify as candidates for the faith's head figure. No one else is a valid candidate. As such, the inheritance process of Temporals are similar to primogeniture inheritance systems where the firstborn is the heir followed by the heir's firstborn. If not applicable, it may go to the younger siblings, the uncles or aunts, and other distant family members.

Like the Spiritual head of faith, Temporals are above all faithful adherents and officials, and their word is law. A common example of Temporal head of faiths are the Islamic caliphs, or the Emperor of Man from the Warhammer series.

Marriage Doctrines

Marriage Type (choose one):

Monogamous

Only marriages between couples are sanctioned by this religion. Everything else is heresy.

Polygamous

People can officially have multiple spouses. You get to decide the limit, if there is one.

Consorts and Concubines

People normally have one spouse and multiple consorts/concubines. Children produced by consorts/concubines are usually considered inferior to children produced by the actual spouses.

Divorce (choose one):

Disallowed

Only death may do us part.

Must Be Approved

Divorce can only be approved by the head of faith or a faithful official.

Always Allowed

Divorce is always possible and is officiated by a religious or legal authority.

Bastardry (choose one):

No Bastards
Children born out of wedlock are just as legitimate as children born in wedlock.

Legitimization
Children born out of wedlock are illegitimate and are, at default, not viable for inheritance through their parents. They can still be legitimized by their parents via going through the relevant religious or legal authority, but the stigma surrounding their bastard's birth may still remain.

No Legitimization
Children born out of wedlock are illegitimate and are never viable for inheritance through their parents. There is no process in place to legitimize them. Good luck, you poor bastards.

Consanguinity (choose one):
degeneracy inbound

Close-kin Taboo
The faithful cannot marry their own family members. Sexual relations with your own family members is considered incest.

Cousin Marriage
The faithful can marry their cousins but not other family members. Sexual relations with family members other than your cousin is considered incest.

Avunculate Marriage
The faithful can marry anyone that isn't directly related to them by blood. In other words, they can't marry or have sexual relations with their parents, siblings, or their children (assuming they're of age), otherwise it is considered incest.

Unrestricted Marriage
The faithful can marry and have sexual relations with anyone they want. This includes parents, siblings, and their children (assuming they're of age). Your faithful won't see anything wrong with incest as well, but others may view your religion very poorly if they think incest is taboo.

Clerical Doctrines

Clerical Gender (choose one):

Only One Gender
Only one gender can be appointed or elected as faithful officials.

Anyone
Anyone can be appointed or elected as faithful officials.

Clerical Marriage (choose one):

Allowed
Faithful officials should not be disbarred from loving or marriage. They are just like us, and we should not stop them from enjoying the everyday pleasantries of life.

Disallowed
Faithful officials should only receive love from divinity.

Clerical Appointment (choose one):

Temporal, Revocable
All organizations adhering to this religion have the right to appoint their own faithful officials. Kingdoms following your religion could appoint their own faithful officials, for example. Additionally, faithful officials can be removed from their positions and replaced with someone else.

Spiritual, Revocable
Only the head of faith or the elite religious polity are allowed to appoint faithful officials anywhere. Additionally, all faithful officials can be removed from their positions and replaced with someone else.

Temporal, For Life
All organizations adhering to this religion should have the right to appoint their own faithful officials. Additionally, faithful officials cannot be removed from their positions and will hold their office for life.

Spiritual, For Life
Only the head of faith or the elite religious polity are allowed to appoint faithful officials anywhere. Additionally, faithful officials cannot be removed from their positions and will hold their office for life.

Crime Doctrines

Same-Sex Relations (choose one):

Crime
Same-sex relations is despised and considered a criminal offense.

Shunned
Same-sex relations is frowned upon but it is not considered a criminal offense.

Accepted
Same-sex relations are accepted.

Adultery (choose one for each gender):
Example: You could have adultery criminalized for women whereas it is allowed for men.

Crime
Engaging in intercourse out of marriage is a criminal offense.

In some societies, women are put to death for adultery whereas men are not.

Shunned
Engaging in intercourse out of marriage is frowned upon but it is not considered a criminal offense.

This is a common aspect of some secular societies.

Accepted
Engaging in intercourse out of marriage is completely acceptable.

Most secular societies do not punish either gender for adultery, or at least consider it a problem that should stay within the bedroom rather than a problem that should be dealt with by religious or legal authorities.

Deviancy (choose one):

Crime
There's only a few ways you should love your partner and anything else must be criminalized.

Shunned
Kinks are generally viewed with disapproval but they are not criminalized.

Accepted
Love them however you want as long as you're not hurting them against their will.

Witchcraft (choose one):
Note: You may freely change your faith's attitude towards different magic systems as well.

Crime
We should punish anyone who resorts to strange rituals that aren't sanctioned by our faith. Or at least, we should find ways to control their magic and ensure all practitioners must be guided under our authority.

Shunned
We'll disapprove of anyone who resorts to strange rituals that aren't sanctioned by our faith, but we won't criminalize it nor will we force them to change their ways unless they have hurt someone.

Accepted
Let them interact with the strange elements of the world as they want. If they end up hurting people, then they must be punished no differently than a swordbearer committing harm.

And we have reached the end of Religious Doctrines. You may reform these doctrines anytime during and after the jump. Simply speak to the head of faith and tell them what you want. If you are the head of faith, you can simply tell one of your subordinates what you're going to change and they'll proceed to tell everyone else. Within the day, everyone will know and the changes shall go into effect.

You may also freely decide what is a virtue and a sin in your religion, what kind of rituals there are, what do they worship, among everything else related to religious function. If you want to change your mind later, you can do the same as before by speaking to your head of faith or your adherents about it.

Tenets

Tenet perks will affect everyone following your faith.
Your organization may also benefit from these perks, even if its people don't adhere to your faith.
You can still set conditions for who can be affected by these perks.
You may selectively toggle on & off each aspect of each tenet perk at any time.

The following discounts are granted:
Six 50 CP perks for free
Four 100 CP perks
Two 200 CP perks
One 400 CP perk

You gain +1000 CP stipend to spend solely on this section.
Companions do not receive stipends or discounts for this section.

Adaptive [50]
Your adherents won't ever convert to an entirely different faith, nor will they betray their virtues. They also know effective measures to practice their faith in secret, which can be useful if they're facing persecution. In such cases, their religious practices cannot be discovered by any investigative effort, and their faith won't ever deteriorate or die out across generations.

Adorcism [50]
All spirits and supernatural entities view your adherents as people of interest, and never in a bad way. To these entities, your adherents are peculiar, harmless, and worthy of doting attention.

Good-natured and indifferent spirits go out their way to help your adherents over matters of small convenience. Malicious spirits generally avoid your adherents wholesale, unless your adherent desire an encounter with one, in which case the malicious spirit will only have a neutral attitude at worst. Even devils, demons, and undead have neutral feelings to your adherents, whether or not they're capable of feeling in the first place. Whoever the spirits are, your adherents can make efforts to befriend them and form a friendship that is no less interesting than a friendship between normal living people.

This perk is subverted for each adherent if the adherent intentionally acts offensively or harmfully to the entity somehow.

Armed Pilgrimages [50]
All adherents do not have any difficulty expressing their language and intentions to each other and their allies. Additionally, cooperation between your adherents and their allies are always genuine, and all adherents actually invest themselves to supporting their faith. You can trust your adherents to never jeopardize a situation due to infighting.

Asceticism [50]
Your adherents don't care much for frivolous materialistic pursuits that have no real value to them, they are completely comfortable living without amenities, and they don't get bored at all. This may contribute to increased productivity.

Astrology [50]
Your adherents can intuitively use the stars as guidance to find any location they have previously visited. It won't be any different than having an actual map in your hands that shows you exactly where you need to go and avoid.

Carnal Exaltation [50]
Your adherents are enamored with the art of lovemaking, so much so that each adherent make for amazing lovers. It's not much of an acquired skill but an amazing talent that is instilled in every single one of them. Anyone fraternizing with your faithful in such a way will find themselves confounded at such skill and will remember the beautiful moment for the rest of their lives.

As a side effect, adherents are also great at improvising, jury-rigging or innovating new designs for the sole purpose of lovemaking. There won't be any culture or religion that can compare to them in this engineering art.

Communal Identity [50]
Foreign faiths always tolerate your faith and won't ever persecute your adherents unless your faith supports or takes hostile actions against them. This even applies to faiths that are warlike, zealous, and completely intolerant of other faiths.

A Christian faith supporting hostilities against Islamic followers could cause hostilities between the two, although the Jewish, Dharmic and other religious sects will continue tolerating the Christians until they themselves are targeted.

Divine Marriage [50]
Your adherents see nothing wrong with close marriage between family kin, and are immune to all genetic defects caused from inbreeding. Additionally, no other religion will mind your adherents committing incestuous acts among each other.

Esotericism [50]
Your adherents consider being knowledgeable as a virtue, and always go out their way to understand topics given to them. They need only a few seconds to formulate a well-thought judgment, and they can see through any logical errors in arguments or decision-making, whether it's from themselves or someone else.

If you want, this won't ever go against the development of your faith.

Hedonistic [50]
Your adherents cannot lose taste for any pleasantries of life, whether it's lovemaking, the taste of the same creamed pie, or feeling the effects of a drug. The experience will always be amazing as the first time. Also, your adherents are immune to any health ailments caused by consumption or overconsumption of the source.

As a protective measure, their minds are insulated from requiring additional doses for pleasure. They also won't have any cravings to seek more pleasure, although this does not affect their natural libido. If the opportunity is there though, they'll take it as most people would when there's a snack available to them.

Legalism [50]
Your faithful adherents are intuitively knowledgeable about how the law should work. They are aware that precedents must be established and maintained, and that there is an order of things in regards to justice. As such, you may either have your adherents abide by legal codes strictly as written, or flexibly by interpreting the spiritual meaning of the text while accounting for their own personal morals and religious virtues.

Mendicant Preachers [50]
Those being proselytized by your faith will consider your faith's point of view without any social or religious biases on their part. You'd probably notice that your faith is growing the fastest out of all the other faiths, thank to this.

Proselytizing also nourishes the body. For each hour an adherent spends an hour preaching, they don't need to spend the next twenty-four hours eating, sleeping, or going to the bathroom. This effect can stack repeatedly. All necessary nutrition is somehow instilled within their being as thanks for proselytizing, and their body cleans itself.

Monasticism [50]
Your faithful officials are amazing at keeping places neat and tidy. In fact, with just a moment of concentration, they can sweep away all dust, clean surfaces and objects, and sort everything in an organized manner. This affects the entire interior space they're in. All grime and dirt won't latch onto their bodies and clothing either. They'd make for great housekeepers.

Polyamory [50]
The adherent mother always intuitively knows who is their child's real father. If you want, every adherent can intuitively tell who are the real parents of the child. This can also be applied to determine who is the child's *good* parent(s) if the other parent(s) suck.

Also, thanks to healthy sex practices, all faithful adherents are immune to venereal diseases and cure such diseases from those they sleep with. If you want, their partners also receive similar immunity and can cure & share this immunity with other partners.

Additionally, all adherents' fertility are temporarily decreased to zero when at least one party doesn't intend to have a kid, and the fertility for both parties is increased to maximum if both of them intend to have a kid. This does not affect menstruation and is effective whether or not they actually have infertility issues.

Ritual Cannibalism [50]
For your adherents, eating raw flesh is as nutritious, tasty, and clean as if eating it entirely cooked from a reliable high-quality source. It does not matter if the flesh is coming from fetid intestines or the scraps of a dead god. Additionally, eating a meal consisting of raw meat is always satiating enough to keep one's belly full and happy for a few days.

Ritual Celebrations [50]
Your adherents are capable of hosting amazing religious events that are an absolute fun to participate in. The atmosphere of such events are always what the experience is intended to be, and you can designate any number of feelings to be exaggerated up to their peak. This may apply to happiness, lust, ecstasy, bloodthirst, or whatever. Such events cannot be spoiled or ruined without willful participation on your part.

Sacred Childbirth [50]
Your adherents are familiar with modern practices pertaining to childbirth. Additionally, all pregnant adherents are intuitively aware of every stage of conception, pregnancy isn't physically apparent on the adherent (this is optional, you may also set conditions), pregnancy does not hinder their mobility, there are absolutely no complications from pregnancy and birth, childbirth is always painless, and the infant's birth takes only a few minutes. Each mother could easily go through the entire process by herself.

Tax Unbelievers [50]
All foreign adherents that aren't following your religion *and* are governed by your organization will proceed to donate 2.5% of their weekly wages or earnings to the organization. Their donations somehow won't affect their actual wealth, the donated money is only accessible to you, and you may choose where this money is deposited, no matter how distant the foreign adherents are to the designated location.

Additionally, you and your organization may also convert any owned currency to different currencies with the closest approximate 1:1 value, or alternatively convert them into gold or silver bullions. It only takes a concentration of will to do this, and it happens instantly.

Vows of Poverty [50]
Your adherents are generous and can detect anyone that is actually in need of help or assistance, if the target would be grateful for being indulged, and if the adherent could be endangered for helping them out. Even if it's just one masked person milling about with the masses and their family is starving, your adherents can immediately identify them and intuitively sense that they need food.

This does not force your adherents to indulge morons who aren't grateful for aid.

Alexandrian Catechism [100]
Your adherents always think critically and objectively about any topic they're thinking of. As a result, they can instantly receive the full context and nuance of any conversation they're involved in, identify logical errors in arguments, and identify all efforts intended to mislead or control other people. This gives them the ability to see through all lies and forms of illusions.

As a toggleable feature, this perk may not work against your faith or your organization.

Aniconism [100]
Nothing can tamper, dilute, or otherwise nullify the magical capabilities of your faithful adherents, if they have any. This prevents adherents from losing the ability to cast any sort of magic and their spells won't ever get nullified by anti-magic sources, although it doesn't stop things like magical ice walls being melted down by fireballs.

Chthonic Redoubts [100]
Your faith adherents could live in the harshest of mountains and still find enough food to eat. In fact, they'd find more food from scavenging in the mountains than they could find in any other environment, and they'll find it within minutes of starting their search. This also affects areas that were already scoped out and determined to have nothing.

For every two minutes of hunting, each adherent can find enough animals to feed a family of ten for one day. If they're looking for vegetarian foods instead, every two minutes they'll also find clusters of snowberry bushes and whatnot in all sorts of places, and receive the equivalent to feed a family of ten for one day. Overhunting and overfarming these resources is impossible and won't affect the local ecosystem.

This perk mainly affects mountainous environments, but it also affects all locations that are scarce with life and has arctic temperatures.

Communion [100]
Those attending your faith's religious events will quickly reach inner peace during these events and start internalizing the flaws of their character. They will always develop their character for the better while integrating any values and ideals held by the main religion of that religious event. Up to three religious events are enough to completely transform them into wholesome characters without making them more susceptible to people who would exploit their better nature.

You can freely choose which values and ideals they will adopt from the faith.

Medicinal Herbalists [100]
Faith officials gain the benefits of the **Sanctioned Apostate** perk. If you'd rather not scroll up to know what that does: They know every herbal cure, poultice, and alchemic solution that is conducted by the setting, and such things created by them will genuinely work on what they're supposed to treat. Even permanent ailments.

They could make poultices to cure genetic disorders such as sickle cell blood disease, make potions to remove things like curses, and more. There are no side effects if the treatment fails, but they'll know where they went wrong or why it's ineffective. These unorthodox practices will never receive negative attention from rabble and authority, and they will be considered as certified as an actual doctor.

They are also capable of developing alchemical solutions on their own, no matter how limited the current alchemy system is, thus allowing them to find all sorts of effects given enough time and resources. Of course, treatment effectiveness scales with the strength or rarity of the ingredient.

In future settings, their knowledge of alchemic ingredients (herbs, animal products, etc) will update to include all the fauna and flora that can be found in the setting. This can be retroactive.

Natural Primitivism [100]
Your faithful adherents like being nude and are always nude, although you can toggle this custom off. Also, they are immune to harm from all environmental conditions, no matter how mundane or esoteric, but only if they're completely naked. They could walk through fire and come out of it just fine, but they may end up immolating themselves to death if they're wearing clothes and refuse to take them off.

If you want, wearing only underwear still counts for the effects of this perk.

Pursuit of Power [100]
Your adherents are completely compliant and cooperative with whatever their faith officials direct them to do, as long as such actions would've been acceptably sanctioned by you.

Unrelenting Faith [100]
Your adherents learn all martial-related things 2x faster and similar boosts can stack multiplicatively. This applies to learning things about combat, tactics, and strategy. You may restrict which aspects of these don't apply.

Physical training is also 2x more efficient, their results cannot be lost due to time or disuse, and physical improvement never results in deteriorating health conditions, i.e. a bulked body won't increase the risks of heart failure but you can still tear your muscles from exercising the wrong way.

Warrior Priests [100]
All your faith officials and leaders, such as priests, cardinals, imams and rabbis, learn martial abilities and hone their physical bodies 10x faster and similar boosts can stack multiplicatively. Their martial and physical capabilities cannot be lost due to time or disuse. They cannot injure themselves from over-exercising.

Auspicious Birthright [200]
Your faith officials are privy to an ancient magical ritual that facilitates an 'early reincarnation.' It is actually a rather simple ritual. It involves a magic circle, a woman, a target, and a faith official who can recite a minute of prayer. All details on how this ritual is performed are up to you.

When completed, the woman will suddenly become pregnant and her fetus' growth development is accelerated to reach birth within 3 days. In a similar timeframe, the target's health will rapidly deteriorate within 3 days. The woman's pregnancy during this time is always laborious, but it is always painless and goes without complications. As for the target, the ritual will always manage to keep them alive yet suffering for three days, no matter their health condition.

Once 72 hours have elapsed, the target dies and the woman will give birth. The soul and memories of the target are transferred to the baby, and their growth rate will accelerate to reach early adulthood within 3 days.

The baby's gender is usually random but you can freely change this or set conditions to change it. Whether they retain the appearance of their previous selves, appear as a clone of the mother, the usual genetic mix between their original selves and the mother, or whatever, is up to you. Whether the baby also retains any supernatural powers and capabilities from their previous selves is also up to you. The baby will not have any defects pertaining to its genetics.*

Bhakti [200]
Your faith officials are privy to an ancient magical ritual that can compensate any grievances to an offended spiritual or supernatural entity by sacrificing a creature of livestock in their name. The ritual requires a magic circle, the livestock must at least be the size of a chicken, and the livestock must die by the end of the ritual. The full details of how this ritual is performed is up to you.

Upon completion, the entity will always forgive any transgressions committed against it, and their relations to you will revert to completely neutral terms. You may repeat the ritual again and again after offending them again and again, and it'll always be effective the first time. It won't matter if the entity is vehemently against ritual violence.

If you want the forgiveness (or establish neutral relations with) of entire supernatural factions, like an entire cabal of vampires or the entire underworld or whatever, you must substitute the sacrifice with: a hundred livestock, ten people from any backgrounds, or have a faith official willingly commit ritual suicide. The ritual can take as long as needed.

By the Sword [200]
All your faith adherents are capable of physically interacting with ethereal or otherwise intangible entities just as effectively as normal people could to other normal people. Enchantments and magical abilities are not required.

Spirits wounded this way may still regenerate from their wounds like normal people can, though spirits don't really have many options to perform healing other than magical or spiritual means. They normally bleed ectoplasm which acts as their lifeblood, and upon "death", the spirit disintegrates into the immaterial realm.

Dharmic Pacifism [200]
Your faith officials know a brief prayer that can enchant any object with the compelling aura of pacifism. When this object is worn on the person, everyone receives a compelling sense of impossible apprehension when attempting any hostile actions against that person. This effectively prevents any aggressor from resorting to anything that could harm the person.

This enchantment is only active if the wearer is unarmed. Drawing forth anything that is a functional weapon (knife, sword, bow, etc) or taking hostile action in general will temporarily nullify the enchantment. The enchantment regains its effects once combat is over.

You and your faith officials may set additional conditions for when the enchantment should be toggled off, e.g. foreign faiths wearing these cannot benefit from the effect.

Ecclesiarchy [200]
Your adherents are immune to all unconsented effects regarding spiritual and mental phenomena. Their souls cannot be tampered with in any way whatsoever, and their

memories cannot be interfered with or read. You and your organization can still mess with their spirit and mind, even if they wouldn't consent.

Additionally, deceased adherents that were once governed by your organization or have served within your organization can be resurrected by you if you have the power to do so. If people within your organization also have a similar power to resurrect them, they can do it too.

Megalith [200]

Your faith adherents can impart their accumulated knowledge simply by inscribing words and art upon stones. It doesn't necessarily have to be any random stone either; it could apply to stone tablets, sculpted statues, carved rocks, monuments, and cliff faces.

You and your faith intuitively know what to inscribe in order to pass your knowledge onto the rock. There is no limit to what kind of knowledge can be inscribed, although more complex topics require larger stones and elaborate inscriptions. Simple topics, like cooking recipes or descriptive legends detailing an entire person's life story, only need a stone with at least 16" dimensions. Elaborate topics, like an entire dissertation on warfare or science, may require stones the size of an adult human. Runestones at least the size of two-story houses can hold as much knowledge needed.

All knowledge is instantly imparted to those reading or observing the inscriptions. You may freely add conditions to activate the knowledge process, restrict the efficiency of the knowledge being imparted, who can actually read these runestones, and who can actually learn from these runestones.

Knowledge doesn't always have to be knowledge either, as it may instead enthrall observers with a lifelike vision of something the inscriber has seen or experienced. Vision-based inscriptions are relatively simple to make, are no smaller than a handheld tablet, and participants can voluntarily leave the vision at any time.

Merciful Blindings [200]

If a faith official is blinded, they are still allowed to see the world albeit in monochrome. However, they gain the ability to sense and identify all influences of magic and supernatural phenomena, see these traces as clear as red paint on white, and detect all forms of lies and deception. They won't mistake any of these things for anything but. They can also intuitively sense what has produced the sources of magic and supernatural

phenomena, and immediately detect what has been producing them the moment it comes into view. Particularly useful for inquisitions.

The measure of blinding can be as temporary as wrapping sheets around one's eyes, although a more permanent measure could simply involve gouging their eyes out.

Pacifism [200]
As enforcers of pacifism, your faithful officials can instantly identify any person who does not abide with a pacifist code of conduct. Officials will also intuitively know what moral crime the person has done and why they did it, and all it takes is once glance at the person.

"Moral crimes" in a sense that they did something that violates your faith's virtues.

Sacred Lies [200]
Your adherents are capable of concocting perfect lies in order to hide any of their secrets from scrutinizing foreign sources. Even the dumbest adherent could come up with an elaborate yet believable story to fake their backgrounds and their persecutors will always end up falling for it. Your adherents won't snitch on each other under any circumstances either. Quite reliable if your adherents are being hunted down and need to lay off the pressure.

This never works to the detriment of your faith or your organization.

Sanctity of Nature [200]
All non-sapient animals of the wild are receptive to your adherents, and briefly gain improved intelligence whenever both parties are interacting. This intelligence allows the animal to socialize and befriend the adherent, but their newfound characteristics won't normally apply to anyone else.

If you adherents don't bother socializing or befriending with animals, the animals themselves are considerate enough to avoid being a nuisance to the best of their ability. They will never harm your adherents unless your adherents harm them or their immediate kin.

Thanks to their sociability, the non-sapient animals can also be domesticated. This process takes from a few hours to a month, depending on how wild, large, and powerful the creatures are. Creatures up to the size of horses can take a few hours to tame. Bears,

hippos, and giraffes take about a few days. Anything larger than those may take a month maximum.

Additionally, domesticated creatures won't ever betray their adherent masters and can understand all commands no matter how complex. Adherent masters will intuitively understand the wants and needs of their servile pets.

Sky Burials [200]
Your adherents know a specific ritual on preparing deceased bodies to be consumed by the wildlife. This ritual only takes a few minutes to complete, and the other details of the ritual are up to you. Bodies prepared this way remain completely fresh and never rot until they are finally given to the wild. If the body is already rotting or deteriorating, then its current state is restored to freshness after the ritual.

Once the scavenging animals finish dining on the body, the local ecosystem will gain boosted reproductive rates for all flora and fauna without somehow harming the ecosystem. This lasts for a week, thus allowing anyone to overhunt and overfarm the ecosystem to their heart's content until a week elapses. Each body will extend this duration by another week.

If the ecosystem was damaged or tainted, it is also gradually rejuvenated in its entirety. It takes about a total of two months to completely rejuvenate the environment to its prime original status.

Sun Worship [200]
Your adherents are capable of rejuvenating their stamina and other energy reserves by basking within the presence of a light source. They normally do this by sitting down in a kneeling position before the light source, although how they should bask is ultimately up to you.

Campfires, bonfires, and the sun all qualify as valid sources. It takes only a couple of minutes to completely regenerate their stamina and supernatural energy reserves. If they want, they could drift themselves off to a peaceful sleep while doing this and wake up an hour later, fully relaxed and refreshed as if they fully slept with optimal hours.

They can be awoken by disturbances, but as long as such disturbances are at least benign in nature then they will continue sleeping. They could sleep while being surrounded by construction work and they'll manage to sleep on through. The way they

are sleeping also won't cause any physical impairment to their body, e.g. sleeping while kneeling won't end up hurting your knees in any way.

Reincarnation [400]
All your adherents are capable of reincarnating after death. At default, they reincarnate as newborn human infants within the same culture, society, and organization. You may freely change or loosen conditions for where they reincarnate, thus allowing them to reincarnate in different places or perhaps outside of your organization.

You may also change how they can reincarnate as, i.e. can be born in different cultural families, only born through a specific sapient race, reborn as an animal, or as other living organisms. The person's genealogy always fits the parents.

Reincarnation isn't always immediate; it can take a while for a person to reincarnate, perhaps even longer depending on how strict the reincarnation criterias are and how often people are born. There's a queue for each reincarnating person, after all. Whether they retain full knowledge of their previous lives are up to you.

Saved from Damnation [400]
Religious events hosted by your adherents have the profound effect of cleansing the souls of all participants by removing any ailments to the soul, restoring said souls to perfect condition, and granting them immunity to any malicious phenomena that could tamper or mess with their souls & minds without their consent.

You and your organization alone have the power to tamper or mess with their souls and minds even without their consent.

If the ailment was possession, the spirit is forcibly expunged. How the spirit is disposed of is up to you, and you may set conditions for which spirits are given different treatments. Total irreversible destruction of affected spirits is optional.

Fervent Temple Builders [400]
Your faith's religious holdings are capable of warding away undesirable supernatural phenomena, such as malicious spirits, demons, fireballs, and anything that can negatively affect a person without their consent. It does not matter how strong the phenomenon is. The phenomena is nullified or rejected the moment it reaches the imminent boundaries.

Note: “Religious holdings” is any structure devoted to religious purposes. A simple building with just a shrine counts as a religious holding. A house or business with a shrine do not.

The Pentarchy [400]

Anyone leaving your religious holdings will receive a twenty-four hour grace period of not being attacked. Any would-be attackers will identify them as not worth attacking whatsoever, or they gain a feeling of impossible apprehension for trying to mess with them. This blessing can be lost early if the person takes hostile, nefarious, or illegal action.

You and your organization may restrict who benefits from your sanctified grounds. Attacking from your religious holding will temporarily nullify this protection on that religious holding for a month.

Inner Journey [400]

Your faith officials know of a rather brief magic ritual that only involves meditation and concentration of will. By doing this, they can astrally project their soul out of their bodies and observe the waking world.

Astral projections can see the physical and spiritual realms. The projector may switch perception to see only one, the other, or even all of them, but it can be cumbersome to see everything overlapped on each other. Their projection cannot interact with the physical or spiritual realms, however.

There is no limit to how far their projection can roam in this state, absolutely nothing can detect or affect their astral projection, absolutely nothing can possess their husk of a body at this time, and they may instantly reassume possession of their body at any time.

Living Sacrifice [400]

You and your faith officials know of a rather archaic magic ritual that involves sacrifice in order to change the characteristics of a given target. All the ritual needs is a magical circle, a large-sized creature (minimum is a bovine) as a sacrifice, a faith official to oversee the ritual, and anyone designated as a target (needs to be at the scene). All details on how this ritual is performed are up to you, and characteristic changes upon the target are determined by the faith official.

‘Characteristic changes’ are limited to:

- Healing the soul or body whole (including lost limbs)

- Cosmetically altering the target's appearance to any extent as long as it doesn't actually improve function. Things like permanently dying their hair green, giving them horns, adding animal tails, are acceptable.
- Fixing the target's age appearance to a specific lifestage (does not stop aging), useful for appearing eternally youthful
- Actually changing the target's lifestage to any specific lifestage.
- 10 years added to the target's maximum lifespan.
- Reconstructing the target's body between physical ineptitude (details may vary) to peak physique for their race.
- Reconstructing their minds between being mentally incapable or peak mental acuity for their race
- Copying all memories of the victim to the target (erosion of identity optional)
- Changing genders (curing or granting body dysphoria optional)

If the faith official wants, some or all characteristic changes can come into effect at the same time from a single ritual.

You can substitute the sacrifice with any living sapient creature and they don't need to be a voluntary participant. The faith official may also weaken the effects of the ritual, i.e. they don't have to give peak physique and could instead remove all excess fat on the target's body. You may also substitute the target with an animal instead, and all changes will affect the targeted animal. Could be used to keep pets immortal with constant sacrifices.

Sacrificial Ceremonies [600]

You and your faith officials know of a rather archaic magic ritual that involves ritual suicide of a person in order to devote one's life to another. All the ritual needs is a magic circle, a victim, a faith official to oversee the ritual, and any person designated as a target (does not need to be at the scene, target is simply designated via intent by faith official). All details on how this ritual is performed are up to you.

When the victim performs a ritual suicide, the designated target will have their soul, physical health and supernatural reserves restored to perfect condition. The target will also receive a 1UP, which allows them to respawn to the prime of their life if they somehow die. The target doesn't even need to know that they are receiving sacrifices in order to benefit from healing or a 1UP.

The target's respawn location can be determined by, in descending prioritizing order and from first to last: you, specific people within your organization, the target, the faith official, and the sacrificial victim. 1UPs from these rituals can also be given to you, but the victim

must be a faith adherent and the suicide has to be voluntary in this case. Adherents pressured into both early conversion and ritual suicide are still applicable.

1UPs that result from **Sacrificial Ceremonies** can stack as many times as they need to, and they will all persist across the Chain. You may use a user interface perk to see how many 1UPs you've accumulated.

Literalism [600]
You and your faith officials know how to craft magical scrolls by using parchment or whatever paper material on hand. In order to relay these magical properties on said parchment, one must simply write in a specific language script (you may choose any existing language script or create a new one from scratch) and recite some specific prayers. Your faith officials already know exactly what to write down and what kind of prayers to recite in order to bless the parchment.

As a primer for these scrolls, your faith officials already know how to make scrolls for:

- Any healing amount of the body, up to restoring it to perfect condition.
- Any healing amount of the soul, up to restoring it to perfect condition.
- Healing the mind. Can cure all neurodegenerative diseases.
- Rewiring the mind. Can cure or grant neurodiverse functions, among other oddities.
- Instantly accelerate growth of a plant or non-sapient animal to maturity without harming their health. If older, can rejuvenate them back to prime.
- Can see in the dark no differently than day for up to 24 hours.
- Exorcism. Total destruction of the possessing spirit is optional, regardless of the spirit's actual power.
- Removing curses, regardless of their nature.
- Granting the effects of **Dharmic Pacifism** upon the user or target for up to 24 hours.
- Sanctifying a location or area with supernatural wards that forbid passage to all spiritual, ethereal, and supernatural entities, regardless of their strength. This lasts for up to 24 hours.
- Sealing the target's supernatural reserves, preventing them from casting or activating any power that is external to their being.
- Negating the temporary effects of other scrolls.
- Negating the effects of magical phenomena, regardless of source.
- Changing the state of matter for any given object. The new state of matter is still susceptible to changes due to its environment.

- Maintaining the state of matter for any given object for up to 24 hours. Very good for ice cubes.
- Turning any liquid into any other liquid. This does not adhere to logic.
- Rendering any poison and toxins inert. Could purify entire lakes and rivers.
- Repelling all insects, arachnids, and other small critters (at most, the size of a rat) within a $300m^2$ area. Scroll writers may write exceptions. Lasts for up to 24 hours.
- Projecting any audio in its fullest extent that was once heard by the scroll writer. The audio is copied perfectly, can only last up to 24 hours, cannot be stopped without magical interference, and the scroll writer may loop the audio until the time limit.
- Record any video for up to 24 hours, perceiving through the caster or target's eyes. Can be ended prematurely via vocal command. When it ends, the scroll rejuvenates on the user or target's person and is saved as a recording. Comes with special markings to indicate it is now a recording. Scroll writers must attach a vocal command to the scroll in order signify the scroll's end. This scroll is not consumed upon use.
- Projecting a memory at a scene. The memory is perfect and crystal clear, regardless of the scroll writer's actual mental capabilities. No different than using a digital projector to show a movie. Scene cannot last longer than 24 hours. This scroll is not consumed upon use.
- Copy scrolls, which are scrolls that copy scrolls. Can use a copy scroll to conjure five copies of any scroll.
- A scroll writer can inscribe scrolls to grant any specific perks or powers the scroll writer has to the scroll's user or target. This is not permanent and only enables use for up to twenty-four hours. The scroll writer may dilute, weaken, or set conditions on given perks or powers.

Due to their special status, only you, your organization, and your faith officials can do things like this. Additionally, thanks to an efficient and superior way of writing, it never takes more than ten minutes to write down each scroll. Perks that accelerate writing or imprinting can make this finish even faster.

Literalism: Scroll Magic System [200, requires Literalism]

There is an all-encompassing scroll magic system that can only be accessed by your faith officials, your organization, and anyone you grant access to.

If your faith officials or organization have somehow acquired potions, scrolls, magical abilities, and other supernatural phenomena from any setting, they can

replicate and integrate their effects into the scroll magic system. Thus, everyone who has access to this magic system are now capable of crafting a scroll that can project those effects. No matter how devastating or complex the effect is, it only takes ten minutes to write it down onto a scroll.

A user interface perk can be used to view this magic system and see the most recent additions. If you have the capability to tinker with magic systems, you may also tinker with the scroll magic system and could increase the 24 hour requirement to a potentially infinite limit, thus allowing scrolls to last longer as they need to.

Adherents and Officials

If you went through the Religion section, you gain these for free.

Adherents [Free and only if you went through the Religion section]
You start with an additional 500,000 people who happen to be your faith adherents. They are all unremarkable people who come from all sorts of backgrounds and have enough materials to create a huge city from scratch. As such, they are great for jumpstarting a new realm anywhere in the jump, provided you have the military force to ensure their resettlement and survival. Upon establishing a city, less than half of them will end up dispersing in the local area and start creating hamlets, villages, and smaller towns.

Any specific details regarding their race, ethnicity, culture and local history are freely up to you.

All adherents, now and in the future, will come with you when your jump ends. They automatically stay in the Warehouse with essential lodgings and utilities to support all of them, and they are completely fine with staying in the Warehouse or you importing them into different worlds. It should also be noted that these civilian people aren't considered Followers.

Your adherents are all aware of your jumper background, though they are completely fine with it, don't mind any shenanigans you're pulling, and absolutely nothing in the multiverse can pry this information from them.*

Proselytizers [Free and only if you went through the Religion section]
A voluntary group of 5,000 faith officials who are proselytizers following your faith. They are experienced orators with fantastic skills at teaching, preaching, and performing charity work. They are mostly autonomous and self-sufficient, but you can funnel more resources and manpower to better improve their effectiveness.

Inquisition [Free and only if you went through the Religion section]
A department consisting of 5,000 faith officials of varying talents and skills related to investigation. Basically your own secret police that is charged with overseeing accountability within the faith, enforcing policies against foreign faiths, and investigating supernatural phenomena. There is an uninteresting faith official who is head of this department, but you can appoint someone else or give them powers to enhance the Inquisition's effectiveness.

Principal Branch [Free and only if you went through the Religion section]
An upper society of 500 faith officials, whom are all excellent in administration, developing your faith, organizing people, and relaying your vision of the faith. You can trust them to do anything you want them to do, and they'll do their absolute best in enforcing it. You can funnel more resources and manpower to better improve their effectiveness.

Religious Recruitment [Free and only if you went through the Religion section]
Every single person recruited as a faith official consequently gains status as your Follower. They also gain their own lodgings and utilities in the Warehouse.

Dynasty

Official game art

Every single Dynasty Perk affects you and your entire bloodline, with limitations at your choosing.
You can selectively choose if cadet dynasties or bastard lineages benefit from Dynasty Perks.
You can selectively choose whether or not Dynasty Perks are retroactive.

You gain a +400 CP stipend to spend only on Dynasty Perks.
Your Companions do not receive any freebies or stipends in this section.
There are no discounts in this section.

DISCLAIMER: If you are not interested in giving Perks to your bloodline, you may skip this section and head down to Retinue.

Coterie [free]

You, your Companions, and Followers have learned all the best techniques to effectively raise infants, children, and teenagers. You all can immediately detect all behaviors with troublesome or favorable implications, and know how to discourage or nurture these behaviors with utmost effectiveness.

Even if you just adopted a teenager from a broken home, you could reform their personality in a short timeframe before they become a full-fledged adult. There won't be a kid who will turn out entirely unexpected under you or your friends' guardianship.

This affects all ages that have yet to turn 16 years old.

> **Coterie: Inner Circle [100, requires Coterie]**
> When you, your Companion, or Follower complete a guardianship of a ward, that former ward will never betray you or your organization under any circumstances and will do whatever you want them to do and to the best of their ability. You could've taught them to be a good person, proceeded to direct them to commit atrocities, and they'll attempt it to the best of their ability without question.
>
> If you want, they also know how to separate life from work.

Genetic Hygiene [50]
You've got some amazing genetics running in you. Your dynasty is impervious to inheriting anything genetically defective and also receives immunity to all unconsented tampering to their genetics. Additionally, any 'beneficial' genes such as good looks, improved metabolism and accelerated physical growth will be further reinforced in your genetic line. Such things can't ever deteriorate or be lost under any circumstances.

You, personally, can freely alter which phenotype is more likely to express itself, with a value between "never" and "always", and to what extent. Whatever the case may be, it will come into effect upon birth.

Maternity [50]
Pregnant dynasty members do not experience any difficulty in regards to pregnancy, won't ever die due to it, and suffer no impediments to mobility or health during its course. They will stay as agile and mobile as right before they became pregnant. Additionally, they have the power to hide the pregnancy's visual effects entirely, i.e. the baby bump, accelerate the gestation period from [insert usual time here] to a month at most, and accelerate the birthing period which results in the baby sliding right on out without having to rely on muscle contractions.

There will be no side effects because of these things, and no one will see any of it as odd.

Fertility Control [50]
The fertility of all dynasty members is now entirely dependent on whether or not the participating parties desire a child, and without actual regards to how fertile both parties

are. If at least one party doesn't want a child, then conception is impossible. If both parties want a child, then conception is guaranteed.

Additionally, those capable of menstruation do not have to deal with menstruation anymore, and it won't negatively affect their health nor their fertility in any shape or form.

The Seed is Strong [50]
You can choose as many cosmetic physical features as you want that will be consistently passed down to your offspring, their offspring, and so on and so forth. You can selectively toggle what gene will express itself, how frequently, and under what conditions.

An infant could later manifest blonde hair only if a particular ritual was endeavored at conception, their eyes could glow red if the individual is under stress, etc. If you're old-fashioned, you could just have everyone gain the same hair color as yours or whatever.

This perk can be retroactive but cannot be used to guarantee features that aren't a mere cosmetic feature, e.g. strength. You are able to change again what are the cosmetic physical features prior to the start of each jump.

The Seed is Quirky [50]
You can choose as many personality traits you want that will be consistently passed down to your offspring, their offspring, and so on and so forth. Laziness, diligence, humility, pride, and types of humor are all but examples that can be common traits within your family. Undesirable personality traits will not be developed at your discretion.

You can purchase this perk multiple times in order to add one more personality trait. Each subsequent purchase will cost 50 CP.

In-game examples of personality traits are listed here.

How Peculiar! [50]
Physical oddities will be overlooked by others and thought of as benign at worst, peculiar at best. Albinism wouldn't get you thrown into a well over some misguided preconceptions and having horns on your head would only invite harmless curiosity in a society of people who have never seen horns on a person before.

This only affects oddities within reason. Gigantism is fine, being as tall as a two story building is not. Having skin pale enough to appear deprived of blood is also fine, but looking like a corpse undergoing various stages of decay will never be covered by this perk.

Customs [50]
Your dynasty receives collective information on all languages and cultures learned by all dynasty members, including dead ancestors.

Desirable Match [50]
If a person likes you enough to marry you, they'll agree to marry you regardless of any extenuating circumstances that could be caused by the marriage. Families won't stop their family members from marrying into yours.

Renowned Name [50]
All reputations relating to your dynasty name will not decay due to time. You, personally, are aware of all reputations relating to your dynasty name and can selectively toggle the decay factor for specific reputations.

Adoption Rites [50]
Those adopted into your dynasty are affected by dynasty perks and dynasty drawbacks wherever applicable. They are still subject to any limitations imposed by you.

Beauty Before Death [100]
Your dynasty members always appear to be in their youth. They will not appear to age any further once they reach their prime, though they are still aging as usual and are still susceptible to the usual afflictions that eventually occur when people age.

Delegating Authority [100]
All dynasty members receive any presence perks you have regarding authority, though your dynasty members will not feel the effects of these perks from other dynasty members except from you.

You may set conditions for who can get these perks and when it should be active.

Mythological Bonds [100]
Your dynasty has a special affinity for a creature of fantastical origins. Giants, dragons, wyrms, dryads, and spirits are all but examples that can be affected by this perk. Such

entities will feel a natural bond with your dynasty members, feeling safe enough to remain in their vicinity for longer and potentially develop friendly relationships with them.

You may purchase this multiple times with each subsequent purchase costing 50 CP.

This effect is lost on the creature if a dynasty member attacks them. The effect can be regained once again if the creature somehow doesn't end up dying and the dynasty member attempts to relieve grievances by offering food or healing.

I Have Special Eyes [100]
Your dynasty is somehow capable of distinguishing the presence of something specific by using their normal senses (sight, hearing, smell, etc) albeit with amplified effectiveness. They can detect it up to 60 meters from their person, gauge how close the thing is, and intuitively determine its origins by detection alone.

The type of thing could be vague or specific, like being able to sense rare alchemic ingredients, the presence of mythical creatures, people of a certain talent, the presence of magic, curses, a type of bird, or valuable metals embedded deep within rock.

You may purchase this multiple times with each subsequent purchase costing 50 CP.

War In My Veins [100]
At the very baseline, your dynasty are natural fighters who intuitively know their ways around combat. Most of this is mere talent and thus their actual capabilities are very improvised. They could easily overpower a simple trained fighter but might have trouble against someone who actually knows what they're doing, for example.

In My Heyday [200]
Your dynasty's physical capabilities never deteriorate from time, age, or disuse. They will still age as usual. If these capabilities have already deteriorated, they will rejuvenate them back to their prime.

Sharp As Ever [200]
Your dynasty's mental capabilities never deteriorate from time, age, or disuse. If their capabilities have already deteriorated, they will rejuvenate them back to their prime.

Breaking the Sky [200]
Your dynasty's potential in everything is peak for their race. This perk does not give them additional skills or passions.

Who Needs Training Montages? [200]
Your dynasty's learning and growth rate is 2x more effective in everything.

Founder's Decree [200]
Hate your kid and don't think they deserve your dynastic perks? You alone reserve the power to take away anything that can be considered an inherited abnormal gift or superpower from your dynasty members. You can give it back to them anytime.

Family Trip [200]
You may invite dynasty members to be your Follower and join along with you in your Chain. Actually, scratch that. You can classify them as your Followers even against their will or without them knowing. It'd be pretty funny, right? If you don't want to keep them as Followers for any longer, you may rescind that status anytime.

We're Something Special, You See [200]
You may selectively choose which of your powers and perks can be inherited by your offspring and the offspring of your offspring, and with what limitations. This effect can be retroactive in case you already have offspring.

A Novel In Writing [200]
No matter what happens, not a single member of your dynasty will end their story prematurely by unfortunate circumstances. Each member of your dynasty will always manage to obtain genuine happiness before their story ends as well. They could marry the person of their dreams, live long enough to see their grandchildren, find their passion and master it, create great inventions that will alter the course of technology, or leave a mark on history so they'll be remembered as one of the greats.

Most of the time though, it will just be a simple life with the one passion or person they'll love.

Secure the Birthright! [400]
If any of your dynasty members ever fall from grace, power, or lose anything of significant value, fate will conspire for their return to what was lost or the obtainment of something equivalent in measure. The victimized person may suddenly find themselves on a grand

journey to reclaim what was stolen from them and will make many friends and enemies along the way. Tears will be shed. Much blood may be spilled.

The journey will not be easy however. If the would-be reclaimer isn't capable enough on their own or shrewd enough to keep around highly capable friends, then they are liable to fail in reaching their objective. At least their fall will still be a good story to tell.

Friends of the Wild [400]
Your dynasty has a special affinity for all non-sapient creatures of the wild. Skittish herbivores allow dynasty members to come close enough to touch and pet, and friendly relationships may even develop between them. Carnivorous creatures like wolves and bears are no different either and would never snack on your dynasty for food, even if starving.

Additionally, all non-sapient creatures can be domesticated by your dynasty. This process never takes more than a few gestures to feed or help them. Domesticated creatures won't ever betray your dynasty and can understand all commands no matter how complex. Your dynasty will intuitively understand the wants and needs of their servile pets.

This effect is lost on the creature if a dynasty member attacks them. The effect can be regained once again if the creature somehow doesn't end up dying and the dynasty member attempts to relieve grievances by offering food or healing.

Ancestral Wisdom [400]
Your dynasty is capable of summoning (and dismissing) spirit projections of deceased dynasty members to serve as spirit advisors. The spirit advisors will retain all their knowledge of their previous life, allowing them to easily pass down knowledge to the rest of the dynasty. You may converse with them as usual and they will remember your previous conversations with them. No one else other than your dynasty can see these spirit advisors, unless the summoner wants them to be seen.

This perk also allows you to resurrect deceased dynasty members in future settings, assuming you have the means to do so.

Destiny is a Fool's Tale [400]
Your dynasty is immune to curses, fate manipulation, and other similar phenomena.

Chosen Ones [400]
If there is an item or object that can only be wielded or activated according to some specific condition(s), your dynasty is always exempted to these condition(s).

Strength [+400/+200/+100/100/200/400]
Note: Unlike the other Dynasty perks, this specific perk only affects the starting genetic disposition of your family. As more stronger people are wed into your family and more children are produced from them over time, you could potentially weed out the harmful traits and make your dynasty stronger or the other way around if you (or your dynasty) aren't selective with who they're being wed to.

There are six values for strength:

- Feeble [+400]
- Frail [+200]
- Delicate [+100]
- Hale [100]
- Robust [200]
- Amazonian / Herculean [400]

Feeble, the worst, starts your dynasty off as pathetically feeble and suffering from severely poor health. Any disease or injury could probably kill the afflicted, and they'd probably lose in any situation that requires physical strength. A person in a wheelchair could probably kill them by ramming into them.

Frail is not as bad but still terrible. It is quite unlikely anyone of frail physique could succeed in combat, and they have a difficult time combating illnesses.

Delicate is simply poor physique. Below average.

Hale individuals are in a slightly better physical state than the average person. Not notably so, but still superior to the average person.

Robust would place your dynasty in the higher tiers of healthy physique. A lot of people would admire their muscles and many more would consider you all to be of warrior stock. Ailing family members would also cope much better with diseases due to their better health.

Herculean (or **Amazonian** for the women) starts your dynasty off as impressively stocky, almost to the brink of the supernatural. They can generally survive most conventional diseases and have very few peers in physical aspects.

Beauty [+400/+200/+100/100/200/400]

Note: Unlike the other Dynasty perks, this specific perk only affects the starting genetic disposition of your family. As more attractive people are wed into your family and more children are produced from them over time, you could potentially weed out the harmful traits and make your dynasty prettier or the other way around if you (or your dynasty) aren't selective with who they're being wed to.

There are six values for beauty:

- Hideous [+400]
- Ugly [+200]
- Homely [+100]
- Comely [100]
- Pretty / Handsome [200]
- Beautiful [400]

Hideous family members could be compared to warty toads. Even the presence of hideous people alone is considered offensive in most situations. At least your family would be a great attraction at a circus.

Ugly is ugly. There are some severely inappropriate features on the appearance of your family, and many would rather look away than continue looking.

Homely would be the bridge between ugly and average. There are a few imperfections on the person's appearance, but there aren't many features that are pleasing to compensate.

Comely family members are at worst described as 'cute' by many others. You might notice that they'll receive a bit of doting attention.

Pretty / Handsome family members receive a significant amount of attention from those attracted to their sex. Like most attractive people, your family might not even notice that many people will make subtle justifications in their minds for any bad things a good looking person does, and the family member will most likely assume everyone has it this easy just like everyone else.

Some **beautiful** people enjoy being the center of attention everywhere they go solely for their gorgeous looks. Not a single person attracted to the person's sex won't give up the opportunity to simply bathe in their presence. Unfortunately, having an enchanting appearance may not always be a good thing. Family members could be subject to those with nefarious intentions, and its going to be incredibly difficult to determine whether or not the person they're speaking to likes them genuinely or for their looks.

Intelligence [+600/+400/+200/200/400/600]

Note: Unlike the other Dynasty perks, this specific perk only affects the starting genetic disposition of your family. As smarter people are wed into your family and more children are produced from them over time, you could potentially curb the harmful defects and make your dynasty healthier or the other way around if you (or your dynasty) aren't selective with who they're being wed to.

There are six values for intelligence:

- Imbecile [+400]
- Stupid [+200]
- Slow [+100]
- Quick [100]
- Intelligent [200]
- Genius [400]

Imbeciles are the lowest denominator when it comes to intelligence. Even dumb manual labor would require constant directions and micromanagement to keep the imbecile on their toes and to make sure they do the job right. For anything else that requires significant brain power, the imbecile family member will definitely be incapable of doing it.

Stupid is when it appears to be malicious than intended. Your family can't do most jobs right that a slow person can, and even then you might not even take criticism that well due to your lower level of rational thought.

At least some **slow** people are intelligent enough to figure out that they're not that smart. There's still a lot of opportunities for your family to pursue certain fields, but their deficiency in anything that requires intelligence would have to be compensated with increased patience and hard work.

Quick individuals are, well, quick on the uptake. They'll see patterns that the average person would be slow to pick up on, and are more likely to see the error behind their mistakes.

Intelligent people are insightful if not usually brilliant. They will always excel in their fields and stand out as much brighter than most. With just a five minute conversation, the average person will deduce that your family member is way ahead of the game than the other person is.

If your whole dynasty is composed of **geniuses**, be prepared to see a lot of things you probably won't be able to account for. Maybe your martial niece will end up leading a massive warband and successfully defeat a vastly superior army with just their wit, or your auntie who has a matrilineal marriage in faraway lands somehow deposes her husband and ends up on the throne. On the other hand, dynasty members who are troublesome and even malicious in their intentions might prove to be... *extremely* problematic. Be careful what you wish for.

Dynasty Drawbacks

You are allowed to take these Drawbacks even if you are not planning to have a family.
Any CP from Dynasty Drawbacks in this section will be added to your total CP pool.
After the jump, Dynasty Drawbacks will count as “perks” that can be toggled on and off.

Drawbacks conflicting with Dynasty Perks can still be taken together. The Drawbacks will only overwrite the affected Dynasty Perks for the duration of the jump. Afterwards, only one of the conflicting counterparts can be activated at a time.

Genetic Waste [+100]
Your dynasty seems to be more susceptible to genetic defects and anything defective that could be inherited by offspring. Additionally, any ‘negative’ genes such as ugliness, slow metabolism, and slow physical growth, will be further reinforced in your genetic line. You can still marry genetically healthier people into your family to remedy this.

WE HATE BABIES [+100]
Most dynasty members don’t really have the drive to have children. Every noble is peer pressured to have kids though, so its just less willful participation on your dynasty’s part.

The Seed is Weak [+100]
Offspring of dynasty members look less like the dynasty parent and more like the other non-dynasty parent. This is going to be a huge issue if cuckoldry is involved in the relationship.

The Seed is Giving Attitude [+200]
Your dynasty tends to develop personalities that make them difficult to trust or work with. Laziness, greed, and lust are the few examples that may result from this. Assigning an effective educator or advisor to moderate their base habits can help.

Haughty [+200]
Your dynasty’s children often develop rebellious streaks and tend to defy authority, thus hampering the quality of their education and childhood. If not rectified, it is likely this will carry on to their adulthood. Assigning an effective educator to moderate their troublesome habits can help.

Poor Fertility [+200]
Your dynasty suffers from poor fertility rates. It'll be difficult for some of them to produce more than two children within their lifetime.

Do note that if other dynasties catch on to your dynasty's inability to produce heirs, it'll become very difficult for your dynasty to marry into other dynasties.

> **Infertility [+300, requires *Poor Fertility*]**
> Your dynasty suffers from severe infertility and birth complications. It'll be difficult for most of them to produce more than one child within their lifetime.

Work Overload [+200]
Dynasty members working will find themselves burdened with a lot more work than usual. It's almost as if life doesn't want them to catch a break. This can be quite stressful. People well-versed in stewardship can be very useful in these situations.

Antagonist Magnet [+200]
Your dynasty is an attractive target to form rivalry with or otherwise antagonize by other people or dynasties. Expect constant duels, arguments, and mischievous acts of subterfuge. Family members well-versed in diplomacy or intrigue can overcome this.

He Left for the Alchemy Shop [+400]
The men of your dynasty do not actively participate in the lives of their children. This could manifest in various ways such as having no affinity to their child, animosity with their wife, having to deal with too much work, and etc. Whatever the case is, most of your dynasty members will never experience a father figure that is actively present in their growing lives.

This also affects non-dynasty husbands who have married into your dynasty.

This Drawback can be subverted by assigning someone else to parent them.

The Mother That Never Was [+400]
The women of your dynasty do not actively participate in the lives of their children. This could manifest in various ways such as preferring to assign a midwife to tend to them, no affinity to their child, animosity with their wife, having to deal with too much work, and etc. Whatever the case is, most of your dynasty members will never experience a mother figure that is actively present in their growing lives.

This also affects non-dynasty wives who have married into your dynasty.

This Drawback can be subverted by assigning someone else to parent them.

Blood Rot [+600]
Your dynasty is plagued with some kind of genetic illness that causes them to suffer from poor health until they die prematurely, starting at the age of 40 until they reach the hard cap of 50. Fortunately, there are rumors of a wise man in distant lands who holds the cure to this illness. You'll have to embark on the journey yourself though. Hope you got a good regent who can take care of things while you're gone for a decade.

Though the journey will definitely last for a long time, there will be some interesting experiences filled with subterfuge, drama, death, even more drama, and the occasional crime against social conduct. The ultimate solution will be ridiculous as well. It could be a lengthy ritual of deepthroating a banana while getting serenaded by an Iberian marching band or allowing yourself to get flogged by a one-armed blind Zoroastrian priest.

Impotent [+600]
75% of your dynasty's men suffer from variations of sexual dysfunctions. They cannot get it up, experience pain that prevents them from orgasming, or cannot orgasm at all. Some of these are not mutually exclusive from each other.

A skilled physician may be needed to treat these.

Midwife Nightmare [+600]
75% of your dynasty's women suffer from birth complications. With each birth, miscarriage may occur 20% of the time, severe and lasting health penalties 50%, permanent infertility due to birth complications 10%, and death 10%. Some of these are not mutually exclusive from each other.

A skilled physician may be needed to ensure stable pregnancies.

Retinue

Artist source

You gain a +2000 CP stipend to spend only on this section.
This stipend is not given to Companions.

Your own personal warband of Followers. Your retinue do not age, their skills don't deteriorate from any factors, they do not require any sort of maintenance or upkeep, are unaffected by morale issues, and are completely loyal to you regardless of whatever comes their way. If your retinue is not at full strength, they constantly rejuvenate manpower and equipment over the course of a month and reappear at a location of your choosing (Warehouse is acceptable).

They start with basic equipment expected of their class but they'll retain any equipment you give them. You can instantly swap back and forth their new equipment to former equipment, which may be helpful if you want to keep them thematically appropriate for the setting, but you'll have to provide enough arms and equipment to outfit all of them so they can use them with maximum effectiveness. Neutral and hostile forces cannot steal equipment from your retinue nor can your retinue involuntarily lose their equipment.

You may freely customize the background and culture of any of these units to your liking. Changes must be made prior to the start of the jump.

DISCLAIMER: If you have no interest in having your own personal army that you can import into future Jumps, nor do you care about boosting the qualities of your Followers, you may skip this section and head down to Holdings.

Recruitment [Free]

This is a perk for expanding your Followers. In the same process as how you ask people to be your Companion, you can ask people if they want to serve as your Follower and can therefore be employed within your retinue. They will have to be comfortable with the idea of serving you for the rest of their lives, or at least be persuaded to agree to it. Once recruited, they will receive the same passive benefits that affect your retinue. Like regular people, they can be trained to do whatever you want them to do and assigned wherever you want them to be.

You don't have to be the one to recruit them though. You can direct someone else to recruit people into your personal retinue, and this perk will work just the same.

All existing Followers will also gain the same benefits as your Retinue.

Light Footmen [50 CP per 1000 soldiers]

Standard light infantry issued with spears, shields, and sometimes bladed sidearms. They have rather simple training in personal combat, formation fighting, and some engineer warfare. Their lighter equipment allows them to easily outmaneuver heavier infantry and they perform quite admirably within forested environments. Good fodder.

Pikemen [50 CP per 750 soldiers]

Standard infantry issued with two-handed polearms and heavy pavise shields strapped to their backs. They have impressive performance against all things cavalry, and find themselves at home on elevated terrain. Enough of these can stop any cavalry army dead in its tracks, unless they're capable of harrying you from afar. Regardless, pikemen perform amazingly when stacked with crossbowmen.

Armored Footmen [50 CP per 600 soldiers]

Standard heavy infantry normally issued with sword, shield, and protective armor, although their armaments tend to vary the most compared to the streamlined pikemen. Armored footmen and other heavy infantry counterparts are the most dangerous close combatants in the field, except against cavalry, and their limited numbers make them

poor frontliners. However, their training makes them best suited for cutting down pikemen, and their ferocity in combat work as its own force multiplier.

House Guard [50 CP per 400 soldiers]

Elite heavy infantry issued with swords, shield, and protective armor, complemented by the occasional spear. Better than armored footmen, house guards will eviscerate through pikemen and any other poor sod who finds themselves at close range. As heavy infantry, house guards are particularly vulnerable to cavalry and ranged opponents, especially crossbowmen, but would nonetheless destroy any close combatant within range.

Bowmen [50 CP per 1000 soldiers]

Basic ranged infantry issued with bows and quivers. As long as you have a frontline to protect them, they can inflict tons of damage against armies while being only vulnerable to cavalry harassment or other ranged units. Bowmen are very vulnerable in close combat as well. At least they perform better within forested environments, and have a tendency to shred through light infantry.

Crossbowmen [50 CP per 600 soldiers]

Adequate ranged infantry armed with crossbows and quivers. Some nations have trained their crossbowmen with different equipment; some will be armed with heavy pavise shields to protect them from ranged fire or flanking attacks, others will have backup infantry arms for the purpose of close combat. Whatever is the case, crossbowmen are feared by anything armored due to the sheer penetrating power of crossbows. They also perform better in elevated terrain.

Light Horsemen [50 CP per 550 soldiers]

Light cavalrymen are normally issued with a standard warhorse, simple lance, cavalry shield, and a blade sidearm for close combat. Though they have better melee training than light footmen, light horsemen are not optimized for frontal charges and are instead best used as reconnaissance, skirmishes, harassment, flanking, and taking care of stragglers after battles. Performs amazingly in flat terrain but suffers terribly in all other environments with trees, elevation, and snow.

Horse Archers [50 CP per 350 soldiers]

Light cavalrymen who are more experienced in combat than light horsemen but are not specialized in assault tasks like armored horsemen are. Horse archers are absolute

terminators on the open fields, capable of shredding through light infantry from a distance, engaging archers on the move, and running down stragglers from the aftermath of a battle. It is no wonder that the Mongolians conquered the steppes with horse archers as the brunt of their army. Mind you however, these cavalrymen still suffer the same terrain weaknesses as any other cavalry.

Armored Horsemen [50 CP per 300 soldiers]
Heavy cavalrymen. The true nightmare of everything that stays in formation in order to survive cavalry charges. Even dismounted, these cavalrymen perform better than most heavy infantry. Though the weight of their equipment make them somewhat inadequate for skirmishing purposes, there is no other unit comparable when it comes to shock attacks and instilling fear into the opposing army. Armored horsemen are the kings of the battlefield but they suffer from weak performance in any environment that has trees, elevation, and snow.

War Elephants [50 CP per 50 soldiers]
The pinnacle of cavalry. It speaks to their use if the Romans were the only ones to find out how to defeat war elephants, and that's by avoiding them completely and fighting everything else instead. War elephants are sure to annihilate anything at close range, and the heavy weight of such elephants nullify any disadvantages to be found in forested environments. Other than that, they have similar terrain weaknesses as other cavalry.

You can trust the elephants of these riders to behave themselves until the fighting starts.

Siege Engines [50 CP per 100 siege engines]
Cumbersome devices that are best described as rudimentary machinery with archaic parts. You receive trebuchets that are each manned by at least 5 people trained in siege warfare, and at least a couple horses for each crew to help pull trebuchets when broken down. Siege engines may be somewhat useless in actual combat, but they are absolutely essential in speeding up sieges from taking months or years to instead take days or weeks.

You don’t need that many siege engines. 100 for each army of 30,000 should be enough.

Holdings

Artist source

You gain a +100 stipend to spend only on this section.
This stipend is not given to Companions.

Your personal holdings, or property, that are under your direct control. You can freely attach them to the Warehouse, combine them with your other property, and insert them anywhere in the setting. The holdings will retain all changes to them, although you can revert them to any previous state they had, and do this back and forth if you want to maintain multiple iterations for a single holding. You could place the holding elsewhere, as well. All these options can be done mid-jump if you feel so inclined, but each holding can only be changed once every year.

Furthermore, these holdings are always self-cleaning, self-maintaining, and are exempt to any form of regulation that may restrict or oversee their presence, unless the holdings happen to encroach the enforced boundaries of government property. Additionally, how your holdings look is entirely up to you, and you may change each of them to fit whatever aesthetic you have in mind. You could have them somehow fit thematically with the setting, for one.

You may purchase the same holding multiple times.

DISCLAIMER: If you don't care about property with special attributes that could potentially be imported into your other property, you may skip this section down and head down to Items.

Land Guarantees [Free]
This is a perk for adding your Holding's base properties to all your property.

The jumper gains the ability to summon a diplomatic representative who may or may not be tangentially related to the Benefactor. They will then proceed to add the qualities of Holdings (aesthetic changes, maintaining and switching between iterations, etc) upon all fiat-backed properties belonging to the Jumper or their Companions.

The representative also has the power to fiat-back any non-fiat-backed property that you own. How this works is up to you, but they generally try to limit to the holding's best approximate boundaries, e.g. fiat-backing a private homestead could include the entire local land that is legally held private in your name. They'll refuse fiat-backing any property that isn't under your sole possession, such as temporary leases.

The representative disappears immediately once they finish doing whatever they were sent to do.

Utilities [Free]
This is a perk for adding modern utilities and plumbing to all your fiat-backed property.

The jumper gains the ability to summon a small contingent of civil servants who can install modern-day utilities for any property that belongs to the jumper. Electricity, plumbing, you name it. You'll need to designate where the kitchen, bathrooms and whatnot are if you want them to set up the respective facilities, and they'll tell you if there isn't enough space.

It takes about twenty-four hours for them to finish installing these utilities across the entire property, no matter how large the property is. Once the job is done, they will notify you of their finished work, and they will promptly leave by disappearing from reality.

This essentially confers passive power generation to all tech within the property. It does not matter how power-intensive the objects are, and they do not need to be connected to anything. You could bring a flip phone with zero battery onto the property, and within seconds it is fully charged. All devices that rely on internet (or whatever equivalent) will

be able to connect to any internet anywhere, gain the most optimal connection without any lag, are immune to cyber tampering in any shape or form, and their locations are safely encrypted without affecting any device functions.

As for plumbing: they'll install all the necessary plumbing objects within the designated rooms, assuming there is space to fit, and the water will never run out somehow. The water pressure is always at the strength you desire, and you have the power to instantly change all plumbing-related facilities to adopt the best plumbing technology you've seen before.

Guard Tower [50]
A tall, fortified tower that is meant to overlook the surrounding area. If within this tower: You, your Companions, Followers, and other employed security personnel can see everything that is happening within the tower, and within a 10 km range outside the tower.

If this Holding is applied to a property, the omniscient properties are conferred to that property, albeit limited and without the 10 km range. As such: You, your Companions, Followers, and other employed security personnel will gain full knowledge for everything within the property grounds for as long as each of you remain within property grounds. A single Companion on property grounds won't grant full knowledge to you and everyone else outside, for example.

Training Grounds [50]
An expansive flat area enclosed with tall palisades. Rather peaceful, one might say. Any training and learning conducted within this area is 2x more effective.

If this Holding is applied to a property, the training effect is conferred to that property. It doesn't matter where you're training on said property. You may also attach multiple Training Grounds to one property, but you're capped at 5 Training Grounds per property.

Castle [50]
A massive fortified military complex with indestructible walls and infrastructure, and the local ground can only be dug through by you and others you permit. Has a stables, armory, barracks, a gatehouse, huge stone walls, and all sorts of rooms suited for a grand castle.

If this Holding is applied to a property, its infrastructure indestructibility are conferred to that property. If hostile action is taken against someone within said property, i.e. you shoot your neighbors across the street or a space station fires deadly laser beams at someone, then the indestructibility is negated for about a month.

Storage [50]
A mundane storage depot for storing anything that you want, and its interior space expands itself perpetually to store anything. Its internal expansion won't affect the exterior appearance somehow. Otherwise, the Storage is best suited for materials and other resources that you can't or won't ship off to the Warehouse for some reason. Between each jump, you may instantly deposit all Storage possessions straight into the Warehouse for sorting.

All Storages have access to a single storage system. In other words, you (and anyone else you permit) may simply enter the premises, summon a User Interface window screen that lists what the storage system has, and immediately bring up any catalog that the viewer wants to see. Everything in each Storage can be instantly and safely transported to the viewer's immediate location.

If this Holding is applied to a property, that property can expand its space to any size & dimension you wish, and you could make up entirely different rooms or hallways on a whim. You still have to do your own furnishing and whatever though. Try not to abuse this by making mazes or something.

Bank [50]
A small private bank that is dedicated for storing your wealth. All your accumulated wealth is intangibly stored in this location, and the wealth is carried between jumps. This also tracks and keeps the accumulated wealth for any Companions and Followers you have, and there are some NPC accountants that help transfer, summon, or otherwise manage the recipient's wealth. Bureaucratic complications do not exist through the Bank.

Additionally, all Banks have access to a single banking system that tracks all the accumulated wealth. Banks may also convert any owned currency to different currencies with the closest approximate 1:1 value, or alternatively convert them into gold or silver bullions. This happens instantly.

If this Holding is applied to a property, the property receives a small banking area with a complement of NPC accountants, thus conferring the Bank's banking capabilities to that property.

Hideout [50]
A brief getaway location that is approximately the size of a small room. This place will never be trespassed by anyone you deem unwanted, no matter how appealing the area looks like. Additionally, you may selectively mute any or all sounds from being heard outside the location, e.g. no one outside can hear you jamming to your favorite Space Jam's theme song at 500 decibels.

If this Holding is applied to a property, its anti-intruder and anti-sound effects are conferred to that property. You may freely specify which area of the property is affected by either of these effects. As examples: You could have your bedroom not emit any sounds beyond its walls, and a massive party in the patio will somehow be completely noiseless to anyone outside of property grounds.

Infirmary [100]
A simple private clinic for all your health needs. It is staffed with NPC physicians that are guaranteed to resolve any physical ailment of their patients for free. Treatment needs only to be done once. Afterwards, the physical injuries will gradually dissipate after one week, and it is impossible to die from the injuries during recovery.

If this Holding is applied to a property, the property receives an infirmary wing and a complementary NPC staff of physicians. Treatment effect still applies. Additionally, the physicians can detect all physical injuries within the property's boundaries. If you allow them to, they will immediately sprint towards the victim (arriving in no more than 5 seconds, regardless of property size), perform triage which prevents the victim from dying due to their wounds, and safely carry them to the infirmary for further treatment. You may set conditions for when the physicians should or should not respond.

Place of Worship [100]
A sizeable holding with religious purposes. Its appearance, design, and interior possessions are all up to you as long as it doesn't provide any actual function beyond ceremonial use. All spirits and supernatural entities are barred from this place, no matter how strong they may be. You can set as many conditions as you want to loosen this threshold.

If this Holding is applied to a property, its supernatural barrier is conferred to that property.

Personal Estate [100]
Premade holding. A tastefully ornamented residence that exudes royalty, wealth, and authority, though its supposed to be a private location away from all the bustling courts and noise. Its presence repels any unwanted intruders from entering the surrounding area, and the structure itself is impervious to any sort of damage. Anything occurring within property will not earn the attention of any would-be witnesses, no matter how obnoxious it is.

What is actually special about this estate is the interior. The interior space of the estate will expand as much as you want, with no hard limit whatsoever, and will create its own room with parameters as specific as you want them to be. Perfect for housing as many Companions as you want. Unfortunately, the interior is barren of furniture and amenities, so you'll need to do your own furnishing or have someone else do it if you feel so inclined.

You can insert the estate anywhere into the setting. It will not be held accountable to any regulations, oversight, laws or taxes. The aesthetic of the building may fit with the local culture if you want it to, and you can revert back and forth to any previous aesthetic the building had.

Items

Official game art

Discounted items are 50% off for their respective origins.
Discounted 100 CP items are free.

You also gain +400 CP stipend to spend only on this section.
Companions also receive this stipend.

Crusader Kings III: Jumper Edition [Free]

A free copy of Crusader Kings 3 that has all the DLCs, including features that are yet to appear in the actual game, and an amazingly intuitive user interface. This copy somehow manages to cover all aspects of medieval simulation and much more. Want to play in first-person and explore the world you're in? It'll be like Mount & Blade without gameplay restrictions! Even characters in-game will respond to things as if it was real life. If you want to micromanage how your army fights in each battle, it'll take you to a tactical overlay that is very much similar to the Total War series.

In the game's main menu, you can also access a cosmic mod workshop that has everything you can imagine.

This item can come in any digital or physical format, is compatible with any operating system, and runs perfectly no matter the hardware. It somehow won't take up any disk

space either. You may summon (and promptly dismiss) additional copies if you want to share the fun experience with other people.

Vault of the Dead [Free]
Your Warehouse has a massive ever-expanding room that is dedicated to the deceased of your friends, dynasty, Companions, Followers, and all their respective friends and pets. The mausoleum's interior design is entirely up to you.

Each deceased is afforded a respectful shrine decorated with a series of former belongings & mementos to remember them by and a colored tome that describes their life and achievements in full detail. Anyone can make additional offerings to a shrine and it will stay there until they remove it themselves. The location of each shrine is also arranged by relations; friends of a dynasty member have their own shrines next to that dynasty member, along with any pets that dynasty member may have had.

The mausoleum also happens to have NPC caretakers that help maintain the mausoleum and guide anyone who is lost to where they want to be.

Dynastic Tree [Free]
Your Warehouse has a room that houses an egregiously massive interactive visual display that traces your lineage to the very first person.

There is no limit to how far the display can show as it shows the profiles of everyone that is related to you by blood and marriage ties, no matter how distantly related. The profiles' borders are intuitively colored with various embellishments to indicate living status and approximate social class. You may 'press' on the profiles for more information on the individual such as their birth dates, death year if dead, marital status, distinctive skills and traits, and a brief summary of their lives.

The mural is also receptive to voice commands and understands the intentions behind your requests. You can use this function to search for more information regarding individuals.

Wardrobe [50]
A large armoire of your design. Has every clothing for every occasion, including minor accessories such as sashes, hats, and scarfs. Includes jewelry. Best of all, they're all perfectly tailored for your individual and may change size if you changed size. Does not have anything that can be used as protective armor.

Due to the unimaginably massive collection contained in what seems to be a limited storage space, the armoire has received some special qualities. By opening a drawer, it will reveal the clothing that you desire. If you are thinking of something suited for a particular context but you don't know what fits best, it'll give you a selection of what you need.

Attempting to sell these items will result in them disappearing and returning back to the armoire, and the types of clothings are limited to all settings you've visited.

Provisions [50]
Every day, you are allowed to summon up to three wrapped packages in front of you. Upon unwrapping, you are greeted with an elegantly prepared and filling meal that is appropriate to the time; breakfast for morning, lunch for evening, and dinner for afternoon. The three meals are each complemented with a mug of clean fresh water, though it can instead be any beverage you want.

The contents are filling enough to keep you sated for the next 8 hours no matter how much energy you expend. The meals may also belong to a culture of your choosing, though the selection is limited to the cultures of all settings you've visited. You can make it random upon each summon.

Any changes to the meals and drinks must be made prior to the summon.

World Map [50]
A map with all kinds of overlays. Upon command, can switch into different overlays to show:

- Terrain
- Approximate border outlines between realms and jurisdictions
- Progressively lower jurisdictions of a given realm (kingdoms of an empire, duchies of kingdoms, counties of duchies, etc)
- Types of government between realms
- Distribution of religions or cultures
- Location of all military forces that you, your subordinates, or allies presently know of
- Location of all holdings everywhere, such as villages, castles, and cities
- Active economic trade routes

- Extent of land development (i.e. determined arbitrary value that takes into account resource extraction, people traffic, urbanization, etc).

Some of these overlays can be toggled on at the same time. The map can be freely altered at your whim to zoom closer to your local area or zoom out to the entire Old World. In other settings, this is limited to known areas and expands as new areas are discovered. There is no limit to how far this can go. There is also a rudimentary search finder function that may automatically pan the map's view to what you want to see, like a particular kingdom that you're looking for.

Any user interface perks you have will also gain a similar map option that you can view.

You may purchase this item multiple times for 50 CP each if you want to add similar features on your other map items or items that can host digital map applications, like a phone.

Weapon [100]
A medieval weapon of your design. Doesn't need to be a weapon design made between 867 and 1453 either, as long as its cold steel technology or older. Could be an ax, halberd, spear, zweihander, a mace, or a completely original design. If its a projectile weapon like a bow or crossbow, you'll also receive a quiver or pouch with respective ammunition in it. It will not run out of ammo.

Any cosmetic details of the weapon can be freely changed at your discretion, no matter how absurd it gets as long as it doesn't affect the weapon's actual function. The changes will gradually finalize in ten seconds max.

Does not require maintenance, will not break from anything, cannot be removed from your hands without your consent, never feels heavier than 3 lbs, and scales with you in strength and durability, though you can attempt to improve or upgrade it if you have the means to do so. At minimum, its edge acts as sharp as a steel-edged spear or bludgeons as effectively as a flail. Can be summoned and dismissed at will.

Can be purchased multiple times with each subsequent purchase discounted at 50 CP.

Armor [100]
A full set of medieval armor of your design. Could include a gambeson, quilted coat, scale armor, chainmail, or a completely original design. Whatever it is, any cosmetic details

of the armor can be freely changed at your discretion, no matter how absurd it gets as long as it doesn't affect the armor's actual function. The changes will gradually finalize in ten seconds max.

Does not require maintenance, is light and comfortable enough to feel as if you're not wearing anything at all, and scales with you in strength and durability. At minimum, it acts like steel armor to anything sharp and as a padded coat to anything blunt, though you can attempt to improve or upgrade it if you have the means to do so. If damaged, it repairs itself after a day. Can be summoned and dismissed at will.

Can be purchased multiple times with each subsequent purchase discounted at 50 CP.

Best Friend [100]
A loyal animal intended to serve at your side. The size of this animal must be no bigger than that of a bear. Whatever its size, it will gain the strength, speed, and durability of a bear.

The animal understands your commands no matter how complex and is intelligent enough to gauge the context of situations. It will always behave the way you want it to. No matter its intelligence, it will never hold it against you for neglecting it for whatever reason.

Does not require any sort of maintenance or upkeep, and its overall capabilities will scale with you. If the animal somehow dies or you lose track of it, they will return with optimal health after a 24 hour period.

Can be purchased multiple times with each subsequent purchase discounted at 50 CP.

Glitterhoof [100]
A temperate animal intended to be a mount. They have remarkable intelligence in their eyes.

This beautiful creature has the impervious willpower needed to stand still against overwhelming odds and can understand any of your commands no matter how complex. They have a stunning amount of patience unprecedented in any mount and demonstrate an undying loyalty by intuitively supporting you in battle in the best ways possible. If you appoint them a role in office, governance or whatever, they will somehow perform with effectiveness comparable to the best trained person in the role.

The mount will always be just as fast, strong, and durable as the best vehicles in the setting and it will never downgrade from this. In the modern world, it could be as fast as a motorcycle and as strong & durable as a main battle tank. The mount can also immediately halt its movement without inflicting any harmful inertia on its rider.

You can summon and dismiss the mount at will. If the mount somehow dies, they will return in optimal health after a 24 hour period. You may import the capabilities of this mount on any other mount or vehicle.*

Can be purchased multiple times with each subsequent purchase discounted at 50 CP.

The Old World [600]

In your Warehouse is an entrance that leads to the Old World in its entirety, consisting of Europe, Africa, India, and Asia, including Japan, the Philippines, and Indonesia. There is no one here and every resource is yet to be tapped. If you want, all man-made objects made up to the year 1452 will persist.

Also, resources regenerate on their own and the ecosystems are completely resilient to all environmental harm, thus allowing anyone to overfarm, overhunt, or over-exploit everything to their heart's content. You can place any of your stuff here, even your people, and perform whatever shenanigans you want with your property or powers. All changes will be retained.

The best thing about this is that you can import the Old World into local settings that are based on a single planet. This will not break anything. There will be retcons to ensure there is a whole new uncharted side of the world where the Old World is now located. If you don't want retcons, it could simply appear as a new uncharted side of the world that just... came into being. Of course, there's also going to be a new Atlantic and Pacific Ocean on both sides of the Old World, so you get a huge headstart in interacting with civilizations first. Also, there is absolutely no source in the setting that is capable of scrying into the Old World unless you allow it.

The Old World will always retain its characteristics despite of the planet's circumference regardless of how little that makes sense, all environments are preserved regardless of actual correlation to the planet, and there are absolutely no disruptions made to the setting due to the Old World arriving, all thanks to the power of "It just works."

Diplomacy Items

Party Map [100]
This is a flier that depicts a local map within 10 km of your being and indicators of all parties or social events that are happening within that distance. You'd also know if you're allowed entry into them without causing a problem.

You may use a user interface to summon a visual map instead, though you can also temporarily enchant any blank parchment or surface with a similar map. It costs nothing to do this and lasts for as long as you want it to.

Writing Utensil [100]
You get a writing utensil that can take the form of anything you want as long as it doesn't affect its actual function: writing and to be comfortably held between your fingers. The pigment or drawing material can be changed to whatever you want at will, which can be handy if you like to put down some ink without actually needing to dab the utensil in ink, or you want to highlight different colors for whatever reason.

Heavy is the Crown [100]
You get an interchangeable accessory that can modify itself to anything that you've seen before, as long as its something meant to be worn as an accessory on your person. A tiara, crown, amulet, bracelet, it does not matter. It also exudes a small aura of authority that compels others to at least give you common courtesy, whether or not they can see it.

You may toggle this effect off if you'd rather people treat you as they normally would. The effect is temporarily subverted on the target if you intentionally act offensive to them.

DRINK UP! [200]
You have a heavy wooden keg with a tap and is filled with unlimited beverage. What beverage? That's the best part, all you have to do is intend for something drinkable to come out, and it'll come right on out at full power! Anyone can do this to the keg, but you can restrict conditions on who can use the keg. Restricted people cannot cause anything to leak out of the keg for themselves.

This keg does not attach any supernatural properties to the beverage in question and beverages are limited to what you have drunk before. The keg can be summoned and dismissed at will, and is also somehow light enough for you to carry it with one arm.

Lost Child of Hermes [200]
A pigeon (or any other bird you want) trained in ferrying messages back and forth, and can be summoned from and dismissed to your Warehouse at will.

The bird can latch onto any item with its feet regardless of the item's characteristics as long as it can be held by you. The bird will then carry it and fly to any destination you've designated for it, no matter how heavy the item is, and will drop at the intended location or target. Note that the bird can survive in any environment.

Flight time takes one minute regardless of distance. Even if the item is intended for a person and that person is indoors, the pigeon will suddenly manifest from thin air inside the room with the item in its feet, drop it at the person's feet, and disappear just as bizarrely. The item must not exceed the dimensions of the interior it is being sent to, however. If you give the bird an item and give it an invalid destination, it will drop the item at your feet in an act of refusal.

The item will always be delivered completely unharmed, guaranteed! Unless its a bomb or whatever equivalent and you intend for it to blow up. Then you should be ashamed for weaponizing such an innocent animal.

The Book [200]
Whenever someone says something you don't like and you want them to stop talking, you can shut them the fuck up by manifesting a rather generously weighted book in your hands and throwing it at their general direction. The book will defy all laws of physics and gravity by homing into the target's forehead, even if they attempt to dodge. If they do manage to dodge in time, the book turns around and hits them in the back of the head.

Upon impact, the target will not say another word for the next five minutes or until you want them to start speaking. No one else will be terrified by you doing this, everyone accepts what just happened, and you will be allowed to speak as if the target is voluntarily allowing you to speak. Also, no actual injury is caused and the book will disappear once it exacts glorious vengeance upon the target.

Killing Them Horribly [400]

Choose any musical instrument. Don't worry, it's worth the cost. You receive the musical instrument and it'll be completely weightless and thus allowing you to hold it as easily as a feather, no matter how cumbersome it is. It is always perfectly tuned however you want it to be tuned and is completely unbreakable.

When you use this magical instrument as a weapon, it will inflict extreme debilitating pain upon its target that will cause all pain receptors to dial to maximum. Most of the time, they're going to lurch onto the floor and start spasming. Even if the target should have no pain receptors, they're gonna feel it for sure. This doesn't actually inflict injury on them unless you want it to inflict injury, then in which case it'll be as effective as a steel warhammer.

Also, this instrument functionally counts as a weapon for all purposes relating to item importing.

Consulate [400]

One dignified government structure that is solely dedicated to all diplomatic affairs related to you or your realm. As sanctioned ground that is also somehow indefinitely neutral, no other realm or person will trespass nor commit any unsavory acts within the Consulate's premises. The Consulate is otherwise filled to the brim with rather uninteresting diplomats, except for the head of the building who simply sits there awaiting orders.

The Consulate will do as many diplomatic things as you request of it and with similar competency to the best person with the best diplomatic skills that you or your Companions may have, as if you or the Companion were there to guide the Consulate yourselves. At minimum, the diplomats will be as effective as the best conventional diplomats with nothing else special about them. Even at this minimum capability, the diplomats are a great help for doing all sorts of diplomacy like fabricating claims, doing PR for your realm, convincing your subjects to end their rivalries, twisting public opinion towards something, etc.

With the Consulate, you won't need to hire or train diplomats anymore. All diplomacy related to you or your organization is now under the Consulate's purview and it will take care of things by itself.

Golden Throne [400]

Not a golden throne per se, but a dignified throne nonetheless. Its aesthetic is completely up to you, and its seat feels totally cozy enough that you could sit in it forever and not be uncomfortable at all. However, this is not the purpose of this throne.

Whenever you, a Companion, or a Follower sits on this throne, the person sitting on the throne gains perfect clairvoyance over all territories under your nominal control. This is limited by their general awareness however, i.e. a standard human can only view one area at a time.

Whatever the case, this manifests as a top-down strategic view from bird's view, can be zoomed further and ultimately see the finer details of a person's face pimples, the view can pan around to view other territories and may instantly do so regardless of distance, and may see through all obstruction whether they be roofs, walls, and floors, but nothing further into unexploited ground unless there are entrances into the ground. The throne sitter can also psychically command anyone within your organization to do their bidding, and the task will be carried out instantly.

With proper multitasking perks, one could potentially view everything at once and micromanage your entire organization to maximum effectiveness. The main problem is that the throne sitter must sleep and eat eventually, unless they don't have to. The throne sitter may also exit their clairvoyant state anytime and leave the throne whenever they want to.

Martial Items

Sabatons [100]

You have a pair of steel sabatons that are capable of nullifying all amounts of shock, thus ensuring everything up to your ankles is immune to harm. The sabatons are also capable of finding traction and grip on any surface and platform, allowing you to walk across mud and any slippery surfaces as if you were on a dirt paved road. You'll never trip over anything with these on, or at least fall without any injuries.

You may freely change the aesthetic of these sabatons to casual modern day footwear or whatever that goes on your feet. You can also import the properties of this item to clothes or armor that include footwear. Imagine the look on their faces when you use your sneakers to kick them in the shin with the sheer power of steel sabatons!

Friend or Foe Map [100]

An interactive map that accurately portrays your local environment within 5 km, and also tracks the exact locations of allied and hostile entities within this range, regardless if anyone is aware of these entities or not. This includes anyone that could come to your defense if there is trouble, and anyone that could cause problems with you in general. The map will also depict small profile pictures of these targets, allowing you to press on the pictures and receive a short summary of why they're allied or hostile.

You may use a user interface to summon a visual map instead, though you can also temporarily enchant any blank parchment or surface with a similar map. It costs nothing to do this and lasts for as long as you want it to.

Tactical Ledger [100]

At any time, you can pull up an interactive ledger detailing full information regarding any military unit that you want to know about, regardless if they're under your control or not. This doesn't necessarily always apply to combat situations; you could be reviewing a garrison or troop at home, and it'll work just the same. This can also be used for any size of military organization, from small army teams to entire military branches.

As for the ledger itself, it'll provide complete statistics regarding the respective military personnel, such as how many there are, what equipment they have, any problems such

as disease, injuries, starvation or whatever, and everything else you can think of. The ledger will otherwise immediately show the relevant information you're looking for, which can help cut down time on looking for things.

Aegis [200]
You have a weightless round shield and its aesthetic design is ultimately up to you. It is impervious to receiving all forms of damage, although it doesn't deal much damage if used offensively due to its offensive blows being comparable to a wooden targe. It can still hurt people quite a bit, though.

Due to its limited round shape however, it is only big enough to protect your torso at most. Despite this problem, all projectiles and blows are nullified upon striking the shield, ensuring your arm or body doesn't get hurt when you end up absorbing a rocket or something. Additionally, all militaries will consider your shield as valid combat equipment, regardless of the era you're in.

Armory [200]
You have an egregiously massive storage-complex inside your warehouse that houses all weapons and armor that were ever made prior to the year 1453 AD. Everything is made with extremely high-quality craftsmanship. You may remove anything from this storage room and the room will instantly replenish itself once the item leaves the room. You may also use vocal commands to summon any weapon rack you're looking for.

Additionally, the storage room includes similar copies of all unique medieval designs that exist in settings you've visited, including special weapons, shields, and other equipment, although they are bereft of any magical properties they may have.

Guard Headquarters [200]
You have a guard headquarters inside your Warehouse that has devoted their services to all things security. As of right now, the headquarters has a bunch of admins that oversee the instant coordination of all your security forces, and their budget increases on their own to handle any security network under your nominal control. Thanks to coordination effectiveness, all security forces are immediately aware of any concerns you bring up.

Additionally, you have over 100 guards who are employed by this headquarters and you are allowed to assign them anywhere you want, such as protecting your property or patrolling neighborhoods. These guards are ageless, do not require any upkeep whatsoever, utterly loyal to you, and are given equipment by the security department

appropriate to the setting or whatever you've given to them. Their training scales to the most effective, scrutinizing authority that has ever existed in visited settings. This never scales down.

The guard headquarters also comes with a recruitment office that you can insert anywhere in the setting. You and anyone else may send additional people to be recruited at the office, who will then receive a few days of training and gain the exact same qualities as these guards. If your guards are somehow killed, they will respawn at a location of your choosing and retain any powers you had given to them.

Colosseum [400]

Inside your Warehouse is a massive indestructible battle arena that could rival Roman colosseums in size. There is always enough space for spectators to sit and for organizers to spectate from above, and the fighting pit automatically expands in size to fit any number of participating combatants, all thanks to interior warping shenanigans. Of course, the aesthetic appearance of the Colosseum is up to you.

Within the Colosseum, you may summon (and promptly dismiss) any NPC counterpart of any person, monster, creature, or whatever from all settings you've visited, and this updates to include future settings. These NPCs stay in one place after being summoned, and cannot be compelled to leave the Colosseum under any circumstances. However, you can compel them to take hostile action, and they'll attack anyone who you designate is an acceptable target.

Participants can fight the NPCs in fights to the death, although you may set conditions to stop fights earlier. Additionally, actual injury and death in this Colosseum is impossible; you can get stabbed, bleed profusely, and feel incredible pain, but all injuries are temporary until the fight is over or when all participants 'die'. After the fight, all participants are rejuvenated to original health or respawned at a safe location within the Colosseum if they have died. Injuries and ailments are not retained when leaving the Colosseum.

The Colosseum is ultimately intended to be a safe space where you can fight NPC counterparts of anyone and anything. You may experience skill growth from fighting the NPCs, and you can retain lessons pertaining to what they're capable of.

Lastly, you may insert the Warehouse into the setting anywhere, and grant privilege to

any number of people to summon, dismiss, and compel the NPC combatants. Participators who die will always instantly respawn at a safe location within the Arena.

Institution of Military Engineers [400]

In your Warehouse is a small organization of highly eccentric scientists who have devoted their lives to innovating warfare. Like most science teams, these people are capable of coming up with their own deranged ideas on how to implement the best kinds of designs into reality, the kind that create devastating results.

However, they lack much in funding and require a significant investment by your organization in order to properly design their projects. Not saying they'll leech from your people, because they won't, but they'll tell you what project they've come up with and exactly how many resources they need.

For a better picture of what they're capable of doing: They could come up with ballistae designs to shoot down dragons from afar which basically innovates the first anti-aircraft system centuries before they're formalized, design self-autoloading crossbows that are more effective than arquebusiers and muskets, and create functional rocket artillery by bastardizing Korean hwachas using ball-shaped iron containers with shrapnel filaments.

To put it simply, you've got a bunch of geniuses that rival the brightest scientists of the setting and can create or improve designs to do much better than their original counterparts. Anything medieval can be made modern, anything modern can be made futuristic, and anything futuristic could be made ridiculous.

War College [400]

In your Warehouse is a highly esteemed war college with a name of your choosing. It has exceptional teachers who do not need any sort of upkeep, though it seems they don't need any sleep either. Anyone training in this college to understand martial affairs will graduate as one of the highest calibers of their field and gain a genuine level of passion that cannot be found in any normal person.

You can send anyone to be trained at the War College for a specific specialization, therefore giving them the aforementioned capabilities. Training takes three months at most to finish. Re-training for a different specialization will not cause the person to lose their previous specialization. Additional classes for different specializations may appear depending on the setting and such classes will continue appearing when you enter new settings.

Useful for training brilliant commanders to shape up a modern army, investing well-trained civil servants into law enforcement, and teaching would-be governors how to subjugate recently annexed regions without any problems.

The war college can be inserted anywhere in the setting. It'll have all the certifications needed to authorize the existence of its institution and will not be subject to scrutiny at all. You can also place as many restrictions as you want for whom the college is allowed to serve, what is the furthest extent of training students may receive (can set to limit certain demographics), and set conditions for who will have their specialization capabilities revoked if they fit certain conditions.

Stewardship Items

Fast Forward, Damn It! [100]

You have a handheld hammer that is completely weightless and can't do anything meaningful except for one thing: Instantly finish any operation that you have the materials to commence and make it yourself.

If you're baking a cake and all the necessary ingredients and cooking appliances are within vicinity, you could use this hammer by slamming into any of these ingredients or the appliances, which instantly disintegrates all nearby cooking ingredients and materializes the cake you're intending to make. The quality will always be as if you went over it painstakingly and accounting for every relevant knowledge into making it.

If you don't approve of what you're seeing, you may slam the hammer down again and every component will return to their original places, thus allowing you to review your gaps in knowledge as well as skill.

You can also use this hammer for simple jobs, like slamming onto the floor in order to wipe the entire floor area clean.

The 'Hire Me' Portfolio [100]

At will, you may summon (and subsequently dismiss) a portfolio of any hobby, skill, profession or career of your choosing. The portfolio will contain authentic documents and ledgers that fully detail and verify your actual total accumulated experience, training, and service since you first began learning it.

No one will question the fact that you have 500 years worth of experience in underwater basket weaving through these certificates or you've learned your craft in an obscure university that doesn't exist in the setting. In such situations, they will simply see you as beyond everyone in the field and as if you attended the best university, and will not hesitate to put you where you're vouching yourself to be, as long as the portfolio relates to the thing you want to be hired for.

If someone wants a resume like this, you can instantly create a portfolio for them that lists out similar details from their experience. They will not question you manifesting the portfolio from thin air nor the fact that the portfolio knows everything about them.

Buckaroonies [100]
You have a small pouch that generates all the local currency needed to purchase the item you're buying, as long as the item weighs less than ten pounds total. Not good for large-scale purchases unless you're extremely patient with individual purchases. Cannot be used on items that are not being sold by a vendor or at a store.

Blue-printer [200]
Every object you have ever created or given a minute of studying will also send perfect blueprint copies in your Warehouse, even if you couldn't figure out what the item was after studying it. Observing the object from distance also works, even if you were looking at it through a computer screen or whatever.

If you end up losing the blueprints, they'll reappear in your Warehouse. Said blueprints will feature additional information such as how it was made, what materials you need, if machinery is involved, and anything else that could be important to perfectly replicating it.

If you have a user interface perk, this perk may manifest as spreadsheets that you can peruse individually. They are intuitively sorted to facilitate accessibility and will change according to what you want to see, thus allowing you to immediately find the blueprints you're looking for.

This perk is retroactive and applies to items you've created or studied before this jump.

Steward Caretaker [200]
A hard-working steward (identity of your choice) who is located inside your Warehouse and helps sort and maintain all your items perfectly, ensuring none of them will deteriorate in any fashion. The steward also finds a way to bring as much food and amenities needed to keep your Companions, Followers, pets, and anyone inside your Warehouse comfortable no matter how many people or pets there are. The Caretaker will also passively expand the Warehouse to make more lodgings as needed, and there isn't a limit to how many lodgings the Caretaker can make.

They'll also touch up the Warehouse to adopt whatever aesthetic you want the Warehouse to have. Want to give an entire area a gothic architectural look? Sure thing. They'll get it done within a day of you asking. They'll also go ahead and secure any furnishings and decorations for your Warehouse. In other words, they'll do whatever you want them to do to the Warehouse as long as it doesn't affect function beyond leisure.

This person is an NPC and cannot be a Follower or Companion.

Art Gallery [200]
Inside your Warehouse is an artist (cultural identity determined by you) who acts as your own personal artist, complemented with an art gallery room that expands in size with each artwork added to it. The artist does not need any materials to work with and will make art in whatever format and/or style you want them in.

During each jump, they will produce embellished visual epics depicting important scenes of your adventures as time goes on. You can commission them if you think they've missed an event and they'll do the job free of charge. They may also be commissioned to do fictional things as well.

You can invite the artist for idle conversation and they may broach interesting topics regarding the history of art from settings you've visited. They do not count as a Companion or a Follower however, nor will they leave the Warehouse.

Prospector Teams [400]
In your Warehouse is a department of prospectors who can identify any resource area within a given area, whether anyone knows about it or not. You can commission a team of prospectors to survey an area, identify all resources of note, and come back to you with the information. You may then order them to begin startup mining or harvesting operations from the resource, and they will proceed to hire workers from the general setting or from your organization.

The prospectors always find a way to obtain legal permission to establish private harvesting operations no matter what the resource is. Fortunately enough, the harvesting operation won't ever contribute to depleting the resource itself, no one will bother the operation, it'll continue harvesting even if an outside party came in and depleted the resource, and you'll always receive around 50 kg of said resource that is sent to a location of your choosing on a weekly basis. You can send it to yourself, a specific target,

the Warehouse, or your organization at large so they can benefit from it. You may alter the designated route anytime.

Resources obtained this way won't ever deteriorate due to time until it is actually received and used, harmful properties are rendered inert until it is finally used, and the supply is maintained into your Warehouse even after you leave the setting. Resources could be meat (harvested via hunting specific animals), raw metals, ores, supernatural materials, ingredients, etc.

Receptacle [400]
A large mundane-looking receptacle is located inside your Warehouse. It requires three vocal commands to activate: "COPY", "FIAT-BACK", and "TRASH".

If **"COPY"** is enunciated, you may insert any item you want copied into the receptacle, followed by inserting a similar item with no special qualities or features. After a brief moment, it will churn out the first item and a second item that is now every way similar to the first item.

If "**FIAT-BACK"** is enunciated, you may insert any non-fiat-backed item into the receptacle. After a brief moment, it will churn out the item that is now functionally fiat-backed and officially your possession.

If **"TRASH"** is enunciated, you may insert any item into the receptacle. That item will never be seen again. In case of mistakes, you may enunciate **"RETURN ITEM"** and an intuitive user interface will be brought up of all items you have sent into the cosmic trash pile. You may then choose any of these items to be immediately returned to you.

What you can insert into the receptacle is limited to what you yourself can pick up and hold, and the insertion point will warp and expand for the sake of your convenience. The receptacle cannot be used by anyone else other than you and those you give permission to use it. If you want to cancel a vocal command, you can simply shout **"NEVERMIND"** and it'll spit out whatever item was inside.

Warrior Lodge [400]
Inside your Warehouse is an organization of mercenaries who have entered an eternal arrangement to protect everything within your organization from banditry and piracy, but only from those two variables. If a bandit or pirate party shows up at the scene, these mercenaries will immediately show up.

The mercenaries will always be armed to the teeth and has everything needed to annihilate these miscreants in a show of force. Heavy cavalry, crossbowmen, you name it. Those bandits and pirates won't stand a damn chance and there won't ever be any survivors left unless you want them captured. If so, you can designate where they should be imprisoned.

Mercenaries are not generated for hostile raids sanctioned by a political force. For example, your security forces won't show up if your supply wagons and convoys are getting raided by an enemy you're officially at war with. This item will only protect you from entities whose authority or existence is not recognized by international entities. Cartels, unsanctioned mercenaries and bandit factions, as examples, do not count as recognized entities.

The technological capabilities of these generated mercenaries always scale to match the setting's theme without hampering their security effectiveness, though you are free to alter their aesthetic to match your organization or a setting you've previously visited.

Intrigue Items

Knock Knock! [100]

A nifty cudgel with some features that indicate wear and tear over the years. Unbreakable, and can be summoned and dismissed at will.

If used to wallop someone in the back of the head, the target is immediately rendered unconscious for as long as you want (up to thirty minutes) and will subsequently recover with only a slight headache as a consequence. They will not have any memory of what has transpired up to five minutes before the head thrashing occurred.

Conspiracy Map [100]

You have an interactive map that depicts a brief profile picture of everyone within 20 km that is currently undergoing a situation that they could use some help bailing out of. By pressing on the picture, you receive a full overview of their situation that explains the entire context and circumstances regarding their predicament.

How you help resolve their problem is entirely up to you, but exploiting these opportunities will always establish them as reliable informants for you.

You may use a user interface to summon a visual map instead, though you can also temporarily enchant any blank parchment or surface with a similar map. It costs nothing to do this and lasts for as long as you want it to.

Tarot Cards [100]

For every romantic or sexual encounter you have with someone, you receive a beautifully designed tarot card that accurately depicts a moment you had with them at the time. This moment fits what you felt about the encounter, and could range anything from a simple portrait of their person and an enchanting smile, to actually explicit details. Alternatively, you can change the art design of these tarot cards to any other medium, including simple digital photos, and can do this anytime for current or future cards.

Short meetings with a comely person, followed by sharing a brief smile after accidentally glancing at each other, and afterwards departing to never see them again, also counts as the bare minimum of romantic encounters. In this example, this item could reproduce this

encounter as a photo, their smile frozen in time, shown in a tasteful light and perspective that designates the photo with a slightly melancholic aura.

This item is fully retroactive and can produce tarot cards from similar encounters in the past.

Mouth For Grabs [200]
You are able to summon any handheld food item that is normally eaten by being held in the hands. While this item is in your hands, everyone will perceive you as too busy to interact with and they'll let you go wherever you want and do whatever you want as long as what you're doing isn't actually causing someone harm.

You could jog into an exclusive night club with this food item while taking a few bites out of it, and the bouncer will let you right on through. Walk behind a counter that are manned by employees, pilfer some dinars from the desk, and walk on out. Could even sprint into a museum with the food item held by your mouth, take an expensive sculpture right off a pedestal, and run on out. Security won't stop you as long as the food item is visibly seen on your person.

An Old Contact [200]
A colleague who somehow finds their way into all your jumps, and can be found anywhere in a public or private establishment you're at. For you, they've made an exemption and you are allowed to interact with their services for free.

You can request any odd job from them and they can send you to do something minor, like pickpocketing a certain item from someone or pilfering from a closed store. If you want something even more risky for more pay, you could be given a task to capture somebody alive and bring them to the Contact, dispatch some thugs, steal expensive artifacts from powerful nobles, assassinate high-profile targets, commit sabotage or arson, and so many more illegal things.

None of these actually affect the setting at large due to the quests regenerating random situations and people that nobody will miss. Unless you want the quests to actually affect the setting, then you could end up causing a lot of trouble or stirring trouble in the underworld with what you're doing. It'd definitely spice things up though, and may make your life far more interesting.

Nevertheless, the Old Contact pays extensively well and you could make a generous living wage by working through the minor jobs. Each minor job gives you enough money or supplies to live off for a week, and risky jobs could yield you anything from a dragon's hoard that can set you for an entire month or more, depending on the job's nature. High-profile assassinations, for example, can set you up for a year.

If you want, you can confine the Old Contact to a single establishment and allow others, such as your friends, to interact with them. Also, the Old Contact's identity can be freely determined by you and changes can be made between jumps.

Ma Petite Fleur [200]
You can approach any person that you have yet to establish romantic or sexual rapport with and automatically summon a simple gift within your hands that they will most definitely like. Afterwards, the person's stance towards you is immediately set to a good standing, meaning they are very receptive to future romantic interactions.

This essentially skips all the wooing and courting to "I am definitely a desirable and likable person. Please consider me as an alternative to suicide." Remember, they can still disapprove of any offending actions you do, and it can be hard to determine what they don't like because you basically skipped all the steps on knowing them better. Otherwise, this item is very useful for targets who don't want to know someone better before sleeping with them.

Gilded Missive [400]
If you ever find yourself in a situation that requires you to be held accountable for whatever, such as property damage or sleeping with a duke's spouse, you can produce a gilded missive from anywhere on your body. Upon the parchment is elegantly written, "I can do whatever the fuck I want." If given to the person in question, they will understand the implications, exempt you from any consequences of all wrongs you've dealt, instantly internalize the issue as inconsequential, and won't tell anyone else about it.

This works for illegal situations and can only be done once a month.

The Informant [400]
The Informant is a liaison that will appear right around the corner (in a usually bizarre fashion) when you enunciate certain code words, which can be determined by you at the start of each jump or changed each time you meet the liaison. When meeting with them, you can ask them any question about anyone in the setting. They will tell you everything

that you want to know in a strangely nonchalant manner. Secrets, relationships, their favorite food, daily schedule, everything.

You can summon the Informant anywhere, even in a barren desert. They'll appear abruptly in front or behind you and disappear once you dismiss them. The Informant cannot be used to rescue you from a situation that requires physical assistance, but they can probably tell you pertinent information to help you convince others to help you out or release you.

No one will see this person even if the liaison is right in front of them. The identity of this liaison can also be determined by you at the beginning of every jump.

Map of Hearts [400]

You can summon and dismiss an interactive map that shows the profile pictures of everyone who has a broken heart and/or is yearning for someone to kindle their burning desire. The map is limited to a range of 100 km to your person, and by pressing on a profile picture, you receive a full overview of their romantic situation that explains the entire context and circumstances regarding their predicament, which can be immensely useful for determining your approach.

Just don't mention your meta knowledge or how you know their problems though, because they will most definitely take it as creepy. Well, no less creepier than what you're doing with this item, anyways. Whatever the case, every single person on this map won't mind brief encounters where you don't stick around for long, nor will they mind the relationship becoming mostly physical than an actual emotional investment.

You may use a user interface to summon a visual map instead, though you can also temporarily enchant any blank parchment or surface with a similar map. It costs nothing to do this and lasts for as long as you want it to.

Learning Items

Instrument Kit [100]
You have a handheld satchel that is actually weightless and can be easily attached to any belonging of yours, which can be handy if you want to affix it to your belt, robes, or whatever. You can pull out any medical instrument imaginable from the satchel as long as the medical instrument exists or existed in a setting you've previously visited.

All these instruments grant perfect precision to all your movements while held, the instruments are perpetually sterile and cannot be tarnished or damaged in any shape or form, and do not struggle piercing or slicing through virtually any material. Incurred bleeding will always be contained within the flesh, though you can toggle this feature off.

Also, this item counts as a functional weapon for all purposes related to item importing. You may thus import any weapon item into this item, therefore granting their capabilities to all medical instruments.

Candle Collection [100]
Shipped inside your warehouse are boxes of various candles, incense, and other aromatic materials that will never run or burn out. You also receive similar inventions from settings you've previously visited. This is fully retroactive.

At will, you can summon and dismiss anything from these boxes. These materials can be activated at will, their overall strength (candle light intensity, incense aroma intensity, etc) tuned to any level to high-beam LED blinding or stench overpowering, and their colors and aroma can have any appearance and smell you want them to have. You could have smelly candles if you want. Absolutely nothing can extinguish these materials except for you and anyone else you permit.

Curiously enough, you can direct the light sources and aroma of these materials to any direction, sort of like directing a flashlight at any direction you want to, which is fantastic for keeping streets and rooms lit. You may also permit anyone else to summon, dismiss, and affect these candles, such as allowing your organization to produce candles whenever they want to.

Mushrooms [100]
You have an unlimited supply of tasty mushrooms at your Warehouse, and what they look like is ultimately up to you. These mushrooms satisfy all nutrition requirements expected of food, thus allowing any person to survive off of these alone, even if they had no access to water.

The main effect of these mushrooms is that they cause harmless auditory and visual hallucinations. If eaten, you'll notice your vision will distort the world into a rather whimsically comical counterpart, where people bleed confetti and everyone sounds like they've been inhaling copious amounts of helium since birth. All dangerous weapons will look like party props and all clothing & armor are... vibrantly, outrageously colored. It's going to be difficult to take everything seriously in this state.

Other than that, this mushroom is great for eating. You may send any supply of mushrooms to anyone, and you can choose whether these hallucinations are toggled off or if they don't affect certain people, like yourself. Effects normally last up to 24 hours or shorter, depending on how long you want them to last. You can make any of these changes at any time.

Curative Kit [200]
You have a handheld satchel that is actually weightless and can be easily attached to any belonging of yours, which can be handy if you want to affix it to your belt, robes, or whatever.

From the satchel, you can pull out medicinal herbs with powerful sedative and tonic properties, which cleanses all wounds of infection, minimizes pain to zero, relieves all painful symptoms of disease, prevents injuries from exacerbating due to movement, instantly clots the wound without any defects, and accelerates healing to perfect recuperation within a few minutes for as long as the herbs are kept anywhere on the body. The herbs also have adhesive properties, so they can harmlessly stick onto the body without yielding to any force unless the person wants them to be removed. When all injuries are healed, the herb disintegrates into nothing.

You also get some seeds that can be planted and grown to yield these herbs with the exact same properties. The plants will promptly reach maturity in a single day, do not require anything to grow and survive, do not expand their numbers in the environment, and have seeds that can be harmlessly extracted by anyone you permit to extract. They

are also very beautiful plants, but how the plant looks is entirely up to you and must be decided prior to purchasing this item.

Scholar's Robes [200]
You have a hooded robe that is weightless, very comfortable to wear, never catches on anything, cleans itself and mends all damage after 24 hours, keeps out all dirt and grime from the body, and a bunch of inside pockets that can hold anything you can fit in there.

The design of this robe is ultimately up to you. Every institution will accept the robe as part of mandated clothing standards, if there are any. Additionally, the hood will not obscure your vision regardless of how much its covering your eyes.

Unlike other robes, this robe is magically receptive to all enchantments and can hold a potentially unlimited amount of enchantments without affecting its function.

Scroll Utopia [200]
Within your warehouse is an unlimited supply of high-quality parchment. The special thing about these parchments is that they can all hold an unlimited amount of spells or enchantments. That is it. That is all they do. Great for magical shenanigans, one could suppose.

You can summon and dismiss these parchments at will. You may also permit anyone else with the ability to do the same.

Society of Health [400]
Your organization has a society of physicians consisting of highly trained surgeons, doctors, and everyone else of fantastic medical repertoire. The society is completely self-sustaining and does not need any resources to function, but they start with only a hundred personnel. You may allocate more manpower or recruits to expand their operations.

You can order the society to establish any field hospital in a designated area, as long as the environment isn't outright lethal. Physicians will immediately arrive at the scene, set up the necessary infrastructure to house and treat patients, and wait for any ailing person to arrive at the hospital. You can limit who they're allowed to treat.

All patients will receive full effective treatment to any of their ailments within one day, regardless of how lethal or close to death they are and no matter how excessive the ratio

is to patients to physicians. As long as they manage to reach the boundaries of these hospitals, they cannot die. Even if the patient was possessed by a powerful demon and their dying life force indicates they're going to die within minutes.

These field hospitals can also perform mental rehabilitation on their patients as well, which turns all patients into healthy functional people of society and makes them resilient to all forms of mental trauma in the future.

Each field hospital requires a hundred personnel to operate optimally and won't ever get attacked by anything or anyone, nor can anyone within the premises perform any hostile action. You may also order a field hospital to disperse and reestablish elsewhere, and they'll take all personnel and patients with them.

Scholastic Catechism [400]
An unbelievably massive collection of books that consist of all sorts of objective analyses about the legal, social, cultural, and technological developments that occurred everywhere in the Old World, from the dawn of man to the year 1453, including lost developments. This item doesn't have any books that were actually made in the setting, but instead generates new books that offer valuable insight for every creation, idea, and development made everywhere.

The contents of these books will always be a delight to read. The books themselves will automatically sort themselves according to the topic you want to find, such as those strictly related to India, the military inventions of a province or a whole region, and even obscure Persian poems. From these, you can understand the history of an entire country and all the tiniest consequences that occurred within their civilization. You could also find secrets and instructions on how to make certain things, like Greek fire and how the Romans made their aqueducts.

You'll also receive an equivalent collection for developments made in settings you're in. The collection will constantly update with new books as new developments are made.

Great Library of the Warehouse [400]
An elaborate archive with endless corridors and columns. Can be accessed somewhere inside your Warehouse. The Library itself theoretically has infinite space, complete with furnishings expected of a venerable library. It smells like leathery old tomes everywhere with hints of curious aromas, differing from place to place. Everywhere is surrounded by books sorted through massive bookshelves, towering high enough to require ladders for

ease of access. Automated maintenance ensures that nothing gets too dusty, although the place is never too clean.

You can come up with your own designs to renovate the library and make inventions for improved convenience. If you want, the library will adopt anything you have created before and seamlessly integrate them for accessibility.

As for what this item actually does: the Library updates itself with every source of literary work that can be found in the setting you're in. Scrolls, pamphlets, written litigations, business ledgers, novels, magical tomes—it has it all. Even if there is one copy of something, the Library has it. That includes half-finished books that were never completed in time.

Of course, to make finding these through countless piles of literature more convenient, you can simply enunciate a command within the Library to find a particular book. The book will then be sent flying towards you from an undetermined direction and will anticlimactically land at your feet. If you're instead looking for a topic, the entire environment will rapidly disappear into a blur, indicating the local environment is changing, and you will then find yourself teleported to the area that has the topic you're looking for. It is all perfectly sorted, you see.

The Library is not responsible for any undue harm that may result from cursed or enchanted items, like tomes or scrolls, but such things will always be encased in secure latch boxes with descriptive disclaimers for your protection.

Companions

Official game art

You can import any Companion to the jump at the cost of 50 CP each. Four Companions cost 100 CP, and eight Companions will cost 200 CP.

Regardless of what you pick, imported and created Companions start with +1000 CP to spend and are allowed to choose their own Origins. They will benefit from discounts as expected of their origin, but they are not normally given any freebies, discounts, or stipends unless explicitly stated otherwise.

If you want to make a Companion out of someone who already exists in the setting, it'll cost 50 CP to guarantee several or more favorable opportunities to meet up and establish a close friendship with them. This does not make a Companion right off the start; it's meant to segue them into being your Companion in a way that seems natural. Their Perks & Items will come into effect once they actually become your Companion.

If you want to create someone from scratch, you may spend 100 CP to purchase one of the premade Companions. You may take one premade Companion for free. If you do not want a new Companion, you may instead import the capabilities of a premade Companion into a Companion you already have.

It should be mentioned that the Premade Companion's backgrounds, identity, and ways you'll meet are all customizable as well. You may come up with your own bits to overwrite what has been written for you. Their original identities can serve as templates for inspiration if you have no intention to create them from scratch or if you're uninterested in making something up.

DISCLAIMER: If you have no interest in importing or making Companions, you may skip this section and head down to Drawbacks.

Gregarious Reveler [100]

An interesting emphatic bard who seems to be plagued with misfortune wherever they go. What they lack in luck however, they compensate by being the life of the party, though they can be considered tiresome by those who enjoy the peace and quiet. On the other hand, they are one of the best wingmen you could ever ask for, and somehow knows every party that's happening down the block.

They have joined up with your entourage due to unfortunate circumstances involving a previous arrangement of theirs that resulted in the destruction of a local economy, arson of a brothel, the firing of the entire city guard, and public execution of high-profile nobility figures. Since then, they went roaming court to court and found them all to be dry of wine and fun, up until they finally met you and identified you as an interesting character to stick with. Shenanigans have only resumed since then.

The Reveler is charismatic and constantly exudes a joyous energy that compels other people to be around them, making them preternaturally fantastic at organizing parties and other social events. Their constant exposure to a wide variety of personalities have also gained them a deep, thorough understanding of social relationships. In other words, you can easily rely upon them to resolve any faux pas on your part and mend any grievances that you have with another person regardless of what has actually happened. The lengths they'd casually go to embellish your feats and vouch for you... they're one hell of a keeper.

The Gregarious Reveler has every perk under **Carouser.**

Gray Eminence [100]

A disgraced legal practitioner. Their mannerism of speech immediately stood out to you, and it wasn't long before you understood that this person holds such a level of gravitas that they could easily supersede any noble in a Byzantine court.

Apparently, they have decided to choose you as their new employer, citing something complicated about your seemingly damning aura that has laid bare your proclivity for dangerous shenanigans... or something. Their previous employer had apparently managed to incriminate himself, resulting in a catastrophic legal situation that forced the Gray Eminence to flee the realm. Hence their current dilemma with you.

Once put under your employment, they'll reveal themselves as the best lawyer you could've ever asked yourself for. They seem to demonstrate an uncanny understanding of the most obscenely complex charters, and navigate any situation they find themselves with such brilliant speech that murderous bandits would probably just let them off. With any laws and reforms that you wish to pass, the Gray Eminence will ensure there are no loopholes whatsoever and is written in a way that its intended function is somehow easily understood by others. If anyone else has a problem with what you've proposed, well, the Gray Eminence has you covered and will convince them of the foibles of their worries.

The Gray Eminence has every perk under **Diplomat.**

Mellowed Aristocrat [100]

A former statesman with an authoritative glean to them. No one is quite sure if they've ever seen them smile, as they seem to have a serious look on their faces at all times. Their manner of conduct also indicates they descend from an elite society, though they have expressed multiple times their former disdain for ruling. As for why...

The Mellowed Aristocrat was apparently a person of well repute in their homeland. They pushed for popular reforms through all levels of society, implemented change of policies that removed corruption from most institutions, and voluntarily stepped down from office when their work was done. They devoted several years putting land to the till until their homeland had a crisis and called for their return, resulting in the Aristocrat once again sending their enemies to the promised land.

Unfortunately, despite all the effort of the Aristocrat, their realm could not stand against the overwhelming storm and promptly fell to its enemies. The Aristocrat was able to

escape but they wandered the lands in toil, wondering where they went wrong. That is how they met you.

Determined to avenge their people, the Aristocrat is a prodigious statesman who has decades of experience in government and military organization. They are closely attuned to matters of office, perhaps more than most, and will assuredly enforce your ideology into reality. Though they are technically a foreigner who has no right holding titles in your name, the Aristocrat doesn't mind ruling in your stead or ruling by your side.

The Mellowed Aristocrat has every perk under **August.**

Misguided Warrior [100]

An aged, exotic individual who supposedly hails from the distant foreign lands of "Nihon". Their manner of conduct indicates a former status of nobility, and their style of combat suggest high quality training complemented by years of improvised combat.

If the Warrior's stories are to believed, they were framed for murder by their own house guard and were consequently exiled from home by those they had loved. They wandered the lands for years since, dealing with ruffians and engaging in simple mercenary work just to scrape by. They believe such work to be below them however, and definitely prefer service under one's lordship as a better change of pace. They eventually came across you and determined you of a worthy character who would assuredly trust in their oath and abilities to protect you and loved ones from danger.

Their skillsets are actually one of the best bodyguards one could ever have. They are shrewd enough to identify anything unusual from any given situation and their presence is intimidating enough to ward away anyone of nuisance. Additionally, their remarkable combat capabilities will overcome any situation that comes to blows and there won't be anyone in this world you'll find comparable.

The Misguided Warrior has every perk under **Warrior.**

Affable Commander [100]

A former commander who hails from the cold lands of Scandinavia. Butch and herculean with a loud and gregarious personality to boot, they are the life of festivities and the lord of battles. Not only can they outdrink anyone else, they will also turn out to be one of the best commanders you could ever have in your employment.

The Affable Commander has led numerous expeditions for different realms, successfully shifting entire wars into their favor. Unfortunately, betrayal by their contractors and their own company had brought an abrupt end to their otherwise reputable career. Disillusioned, the Commander wandered the lands so they may rebuild what they had with someone they could trust. They eventually managed to cross paths with you and immediately determined you of able experience and reliable command. They laid their weapon before you and pleaded for you to take them in as your commander so they may once again feel the thrill of battle.

You'll find that the Affable Commander knows how to lead armies in even the most difficult of terrain and often comes up with the strangest of tactics that are actually extraordinarily effective. Furthermore, armies serving under the Commander happen to enjoy peak morale even in dire situations, which may assist in developing a stronger and healthier military culture in your realm. As they score more victories in your name, their personality will once again return to their hearty selves and you'd soon prefer no one else to enjoy feasts with. A great warrior, commander, and drinking buddy—what is not to love?

The Affable Commander has every perk under **Commander.**

Brilliant Strategist [100]

A grizzled veteran who has experience serving in various campaigns under the Chalukya dynasty. Cynical and criticizing, but genuine and well-intentioned. Upfront most of the time, which may come off as abrasive to some. As for their actual expertise: planning, organizing, and executing military campaigns come as second nature to them.

The Strategist had witnessed the fall of multiple dynasties at their hand. Whether it was by drawing lines on a map or recruiting able-bodied men into positions of command, the Strategist got it done. Unfortunately their honorable yet hardened ways resulted in them being removed from their position, followed by a swift installment of someone with superior political influence but incompetent at martial. When the Strategist voiced their frustration, the king was given a set of false yet convincing evidence indicating the Strategist's corruption and incompetence. Rather than face a sham trial, they fled their homeland in search for a better leader. That is how they chanced upon you at court.

Though they are skilled at various fields of arms, they express a keen understanding of warfare that no other can reproduce. In fact, their methods are proven to be innovative enough to even revolutionize warfare, no matter the era, though their habits may be of some concern: they would genuinely rather invest their free time planning and organizing fictional scenarios to constantly hone their skills instead of giving themselves some downtime. Perhaps you can teach them how to relax every now and then?

The Brilliant Strategist has every perk under **Marshal.**

Craftsman Savant [100]

An impressionable people-pleaser of a rather young age, who also supposedly descends from Al-Andalus. They have a burning passion for designing all sorts of inventions and invested much of their young life into it, working with schematics for machinery, weaponry, even clothing. They have quite the diverse portfolio that stands them out from other craftsmen.

Their friendly personality and unhealthy amount of deference for your attention seem to be a consequence of a sheltered upbringing. The Craftsman had grown up from a talented bloodline of artisans whom had made their trade in various fields, and took much inspiration from their parents and kin by learning as many things as they could from what they could be taught. Life in one city was boring enough however, so the Craftsman decided to take the dive, venture out into the world, and see it for what it really is while honing their crafts. They didn't get to see much of the horrors, clearly, considering they aren't fazed by stories of your exploits at all.

They are truly a savant in all sorts of things related to crafting. Its completely impossible to know how they were able to develop this talent or if the gods had blessed them with it. If you can actually find someone who can market their skills, the Craftsman will eventually lead the innovations for all things material in your realm. You'd do well to have someone else who can market their inventions and turn your realm into a tinkerer's dream. And once you bring them to new settings where there are different inventions, well, they'll go to town and outshine everyone else in no time.

The Craftsman Savant has every perk under **Craftsman.**

Ardent Steward [100]

A very young, neurotic and underpaid intern who had recently fallen into your service, not out of obligation but to try to venture something new. Shy, ceaselessly apologetic and easily intimidated, they could probably learn some lessons on how to be a functioning person.

The Ardent Steward descended from an obscure noble family and received their accounting skills under the tutelage of a Czech governor, which would explain much about their meticulous organizational skills. They continued their vocation in a few locations thereafter, and quickly wound up finding you as their official employer. Of course, they had just managed to reach the closing years of adolescence and their true life had just begun. Only one can wonder what kind of trouble they'll get themselves in by involving their remaining years with you.

They may not seem like much, but the Steward is terrifyingly proficient in all things related to bureaucracy. They could virtually get any one of your affairs sorted in order before you can even raise your voice on what they should do. In fact, they seem to compile all sorts of lists for all kinds of things in near-instant order, and any bureaucracy they're involved in seems to move immediately according to their wishes. If you let them organize the structure of any government, the government's efficiency could rival any civilization that communicates faster than the speed of light.

The Ardent Steward has every perk under **Bureaucrat.**

Fortune Builder [100]

A highly accomplished merchant who is one of the best at making business and has a burning passion to make money. They live a dramatically decadent lifestyle and ravish you with gifts every now and then, but despite their fortune they also express philanthropist opinions and look well after their own.

The Fortune Builder hails from a merchant guild in Venice, which very well explains where they developed most of their skills from. What may seem to be a huge contrast to this, however, is that they don't seem to be selfish by any means. They look well after their subordinates and friends, and they definitely have a sense of distaste for grifters and pompous nobles who accumulated fortune from callous exploitation. Preferring not to be associated with those flock, the Fortune Builder searched from realm to realm for a

like-minded partner to hopefully build a business with, and the search lasted for almost a decade. Until they met you.

Their skill in all things money-related is actually unbelievably Machiavellian. Within a week of arriving at a city, they would've established contact with all important figures worth knowing in regards to making business, negotiating trade deals, and tracing high-quality sources. Give the Fortune Builder a year and they'll have the realm by the balls. Financially speaking, of course. If you gave them a business to start with that could be imported into various jumps, they could perform some true mayhem with their abilities.

The Fortune Builder has every perk under **Merchant.**

Elusive Shadow [100]

No one else would trust this person as far as they could throw them, but it appears an exception has been made here. The Elusive Shadow, however quiet and forlorn they are, is a remarkably loyal individual, thanks to a lifelong debt that is now accorded to you. It might take some time breaking them out of their shell, but what can one do with someone who has their line of work?

The Elusive Shadow was apparently a bastard orphan who never really came out of hard times. They made their livelihood stealing and doing odd jobs for shady actors here and there, up until they were caught by an imam they were pickpocketing from. Surprisingly, the imam spared the Shadow and quickly recruited them into a secret religious order of assassins.

They proceeded to spend the entirety of their career learning and doing impossible tasks within the shadows, but their luck had to run short. When they failed to neutralize their mark, the religious order sent assassins after them as punishment for their failure. Rather than face certain death, the Shadow managed to lose the trail and despondently wandered the lands for someone they could finally call friend. Until they met you.

Considering you are one of the very few people in this world who gave them a chance, the Shadow is likely to stay loyal to your service for all of time. Their aptitude in all things thievery and assassination is nearly second to none, though they never seem to be fully honest about how they failed their one mission. You'll find them as one of the best hitmen you could ever come across, more than adequately suited for neutralizing anyone you

perceive as a threat, and not a single person in the multiverse can ever see their blade coming from the shadows. A wonderful spy and assassin, no?

The Elusive Shadow has every perk under **Agent.**

Intricate Webweaver [100]

A person of unassuming purport, their nicely-kept hairs graying at the seams and the world slipping past their fingers. Quiet, humble, yet decisive and calculating. Truly someone to be reckoned with, if anyone realized who they are at all, but what are they doing here?

The Intricate Webweaver is a former imperial liaison who familiarized themselves with the tenebrous court of the Tang Empire. Hailing from such distant lands, they had held the massive realm together via an overextended intelligence network that had informants nestled in every corner of the realm, including some foreign territories abroad. The Webweaver themselves also had a personal hand in protecting the imperial family from unknown threats, but the family's gratitude had shown the Webweaver the error of their ways.

Accused of treason for plotting against the realm, the Webweaver found that the evidence against them was overwhelming; they had agents at every court and parlor, everyone knew who was pulling the strings, and the family confided their every truth to the Webweaver. All they wanted was a stable realm that didn't break itself in pieces every year. What could they do but acquiesce this time? Unfortunately, the sentence was death. They decided running from the home they've known all their lives was a far better alternative than kissing oblivion.

The Webweaver prowled the lands for someone more trustworthy and reliable, someone who would surely not mete out excessive justice for false claims. Fortunately they were able to locate your existence through some old contacts, and now they've found their way into your arms. You'll find their arsenal of subterfuge to be unceasing, their loyalty undying, so they may once again know the world closer than they know themselves. You can trust them to protect you and your loved ones from all danger.

The Intricate Webweaver has every perk under **Schemer.**

Exquisite Fox [100]

A comely, bewitching Franconian noble of higher class, yet not as pretentious or entitled as one would expect. As it seems, they have a taste for both drama and politics, but would rather devote their passions to the simpler pleasures of life. The kind that involves fingers running across the skin, a tongue brushing behind the neck, and sweet nothings whispered to one's ears.

The Exquisite Fox is a refined creature. They are little too familiar with the debauched culture of nobility, and have even tasted both sides of the sun. But all these younger suitors and older folk, wanting so much for their attention that one could not easily give, how could someone in an exclusive world find another who recognizes what little time people have? They have cute pets to tend to all the time, after all, as do you. Fortune beguiles, you both encounter, and left wanting. What a strange occurrence. Now the both of you have returned for something more permanent.

This sly fox is willing to devote their life all to you, but if you're more bold, they are completely willing to find and introduce more people into the relationship. Only to your favor, of course. Their tastes are quite eclectic indeed, and won't pay any heed for the consorts or concubines you'll accumulate. They'd rather not deal with misguided cretins who believe the Fox belongs to theirs anyways, and would rather sit back, have a taste of something delightfully familiar every now and then, and continue finding new sights to see.

The Exquisite Fox has every perk under **Seducer.**

Skilled Physician [100]

A middle-aged, well-mannered and honest physician. They take great pleasure in saving lives, but will also not hesitate to protect those under their care. They even have some great bedside manners, which can be quite fortuitous if you want to have someone who genuinely wants to look after you.

The Physician had apparently acquired their skills in Mercia, and later explored the lands to improve their medicinal techniques. After a while, they joined up with a roaming medical entourage, whom they proceeded to spend a good portion of their career with and subsequently saved countless sick and wounded wherever they went. The entourage had even established multiple hospitals throughout the Old World while

occasionally fraternizing with the local cultures, which allotted the entourage a rather diverse cast.

Unfortunately, the entourage came across a group of slavers that forcibly disbanded the entourage and scattered its former members throughout the Old World. Many of the doctors, including the Physician, were forced into servitude for ailing tyrants and brutal mercenary companies. The Physician finally secured their own escape by bribing a merchant caravan to buy their freedom and roamed with them since. Up until they heard legends of your feats, of course, and eventually joined up with you.

In your service, you'll find that the Physician has rather unconventional methods of treatment that are nonetheless extremely effective. Even if they were given a scarce amount of tools and a poor environment to work in, they'll somehow find a way to ensure their patient survives in optimal health and recover in a manner of days, regardless of the ailment. Their medical views also seem to be rather modern. With sufficient support on your part, they could revolutionize the medical field with their findings and spearhead neutral operations to save people from disease or injury.

The Skilled Physician has every perk under **Physician.**

Astute Intellectual [100]

An old, disheveled yet kind teacher with an eccentric if not harmless personality. They are genuine, kindhearted and mean well, though they do cast an air of melancholia around them.

The Astute Intellectual served as a personal teacher for a duke's family for over thirty years. The Intellectual knew them all by name and attended their dinners and feasts, and had even mingled with the other councilors over casual affairs. What could've been a warm tender life was abruptly ended when duke's family were murdered by a rival dynasty. The Intellectual was only spared because they were away getting things at the market at the time and now they will bear the survivor's guilt forever.

Instead of lingering around and waiting to become another victim, the Intellectual fled the realm and searched court to court for a reputable family to serve once again. What else could they do? And that is how they met you.

The Astute Intellectual expresses remarkably astute observations of their general surroundings, the political climate, and scientific opinions that can best be described as way ahead of their time. Their skillsets in particular are astoundingly impressive; they have a clear understanding of all things scientific, anything from geology to astronomy, and will definitely be a worthy asset for anything you want them to research, innovate, study or teach, or maybe even help you with projects. Alternatively, you can assign them any number of students and those students will master their education before you'd even know it.

The Astute Intellectual has every perk under **Scholar.**

Obsessed Faithful [100]

A peculiar oddity who introduced themselves as your faithful adherent and pledged to your service. Though their bizarre beliefs somehow perfectly (or close to perfect) align with yours and they seem unhealthily obsessed with your, ahem, "divine right to exist", their boisterous personality and animated gesticulations serve as their own charisma.

The Obsessed Faithful came from an undistinguished background. An orphan, they were cloistered at a place of worship and spent almost the entirety of their life studying holy books and sorting through ancient libraries. One day, they were sent on a task to harvest some mushrooms which resulted in the 'accidental' consumption of said mushrooms, thus sending the Faithful on a deranged haze of confusion in the woods where they saw vivid visions of someone who looked exactly like you. When they came back to reality, their main takeaway from the situation was to go on a long journey to find you.

Their total subservience to you not only has its uses, but they will fulfill any theologian or mystic-related role you assign them to with such prodigious competence that even a zealous follower of a hostile faith will have to admit their own inferiority just by observing. Other than that, they make for a rather interesting companion to take along your journeys considering their social personality is pretty much being a melodramatic clown.

The Obsessed Faithful has every perk under **Mystic.**

Premade Party [400]

This perk allows you to import up to 8 of your Companions into this setting as well as future settings without any import cost. They will gain +1000 starting CP and are allowed to choose starting options that the document would have offered to you as Jumper. They

still don’t benefit from freebies, stipends and discounts that are solely reserved for the Jumper though, unless the jumpdoc or your homebrewed rules indicate otherwise.

Hopefully your Companions grow to be on par with you or better. A rising tide should lift all boats, after all.

Drawbacks

Artist source

There is no limit to how many Drawbacks you can take.
Companions can take Drawbacks but only those that solely affect them.

Total Conversion [+0]

Don't like playing historical for some reason? Of course! You may modify the setting into anything ahistorical or fantastical during any medieval time period like the Princes of Darkness, A Song of Ice and Fire, or even The Lord of the Rings. The setting in question doesn't even have to exist either; you could make up your own medieval world, add in a bunch of fantasy elements if you want, and start off from there. As long as "cold metal" designs such as swords, crossbows and whatnot are considered a regular part of the setting, you're fine.

HEE HAW [+100]

Your laughs have a 2% chance to assault the ears with how bad it is and earn the unwanted attention of everyone around you.

ACK- [+100]

Whenever you're trying to be sneaky, you have a 0.2% chance every minute that causes you to forcibly cough out of discomfort in the throat. This never reveals your immediate location, but it could complicate things a lot.

Nice One. [+100]
You are clumsy. Never in a way that could harm you or anyone else, but you always seem to stumble and mess small things up at the most inconvenient times. Some people might see the humor in this.

AAAH- [+100]
Anytime you're trying to perform acrobatics or a high-risk athletic maneuver that could result in severe injury, there is a good chance you'll slip and almost kill yourself. Of course, you'll never actually die from this situation, but it could be quite terrifying once it happens.

If you were trying to navigate the rooftops for example, your ankle might give the wrong way and you'll end up falling on your butt, but you won't fall anywhere lower than what your leg was standing on.

Uhh... [+100]
Once a year, one of your farts turns out to not really be a fart. As a side effect, this never happens outside of this Drawback, you instantly identify what it is before it happens, and you can hold it in for up to an hour.

Down With the Sickness [+100]
Once a month, you come down with a rather annoying yet severe flu that won't leave you bedridden but severe enough to make your life miserable for a few days. It comes and goes rather quickly though, and you may alleviate these symptoms with whatever medicine is on hand.

Even If You Are My Elder [+100]
There's always a few orphans in the city you're in who will act pretentiously as if they are far above you. They'll give the nastiest attitude you can ever imagine and inconvenience you in whatever you are doing. Fortunately, nobody minds if you break their necks. You'll inevitably encounter them in each city you visit though. Previously visited cities will not generate angsty orphans to replace the 'neutralized' ones.

Unsuitable Suitors [+100]
Everywhere you go in public, you will eventually get harassed by unseemly characters who have either the most punchable faces on the planet or are hideous enough that a facial remodeling with your bare fists might do them some good. These annoying people,

who are all somehow physically inferior to you, never seem to respect you as an individual but at least they'll never actually harm you. They are quite easily discouraged by fisticuffs however. At least no one will mourn them if you or someone else decided to break their neck.

No Solicitors [+100]
Anytime you're on the road, you will inevitably encounter a group of religious solicitors who may attempt to interrupt your passage so you could learn something about their... whatever they're following. Their religious backgrounds could be anything from something that actually exists in the setting, to something that might as well be fake and a scam. Whatever they are, they will persistently harass you until you convince them to go away somehow.

In the case something 'unfortunate' happens, no one will investigate their disappearance or death.

The Life of Brian [+100]
If you ever find yourself in a village, there is a minor chance you get roped into a situation where you probably have to resort to your unnatural powers in order to resolve. Doing so will result in the local peasantry flocking towards you, hailing you as their god, and taking all your words as religion. Anything you say will be taken to one of the worst interpretations imaginable.

You may leave the village and they will not chase after you. Whatever happened in the village will be as if nothing happened unless you killed people.

Mooks [+100]
If you get into hostile situations, expect to get thrown more ruffians than usual. For each enemy, there's a 25% chance that there will be one more.

This parent Drawback and all its children do not affect you fighting whole armies in a battlefield or combat with "named" or otherwise notable characters. Additionally, this Drawback is currently limited to reasonably-sized targets (anything from rats to human beings).

Fight Club [+200, requires *Mooks*]
You know how in action movies, there's somehow just enough bad guys to come at the hero to give him every opportunity to show off and kick ass? You're at that point. For each enemy, there's a 50% chance that there will be one more.

Force Multiplier [+300, requires *Fight Club*]
Okay, now it feels like whoever is running your setting really has it out for you. For each enemy, there's one more.

That's a Big Problem [+300, requires *Mooks*]
Now includes large-sized targets such as big cats, bears, battlewagons, and anything of equivalent size.

Monolithic Creatures Galore [+400, requires *That's a Big Problem*]
Now includes even larger sized targets, such as dragons and anything of equivalent size or larger.

Fuck. [+600, requires *Mooks*]
Mooks and its children Drawbacks also apply in battlefield situations. This doesn't necessarily increase the army's fighting force, but rather forces you to constantly fight two people at once until all hostile forces are routed or neutralized. If someone else joins the fight against you, you'd have to deal with another one of them too.

Heroic Difficulty [+200]
The minimum baseline skill of your enemies are improved; they are more skilled, competent, and intuitive than usual against you, as if they had a year's worth of combat experience. If you're an average person, you might need to play smart to win fights.

This parent Drawback and its children only affect enemies targeting those who took this Drawback, and will not affect battlefield situations or "named" characters fighting you.

Legendary Difficulty [+400, requires *Heroic Difficulty*]
The minimum baseline skill of your enemies are much improved; foes you'll face are much more lethal and relentless in overall capability, as if they had a decade of combat experience to hone their skills. If you're an average person, you have absolutely no chance in a straight up fight and you'll need some serious help.

Fish Bait [+200]
In hostile situations against people, you are now considered a priority or high-value target compared to others for whatever myriad of reasons the enemy will somehow manage to come up with among themselves or on their own.

Monster Bait [+200]
During hostile situations against animals, monsters and other non-sapient creatures, they will often prioritize you over others either due to any random factor that can be attributed to bad luck, you getting their attention (intentionally or not), random compulsion, vulnerability, etc.

Too Much Aggro [+200]
During hostile situations against animals, monsters, and other non-sapient creatures, you have an unnatural tendency to be within closer distance to them more often than not, exposing you to more potential harm than anyone else fighting alongside you. They won't outright target you, but sheer proximity puts you at a constant risk.

Target Acquired [+200]
Circumstances conspire to have one of the major characters in the setting to see you as a potential threat. What they will ultimately do is up to them. You can choose which major character this is. This Drawback can be taken multiple times.

Vassal Infighting [+200]
Vassals tend to be belligerent and are harder to keep satisfied. Factions against the ruler's interests will appear more often, threatening the stability of the realm and even the power dynamic between leaders and subjects. Neighbors are likewise more likely to see other neighbors as a potential war target than a beneficial neighbor, which may contribute to an increased amount of wars. Some good diplomacy may be needed to keep things at a manageable level.

> **You Are All Actually Bots [+200, requires *Vassal Infighting*]**
> Vassals target not only their king but each other as well. They will compete with one another for power through whatever means lay at their disposal with such diligence, it'll make Game of Thrones look like child's play. No one will get anything done even during times of war. Without an amazing intelligence network and some enforcement to keep these ungrateful miscreants in line, expect shitshows and collateral damage everywhere.

GODS I WAS STRONG THEN [+200]
Perks that allow you to overcome the effects of intoxication are now ineffective. On the other hand, its impossible for you to get black-out drunk and you can somehow remember your drunk experiences in their entirety.

> **WINE! [+600, requires *GODS I WAS STRONG THEN*]**
> You must ingest at least one glass of alcoholic beverage per day. Failing to abide with this condition will make your bladder weak and encourage you to take a piss every two hours before you soil yourself. Do not ask me how this works.
>
> **BEFORE I SOIL MYSELF [+0, requires *WINE!*]**
> You may substitute the alcoholic beverage for any other drug.

What Is Your Major Malfunction?! [+200]
No matter how physically adept you are, you always run into brief yet annoying problems when trying to mount a horse, vehicle, or whatever that you could ride on. This could manifest as you struggling to get a grip, the horse disagreeing with you for some reason and trying to buck you off, the vehicle refusing to start, etc.

This problem lasts at least for ten seconds at most, and cannot happen more than once a week.

Not the Face! [+200]
Whenever you are riding on a mount, there is a good chance a tree branch will smack you square in the face out of nowhere and knock you off your mount. It won't matter if there aren't any trees nearby. You and the mount won't ever get hurt by this somehow, and this can only happen once a month. Also, a canned laugh track plays everytime this happens.

Adventure! [+200]
Governments never seem to do an effective job at fixing villager problems. Thus, they have come to rely upon glorified merc- err, adventurers to do their bidding. You may not be able to rely on local law enforcement but at least you have some job opportunities to collect bear asses for chump change. Maybe even do some diving into ancient Roman ruins and find something worthwhile.

If you're a ruler, you're going to either have to rely on adventurers or work on shaping up your law enforcement. If you want to shape up the local law enforcement, you'll only have to do it once for each holding (village, town, city, etc).

Bandits Galore [+200]
The world seems to be rife with those who want not just your money but also your purse. And everything else on you.

Unsavory encounters with ruffians are frequent enough to be a common issue everywhere you go. Each alleyway might be filled with one or two people armed with shivs and malicious intentions. You'll probably end up encountering more bandits than there are caravans on the road. Even the courts may have one courtier who will try to finagle you for your money. It's an absolute wonder how the world can keep functioning if things like this keep happening.

Heresy! [+200]
All faiths will experience theological strife within their own sects, resulting in the conception of various bandit-like organizations. Heretical brigands prowling the countryside in search of unbelievers, seclusive religious communities that appear inviting at first glance but reveal sinister intentions upon further investigation—these are but examples what you could find.

This problem is further exacerbated the weaker the faith is perceived to be by its own adherents. For example, if Constantinople capitulated to the Islamic faith at some point, you'd best believe Christian Europe will start splitting apart into various heretical sects and drive Christianity further into a downward spiral.

Shattered Realms [+300]
For some reason, there is no realm in this world that is bigger than a county. Each realm consists of a city supported with two smaller holdings in the form of a castle, township, or place of worship. In other words, the entire world is made up of city-states everywhere.

Unfortunately, a world like this favors the dangerous and the bold. Since the odds have technically been evened out for every county, you'll find that the more dangerous lords are going to be the ones who will forge history anew.

If you're a ruler, you will start with your own city-state to preside over.

Bleh [+400]
Once a year, you lose all sense of taste in your buds. This is temporary and lasts only for one month.

Speak Loudly and Carry a Small Stick [+400]
Soft power is not a language spoken between realms anymore. Arrogant and caustic language is now the norm among diplomats, especially for diplomats interacting with your organization, and most people prefer to use alliances for foolish egocentric reasons instead of taking pragmatism or mutual cooperation into account. You'll also see a lot of people trying to fabricate claims on your territories, which can cause a hellish amount of legal work to deal with, assuming the rulers don't pursue these claims with force. But even then, could you really swallow your pride and try to meet them on a higher level?

It is going to be immensely difficult to make any allies without a highly capable diplomat on hand, but it can still be possible to reestablish a sense of decorum among these worthless reprobates. You just need to set yourself as a role model somehow, show that your ways can work better, and be patient with those who make a fool of themselves. It'll take months or perhaps years, but the people around you will finally see the error of their ways.

Might Makes Right [+400]
The world has always been in strife, and its martial leaders have taken its horrors to heart. There won't ever be a time where the opposing army treats their occupied lands with respect and honor. In fact, all armies are savagely brutal towards their enemies, as if someone had set an awful precedent in might making right. May God have mercy on your people if you ever find yourself on the losing end.

However, when you do manage to defeat your enemy and show a significant amount of leniency or honor towards them, they will always accord the exact level of courtesy if not better whenever they find themselves at war once again. They'll also try to send some gifts as reparations for their horrific mistreatment against your forces.

We Shall Sell Them the Rope [+400]
The world is running short on genuine craftsmen and law-abiding merchants. Every crafted item you find in the setting seems to be of shoddy work at best and traders will resort to shady tactics to try and rifle you of your money. Meanwhile, everyone else seems to have standard or better equipment or tools that happen to be priced unreasonably high on the market as well. These problems can be remedied by

implementing quality control regulations but enforcing them can be somewhat difficult. It won't be impossible though.

This Drawback does not have any effect on established items of unique purport nor established characters that should have capable mercantile and craftsmanship skills, such as notable figures who were known to be excellent craftsmen in their setting's canon.

What Has Evil Wrought? [+400]
Every organization seems to have an ulterior motive when it comes to interacting with yours, but not out of cruelty but a perceived necessity. In fact, the world has been plagued with lies, backstabbing and unjustified murders since all of time. Everyone is essentially running on survival mode, trying to get what's theirs while telling everyone else to screw off. You probably can't even walk through a street unmolested without an orphan trying to feel your pockets.

It's going to take a massive effort to build a society where the people trust each other and their own government again. Fortunately, social programs and charity work seem to be supernaturally effective in reverting people back to their better nature, but it'll take quite some time before you can foster a well-behaved society where empathy is a virtue rather than a weakness.

From Frying Pan into the Pyre [+400]
Never before has fundamentalism taken hold so deeply before. Across all levels of society, religion has entrenched itself as the cornerstone of all things virtuous, and these virtues strongly emphasize one thing: the horrible deaths of every heretic, every heathen, every infidel. Everywhere you'll see are rigid societies that make no qualms about destroying those who don't adhere to the faith. Burning stakes are but a common story, especially the kind that tell of families being betrayed by their neighbors over misguided claims of witchcraft.

Mind you, this world hasn't completely gone off to the deep end yet. There are many fleeing province to province, begging for a haven that could once again harbor them from horrors. If you were to establish such a realm, they'll flee into your arms in droves. Quite the boon if you're looking for manpower and resources, but having so many persecuted faiths together can bring its own issues. If you had a capable diplomat, steward or theologian, you might be able to mend their cultural issues and bring them together under one cosmopolitan society.

Or, you could destroy them all. Who would care anyways?

White Horse [+600]
You'll often catch a whiff of a fetid stench that will grow unfathomably worse as the months drag on. Everything capable of emitting a stench is also growing worse by the month. A few months in and a slab of meat that has just started rotting hours ago will smell like a pile of corpses.

But perhaps they are an indicator. By the end of the first year, the diseases of the world will receive a sudden evolution that allows them to wreak havoc across regions with greater frequency. It wouldn't be out of the question for a province to be permanently gripped by the clutches of consumption, for example. At least the diseases have somewhat lost their lethality, but what is the cost if the price meant lifelong suffering? Soon, all provinces will ever-languish in disease, but this will somehow not stop wars from happening.

As people's immune systems grow weaker due to old age, the more likely they will succumb to the effects of their disease as well. Anyone older than 60 will soon become an oddity. Physicians will find themselves overburdened with work as people beg them to alleviate them treatment or even give them a cure. Perhaps someone with substantial medical expertise could spearhead efforts to cure them for good?

Red Horse [+600]
You get the full Warhammer experience where different societies will always manage to come up with reasons to wage war against each other. By the time you entered the jump, every realm is already drawing battle lines with another realm or are making plans to oppress their own people.

If war isn't being waged, most people are busy being oppressed by the elite or are outright exterminated whenever they rebel. You won't even find a single place on the planet where a community is tolerant of foreigners either. An Italian who accidentally made their way to the Frankish countryside will get lynched in a matter of hours. As such, multiethnic nations must either oppress, forcibly assimilate, or purge minority groups lest they risk disintegrating into bloody civil wars.

That does not mean resolving their issues is impossible, however. It may be agonizingly difficult, but an incredible diplomat or steward can still navigate these problems and resolve any xenophobia being nurtured within their borders.

Black Horse [+600]
An unknown phenomena is causing the skies to gradually darken, beset with gray clouds that grow blacker by the month. Over time, crops will also deteriorate in health and quality, making it much more difficult to grow them. It reaches a turning point by the first year of the jump where the sun is hidden behind the clouds and the world feels more dreary than ever before.

Farming is somehow still possible but agrarian yields have made it impossible to look for anything that can be described as a delicacy. Even livestock are difficult to fatten and don't taste as good as before. Everyone will have to make do with stale or poor quality foodstuffs.

Pale Horse [+600]
The wild beasts of the earth are suddenly afflicted with an unadulterated hatred for all things sapient and are growing bigger to intimidating sizes and with frightening appearances. Wolves, despite already being large compared to humans, will grow as large as horses. Even bears will laugh at their cave bear ancestry as their new size could occupy entire rooms. Herbivores such as elk and mice are not excluded by this phenomenon either. Birds will soon become dog-sized menaces and cities will have to respond with kill-on-sight orders in order to keep people safe.

The main things travelers will fear, and by God they will fear, are the manhunting beasts prowling the woods who will run down humans for sport. You'll hear how bandits are avoiding the roads in favor of safety behind walls, and caravans arming themselves to the teeth just to stand a chance.

Some wild animals will band together in such great numbers, kings must resort to hiring specialized hunters or rallying armies to destroy them.

The Intended Experience [+1000]
Due to the sheer amount of items and perks available in this document, and the fact that the setting is intended for long-term nation building or dynastic shenanigans, you may take this simple drawback for +1000 CP. In return, you will have to spend only a hundred years minimum for this jump.

As recompense, you will gain temporary biological immortality and cannot be permanently injured or incapacitated.

If this is your first jump, you will also gain a 1UP every 5 years. If this is not your first jump, you will instead gain a 1UP every 10 years. In both cases, you will start with one 1UP by the time the jump starts. These gains are not affected by Drawbacks, but they will not persist once the jump is finished.

Full Playthrough [+1000, requires *The Intended Experience*]
You are forced to start in 867 and must stay in the jump for 500 years. Once 500 years elapses, you are permitted to stay in the jump until the year 1453 and may leave anytime before that date.

If you used ***Total Conversion*** to be in an ahistorical or fantasy setting, then you are allowed to choose any canon time period for the setting, and may go back up to 500 years before the canon's events. You still have to stay for 500 years though. Once the 500 years are up, you are permitted to stay in the jump for 100 more years and may leave anytime before that time is up.

A Familiar Face [+0, requires *The Full Experience*]
Every notable character from the setting who has yet to be born will now have their existence preserved from butterfly changes. Their personalities, background, and overall capabilities may be completely different and they might even have different parents, but their appearance and name are overall the same.

For example, you could wipe out Genghis Khan's entire lineage before he is actually born, but as long as his people or a culture tangentially similar to his exists, Genghis Khan will be born to that surviving culture and retain his name as Temujin. His family could merely be agrarian peasants, and he'd probably end up living the rest of his humble life as a chef or something.

Due to how niche this is, you can take this Drawback as a Perk for free. The only situation where this could ever apply is if you were in a jump before canon events and have yet to witness the birth of a character and their growth to adulthood.

Divine Wind [+400, requires *Full Playthrough*]
Religious invasions under the guise of jihads, crusades and whatnot will organize earlier and occur with much greater frequency than before, especially if you're a potential target. Though religious invasions typically field at least a hundred thousand soldiers or more, you'll encounter ridiculously-sized so-called 'deathstacks' of numbering two hundred thousand soldiers or more than that, and this will always work to the benefit of those aimed against your faith.

Fortunately, they are ever more susceptible to supply issues and can still be defeated.

Augustus [+600, requires *Full Playthrough*]
There are three random people in each subregion who have impossibly brilliant acumen for all things related to rulership, allowing them to potentially forge a nation from nothing but a village. Their actions will culminate in sweeping consequences, propelling their people into a superpower of their region within 100 years of the jump's start. The resulting empire will be based on the worst traits of their people, culture, and religion, molded beyond cruel excess.

If their empire is not stopped, they will eventually form a superstate consisting entirely of their respective subregion and proceed to commence total warfare upon their neighbors. Additionally, anyone who does not align themselves with the culture of the ruling class will be horrifically oppressed. If run unabated, the setting is likely to be plunged into wars that somehow last for centuries, perhaps to the end of the jump.

Augustus individuals within close proximity of each other can kill each other on their way to power.

Winter Has Come [+600, requires *Full Playthrough*]
A sudden ice age due to distant volcanic eruptions is causing the global temperature to gradually drop as soon as you enter the setting, culminating in an eternal winter that is more severe than expected. This will eventually result in the devastation of agriculture across regions, migration of cultures, mass deaths from cold, increased transmission of diseases, barbarism, and acts of desperation. A highly capable steward can mitigate most of these problems for the realm but it will take an incredible amount of effort to maintain.

By the end of the jump, the global temperatures would be at a constant freezing point for water or worse.

If you chose the setting to be A Song of Ice and Fire from using ***Total Conversion***, then you can choose for the invasion to either be immediate (convenient if you're somewhere around the War of Five Kings period) or to be delayed for up to 400 years.

Malevolent Corpses [+200, requires *Winter Has Come*]
Those who have succumbed to cold, disease, or famine will reanimate twenty-four hours later as the walking dead. Deprived of reason and thought, these shamblers have no purpose beyond killing their former fellow man. Though they can be simply dispatched with the destruction of their head (easier said than done): fire, volcanic materials such as obsidian, and magical weapons seem to be astonishingly effective against their bodies and can even destroy them without needing to destroy the head.

Whole societies will have to shift their funeral culture in order to adapt to this new threat. If they are too busy dealing with other problems, the dead will eventually form roaming hordes that could destroy much in their path.

If playing in a fantasy setting, the undead will generally avoid crossing paths with other undead but are otherwise not hostile to them. Most necromancers might be able to control these corpses as well.

Running Dead [+400, requires *Malevolent Corpses*]
Any undead that has risen as a result of ***Malevolent Corpses*** are now capable of sprinting and wielding weapons albeit rudimentarily. Curiously enough, the undead has also gained blue eyes.

The Long Night [+600, requires *Running Dead*]
Since the advent of eternal winter, a glacial bridge has been forming from the northernmost polar region and is making its way into Europe. Severe winter storms surround this bridge, forcing affected societies to migrate southwards in order to save themselves.

Progress is somewhat inconsistent: Iceland will be swallowed whole 200 years in, Scandinavia will become a frozen hellhole 50 years later, and the British Isles will join their icy fate 150 years afterwards. Most of the seas surrounding the British Isles will be frozen over with a slightly thick sheet of ice and most European civilizations by this time may have migrated southwards to join those in Africa, the Middle East, and India in favor of warmer (albeit still cold) climates. As the glacial

bridge comes closer to mainland Europe, rumors will tell of white creatures of thin ethereal flesh, whose speeches and howls are akin to breaking glass. They will eventually be given the name “White Walkers” or “Others”.

400 years in, blue-eyed undead hordes will begin amassing from all directions into the far north, consolidating their numbers in the heeding of an unknown call. 10 years later, the undead hordes will launch an all-out invasion against living civilization. May the gods have mercy on you all.

Since there is no negotiating with the Others unless you have some ridiculous means to facilitate talks with creatures that deem themselves utterly beyond humanity, the only way to defeat this threat is by destroying the Others themselves. Be warned however; their weapons and armor are capable of completely breaking standard weapons, and fires are ineffective due to the sheer cold they emit. You’ll need weapons crafted from volcanic materials or with magical properties in order to defeat them, if you can manage to outskill their impressive martial capabilities.

Each horde (army-sized) is led by one Other commander. Destroying the Other will instantly destroy their respective horde.

A person of exceptional martial ability could head into the Arctic via sea or through the glacial bridge anytime during the jump and find these ethereal creatures and dispatch them, perhaps with the help of some friends as well. By doing so: the undead will not form a massive horde, the dead will cease rising, and there will be no icy invasion, but the volcanic winter will still permeate across the planet.

Note: If you’re in a non-historical non-ASOIAF setting from using ***Total Conversion***, the glacial bridge always comes from a very distant location to the far north, usually in the polar region or whatever northernmost point the setting is limited to.

Wrath of the Northmen [+600, requires *Full Playthrough*]

By the start of the jump, the entire region of Scandinavia had experienced a massive population growth that resulted in at least a tens of thousands able-bodied men vying to explore new lands and to pillage what can be found. As a consequence, there will be approximately 100,000 vikings who have landed throughout the British Isles. Not a single

King or Chieftain across the British Isles will be able to stand against the overwhelming tide. Some of them might even bend the knee in order to save their people from destruction. As such, it won't be more than a decade before the entire British Isles is swept clean by the pagans.

Once they manage to conquer the British Isles, the Norsemen will quickly turn their eye to the similarly-vulnerable regions of Europe. They'll turn their army around to unify Scandinavia under a single kingdom, followed by a prompt invasion of Eastern Europe, and finally launch an invasion against the Frankish kingdoms. If not stopped, this era will bring nothing less than the exacerbation of suffering, the burgeoning expansion of slavery, and a dark age of bloodlusted sacrifices.

Fortunately for you, these Norsemen rely heavily on light and heavy infantry to conduct their invasions. A mobile army of cavalry, perhaps supported by archers or crossbowmen, could potentially outmaneuver them and even destroy them in the field. You'll have to put many of them down, but the innocents of the world will thank you for it.

Note: By taking this Drawback, you cannot start as positively affiliated with the invading Norsemen.

Note: If you chose a non-historical setting from using ***Total Conversion***, then the closest equivalent to vikings within the setting will be affected. Otherwise, the setting will either experience a Viking invasion from beyond the sea or through whatever means (multiple portals from Scandinavia if you want). In such cases, the invasion will arrive at a random coastal area within the setting, and their initial numbers start with 100,000.

Golden Horde [+600, requires *Full Playthrough*]
The Mongolians have managed to organize a force incomprehensibly larger than the one they should have and will soon arrive westwards with full force. They will begin invading around the year 1200 and their army's initial numbers will approximate to at least six hundred thousand. As the invasion goes on, they will constantly receive more and more reinforcements in the form of slave soldiers and recruited troops from back home or in conquered territories. Since their army is comprised primarily of cavalry, it might be impossible to defeat them on open terrain.

Expect the Mongolians to carve a bloody path through Europe, the Middle East and everywhere else, inflicting unfathomable barbarism that only the worst dictators could ever perpetrate in their wildest dreams.

If Genghis Khan is not stopped by force, he will eventually die of natural causes in 1240 with most of the Old World subjugated under his dynasty. The subsequent infighting between his heirs will only result in more centuries of bloodshed while everyone else desperately tries to survive.

Note: If you chose a non-historical setting from using ***Total Conversion***, then the closest equivalent to nomadic horsemen within the setting will be affected. Otherwise, the setting will either experience a Mongolian invasion from unknown lands or through whatever means (multiple portals from Central Asia if you want). In such cases, the invasion will arrive between 100 to 300 years.

Conjunction of Too Many Spheres [+600, requires *Full Playthrough*]
Choose one fantasy setting. Between 50 years to 100 years into the jump, the setting you're in will experience a massive magical cataclysmic event that causes new races, cultures, and monsters from the chosen setting to be dropped at random locations throughout the world. This will definitely result in chaos, abominable crimes against humanity, tons of wars, and disruptions to all societies. You may also choose if major characters and magic systems from the chosen fantasy setting will arrive too. How the magic systems fare is up to you.

You may use this Drawback multiple times to choose from another fantasy setting and get more CP. Subsequent uses will give +200 CP each. The new fantasy races and monsters will appear from the one and only cataclysmic event that shall occur.

Mandate of Heaven [+1000, requires *Full Playthrough*]
A Chinese dynasty has adopted warmonger rhetoric and is consolidating its power over the realm. It will spend the first three hundred years committing unspeakable atrocities in an effort to modernize and expand its imperial institutions, army, and administration. Trade routes through China will return with terrifying rumors of its misdeeds: bloody purgings in provinces, families forced to choose between one another, and nobles disappearing overnight. There is some 'good' news however, such as the development of famine prevention methods and crackdowns on corruption.

As the setting approaches close to its 400th year, rumors will begin circulating across the Old World that the Chinese are mobilizing the biggest army that anyone has ever seen and are making plans to march west, all under the pretense of fulfilling the "Mandate of Heaven". Trade to and from China will slowly grind to a halt.

Once 400 years have elapsed since the setting's entry, the Chinese will launch a massive campaign to conquer everything westwards. Expect a million strong army of highly trained soldiers to lead the spearhead into India and Central Asia. The Chinese army will be comprised of all sorts of infantry and their commanders will conserve manpower in favor of clever tactics and planning. China will incorporate captured technology, equipment, and even elephants into their ranks as they conquer Central Asia and the Indian provinces.

After several years of bloody fighting, the Chinese will make their way into the Middle East and Eastern Russia with hundreds of thousands of reinforcements backing their massive army. By then, most nations near the affected regions should start forming coalitions to defend against China.

The following years will spell a torrent of indiscriminate destruction across the continents. Cultures will be subjugated and forced to live as second-rate citizens while the invaders resettle acquired territories with their own people.

Note: If playing in a non-historical setting by using ***Total Conversion***, the invasion will be launched from unknown lands or through whatever means (multiple portals from China if you want). You can choose if the invading force is any other culture from the Old World, such as the Japanese, though the invading forces will always be the most brutal counterpart of themselves.

Oblivion Crisis [+1000, requires *Full Playthrough*]
Sometime at the start of the jump, a Christian cult will form somewhere within the confines of Christian Europe and will go so far as to call themselves the Mythic Dawn, whose goals are apparently to "summon the gates of Heaven in order to send angels to destroy the infidels". Though no one is quite sure where they operate, wild stories of their strange exploits and barbaric rituals will make way into your provinces, which may contribute to a mildly increased sense of religious hysteria. You'll also hear about how some local rulers attempt to purge these Mythic Dawn cultists with insufficient results.

If you have extremely capable diplomacy, intrigue or learning skills to narrow down these rumors or know someone who has such skills, you can track the rumors down and eventually get dragged into a wild adventure where you may choose to eliminate the Mythic Dawn or facilitate their goals.

If you allow the Mythic Dawn to continue operating after 300 years, a magical cataclysm will soon sweep across the Old World resulting in demonic portals to appear in various regions. These so-called Hell Gates, as popularly described by the faithful, will spill forth warriors of demonic nature with each warrior's combat prowess comparable to five average humans. According to witnesses, these hostile entities seem to call themselves the "Dreadmora" (colloquially spelled by witnesses) and apparently desire to establish an unholy realm on the planet. Due to their martial prowess and borderline pagan magic, it'll take a powerful army and a lot of effort to destroy these Hell Gates.

If you don't want to go for the direct martial option: extremely high diplomacy, intrigue, or learning capabilities can perhaps help you negotiate with these creatures so they may ignore your realm, or if you're convincing enough you can be allowed audience with the Commander of their forces.

With diplomacy, you could convince them that there is nothing of value worth conquering here. With intrigue, you could negotiate for the Dreadmora to settle in an existing realm instead, which may lead to a whole lot of people dying while you buy your friends time to think up something better. With learning, you can see if these rumors regarding a Chinese noble who thinks himself as divinity might have some credence to them. You are not limited in these options; as long as you can come up with something ingeniously effective, you'll be fine.

Otherwise, to destroy the Hell Gates, you'll need highly capable fighters (and possibly you if you're capable enough) who can brave their way into the Gates and fight whoever is commanding these forces. Upon the commander's death, the fighters are given enough time to get out of the unholy realm before the Gate collapses on them. Even with the destruction of all Gates however, the presence of Dreadmora may still persist in the world, but their presence will be too limited to threaten you all.

If you allow the invasion to run abated, the Dreadmora will be able to subjugate the world into a pagan hellscape where humans are enslaved and regularly sacrificed to Dreadric gods. Assuming there aren't other invading contenders, that is.

Optional: As soon as the Dremora arrives, you may grant everyone access to the Elder Scrolls' magic system. Random people will become mages, though this may cause further havoc. Whether you choose this option or not, the Mythic Dawn and the Dremora will still be able to draw their powers from the Aetherius.

Note: If you're in a non-historical setting from using ***Total Conversion***, the Mythic Dawn may or may not stem from a preexisting religion and could instead appear as religious fanatics that came from nowhere. All actually correct names such as Dremora and Oblivion Gates may also be used instead. Additionally, Mehrunes Dagon himself will actually show up and assist in the invasion efforts if the local setting has forces powerful enough to compete against him.

Note: If you chose the setting to be Elder Scrolls: Oblivion from using ***Total Conversion***, then the Mythic Dawn will be bolstered in competency and ambition. Their efforts will cause a Daedric war to break out across Nirn, necessitating the Thalmor's intervention and potentially resulting in Thalmor or Daedric dominance in the continent if either side is not stopped by outside intervention.

Watch the Skies [+1000, requires *Full Playthrough*]
In your first weeks into the jump, you're eventually going to hear rumors of a dragon cult that has apparently made themselves comfortable in the Alps. Their bizarre rituals have subjected them to unwanted attention, resulting in attempted reprisals by the faithful in order to dislodge them from their heresy. Such attempts will fail, of course. They will generally keep to themselves other than occasionally raiding hamlets and caravans for sacrificial purposes, but their base of operations will expand until the entire Alps is saturated with their presence.

You may attempt to neutralize them during their growth, but besieging the Alps will require a venerable commander with a great army at their back. On the other hand, you can try to infiltrate the Alps and take on the cultists in secret, neutralizing them one by one. It will be quite the dangerous task as you'd be going after people who can use magic, but it can be done.

350 to 400 years within the start of the jump, you will hear rumors of a black winged beast obliterating an Italian fort where the execution of traitorous rebels was taking place. A month afterwards, a city near the Alps will face an attack by an oversized liza- a rather large, winged reptilian creature that will proceed to set major parts of the city on fire. Once a good portion of the city lays in ruins and if the creature still lives, it will depart perhaps in satiation of its bloodlust.

As more news clarify these creature reports, almost everyone will refer to these creatures as dragons: Flying monstrosities with bat-like wing structures and their entire profile is equivalent to a house in size, yet their strength, ferocity, elemental breath attacks, and

ability to utilize speech magic all combine into a powerful lethal monster that is unmatched by almost anything else in this world.

Kingdoms will find themselves incapable of defending against this new threat for the first 5 years until an Islamic engineer from the Middle East starts inventing anti-dragon ballistae. Even then, taking down the dragon cult may prove to be immensely difficult.

Perhaps with a high martial or learning skill, you could devise a way to kill these dragons and put down the draconic cult once and for all. If you're feeling exceptionally bold and are capable of diplomacy, intrigue or learning, you can negotiate something peaceful in exchange for humanity's right to existence. Otherwise, the draconic cult will make great progress against the other realms and could take a whole continent for themselves within a few years.*

Optional: As soon as the Dragons arrive, you may grant everyone access to the Elder Scrolls' magic system. Random people will become mages, though this may cause further havoc. Whether you choose this option or not, the Dragon Cultists and the Dragons themselves will still be able to draw their powers from the Aetherius.

Note: If you're in a non-historical setting from using ***Total Conversion***, then one of the larger mountain ranges will be used as the dragon cultists' starting point.

Note: If you chose the setting to be Elder Scrolls: Skyrim from using ***Total Conversion***, then Alduin will be far more proactive in his efforts and his forces are bolstered in competency and ambition. His calculating measures will establish a second Dragon War that will surely tear Tamriel apart if not stopped. If you let them run unabated, all mortal races will be subjugated under the dragon cultists and forced to languish under their oppressive rule until you or someone else finally have the means to liberate them.

The Fade [+400, requires *Full Playthrough*]
From the very beginning of the jump, a rather strange yet powerful phenomena will sweep throughout the jump and grant a significant portion of the general population with remarkable powers that can only be described as magic. Unfortunately, the nature of this magic will be seen as an affront by most religions due to some mages immediately transforming into freakish nightmares. It won't be long before the larger realms establish some sort of religious authority to control this phenomenon, which will end up oppressing people who express magical powers.

After further study, some theologians will begin referring to the setting-sweeping phenomena as "The Fade" due to its ominous, unworldly fading aura that can be felt in certain places. In these places that can be felt, monstrous creatures referred to as "Demons" roam and prey on innocents and warriors alike. Some realms shall attempt to hire specialized mercenary companies in destroying these new threats, but oftentimes their encounters will leave behind nothing but corpses in their wake. All in all, the world has changed for the worse. Religions will grip themselves in fear as it seems God has done all but abandoned them in their strange times of need.

As time goes on, there will be more horror stories of Demon possessions, and this issue will only be further exacerbated the worse everything else gets in the general setting. Negative emotions have the uncanny ability of spurring Demon activity, after all. If you're of a particular martial character, you might enjoy receiving new missions in hunting down Demons and taking back forts from Demon infiltration. Or not. These creatures have shown time and time again that they are more than capable of superseding man in strength and intelligence.

Hmm, there are rumors of glowing blue rocks appearing in certain mines throughout the world. Some have even started calling these things "Lyrium..."

Note: If you chose the setting to be Dragon Age from using ***Total Conversion***, the presence of Demons worldwide is increased almost twofold. Expect the Chantry to go to absolute town on mages.

Second Sin [+1000, requires *The Fade*]
From the very beginning of the jump, there will be random sinkholes that will open up throughout the setting. From the wombs of the earth shall spill forth homicidal creatures, whose appearances are but a mocking interpretation of mankind. Though they don't appear to be much of a threat to the world at large, their raiding parties and underground tunneling are the bane of all nearby regions. Most other realms, however, will ignore this seemingly troublesome situation as mere midwife tales.

If you dare to investigate these sinkholes yourself, you'll learn that these creatures are more than they seem. They are dangerous, malicious, and above all, intelligent. Apparently witnesses have referred to these homicidal creatures as the "Darkspawn", and their corrupted ranks do not only consist of mocking interpretations of humanity, but also animals and strange creatures that do not hail from Earth. Some among their number

seem to express magical capabilities as well, as indicated by how they can conjure hexes and even conjure fire from their staves and wands.

A primary characteristic to the Darkspawn are their blood, which is reportedly capable of Tainting both the body and soul. If a creature or a man's open wound receives ever so much as a drop of Tainted blood from these fiends, it is guaranteed their skin will grow foul, bleaching, and their body shall soon yearn for the sweet mercy of death within days of contracting the Taint. This effectively makes it impossible to treat casualties from armies who survived battle with these creatures.

400 years later into the setting, new massive sinkholes will open up, all concentrated in clusters at a random region of the world, and are located a ways off from your realm or current location. You'll hear horrific stories of foul creatures emerging from these holes, clad in rusty armor and barbaric weaponry, their cackling screams piercing an almighty terror upon surviving witnesses. Entire villages wiped clean of life, women and children ripped from their families and brought into the holes for certainly foul purposes.

Realms neighboring these horrors will attempt to rally their forces in order to purge this new threat. Of course, they will fail, as their armies fall one by one against massive hordes. More stories will reach your realm by this time, telling more stories about how these bloody creatures are capable of dark sorcery, how their ranks field ogres and corrupted animals, and high tales of a massive, dark dragon spearheading their assault. It will only take a couple years before they finally carve a bloody hole for a territory and begin marching across all directions in their unholy war against humanity.

Some say the only way to destroy the Darkspawn is to somehow destroy the dragon, which some people refer to as the "Archdemon". One of the first realms that faced the Darkspawn had apparently managed to kill the dragon, but it reappeared once again the following day.

To actually defeat these creatures (you probably can't negotiate with soulless man-eaters), you're going to need perks or powers that can destroy souls permanently or prevent resurrection. If this is applied to the Archdemon, the Darkspawn will immediately become disorganized and clamber back to their holes. They will still make trouble via random raids into the surface and new sinkholes appearing every now and then, but it can be somewhat manageable if not dangerous to deal with. If you're extremely brave, you can chase them back to their holes but you'll have to deal with onslaughts of

Darkspawn in their own territory. Do take caution; the screams of women and children can be heard in these halls, and their exact origins are not for the faint-hearted.

You may also need perks or powers to prevent corruption to the soul. If you do not, you risk dying within a week upon contracting their tainted blood on any open wound you have, which is effectively guaranteed if you get swiped by their blades. On the other hand, you could treat dying soldiers via perks or powers that cure the body and soul, which will assuredly cleanse the Taint for now.*

If you'd rather not wait for the Archdemon to show up, you could go down into the sinkholes yourself and kill everything that is breeding them in the dark, but the battle will be hellish and unsurvivable if you're going about it alone and without any remarkable powers. You're going to be fighting droves of unending armies who are actively birthed within the ground deep, and sometimes on unstable ground or in tight, uncomfortable corridors. Even with a massive army at your back, it is unlikely you'll get very far, unless you and your forces happen to be extremely exceptional.

Note: If you chose the setting to be Dragon Age from using ***Total Conversion***, then the Darkspawn will receive much greater numbers during the Blights which are now effectively guaranteed to plunge the world into a misery that rivals the First Blight, without outside help that is. Also, you're going to have to deal with at least three Blights in your 500 years.

The Conductor [+1000, requires *The Fade*]

Disclaimer: Hyperlinks are omitted in this section in order to avoid Dragon Age: Inquisition spoilers. All details below are left vague enough to not completely spoil if you aren't familiar with the game.

Unfortunately, things are not going to get any better from here. 400 years after the jump, a massive magical cataclysm will devastate one of the holy sites in the world, with possible targets including the Vatican City, Constantinople, Jerusalem, or Mecca. This cataclysm will end up vaporizing every living being at the center, whereas the outer remits of the holy site is blasted with rocky shrapnel descending from the sky. The sky itself will then appear to be torn open, with a bright green hue piercing through the heavens and outlining a haunting portal. From this portal shall shower small meteors that are but carrier vessels for Fade demons, whom shall soon saturate the earth.

To make matters worse, a towering, powerful creature will emerge from the cataclysmic site and make his name known as "Corypheus". He demonstrates powerful magical

capabilities, the kind that can tear asunder entire groups of men with nary but a flick of the finger. Not only this, Corypheus can also command Demons at his beck and call, and he appears to be supported by cadres of apostate mages and skilled warriors that refer to themselves as the Red Templars.

According to rumors, this Corypheus is disgruntled about being in the wrong world, but takes solace in establishing a new "Tevinter Imperium" in a world that is yet to be graced by his presence. Though Corypheus will be spending most of his time in the backlines, his armies of Demons, apostate mages, and Red Templars will all prove to be a massive problem. Each army will separately descend upon the neighboring realms in considerably great force, and there won't be many who will be able to stand against them.

If allowed to run unabated, Corypheus is likely to swallow the world whole in a demonic hellscape where all living people are either enslaved or dead within the closing years of the jump. If there are other Invasion Drawbacks at play however, he might be able to defeat them with his armies, assuming there aren't multiple Invasions. Otherwise, there will be a stalemate and Corypheus will eventually devote his time investing into his realm and causing havoc around his borders.

As advice to defeat his forces: All demons are susceptible to abilities that affect spirits. Exorcism, for example, will banish them to the Fade or outright destroy them.

Secondly, apostate mages tend to be lightly armored and are generally vulnerable to ranged bowmen, but that's somewhat common sense. The real thing you should be exploiting is the **Lyrium** that can be found underground. If discovered and exploited somehow, you could create an army of Lyrium-dependent soldiers who have magic-nullifying abilities, which can help immensely against both mages and demons.

Thirdly, you should keep in mind that most Red Templars are mutated monsters who can absolutely crush or eviscerate the standard human with ease. However, their crazed lunacy blinds them of all reason, and it should be somewhat simple to bait them into situations and destroy them through attrition. Otherwise, do not try to test them in frontal combat unless you're more than a skilled fighter. If you're a mage, you might also run into problems where they can nullify your magic, unless you have powers to prevent such a thing from happening.

If martial prowess doesn't cut it, you can also use your diplomatic or intrigue skills to convince any of these forces to renege their loyalty to Corypheus and instead carve a world for themselves. Hope you've got one hell of a silvery tongue on you, though.

Fourthly, (Dragon Age Inquisition spoilers, highlight to see): If you have taken **Second Sin**, you will also need perks or powers that can destroy souls or prevent people from resurrecting. You'll have to apply these powers to Corypheus, or else he will use the Darkspawn to respawn perpetually.

Note: If you took this Drawback with **Second Sin**, please give yourself an additional +1000 CP because Corypheus will obtain control over all Darkspawn, even the Archdemon itself.

If you need advice on how to defeat Darkspawn under Corypheus control while accounting for the three other armies, I strongly suggest praying if you don't have prodigious martial or intrigue skills.

Note: If you chose the setting to be Dragon Age from using ***Total Conversion*** and you're within the timeframe of Dragon Age: Inquisition events happening, then Corypheus will actually manage to unify apostate mages and Red Templars under one banner. Most of the original Templars will immediately merge with the Red Templars, and most mages will flock under his banner. Secondly, Orlais will be brought down by Demon assassins in record time, unless you have impressive intrigue skills that can prevent such a thing from happening. Thirdly, I hope you have meta knowledge of Mythal's Temple to reach it before he does. Good luck.

If you're not within the timeframe of Dragon Age: Inquisition events happening, Corypheus will inevitably appear after 400 years.

What Manpower Issues? [+0, requires at least 4 setting-wide calamities/invasions]
Congratulations, you've caused multiple near-extinction events for humanity just so you can get some goodies for yourself. Do you feel proud? Have you ever stopped and given a moment to think about those in the background who are forced to suffer the consequences of your actions? Do you genuinely believe that your crazed antics are justified by the deaths of countless innocents? Do you even think about these people at all? Don't worry, there will still be people left as long as you take this perk.

The consequences of your setting-wide Drawbacks will not result in major depopulation of the world, somewhat equivalent to the Warhammer setting where most races don't seem to be running out of people anytime soon. People will adapt to circumstances and survive, if not miserably so, but everyone is still suffering horribly. There may be forced migrations and a disproportionate amount of people dying, but perhaps people just make too many babies to compensate and there are way more people and resources than any census may indicate. Whatever the case, whole population groups will not be destroyed unless you or another party are intentionally purging them whole.

You are allowed to dial this anywhere between "human mass wave attacks is a valid strategy" to "standard". You can only change this once a decade.

Ironman Mode [+200 if you purchased *Autosave*, another +400 with *Full Experience*]
Shaping the fate of the world was never for the meek and you have taken this to heart. Instead of being allowed to save and reload to previous points, you are only ever allowed to revert time back to the very beginning of the current month or the month before. **Autosave's** original effects will return after the jump.

> **True Grit [+400, requires *Ironman Mode*]**
> You can't use **Autosave** to make any saves for the duration of the jump.

Hurt Me More [+1000]
If you have any out-of-jump 1UPs, they are all disabled for the duration of the jump.

Powered Off [+1000]
You lose all your out-of-jump items and powers except for: anything that affects leading or being involved in an organization such as factions or kingdoms, any 1UPs you have, and any powers that keep you hidden from scrutinizing magical or divine sources, which can be helpful if you're in a particularly dangerous fantasy setting.

No Friends? [+1000]
Your out-of-jump Companions cannot be in the Jump. You can still import them and have them get stuff, but they can't participate in the Jump.

I Was Denied Need-to-Know Information [+100 for each affected Drawback]
You don't remember taking that particular Drawback. This can be taken multiple times.

End Options

Official game art

Stay

Truly? Gods be praised! Then you may stay here and see the world's end if need be. There will be no tears shed until there is nothing left to conquer!

Leave

You desire to continue on your chain? Of course, farewell, my liege! May the winds of time carry you to brighter shores!

Return Home

Love! Tragedy! War and peace! You have seen it all. You have ended your journey here to make your way home. A somber end for a stirring legend.

One... More... Game...

You may retake this jump as many times as you want in the future, but you must take the ***Full Playthrough*** Drawback. Taking this option will omit the CP given by the required Drawback, but you can still get CP from other Drawbacks. Other than that, you still start with the usual +1000 CP, but you also do not receive any free stipends.

Think of this as a repeatable jump option.

Combine this with ***Total Conversion*** and you can have as many different playthroughs to your heart's content!

Supplement Mode

Official game art

You may use this jump as a supplement to other jumps that have similar medieval/fantasy themes. Viable settings must have "cold metal" designs such as spears, swords, bows and whatnot as a regular or common theme of the setting.

By using Supplement Mode, you gain a separate pool of +1000 CP reserved only for this document, but you won't benefit from any free stipends. You are allowed to pick your Origin Education, benefit from any Discounts that are given to you, and can take as many Drawbacks as you want from this jump. If the other jump has imposed limitations on how much CP you can get from Drawbacks, then it is up to you whether you want to adhere to the creator's rules or this jump's rules.

You can still gain CP from the same Drawbacks that you've repeatedly used from using Supplement Mode.

If you're only interested in the **Holdings** section, which is intended to be universal, then you can use that section as a Supplement for any jump you're in. In this case, you will instead receive a +50 CP stipend reserved only for the **Holdings** section.

Jump Rewards

Official game art

And so it ends.

You have seen the stories of civilization unfold before the trespasses of time, watching as cultures rise as others crumbled to dust. Although every realm yearns for greatness, the true enemy is not the peasantry or the elite that subjugate them. In truth, it is **irrelevance**; The inevitable death of every civilization that cements their place in obscurity, assuring that their name will no longer pass on the lips of historians beyond the future.

As thanks for your participation in this journey: you are allowed to bring your realm, all its territories, resources, and their people, with you into your Warehouse. It'll sit nicely in your Warehouse with as much room made to accommodate for its size. Furthermore, you may bring any of your dynasty members along with you as Companions, as well as your Retinue as Followers if you feel so inclined to keep them.

If you import your realm into other settings, you can choose to either retcon your realm into the local setting's lore or to have it appear impromptu. The realm will retain any changes to it as you take it jump to jump.

For You Shall Serve [Free Jump Reward, optional to keep]
All territories you've accumulated thus far, including holdings, people, and inhabitants, are transported to your Warehouse as part of your general following. This does not make them all Companions or Followers, nor does it fiat-back them, but each of them will get a special visit from the Benefactor who explains their current circumstances and each person will be completely aware of their new circumstances, your Jumper background, and the implications of their situation.

As a result, they are completely fine with the way things are now, and don't mind if you keep them snuggled in the Warehouse or import them into future hellscapes. I mean, they might make a fuss about it, but they don't actually care. Other than that, it is impossible for any foreign source to pry any of this information from them. They're also cordoned off to a new section in your Warehouse (you can still visit them) where they'll get some nice accommodations, receive essentials and utilities, grow their population, and whatever.

Conqueror's Rights [Free Jump Reward, optional to keep]
By the end of each jump, you can choose to keep any property and territories that you've acquired under you or your organization's name. This includes territories that have been conquered by force, and buildings or lands you've bought. Their inhabitants and manmade structures are optional for you to keep, and each person will also get a nice visit from the Benefactor similar to **For You Shall Serve**. Unfortunately, this perk does not cover property or territories that are temporary, i.e. held under temporary lease.

During each jump, you may summon a simple User Interface screen that explains why something is or isn't considered under your control.

Notes

Artist source

Thank you my friends Graticule, Idoknow, and Maple! You've all been a good motivation for me and our previous times playing Crusader Kings together has afforded me much help in making this document. I also thank them for introducing me to Jumpchain, which has sparked my interest in running jumps for a few years before deciding to make my first jumpdoc with this one.

I would also like to give my thanks to all the anonymous redditors and Jumpchain Discord users who helped provide suggestions for this jump. If it weren't for any of you, this jump would be but a pale imitation of what it is now.

And finally, the many anonymous people who have come to this document, offered a bunch of grammatical corrections, and disappeared as soon as they arrived. You people are mysterious and amazing.

Direct honorable mentions (if you see your name here but would like to be referred as something else, tell me):

- **Anonymous**, the living legend whose identity is unknown and is responsible for 90% of grammatical corrections
- **Cyphron** from Discord, gave really good ideas on nerfing certain overpowered things

- **dark creeper (also known as /u/No_Rutabaga5131, SB DarkHunter011205, QQ ezfijezdizezoedk)** for grammatical corrections
- **Graticule** for teaching me how to make page breaks and that made this document not look like the abominable mess as it first was. If you guys want to know, it's CTRL+ENTER, but I'm not quite sure how to replicate the dashed lines. You could probably copy & paste it, though.
- **Kildrone** from Discord, gave some good pointers on **Skimping Without Defects**
- **X J** for giving great rework ideas and tons of grammatical corrections
- **Snakey Execute Dumbo** from Discord, gave good criticism regarding the **Organization** section
- **Taiyaka J** for grammatical corrections
- **Walkir** from Discord, for important suggestions in formatting
- And my goldfish for massive emotional support

The Crusader Kings 3 wiki is located here. You can use some of the pages for reference.
https://ck3.paradoxwikis.com/Crusader_Kings_III_Wiki
https://ck3.paradoxwikis.com/Attributes
https://ck3.paradoxwikis.com/Lifestyle
https://ck3.paradoxwikis.com/Government
https://ck3.paradoxwikis.com/Religion
https://ck3.paradoxwikis.com/Traits

I have also used some content from Crusader Kings 2 as inspiration for this jumpdoc, among some other games like Mount & Blade and Total War. Some of you may have taken note of this.

"You may freely customize your user interfaces' appearance and format, add and change as many things as you want as long as it doesn't actually expand the scope of your powers on their own." In other words, **fanwank the hell out of the User Interface as you'd please, as long as it doesn't expand the scope of your powers.** Perk examples as what you could do with the **User Interface** are as followed:

- **General Undiscounted: Toggling**
- **General Undiscounted: Ambient Music** - If you want to model it like Spotify or whatever, go ahead. If you have a perk that organizes your soundtracks, you could do the same for that too.
- **General Undiscounted: Autosave** - Peruse your save files and attach brief descriptions to them.

- **Carouser: Returning Cast** - See a list of all people who you restrict from appearing in future settings, set parameters for how often they should appear, among other things.
- **Commander: The Big Shiny Hand in the Sky** - Tactical strategy / RTS game.
- **Craftsman: Resource Search Finder** - All maps you own can be integrated into the **UI**.
- **Bureaucrat: I Want to Speak to Your Manager** - You can create summon buttons for all similarly conjured or summoned creatures, NPCs, etc. Resources, if any, are still consumed.
- **Agent: Prepared for Anything** - Can substitute 'intuition' for Metal Gear Solid's ! and shit.
- **Physician: Rise Against the Savior** - Current problems/future problems can be forecasted with icons and an accompanying description that describes what is happening/going to happen.
- **Scholar: Lucubrate** - View all burning passions and select one out of the other.
- **Mystic: Paradigm** - View magic systems and spells you possess, sort them, etc.
- **Mystic: Technomage** - View acquired spells.
- List hours spent awake
- List hours spent sleeping
- List your kill counts
- List types of quests taken
- List how many times you died
- List how many times a Companion has bitched about something
- Etc.

You do not need these perks to do all these things. They are just examples of what you could do by fanwanking with the **UI**.

With **VIET** and **Becoming a Legend**, you are effectively a RPG protagonist in a self-regenerating world that constantly throws interesting drama, useful radiant quests, and DLC-worthy expansions at you. You will probably never get bored, but the constant drama can be troublesome. Hence why they can be toggled on and off.

Play As Anyone does not allow you to replace or start as something that doesn't plausibly exist. You could generate a random lowborn family and gain ties to them, do something similar for a noble background in an elite society, or even start as one of the personal guards of the king, but you can't start as a king of a realm that doesn't exist.

For **Returning Cast**, there are almost no limitations to what kind of background the parallel character may have. If they had a noble or wealthy background the first time you met them, they'll receive a similar background in the future. This applies to any sort of background they had and this perk will try to apply them in the most optimal way to fit the setting. A previously encountered superhero could show up in a slice-of-life setting as an extremely capable neighborhood vigilante, although they may not have any superpowers if the slice-of-life setting doesn't normally have characters with superpowers.

You may alternatively allow this perk to spice up the backgrounds even further, to the point that their background is completely anachronistic to their original selves. A previously-impoverished character could later be encountered as an affluent elite in another setting and vice versa, for example.

Specific changes to their background must be applied prior to meeting them. You could do this mid-jump but only before meeting them. You may restrict and re-allow any number of characters from reappearing in future settings.

This is a header for those at the **Savoir-faire** or **Organization** section who want to know what organization perks are.

Organization perks are perks that grant boons to everyone under the nominal control of you and your Companions, whether or not they are fiat-backed and/or imported. Example targets include small teams, groups, and entire nations, while also including imported forts, guilds, towns, businesses, corporations, and other forms of organizations. The perks' effects are applied wherever relevant, and you may set any number of conditions on who are affected by these perks.

These perks don't directly affect you or your Companions, but the consequences of their effects always tend to benefit you.

Perks that describe your **"holdings"** also affect all your forms of property, whether or not they're fiat-backed.

Powerbroker essentially concocts new opportunities that help you consolidate relations with potential allies, and your new allies won't ever relent on helping you out unless you intentionally besmirch them. Even in situations where you aren't the leader of a group, you'll eventually become the de-facto leader in no time.

You may take people from **Citizens & Governors** and/or **Adherents & Officials** for this jump only and choose not to keep them for future jumps.

For **Deprecation**, political opponents constitute anyone who is tangentially involved in politics. This applies to news media working against you, representatives, senators, nobles, and kings. It does not matter if they're from another organization either. A foreign king or senator could end up making a political blunder in trying to insult you, for example. This perk also protects you from PR nightmares.

The closest example to **The Big Shiny Hand in the Sky's** tactical view is basically Total War, though you can also borrow some inspirations from Warcraft, Age of Empires, and other RTS games. As for strategic view, the closest elements are borrowed from Crusader Kings, Europa Universalis, Hearts of Iron, and other 4X games like Sid Meier Civilization, although the perk has much more details compared to most 4X games.

Additional examples of **Preemptive Security** include but not limited to: Your lord desiring to remove you from your council position (boss wants to fire you), nefarious actors have identified where you tend to be day-to-day and are planning to do nefarious things to you, assassins hired to find and kill you, police investigations, and incoming lawsuits.

If you think **Sanctioned Apostate** is too vague, then you can use the alchemy system from the Elder Scrolls: Skyrim setting but substituting for ingredients found on Earth, plus any ingredients encountered in past and future settings. This does not include the "feature" where you can make infinite boosting potions.

If you want to import the magic system whole into a setting by using **Paradigm**, you can choose to negate any setting-wide side effects this can cause. Bringing the Warp from WH40K into a harmless setting won't inflict any mayhem, for example. Regardless of what you choose, aspiring psykers can still get compromised by malicious spirits. Similar consequences also apply to other magic systems if magic users aren't responsible enough with their powers.

Also, if there are multiple magic systems within the setting, you receive access to all of them and they are all held separately at the start. You may try to merge them, but any intrinsic incompatibilities may make it difficult or impossible to do so. Most magic systems have their own rules anyways, so it's likely each spell will adhere to their own magic system's rules, thus giving you some room to unify them in order to draw from a single supernatural resource.

It should also be understood that any spells that are inherently compatible with each other could probably end up nullifying each other. You won't get harmed in any way for using conflicting spells for example, but the effects of those spells if used together could be rendered useless. Other perks may overcome this.

Here are some cultural references from the CK3 wiki:

- https://ck3.paradoxwikis.com/Culture
- https://ck3.paradoxwikis.com/Traditions

The **Auspicious Birthright** can be used to give spirits, souls, and other living entities a new material body. A sapient machine also applies.

Here are some example personality traits for **The Seed is Quirky:**

- Brave / Craven
- Calm / Wrathful
- Chaste / Lustful
- Content / Ambitious
- Diligent / Lazy
- Fickle / Stubborn
- Forgiving / Vengeful
- Generous / Greedy
- Gregarious / Shy
- Honest / Deceitful
- Humble / Arrogant
- Just / Arbitrary
- Patient / Impatient
- Temperate / Gluttonous
- Trusting / Paranoid
- Zealous / Cynical
- Compassionate / Callous or Sadistic

You are allowed to import the effects of any purchased item to a similar item that you already possess.

If you import **Glitterhoof** into a vehicle item, you may choose to make the vehicle sentient, sort of like from Cars. It may attempt to communicate with you via radio channels or whatever forms of communication are available to them. And yes, you could have a tank as your chancellor and they'd do the job just fine.

Most **Drawbacks** should not be impossible to resolve nor should they force you to suffer without being able to do anything about it. It will always be possible to subvert or remedy them with in-jump or out-of-jump means. You could stifle the Mongolian Horde with a united coalition ready to face them, destroy the Chinese army with space marines, and call down meteors upon all the random bandits you find in the outbacks if it's well within your ability to do so.

Foreign invasions that result from Drawbacks are allowed to fight each other. In fact, they will actually fight each other upon encountering each other. Anyone caught up in it is going to have a real bad time.

Foreign invasion Drawbacks do not make people utterly helpless against new threats. Some realms may even put up a good fight until they're overrun. Others will try to come up with new ways to stop them. Never underestimate how tenacious people in the background can be, but having multiple invasions could prove to be too unbearable for even the most tenacious of them.

Alduin from **Watch the Skies** can be very difficult to kill, if not impossible. He will be capable of regenerating his soul in Sovngarde whenever he 'dies', which can be impossible to deal with if you do not have any perks to travel between planes. It should also be mentioned he has the ability to resurrect his fellow dragons from death. However, if you had a perk to destroy somebody's soul and applied it to any of these dragons, it would assuredly lead to their permanent destruction.

The tainted blood of the Darkspawn from **Second Sin** functionally count as curses to the soul.

If you took **I Was Denied Need-To-Know Information** and applied it to certain Invasion Drawbacks, you can still find a way to stop the threat while working without meta information. You will be quickly given some rumors through your friends, relations, whomever and you can proceed to track them down with your skills and achieve multiple ways to help score victories against the invaders. Such rumors will always be helpful and are never dead-ends.

Thank you for taking this time to finish the jump! And as thanks for going through the Notes section: If you manage to beat an Invasion Drawback or survive a Jump with one, you may use the Invasion Drawback to invoke the invasion again in future settings. It won't cost or give any CP to do this, but it's going to be fun to mess around with, I assure you!

When in doubt, fanwank!

Changelog

Most of the changes thus far are for balancing reasons. If you've done an older version of this jump and don't want to implement the new changes into your previous jump, you don't have to. Not all jumpers have the exact same chain anyways, right? Wink wink.

Also, I've been an avid supporter of the idea that jumpchain is more of a homebrewed experience intended for fun rather than a pure power gaming experience. Most of my Jumpers operate under self-imposed restrictions, they don't use perks to their optimal functions, and I usually make up rules for myself as I go along; as such, I will not fault you for taking certain powers or items that are deemed too powerful.

If you have any questions you'd like to ask, you can try to DM me on Discord: **Phillip#2932**. It is the most effective way to reach me, as I've found Reddit notifications to be completely unreliable and I don't really hang around on any other forum space (other than Reddit) in regards to Jumpchain.

If you were sent here due to clicking on the jump's version number and would like to return, here you go.

v1.5.2 2022/3/5

- Every bolded font (that isn't a hyperlink) has been turned into some nice glean of orange. This should improve readability.
- Restored 12 font size to normal text, wherever possible. All I did was "select matching text" and went to absolute town, so if there are any discrepancies, please notify me. Okay, that shouldn't be an inquiry of courtesy. I am on my knees. Please notify me of anything that looks out of place and I'll look over it.
- Added **Quick Navigation** below **Introduction** to grant you all quick options to quickly navigate the difficult-to-navigate document that you couldn't quickly navigate before due to poorly optimized naviga- kill me
- Adjusted the PNGs for **Retinue** and **Companions**.
- Made ~~localization fixes~~ improvements to readability, which generally consists of trimming down repetitive fluff. This should not impact the function of these perks unless explicitly stated.

- Moved **UI: True View** above **Barbershop**.
- **General Undiscounted Perk: Play as Anyone**
- **Carouser Perk: Thicker than Water**
- **August Perk: Policy Thinker**
- **Warrior Perk: Vivacity**
- **Warrior Perk: Heosphoros**
- **Merchant Perk: Pecuniary**
- **Merchant Perk: Golden Opportunities**
- **Seducer Perk: Like Weeds in the Garden**
- **Seducer Perk: Love is a Wayfarer** nerfed to reasonable levels; the character's capabilities generally cannot exceed the average of the setting.
- **Mystic Perk: Benediction** clarified.
- **Organization Military: Raiding Parties**
- **Organization Other: Parochialism**
- **Martial Item: Armory**, *all* equipment is high-quality instead of just the weapons
- **Drawback: Mooks**
- Moved **Drawback: Wrath of the Northmen** above **Drawback: Golden Horde** for chronological consistency.

v1.5.1 2022/1/23 iLied.png

- **Organization Military Perk: GATE** and **Bulking Up** had their changes reverted, and now scales increasingly. An option is added to allow for scaling them down to match the setting anyways, for Jumpers who like to remain thematically appropriate.
- **Item: Colosseum** now allows for skill growth when fighting the NPCs. Train by yourself to your heart's content.

v1.5 2022/1/4

- This will probably be the last update.
- Significant rebalancing in order to fit what can be seen from a medieval jump. If you prefer the older version, **you may head to its PDF here.**
- Starting CP cost reduced from 2000 to 1000, thus forcing the jumper to spend their CP wisely, as most of the perks are kind of busted anyways. If you don't like this, you can just ignore it. ;)
- **Warrior Perk: Warcraft** nerfed from "Could take down 20 veteran fighters in an open field" to "Twenty years worth of professional training and combat experience."

- **Commander Perk: Battlefield Adherent** had its scaling aspect removed, and its purpose clarified to grant you commanding experience pertaining what is to be expected from the medieval era.
- **Marshal Perk: Lord of War** had its scaling aspect removed.
- **Agent Perk: Dark Insights** had its description clarified.
- **Organization Innate Perk: All Are Created Equal** had its description clarified.
- **Organization Military Perk: Flee, Brothers and Sisters!** had its "almost impossible to massacre your civilian people" aspect removed. Its CP cost was reduced from 100 to 50 as well.
- **Organization Military Perk: GATE** and **Bulking Up** had their "scale increasingly and never downgrades" aspect removed. It still scales, but only to match the setting they exist in.
- **Organization Military Perk: GATE, Bulking Up,** and **The Future Will Not Avail Us!** had their CP costs increased from 400 to 600.
- **Holdings: Infirmary** and **Place of Worship** had their CP costs increased from 50 to 100.

v1.4.2 2022/12/30

- PDF version: Changed color scheme to Black with White. **Please let me know on the Document version if there are any problems!**
- Document version: Added a pdf link that is located right above the **Origin** section.
- Nerfed all temperature-related **Organization: Innate** perks from 150℃ to 65℃.
- Made some ~~fixes to localization files~~ grammatical changes.

v1.4.1 2022/12/17

- For v1.4, I was supposed to decrease the CP cost for **General Undiscounted Perk: User Interface Barbershop** and **True View**, but I didn't. I implemented the changes this time.
- Nerfed **Mystic Perk: Ritualist** by changing "total soul and supernatural healing" to "removes soul and supernatural afflictions but does not directly heal the soul".

v1.4 2022/12/12

- Normal text size decreased from 12 to 11. **Let me know if this looks really bad and if I should change it.**
- **General Undiscounted Perk: User Interface Barbershop** and **True View** had their CP costs decreased from 100 to 50, and received minor clarifications to make reading it easier. If someone knows some colorblind friendly colors that I could use, please let me know.

- Buffed **Warrior Perk: Vivacity** by streamlining all regeneration and healing into eight hours at most.
- Slightly buffed **Scholar Perk: Erudite** by giving the jumper (or other perk holder) an option to look at the page instead of using their anatomical digits.
- Buffed **Organization Perk: Drylanders** by changing “dirt or sand” to “all granular particles”.
- Buffed **Organization Perk: Foresters** by adding “they do not expend any energy from climbing trees and other megaflora”.
- Buffed **Organization Military Perk: GATE** and **Bulking Up** by giving the jumper the ability to do those, too.
- Added a slight bluff to **Organization Military Perk: Bulking Up** that causes chemical castration, so your horses and other animals don’t end up causing a population growth disaster.
- Buffed **Organization Other Perk: Parochialism** and **Religion Perk: Tax Unbelievers** by giving the jumper the ability to convert their own currency as well.
- Added a criteria to **Religion Perk: Pursuit of Power,** “Your adherents are completely compliant and cooperative with whatever their faith officials direct them to do, **as long as such actions would’ve been acceptably sanctioned by you.**”
- Clarified **Religion Perk: Literalism**, “Negating the effects of magical phenomena, **regardless of source.**”
- Added the **Holdings** section.
- Moved **For You Shall Serve** from **Items** to the **Jump Rewards** section.
- Moved **Personal Estate** from **Items** to **Holdings** section.
- Buffed **Item: Heavy is the Crown** to be an interchangeable accessory.
- Added **Drawback: Wrath of the Northmen**
- Added a Holdings only mode for **Supplement Mode.** I’ve also made an independent document supplement if people would rather not open a 200+ page document / pdf and languish in pure agony while waiting for the entire page to load.
- Added a **Jump Reward: Conqueror Rights** perk that lets you keep newly acquired territories in future jumps because, in my infinitely prescient intelligence, I somehow forgot CK3 can be heavily centered on conquering and some jumpers might be interested in keeping their gains for future jumps.
- Made some ~~fixes to localization files~~ grammatical changes.

v1.3.6 2022/12/10

- Changed the background opacity to light gray which should hopefully make it easier to read, especially if you don't have add-ons for night mode.
- Made the phrasings for **Food Security, Pastoralism,** and **Horse Breeders** more permissive by adding "____ months at maximum".
- **Organization Perk: Food Security** buffed from 4 months to mature to 1 month to mature, which should now bring it in line with Pastoralism and Horse breeders.

v1.3.5 2022/12/9

- **Agent Perk: Dark Insights** was mostly rewritten. It no longer grants significant superpowers and instead offers experience instead.
- **Agent Perk: Prepared for Anything** is new and replaced **Forever Infamous** as a 200 CP perk.
- **Agent Perk: Forever Infamous** replaced **Truth is Relative** and had its CP cost increased from 200 to 400.
- **Agent Perk: Wetworks** was removed and replaced with **Truth is Relative**, which had its CP cost increased from 400 to 600.
- **Religion Perk: Saved from Damnation** had CP cost decreased from 600 to 400.
- The following **Religion Perks** are no longer limited to your faith, but also allows the Jumper (and anyone else permitted) to perform them too:
    - **Living Sacrifice [400]**
    - **Sacrificial Ceremonies [600]**
    - **Literalism [600]** and **Scroll Magic System [200]**
- **Companion: Brilliant Strategist** is given an Indian background.
- **Companion: Craftsman Savant** is given an Iberian background.
- **Companion: Exquisite Fox** is given a Franconian background.
- **Companion: Skilled Physician** is given an Anglo-Saxon background.

v1.3.4 2022/12/8

- **Agent Perk: Malice Implicit** renamed to **Malice Explicit**. It was also at this time that I realized both Agent and Schemer have almost the exact same perk names here, and it was totally not by coincidence. Their purposes somehow work out though.
    - I have decided to change its name to **Smooth Operator** to distinguish between the two.
- **Schemer Perk: Malice Explicit** renamed to **Malice Implicit**, and was totally rewritten from "All your agents can go anywhere in one day lmao" to "You've got

the necessarily skills of the best spymaster." Quite the nerf, but less bullshittery and should slightly fit with the setting a bit more.
- **Theologian Perk: Paradigm** now gives you an option for whether or not you want to access / keep the magic system or not.

v1.3.3 2022/12/7
- Nerfed freebies for **Organization** and **Religion**
    - Reduced 2,000,000 people to 500,000 because a lot of people thought it was too much
    - Civil servants and other figures have been somewhat proportionally scaled down as well
- Reworked some portions of the **Dynasty section.**
    - **Coterie**, slightly nerfed to affect up to ages of 16 instead of 21, which basically lines up with the game now
    - **Maternity,** new
    - **Fertility Control,** new
    - **War In My Veins**, switched from "2x combat training" to "improved baseline combat skills" because the multiplier modifiers are getting old
    - **In My Heyday**, made more expensive
    - **Sharp As Ever**, made more expensive
    - **Secure the Birthright**, made more expensive
    - **Friends of the Wild**, made more expensive
    - **Chosen Ones**, made more expensive
    - **Loved by the Gods,** removed
    - Most of these were made more expensive due to affecting the Jumper as well.

v1.3.2 2022/12/7
- Slightly improved the fluff for **Marshal Perk: Cincinnatus**
- Added supernatural and spiritual healing to **Mystic Perk: Ritualist**

v1.3.1 2022/12/6
- Moved **User Interface's** ability to view other people's profiles to **True View.**
- All perks with mentions of a **User Interface perk** being used are now, by extent, examples of what you could do by fanwanking with the User Interface.
- **User Interface: True View** received minor nerfs to make blackmail and incriminating secrets more abstract, so as to not make **Digging for Dirt** redundant.

- **August Perk: Axiom** has received a slight nerf by prompting apprehension first, if there would've been any, followed by a small buff that allows you to affect friends and allies. It also got some fluffing up.
- **Warrior Perk: Heosphoros** received some minor clarifications.
- **Marshal Perk: Cincinnatus** received more fluff to prove your impressive proficiency in warfare.
- **Organization Perks** added: **Upper Vernacular** and **Lower Archaic**

v1.3 2022/12/5 iDontHaveALife.png

- Changing certain perks and trying to keep some of them on par with what you can actually see in-game:
    - **Carouser Perk: Gregarious**
    - **Carouser Perk: Bard**
    - **Diplomat Perk: The Negotiator**
    - **Diplomat Perk: Coherence** (has been totally rewritten)
    - **August Perk: Axiom** received **Reverence's** perk effects, and **Reverence** has been totally rewritten.
    - **Craftsman Perk: Skimping Without Defects** nerfed; Reduce 25% of resource & labor cost instead of a staggering 75%.
    - **Agent Perk: Wetworks** received some nerfs; removed the part where you know how to walk up to them unassumingly until you kill them.
    - **Schemer Perk: Conspirant** was nerfed by removing the part where you know everything in a city within a day and everything in the country within a week.
    - **Schemer Perk: Black Insurance** (slight fluff change)
    - **Scholar Perk: Erudite** has been nerfed from "instantly learn the entire contents of the literary work" to "trace the page with your fingers/digits/whatever, learn all local contents of said page within seconds, and additional boosts can multiply the amount of pages this affects."
- **Organization** discounts nerfed

The following discounts are given to you:
Six 50 CP perks
Four 100 CP perks
Two 200 CP perks
One 400 CP perks

- **Organization Perk: Forester** had "can see through all leaves as if it isn't there (this does not make leaves invisible to the eye)" removed.
- **Organization Perk: Fit** had its CP cost increased from 50 to 200 CP.
- **Organization Perk: Sprinter** had its 2x training bonus removed.

- **Organization Perks:** The following were nerfed,
    - Removed boosted 1 week sapling growth from **Woodcrafting** and made labor & cost more intense
    - Removed faster mining and doubled mineral yield from **Ancient Miners**
    - Removed mass production aspect from **Metalworkers**
    - **Organization Military** received some sweeping changes in order to confine most of them into military uses instead of being applied to your entire people.
- **Religion Perk: Reincarnation** had its CP cost increased from 100 to 400 CP.
- **Religion Perk: Saved From Damnation** had its CP cost increased from 400 to 600 CP.
- **Religion Tenet** discounts nerfed

The following discounts are granted:
Six 50 CP perks
Four 100 CP perks
Two 200 CP perks
One 400 CP perk

v1.2 2022/12/5, rebalancing certain costs

- **Undiscounted Perk: Autosave** cost increased from 600 to 1000 CP.
- **Dynasty Perk: Breaking the Sky**, **War In My Veins**, and **Who Needs Training Montages?** costs increased from 100 to 200 CP.
- **Item** stipend reduced from +600 to +400 CP.
- **Item: Blue Marble** has been removed because it does not fit the setting.

v1.1 2022/12/4

- Going to do the worst thing imaginable by renaming **No AI NTR** to **No AI Seduction** in order to be more thematically appropriate.
- I will add a perk that attempts to preserve notable characters from butterfly changes. Their personalities and background may be completely different, and they might even have different parents, but their appearance and name will be overall the same.
    - This perk will probably be free because of how niche it is, and you'd have to start before the canon, wait for a significant time, and finally witness the person's birth and see them into adulthood.
    - Update: This is now a Drawback that is supplement to **The Full Intended Experience.** The actual Drawback/Perk in question is **A Familiar Face**.
- Removed the "Full and true diagnosis of health" aspect of **User Interface: True View** due to **Physician: Know Thyself** having the exact same purpose.

- **Carouser Perk: Gregarious** was slightly nerfed by removing "You'll never trip over your own words either. It's essentially impossible for you to make bad first impressions unless you mean to." Don't worry, you're still amazing at being sociable, and it'd be pretty difficult for you to make bad first impressions in the first place. If you did, your social skills could assuage them too.
- **August Perk: Policy Thinker** decreased from 200 to 100 CP, and **Reverence** increased from 100 to 200 CP.
- **August Perk: Axiom** has been greatly nerfed and no longer affects citizens and other people who aren't directly participating in your government. It will only affect every civil servant and politician within your government instead of including everyone else.
- **Marshal Perk: Cincinnatus**; Made it more relevant to skill instead of supernaturally lucky clairvoyance. You will not win everything, but you're still a strategist badass who has actual skill to win or make the most out of every conflict.
- **Agent Perk: Dissimulation** nerfed to better represent its cost. At best, you can fool all mortals but not people who have supernatural means of seeing through your disguise.
- **Physician Perk: Practitioner** nerfed. It only affects physical ailments instead of all ailments, and does not restore missing parts.
- To maintain consistency, **Child of God's** perception effect will affect attempts against the soul too.
- Removing "uncapped potential" from things because I do not remember what I meant when I typed those, nor do I even know what it means. The following are affected:
    - **Warcraft**
    - **Paradigm**, instead its peak potential according to the magic system
    - **Breaking the Sky**, instead its peak potential for their race and cost decreased to 200 CP.
    - **Misguided Warrior**, even though its just a fluff detail.
- **Organization**: To make it less of a nightmare for distributing organization perks, Companions do not gain discounts or stipends for this section anymore. To compensate, the Jumper instead receives more discounts and stipends:
    - Ten 50 CP perks discounted (free)
    - Eight 100 CP perks discounted
    - Six 200 CP perks discounted
    - Four 400 CP perks discounted
    - A total of +1000 CP stipend to spend solely on the section
    - Companions do not receive stipends or discounts for this section.

- **Religion Tenets:** To make it less of a nightmare for distributing Religious Tenet perks, Companions do not gain discounts or stipends for this section anymore. To compensate, the Jumper instead receives more discounts and stipends:
    - Eight 50 CP perks discounted (free)
    - Six 100 CP perks discounted
    - Four 200 CP perks discounted
    - Two 400 CP perks discounted
    - You gain +1000 CP stipend to spend solely on this section.
    - Companions do not receive stipends or discounts for this section.
- **Organization Military: Raiding Parties** rebalanced to cost 200 CP.
- **Organization Other: Don't Mind What We Do** received some minor clarifications.
- Nerfing **Premade Party** to omit stipends and discounts for Companions, and will instead entirely depend on what rules the jumpdoc has for them. Regrettable, but it should help immensely in reducing headaches for people who have armies of Companions at their disposal.
- Added some PNGs to **Retinue** section.
- **Martial Item: Colosseum** received better clarification regarding its actual purpose.
- **Drawback Total Conversion:** will restrict you to stick with the historical medieval time period (or the equivalent) instead of allowing you to choose any time period.
- **Drawback Full Playthrough:** If you're going ahistorical, you may choose any canon time period that has been described by the original writing source. The Drawback allows you to go up to 500 years before the canon's events.
- Buffed the CP Costs for the following Drawbacks:
    - **Winter Has Come** from +400 CP to +600 CP.
    - **Running Dead** from +200 CP to +400 CP.
    - **The Long Night** from +400 CP to +600 CP.
- Gave **Supplement Mode** a separate CP pool of +1000 CP.
- Implemented ~~fixes for localization files~~ changes to certain things to help make them thematically fitting. Actual functions are left alone. The following are affected:
    - **Security Department → Guard Headquarters**
    - **Military Science Department → Institution of Military Engineers**
    - **Omnipresent Security Force → Warrior Lodge**
    - **The Representative of Not Respecting People's Privacy → The Informant**
    - **Emergency Healthcare System → Society of Health**