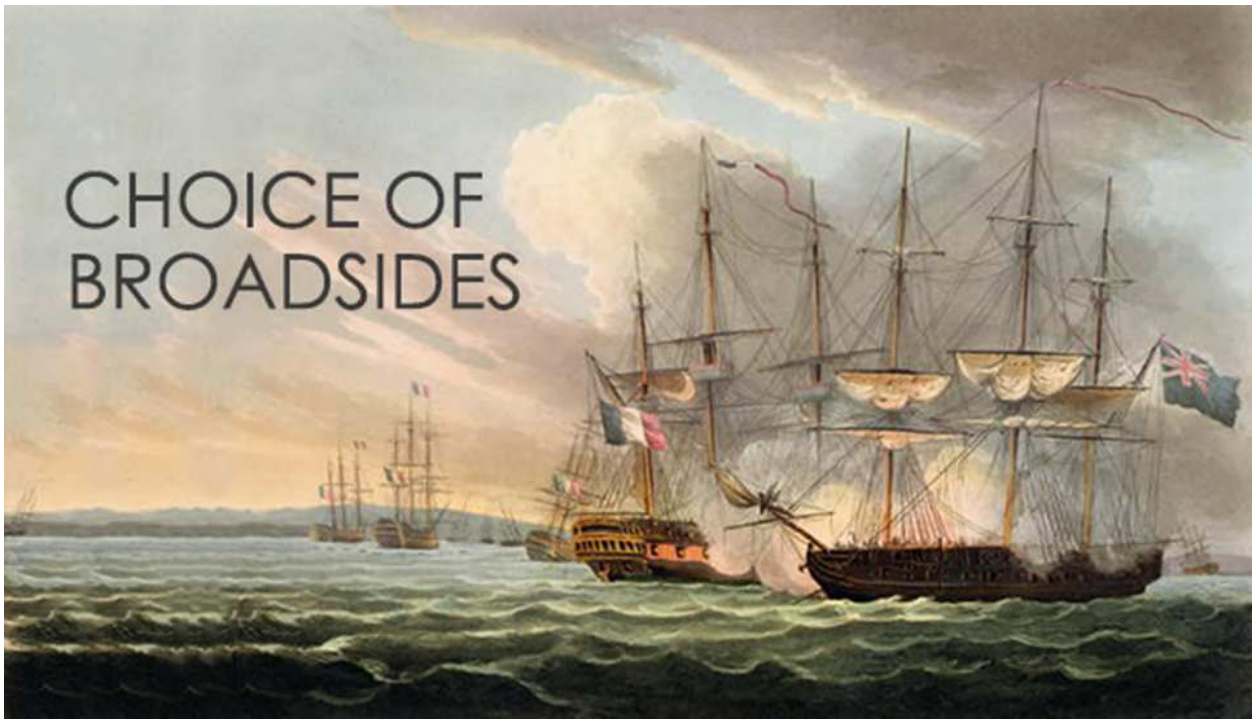


Choice of Broadsides Jumpchain

1.1 - Foudroyant Edition

Made by EYouchen/MadaMada/Eli

Come cheer up, my lads, 'tis to glory we steer,
To add something more to this wonderful year;
To honor we call you, as freemen not slaves,
For who are so free as the sons of the waves?

Heart of Oak are our ships, Heart of Oak are our men,
We always are read; steady, boys, steady!
We'll fight and we'll conquer again, and again…

It is an age of fighting sail and sea power. This is a world much like ours, different solely in the names of various nations. The nation that would be called Britain is instead Albion, France is called Gaul, and the United States of America is known as the United Republics of Columbia in this world. With that being said, war rages between the great powers. Bellaroque, Emperor of Gaul, has amassed an army almost one million strong and runs roughshod across the world on a campaign of conquest. And an ocean away, the fledgling nation of Columbia will declare war on Albion and invade its northern colonies.

The navies of the world will be vital in deciding the outcome of these conflicts, and you will be one of their number. By default, you will be part of Albion's Royal Navy, but you may instead choose to join another service, such as that of Gaul, Columbia, or another country. You will receive the following. It's a fine payout from prize money…

+1000cp (Choice Points)

Time and Place

The Age of Sail is still in its heyday, though the advent of the steam engine may come soon. Let's say that the year is 1800. Your location, however, is a different matter. This is a jump about cruising the seas for the glory of your nation. You begin in a port city with a significant naval presence appropriate to your nation – for example, Chesterport (Portsmouth) if you hail from Albion, or Trimountaine (Boston) for a Columbian.

Origins, Age, and Gender

To be frank, there is only one origin here. You are a sailor in the navy of one of the world's many nations. It doesn't matter where you come from. However, the Choice of Broadsides games have always given you the choice to choose the player character's gender, and with it, the genders of the vast majority of the navy and the social roles of each sex. You may choose to change your gender to anything you want for free – perhaps this is a world where women fight battles at sea instead of men. By default, you are a young midship(wo)man assigned to a moderately sized warship, an officer in training. By default, you are nineteen years of age.

Perks

As there is only one origin in this jump, you may choose one perk of each price, 100/200/400 points, to be discounted by 50%. Discounted 100-point perks come for free.

Ordinary Seamanship (free): You've been at sea for some time, at least enough for you to know what to do and what not to do. You've been trained in all the basic duties of a sailor of the age, but you are still an *ordinary* seaman, meaning that you're only passably competent. You know how to load, wad, and fire a cannon, how to tie most knots, how to set and furl sail, and how to defend yourself reasonably well.

Stat Screen (100cp): The trick to doing well in these games is to know your strengths and play to them, while avoiding options that'd force you to rely on your flaws. Fortunately, all of these games allow you to pull up a handy little stat screen that'll show your stats. By focusing, you can now visualize this stat screen in real life. It'll represent certain attributes and skills you have in percentages, where 0% means you're terrible and 100% means you're the best the world has to offer at your given skill. These stats will vary from world to world, and generally represent what the people of that world consider to be important skills.

Drunken Sailor (100cp): Sailors don't drink water. Sailors drink rum. And drinking rum means that they might get drunk, and getting drunk on duty usually means the lash. Fortunately, you have a very high tolerance for alcohol and can hold your liquor very, very well. It'd take the combined rum ration of five men to get you drunk, and that means you can drink all the rum you'll get without fear of inebriation. This perk may be toggled off, should you wish to get soused.

A Fine Figure in Uniform (100cp): While it's ultimately irrelevant in naval action, good-looking people have been historically favored, by, well… everyone. And you're certainly one of those lucky people, as you're a solid 8 or 9 out of 10 on the scale. You've got to look stately and dignified for when they decide to commission a portrait of you, of course. I'm sure this'll help you find a good spouse, as well.

Carry a Tune (100cp): To compliment your looks, whether they be fair or foul, you have a beautiful voice. At least when you're singing. Sailors are surprisingly good at that because they sing all those sea shanties. And you can do it with the best of them, and get most of your crewmates to join in. You've even got some talent in poetry and composing your own songs, should you wish to sing of your own glories and victories at sea.

The Man Overboard Protocol (100cp): Most sailors at this time can't actually swim. There's a mindset that swimming only prolongs the suffering of drowning should one fall overboard. You, however, have learned how to swim anyways, and you're quite good at it. In fact, you might be able to give the professional sailors of modern times a swim for their money. You've mastered various strokes and can hold your breath for much longer than most other people. Just being able to keep your head above water could save your life one day.

Bawdy Tales and Good Breeding (100cp): You're both likable and socially perceptive, and you can fit in with people from all walks of life. You'd be equally at home in the hold of a ship and a high-class party, being able to adjust your speech and demeanor to get along with most anyone. Tact comes to you

naturally as well, and you'll know how to delicately parse a touchy subject as to avoid giving offense to the other party. You're just easy to get along with, and that makes life easier for you in turn.

The Sharp Sort (100cp): You're someone of uncommon intelligence in this day and age. You've got an impressive memory and capacity for learning, which'll help you rise up the ranks at a quicker rate than you normally would; and you'll find yourself picking up skills without any real teaching. Perhaps you could learn the language of another country if you spent enough time around its native speakers.

Heart of Oak (100cp): You have the strength of will and character to rule yourself and face these dangers to their bitter end. Fear and terror may break those around you, but you will never falter, though you could always retreat to fight another day if you so chose. Come what may, you'll hold steady, whether that's in a boarding action, or when 3500 tonnes of an enemy warship are bearing down on you.

Free Trade and Sailors Rights (100cp): You're good at taunting people and getting a rise out of them. This comes from a knack for psychology. Trading insults with the enemy is an age-old game, and you're good at it. You can even convey messages through signals and flags and have it register with all the sting it'd have if you yelled it yourself, and even your writing can convey this. Perhaps you could draw a ship out of harbor to duel via a letter like the knights of old.

Specialized Expertise (100/200cp): It takes all sorts to run a ship. You need surgeons, cooks, carpenters, sailmakers, quartermasters, boatswains, and more. You'd qualify for one of these roles (except for the role of the Master/Navigator. That's covered later) and have received the appropriate training in order to carry out your duties. You're not the best, but you can do a decent job. For 100 points, you are at a journeyman's level of proficiency, and will likely serve as an assistant to the main warrant officer responsible for what you do. For 200, you are at the level where you'd be the main warrant officer on a ship, and you're very good at what you do.

Columbian Gold (200cp): Though they may fire away at each other with round shot and black powder, the ships of this era generally don't aim to sink each other. If they did, it'd mean consigning crew and cargo to Davy Jones' locker. A preferable outcome would be to force the enemy to surrender, capturing their ship. Success means handsome pay for the entire crew, and it's always convenient to induct a captured ship into service instead of building a new one. In short, capture enough ships, and you'll be rich beyond your wildest dreams. That's where this comes in. You're much more likely to come across enemy merchant ships, and you'll always receive just a little more than your fair share of the prize money.

Navigator (200cp): Navigation is one of the most essential skills onboard a ship, after all, and there's almost always someone whose job is simply to navigate. That could be you. You're trained in the ways of finding just where you are on the seas. You're proficient with the various navigational tools of the age, including compasses, astrolabes, and sextants, and if you are bereft of those tools, you know how to navigate using the sun, moon, and stars. You've memorized the various patterns wind currents make around the world, too. To supplement this, you're trained in cartography, so making maps and charts of the areas around you is within your skillset.

Rig Runner (200cp): It is a common task to ascend the rigging on a tall ship, but it can be no small feat. To climb the shrouds is one matter; do it amidst a storm on a rocking ship under hand-to-hand combat and

gunfire is another entirely. Yet you'd be the best candidate for the job, as years of these tasks have made you an exceptionally agile sailor. You could climb a hundred feet in ten seconds, balance on a ship's bowsprit or yard arm with ease or leap the distance between ships far quicker than any other. You'd be a prime candidate for being a topman, someone who climbs high up to furl and set the sails. This agility also comes in handy in close-quarters situations, as you'll be able to duck and weave away from oncoming blows.

Windrider (200cp): It is the Age of Sail. Ships cross the oceans propelled by nothing but canvas and wind, and of that, you are a master. You are a consummate sailor and have a natural feel for the wind and naval maneuver. Any ship under your command is very likely to outmaneuver its opponents, and you can eke every last knot the wind has to offer out of your sails. Your skill is such that ships just seem to go *faster* with you at the helm; whether you're close-hauled and tacking into the wind or running all sail. While other ships may have you outgunned in terms of broadsides or outnumber you in crew, it'll be a rare day indeed when you find one capable of outmaneuvering you.

Fire, Iron, and Thunder (200cp): Once, naval battles were much like land battles, reliant on boarding parties and close-up fighting. The advent of cannons has changed that, and it is by naval artillery that ships fight today. You're an expert in ballistics and gunnery, and able to crew a gun with half the sailors it would usually take. Not only that, but you could swab the bore, add in wadding, powder, and shot, and run out your gun in half the time it'd ordinarily take. You're good enough with mathematics to calculate the exact distances and angles at which guns are firing from, whether they be yours or those of the enemy. While cannons are far more unwieldy than handheld guns, it's plain that you're the closest thing to a sharpshooter.

Pitched Melee (200cp): However, these battles can still end up as they were in ancient times when one crew boards another. There's a reason ships carry complements of marines, ready to leap across to continue the battle up close and personal. You excel in this. You are a skilled swordsman and fencer, as well as an accurate marksman, and you can throw a mean punch if you're in a pinch. You've coupled that with some sharp reflexes and good situational awareness, making a formidable combination fit to go toe to toe with your foes. You're tough, too, and it'll take a great many wounds to put you down for good, just like it did for a certain infamous pirate.

O Captain! (200cp): You are a natural leader. I don't put too much stock into the phrase, but it really seems to be the case when it comes to you. There's a certain magnetism about you; an air that makes those around you want to follow you to wherever you shall lead them. You're observant enough to accurately appraise the spirits of those under your command, and you've got the charisma to rally them behind you, earning their admiration and loyalty. Moreover, you have a good grasp on how to maintain discipline on a ship, and can spot and root out troublemakers easily enough, and you'll see a mutiny brewing long before the idea enters the minds of your crew.

"I Offer You My Parole." (200cp): These are times of war, and with them come bloodthirst and cruelty. However, that does not mean that there are not men and women of honor in the service of each navy, and you seem to embody that. Your presence seems to expect, even encourage, each to do his or her duty. Furthermore, those you take prisoner will not seek to escape or rise up against you, and if you yourself are captured or slain, you will be treated with honor and dignity by your foes and captors, and this extends to

those under your command. For this perk to work, you must act in a manner befitting of the gentle(wo)man you surely must be. Only then can you expect to be treated the same way.

The Scarlet-Coated Giant (400cp): Battles between Men o' War (or Ladies o' War) are primarily fought with cannon and powder, but as I said, there's a good chance that they'll eventually devolve into boarding actions. That's where you excel, for you are second to none in stature and the natural power of your body. You are a giant of a sailor, though it's likely that you'll be part of the ship's marines instead of the crew proper. To borrow the words of another, you are twenty stone of muscle and fury. That's 280 pounds, or 127 kilograms. You'll be hard pressed to find someone able to match you in strength and toughness, and woe betide those who try. Of course, your height and muscle can give you more advantages than brute strength, as not many people are going to try to cross someone as big and intimidating as you are.

Ladies of War (400cp): This is a time of wooden ships and iron men. Or are they wooden ships and iron women? The Choice of Broadsides games give you a choice early on; you may decide whether navy ships are crewed by men or women. In our world, it's mostly men, but here? Maybe not. If you take this perk, you may choose to be presented with such a choice in future jumps; where you decide the genders and genders of the world's people. This changes the gender of each person to the opposite sex - for example, a Captain Henry Smythe will now be a Captain Harriet Smythe. Gender roles will change accordingly, so if you choose to swap genders in a male-dominated world, it will be women who fulfill their roles instead. Women will fight in the military, they'll run the government, and they'll be charged with all the traditionally masculine jobs while men will do the traditionally feminine ones. This choice may only be made at the start of the jump and cannot be reversed. If you choose to change the genders of the world, it will retroactively have always been so.

To Furl the Sails (400cp): Something strange goes on while you sleep. Occasionally, you will have nightmares. Everybody sometimes has a bad dream when they sleep, but yours are special. They're prophetic. Nobody knows why - maybe it's your subconscious mind warning you, or the blessing of some god of fate. Whatever the cause may be, these dreams will warn you of any danger to you or your ship that'll be present when you wake. For example, you might have a nightmare about a failed Lieutenant's examination involving furling the sails when the barometric pressure drops… because that's going to happen on deck and it'll be mishandled without your intervention, leading to the deaths of some sailors. These dreams are infrequent, but they will always be accurate and you will know *exactly* what danger they are warning you against.

Fleet Action (400cp): A famous man once said that no captain can do very wrong if he brings his ship alongside that of his enemy. But it's so much more than that, and he knew it. This man died in battle, but he achieved the greatest naval victory of the age, a decisive blow in favor of his nation. Perhaps you are his second coming. Now, I won't mention his name, but it stands to say that you are the Bellaroque of the sea, a consummate naval tactician. You're a master of organizing your lines of battle, arraying your ships in the classic single file line to blast your foes to smithereens with heavy guns. Do note that this only applies when you're working with ships of the line; in other words, a major fleet action with larger battleships. But you're skilled in more than that. Finding a way to 'double' is easy for you, as is raking a ship. The first is to put ships on either side of the enemy and coordinate fire on them, and the second means crossing the metaphorical T, bringing your broadside to bear against your foe's bow or stern. If you take a ship, it'll take a lot of damage. That's a tactic renowned in both fleet action and one-on-one duels

between smaller ships. Perhaps you could even achieve a daring reversal of a crossed T, as that admiral did. And those are just conventional tactics, all of which you've mastered. Your keen mind is more than capable of thinking up unconventional tricks, too, such as running a superior enemy force into some hidden rocks by luring it there in a chase and executing an extreme turn at the last moment. Perhaps you could be one of the first pioneers of submarine warfare. You're simply the best in the world at naval tactics.

Items

Sailors use tools. Lots of them. Here's your chance to get some. You can find these in the real world, too, but the items purchased here are of the highest possible quality. In addition to that, they are all self-repairing and will return to you in a week's time if lost, broken or otherwise gone. Some of them aren't really tangible things you can pick up, either. You may import similar items into a purchase to gain its benefits, should you so choose.

As before, you may discount one item of each price. 100/200/400.

Uniform (freebie): Not everybody wore a uniform in these times. Your average enlisted crew would wear whatever practical clothes were available to them. Only officers were really issued uniforms. But you are a midshipman, or potentially somebody of greater importance. You have a uniform appropriate to your time, and it looks good on you. You won't look ridiculous in those white breeches. You get a cool hat too. It's a top hat if you're a midshipman, or your choice of bi- or tricorn if you are a rank above. This uniform is self-cleaning, and good for both practical and ceremonial use. Nobody inspection ready has ever passed combat… unless it's you.

Model Ship (freebie/100cp): Ship models are very cool. It's common for one to be built before the actual ship it portrays. It's used as a sales pitch of sorts, a way to get the admiralty to approve the laying down and eventual commissioning of that vessel. And you have one too! You have an excellent model of the ship you'll get here (see the below section). For 100 extra points, you will be given models of all ships you own, and you'll get a new one for every ship you gain, provided it is a maritime ship. These models can come in any size you want, but they cannot be on a scale larger than 1:10. Additionally, you can pay some money to Jump-Chan's model ship company to commission a model of any ship you please.

Beats to Quarters (100cp): When ships are to be cleared to action, the marines will get out their drums and roll off a beat. That's the signal for everyone to run to their battle stations and get ready. This is your drum. There are many like it, but this one is yours. And it's special. You can make sounds as loud or quiet as you like, up to the volume of cannon fire. In addition to this, it rouses the fighting spirits of your crew when they hear it, causing them to man their stations with a little more alacrity and determination than they normally would.

Fighting Steel (100cp): You have a good melee weapon to wield during boarding actions. It's got just the right weight for you, and it will not break in the midst of battle. The cutlass is likely the first thing that comes to mind, but you've got options. Boarding axes, harpoons, and pikes are perfectly viable too, and they were used in those days, as was the seaman's trusty knife. Whatever the case, your weapon will never break in battle, serving you faithfully. This may be purchased multiple times.

Flintlock (100cp): The other weapon commonly used in boarding actions. It's also a popular tactic to send sharpshooters to the tops to snipe at enemy crewmen on the deck. That's how the famous admiral I mentioned earlier met his end. You may choose between a musket or a pistol. It will be uncommonly accurate, and tough enough to be used as a club in melee. If you choose a musket, it'll come with a bayonet. You have fifty pistol/musket balls and enough powder to fire them all off, and your supply will replenish daily. This may be purchased multiple times.

A Good Smoke (100cp): That is to say; tobacco. A certain captain would reward any member of his crew with a pound of it if they managed to hit the target dead on in training. You have ten. And this tobacco will not affect the smoker in the negative way smoking normally does; and furthermore, it is not addictive. Even if you don't like to smoke, you probably have people on your ship who do, and you could always trade it to them for a favor.

Yo Ho Ho (100cp): And a bottle of rum. Barrels of it. In fact, this rum seems to come from a brewery that nobody's ever heard of - Rumbar and Sons. This rum is the best this world has produced, though I hesitate to say "will ever produce." And your supply replenishes weekly. Seamen are almost universally hard drinking, and needless to say, you'll be very popular among your crew. Try not to get everyone drunk. If it interests you, bottles and barrels alike have labels depicting a skeleton playing a violin.

Cards and Dice (100cp): Gambling is another popular pastime, and you have a good set of cards. These cards will self-straighten if you're the pedantic type that makes a big deal (pun intended) about that, and if you're a cheating scoundrel, they can be rearranged so you always come up on top. The dice are the same, in that if you really want to, you can throw them and make them land on whatever faces you want them to. Just know that it's a very dishonorable thing to do, and have the good grace and breeding to be ashamed. Or don't do it in the first place. An ounce of prevention is worth a pound of cure.

Rank (100/200/400cp): By default, you would be a midshipman aboard a ship. A young officer in training, with the potential to rise up the ranks. But maybe you want to skip ahead. For each level of rank purchased, add five years to your age. You have that much more experience at sea.

For 100 points, you are a lieutenant. You are one of the officers of the ship, but you are not the captain. You're in charge of the organization of the ship. You likely oversee one of the masts and one of the watches (ships have a larboard/port and a starboard watch. Only one is active at a time unless things go south and the captain calls for all hands on deck). You also eat in the wardroom, the place where the officers dine, and have something nicer than a hammock to sleep in.

For 200 points, you are a commander. You are likely the captain of a ship, but you are not a Captain. Notice the difference in capitalization; I'm trying to point out there's a difference. You are a captain because you are likely in command of a ship; but you do not hold the rank of Captain. That's called post-Captain. You're in command of a ship, but it's not a big one. In all likelihood, it's a sixth-rate. That's the lowest rate and has around 22-28 guns, tops. It's probably a sloop or a brig.

For 400 points, you are a Captain proper. A Post-Captain. That's not far from admiral, with only commodore in between. You are in charge of a ship, and not a dinky little one either. You have a proper one. A frigate or a ship of the line, or maybe one of those funny fourth-rates that toe the line between the two categories. It depends on what they assign you to. Maybe you could even captain one of the mighty first-rates!

Please note that this does not prevent you from earning promotion the hard way. However, purchasing rank here will make it carry over to future worlds, and you will be presented with it or the local equivalent should you join a military in a future jump.

Wayfarer's Tools (200cp): Being lost at sea is a very real and deadly possibility, so knowing exactly where you are is a matter of utmost importance. Any ship that doesn't know where it'll go is liable to be wrecked or meet any number of poor fates, so your ship will have the needed tools, whether you purchase this or not. If you do, you have the finest in the world. You have a marine chronometer that's the most accurate timepiece in the world right now; it tells time *perfectly* for the place where the prime meridian lies, or whatever time zone you set it to. You have an astrolabe, a sextant, cross staff, a barometer, and even an extremely high-quality series of charts. Everything a sharp mind might need to ascertain their location with exacting precision.

Title (200cp): Most sailors are commoners, out to sea for any number of reasons. Service, prize money, impressment, you name it. But you, however, are a cut above. Perhaps you are nobility, or the child of a high-ranking flag officer. And while merit is prized in the navy, the patronage of your betters may be able to bring you even more benefits than hard work. If we're being cynical, we can call it nepotism. You are the child of someone high up in the navy, or someone with a lot of power and influence. Your superiors are willing to tolerate far more failures than they'd normally be, and your status will help in pulling strings to get better assignments. In future jumps, you will be elevated to a similar rank, likely baron or viscount.

Old Sawbones (200cp): Life on a warship can be horrible. You face death from the enemy. But some would say living is a worse fate. Because that means you're paying a visit to the surgeon. Who may need to amputate what remains with a bonesaw. Without anesthetic. It is a painful, hellish experience, let alone what comes afterwards - the risk of death by infection. You cannot stop this process, but perhaps, with this, you could lessen its pain. This is a complete set of surgeon's tools. Saws, tourniquets, a medicine chest, everything for the needs of the era. Somehow, these tools will always be as clean as they'd be if sterilized, the medicine replenishes weekly, and it includes some extremely effective painkillers.

Spyglass (200cp): This is a handheld telescope, but again, the best in the world. It is light, and like the **Flintlock,** tough enough to use as a club should you need to. It can see as far as the horizon with ease, and using it draws your attention to anything you'd need to see. It's an excellent tool if you decide to look to the stars, and sometimes, it might seem like you can even see things over the horizon with this thing. It works in complete darkness, too, so ships won't be able to sneak up on you in the dead of night. This spyglass can enlarge itself into a telescope so you can see much further, and it comes with a detachable tripod if you decide to do that.

Safe Harbor (400cp): What a stroke of fortune. The navy, for some reason, has seen fit to put you in charge of an island. Yes, an island. It's small and uninhabited save for a little port for you to dock at, but it's yours. You can decide the terrain now. Maybe it has high, easily defended cliffs with a cove or two, or maybe it's got sandy, welcoming beaches that people would spend time at. The waters here are shallow, and larger ships will find that their drafts are too deep for entry, making it well-defended. Despite this, you'll always be able to dock at your island, and it'll even (somehow) have enough supplies for you and your entire crew to stay there indefinitely. This island can be retroactively inserted into the setting in future jumps, or become a warehouse attachment.

A Fine Payout (400cp): You're rich. You have £100,000's worth of goods, and note that such an amount of money meant a lot more back then than it does then. It's early 19th century money, after all, and

inflation has taken its toll. It's roughly equivalent to thirteen million pounds sterling today. You can choose exactly what these goods are, with the caveat that it cannot be anything directly beneficial to sailing warship. Or slaves, because that's reprehensible. But anything else is fair game. You should probably invest in trade on the side. This is likely enough to last you a lifetime and leave a huge fortune to your descendants. This will not replenish itself every week, but every jump or decade. Whichever comes first. When that time comes, you can decide to change the kind of goods you own, trading sugar for porcelain, for example. If you don't want goods, you can just have the £100,000 straight up.

Fort Jumper (400cp): You have been placed in charge of a coastal fort. It's located at an elevated point, and the walls are bristling with gun emplacements. You have something in the range of sixty cannons, and all of them are heavy guns with 18-, 24-, 32-, or even 42-pound shot, and the high ground lets you fire them a long way. Your fort has a small garrison of five hundred soldiers, who are armed with everything you'd expect soldiers to have at the beginning of the 19th century. Muskets, swords, that kind of stuff. You even have a couple of horses. The walls themselves are much, *much* sturdier than the bulkheads of any ship, and can endure sustained, heavy bombardment without giving. If your foes really want to attack you in your stronghold, they'll have to bring mortars. If you purchased **Safe Harbor**, you may decide to place the fort on your island.

Companions

Teamwork is important on a ship. If you want to bring along some friends of yours, this is your chance. I've also taken the liberty of recommending some people who'd be (mostly) good hands on any ship. If you prefer, they may be of the opposite gender. Perhaps John-Joël Sane is Jane-Joël Sane, Andre De Garde is Andrea De Garde, or Lady Ameila Harrington is Sir Albert Harrington.

Old Hands (100cp): For the small fee of 100 points, you may bring in up to eight companions to this world. Each gets 800cp and may take up to 400cp in drawbacks.

New Hands (100cp): Despite the name, this doesn't mean the person you're recruiting with this is new at sailing. This is the option to bring anyone who catches your eye with you on the chain. It's a chance to convince them. You'll have to do that yourself, and you can't influence their choice in any way.

John-Joël Seine (100cp): This man would be called a genius in our time, and his great aptitude for shipbuilding shows itself. He is one of the foremost luminaries of that noble art, but his national origins attract controversy, as he is half-Albionian and half-Gaulish, and has studied in and designed ships for both nations. He has seen in you someone worth following. He is absolutely worthy of being the chief shipwright of any navy, and will draw the designs for some of the greatest ships of the time. His talents don't stop there, as he is also an excellent mathematician, and good enough with wood to serve well as a ship's carpenter. In addition to this, he is a self-taught clockmaker of superlative quality.

Gulliver 'Danger' Belmont (100cp): This Columbian comes from a well-known family in the United Republics, and he'll be one of the leading figures in the upcoming naval war between Albion and Ismay on one side, and Columbia on the other. He has served an intensive career, serving in the Rum Islands and in the United Republic's war against the pirate states of Sahra. If history goes as it will, he will be the man to win the battle of Lake Iroquois, forcing the Albionians to surrender, and he will make famous the Columbian Navy's rallying cry: "Don't Give Up the Ship!" He has a younger brother, who will mature into a fine naval officer just like him and sail into the Far East, forcing an island nation to open its trade and sparking enormous growth and industrialization after his departure.

Andre De Garde (100cp): This old former Gaulish admiral was instrumental in the Columbian War of Independence, and is a nobleman with the rank of the count. He even dined with the first-ever Chancellor of the United Republics of Columbia aboard the first-rate ship *Ville de Lutetia*. He led an illustrious career, but was ultimately defeated by a fleet of Albion and taken prisoner, though a court acquitted him once he was released. He is old and has a good amount of children, and may not be the best fighting man on a ship, but his mind is still spry. He would serve as a good mentor, as he traveled far and wide in his day and fought many battles.

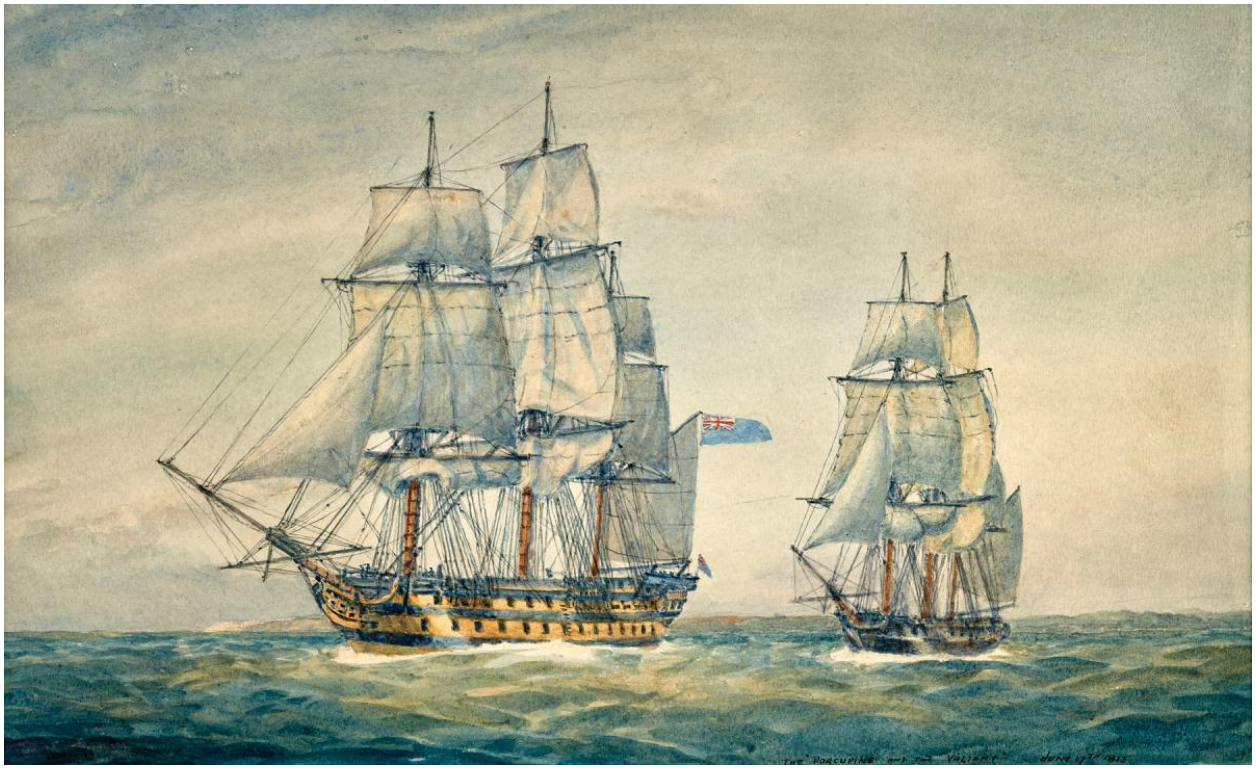
Amelia Harrington (100cp): Her friends call her Honor. This fine lady is not a sailor, but she is a famous face in Albion and has been the mistress of many men. And for good reason, too, as she's breathtakingly beautiful, and her mind is as good as her looks. She's been the muse and model of many artists, and besides that, she can dance, sing, and act quite well. She is a popular socialite. She's also lived for some time in the city of Napolita, and can speak the language there quite fluently, as well as Gaulish. She's even pioneered a certain art form with some slates and tablets depicting theatrical scenes of characters

from classical mythology. Overall, while Lady Harrington is not a sailor, she is charming, agreeable company.

Jason Auburn (100cp): This naval lieutenant is a skilled man in a good few subjects; he enjoys stargazing, math, and can play the fiddle. He's pretty sharp and can read people well, and furthermore, he's an easy man to get along with. He's good in a fight, too, but gets squeamish when he witnesses surgery on the wounded afterwards. He's got golden hair and a bulky build and is quite handsome in the right light, but don't trust him with money. He doesn't do well around animals though, especially snakes. He's afraid of them. Give him enough time, and he'll make post-captain, then Rear Admiral. He'll get along splendidly with Samuel Maldonado if you meet both.

Samuel Maldonado (100cp): This ship's surgeon was born of a father from Eire and a mother from Iberia, and he's a curious man. He's got dark skin and speaks many languages, though any of the words commonly used by sailors will go right over his head. He's a skilled doctor, but he's also a naturalist, and is good at gathering intelligence on enemy ships. In fact, he's discovered several new species during his work as a biologist. Sailing around the world is quite good for that. He keeps pining after a widow who really gets around. Will become great friends with Jason Auburn if you meet both. They'll even play duets together, as Maldonado is a cellist.

Your Ship



You can't be a sailor without a ship. This ship will come to be *yours*. You get one for free. If you are a midshipman or lieutenant, you will eventually be put in command of it. If you are of a higher rank, you are already in command. Even if it's improbable, like if you're ranked as commander but command a first-rate. You get **+200cp** for this section only. This is your own man (or lady) of war, defined as any sailing ship purposely built for battle. Note that when the word 'gun' is used here, it is referring to a cannon, not a pistol or musket unless stated otherwise. Note that the number of guns a ship will carry may often exceed its design. For example, the URS Charter (known as the USS Constitution in our world) may have been built to carry 44 guns, but it's likely that the captain and crew would've gone out of their way to bring some extra guns onboard. This ship will *not* be fiat-backed until the end of the jump. If it sinks or is captured by the enemy, you're not getting it back until the jump is over. Post-jump, it will self-repair, come with its own miniature dock in your warehouse, and return to you within one year if destroyed or lost.

Generally, a ship's broadside will be a little less than half the total guns it carries. A few long-range cannons are generally mounted at the bow (front) and stern (back) of the ship. These are called chase guns, and they're generally used in pursuit or retreat. Some small ships, unrated or sixth-rate, eschew carrying these. Most ships will have a total of four chase guns, evenly divided between bow and stern. The exceptions to this are first-rates and some second-rates, which will instead carry a total of eight.

Your ship will come with a full complement of sailors and marines to man it, though it is up to you to replenish their ranks should they be indisposed. If you took any of the skill-based perks **(Windrider, Fire, Iron and Thunder, Pitched Melee,** or **O Captain!)**, they will share in that skill, effectively possessing a

lesser version of that perk. In the case of **O Captain**, only the officers will gain a lesser version of the perk. It'll manifest as strong discipline and *esprit de corps* in the majority of the crew.

Refitting (free): Should you have any ships you already own, you may import them here free of charge. Any upgrades you take will apply to it instead of a newly commissioned vessel.

Rating (+200/+100/free/200/300/500/600cp): Let's get this out of the way now, as it's important. Rating is a system to describe the approximate size and power of a ship, with first as the largest and most powerful and sixth at the smallest and least. In modern vernacular, third-rate and second-rate ships get a bad rap, but that couldn't be far from the case. It's often that the people who use those terms as an insult are entirely unaware there are rates below that.

For **+200cp**, you get an unrated ship. These are small, fast ships, and probably barely pack much firepower. It has few guns, less than 20, and it doesn't pack very heavy shot. These ships have a single gundeck and are generally too small to warrant building a forecastle or a quarterdeck. What they do have going for them is speed, maneuverability, and no need for a large amount of people to crew the ship. This could be a cutter, a brig, a bomb or fire ship or something else.

For **+100cp**, you get a sixth rate. It's not much of a step up from an unrated ship, with 20-28 guns. I suppose it could be classified as a frigate, a fast, maneuverable warship with a single gundeck, used for cruising missions, which mean scouting, commerce protection or raiding, or fighting ships of similar size. It's a super-light frigate that straddles the line between sloop/corvette and frigate, but still a frigate. Crew of about 150. 200 if you're pushing it.

By default, you get a fifth rate, meaning a fast, maneuverable ship with a single gundeck. 32-44 guns, but we'll say 38 for yours. That means a broadside of 17 guns on each side, plus a pair of chase guns at both bow and stern. A *real* frigate. These ships are common all over the world, and though they aren't really big ones that win fleet actions, they're nimble and versatile. A fine command. The Columbians generally have better frigates at this day and age, because their navy is still small, meaning that frigates are nowhere near as expendable as they are in other navies, warranting attempts to make the best ones possible. Crew of about 300.

For **200cp**, you get a fourth rate. Ships of this rate occupy a strange niche. They used to be relatively small ships of the line, but rapid developments in shipbuilding led to bigger, better ships, so they're not considered fit for the line of battle anymore, and have been relegated to minor roles. You might see one fighting in frigate actions, punching below its weight. They pack from 50 to 60 guns, and it's here that you start seeing ships with cannons spread across two gundecks. Alternatively, this may be a heavy Columbian frigate. Those are *nominally* 44-gun ships, and they count as fifth rates, but it's more than likely you've brought some extra cannons and carronades aboard. Crew of approximately 350 to 400.

For **300cp**, you get a third rate. This is the real deal; a ship of the line. A third rate is a capital ship, and don't let anyone who uses the term in a derogatory way tell you otherwise. The vast majority of ships of the line are third-rates, which comprise the majority of the fleet. This is not a small ship. It is a battleship, or at least its etymological predecessor, a line-of-battle ship. 64 to 80 guns. The most iconic of the third-rates is the 74-gun ship, which gained prominence in the mid-18th century when a fast, strong

Gaulish 74 took on six Albionian ships and was only captured after eight hours of battle, when it ran out of ammunition. These ships carry the dreaded 32 or 36-pounder cannons on their lower gundecks, which are capable of punching through just about anything in this era, and a crew of 600 to 700 sailors. Third-rates in general, especially 74s, are the naval jacks of all trades, the perfect balance between sailing qualities, firepower, and building cost.

For **500cp**, you get a second rate. This is an exclusively Albionian design, and where three-decker ships start. 90-98 guns, crew around 700 to 800. These ships are effectively budget first rates, armed with the same fearsome bulk and batteries. They're almost as tough and have almost as much firepower, and a battle between a first and second-rate ship will come down to the skill of the crews, not the size of the ships. However, the second-rate is unfortunately even slower and clumsier than its first-rate counterpart on account of their shorter lengths, and they have a bad habit of going downwind. Albion mostly uses these as flagships at the many naval stations of her globe-spanning empire (though the flagship of the Albionian fleet fighting the Columbians will likely be a third-rate vessel).

For **600cp**, you get one of the best. One of the mighty first-rates is now under your command. All first-rates have over a hundred guns, normally spread across three gundecks. They are valuable to the navies of current times as aircraft carriers will be in 200 years, the pride and joy of each navy. These ships are very much symbols of the strength and glory of their home nation, and it would be a crippling blow should one be lost. Not that it's easy to take one down. They are supremely durable, and it'll take sustained bombardment from many ships to truly damage. It's got more than enough people to fill a small village, with 800 to 900 crew members. The mightiest battleship of the Age of Sail, the Iberian *Our Lady of the Holy Trinity,* packed an armament of 140 cannons and a crew of over a thousand sailors. Most of the time, these ships are kept in harbor, to prevent them from wearing out from constant sailing. However, these ships are slow, and 8 or 9 knots would likely be the most speed you could get out of them. The very best might get past ten. But it stands to say, a lot of trust has been placed in you.

Copper Sheathing (100cp): Your ship has been fitted or refitted with copper plates to cover the section that goes below the water line. Why is this good? Because it stops things like barnacles or shipworms from getting at the bottom. Maybe it can serve as some weak armor if someone aims at the part of your hull below the waterline, but don't count on it. That's not the purpose.

Surveyor's Bracing (100cp): Some longer ships may face the issue of hogging or sagging, where the hull as a whole flexes and bends. Hogging means the middle of the ship bends up and the bow and stern bend downwards, and sagging is the opposite. Fortunately, a shipwright in Albion has come up with a novel way to fix this problem by adding diagonal trusses to the inner frame of the ship. This is very effective at increasing the stiffness and general seaworthiness of your vessel's hull, making it much more resistant to everyday wear and tear. Long ships like 80-gun third-rates will benefit the most from this (thankfully, 74s generally do not need to worry about hogging or sagging).

High in the Water (100cp): Your ship floats a little better than others. It's up in the air how this happens, but it's beneficial because ships of similar height will have a difficult time boarding you, as they will have to leap or climb *up* onto your deck, and until then, you'll have the so-called high ground. Furthermore, every single gunport will be above sea level. If they're below sea level, your guns won't be able to fire.

It's admittedly less of a concern for lighter ships, and more of one for heavy ships to worry about. This'll ensure neither weather nor sea will impede your attempts to bring a full broadside to bear.

Evolution (100cp): The march of progress never stops, and soon, the sun will set on the age of sail, the fighting ships towed to their last berths. It'd be saddening if that were the fate of your ship. Perhaps you'd like it to march on with progress. This purchase will make it so any upgrades you make to the ship will benefit from fiat-backing as well. They'll self-repair, self-fuel, and return in a week's time if lost or destroyed.

Expanded Hold (200cp): The ship's hold is the place where all the cargo is stored. It accounts for a lot of its tonnage, and there could be a lot of different things in there. It stores food, ballast, and whatever supplies the ship might pick up through the voyage. Prisoners are kept there, too. Yours is something special, as it seems it's a lot bigger than it should be, meaning that you can store much more cargo in there. Half again more than another ship the same size. There are also hidden compartments kept discreetly in various areas of the ship, should you wish to go into smuggling.

Reinforced Masts (100cp): A common tactic is to fire at the masts and rigging of your foe's ship to stop it in its tracks. It's a lot harder to get underway when they've shot away your sails, after all. Your masts are just more durable than they should, and might be able to shrug off the occasional cannonball. In addition to this, they're able to stand on their own. Most masts often need lateral rigging to stabilize them, without which they'd fall. Yours don't. Useful for a situation when that supporting line is lost in battle. This toughness also extends to other spars like the bowsprit, and things attached to the masts like yards or rigging.

Protected Magazine (100cp): One of the most surefire ways to destroy a ship entirely is to attack its shot locker, the place where they store all the gunpowder and cannonballs. If something hot gets in there… Well, there won't be much of a ship left anymore. Or much of anything. There was a battle between Albion and Gaul about five years ago that ended in the Gaulish flagship going out this way. It seems impossible for any heat to penetrate your shot locker in case of fire, and it's impossible to create sparks, flame, or anything that'll make the powder go off.

Custom Rig (100cp): Most navy ships are uniformly square-rigged. But maybe you want to sail a barque (two square-rigged masts, one fore-and-aft rigged), a schooner (all fore-and-aft rigged) a Xebec, one of those exotic lateen-rigged ships the pirates sail in Sahra. You could even have a junk rig like they do in Cathay. Well, for the small price of 100 points, you can have the rig of your ship be whatever you want. Be warned that your crew may take some time to adjust if you choose a sail plan they're not used to. Generally, fore-and-aft rigged sails are better for tacking and sailing windward (upwind) while square-rigged sails make a ship faster going leeward (downwind).

Optimized Hull (200cp): The amount of canvas you've got out determines your speed, but the hull itself is also very important. Your hull has been optimized to make your ship go as fast as it can. The bow's a little wider than the stern, minimizing hydrodynamic drag, and the rudder's fast and responsive enough so that you can turn on a dime while losing very little speed. With this, you might even see your ship plane, as in how some boats go fast enough to seemingly move *over* the water through riding the wave generated by the bow as opposed to moving through the water normally.

Ironsides (200cp): Your ship isn't actually an ironclad, but it's built with the same wood that makes the heavy Columbian frigates so strong. The structure of your ship is made of white and live oak making it tough enough to turn away lighter cannon fire to the hull. 6, 9, 12, and even 18-pound shot will rebound off your hull without any damage, and the wood is even tough enough to resist 24-pound shot. In short, your ship is much, much more durable than others of its kind. Even a sloop would be able to take quite the beating, and heavier ships would seem nigh-invulnerable to cannon fire. Don't get a big head, though. Your ship still has plenty of vulnerable spots, like gunports, masts, rigging, the stern, and of course, the crew.

Additional Guns (100cp): More cannon is always a good thing. You get two for an unrated or sixth-rates ship, four for a fourth- or fifth-rate, and six for a ship of the line. Enough to lengthen your ship by one gunport. This may be purchased multiple times.

Specialized Shot (100cp): The main shot a ship's guns will fire is round shot, but there are also specialized cannonballs meant to attack things like the rigging, the crew, or the masts. You have a huge supply of the more specialized shot, as the title of this suggests. Besides round shot, there's the usual grapeshot and chain shot, but you also have more esoteric cannonballs. Bar shot, star shot, canister shot, heated shot, and even some experimental incendiary projectiles.

Weighted/Lightened Shot (100cp): Some cannons carry heavier shot than others, and that means they can penetrate thicker ships and do more damage. Generally, this is a good thing, but it comes with its downsides, too. Heavier guns have shorter range, take longer to load, and make the ship carrying them sink lower into the water. By contrast, lighter guns have longer range and can be loaded quickly, and aren't really cumbersome at all - but they don't do as much damage. With this, you can choose exactly how heavy your cannons are.

Swivel Guns (100cp): These are light guns mounted on the weather deck. They're not much if you want to punch a hole through a ship, but you don't need to turn the ship to bring them to bear. They swivel, after all. They're specialized anti-personnel guns, for when you want to blast someone specific on the deck of the other ship or tell those enemy marines in no uncertain terms to *get off your ship*. You can call them rail guns. Not because of any magnetic propulsion, but because they're mounted on the rails. You get ten swivel guns per purchase, five on each side. Furthermore, these are breech-loaders and can reload far faster than any of your muzzle-loading cannons can. This may be purchased multiple times.

And the Rocket's Red Glare (200cp): Your ship has been fitted with a new weapon in naval warfare: rockets. You sail on a rocket ship now, though not the kind they'll use in space. These aren't the cruise missiles that will be used in the future. Well, relatively new. They've been used to great effect against the Albionian armies in a colonial war before, and hwachas have been invented for some time. Rockets are light, easy to carry, and can be fired off very rapidly and at extremely long ranges, though they aren't very accurate or reliable. They can carry explosives or incendiaries. While these aren't the best for ship-to-ship combat, you can launch them at fortifications from a long way off. Three miles, max.

The Bombs Bursting in Air (200cp): Or perhaps you'd like something heavier. You have a pair of mortars on your ship, firing heavy explosive shells. Bombs, in other words. You have two. Mortars are more accurate than rockets and do far more damage, but aren't nearly as long-ranged. But that's not

saying much, as you'll still be able to hit a target from a mile away should you aim well. A stationary target. Ships are too fast for your mortars to hit. But if you *do* hit a ship by some miracle, you'll do a ton of damage. I'm talking holes through every level of the ship, all the way down to the ocean below.

Rations (100/200cp): The navy takes care of its own, and that means its sailors are well-fed. That will be the case, even if you don't take this here. If you do, your ship will have a replenishing supply of food even after you leave the service for other jumps. For 100cp, it's all the usual stuff your average sailor would eat. Bread, oatmeal, hardtack, a lot of salted pork or beef, some vegetables (probably peas), cheese, and a gallon of beer per day. Sometimes you'll get plum pudding, or something else to supplement your diet, but it's mostly just that and a gallon of grog for every sailor daily, consisting of watered-down rum mixed with lime juice. Sometimes, you'll get water, too.

For an extra 100cp, you'll get better food, akin to what officers eat. Delicacies, fresh bread, meat, eggs, fish and milk, actual vegetables, quality alcohol, coffee, tea, and a lot more water. Again, this'll be enough for the entire crew. They'll all be grateful to you, because on a navy ship, this is eating like a king. Either tier of purchase will ensure none of the food in this replenishing supply will rot, and vermin will leave it alone.

Ship's Boats (100cp): Let's say your ship sinks. It's an unfortunate occurrence, one that even your enemies will generally try to avoid, but it can happen. An honorable foe might bring their ship along and try to rescue as many sailors as possible, but maybe you've hit some sharp rocks instead. The point is, lifeboats are important. By default, you'd have a ship's launch and maybe a couple of rowboats, but now you have enough small craft to get your entire crew and half again off the ship.

Veteran Crew (200cp): By default, your crew would be average at all their duties, with a passable but unexceptional performance. With this, you'll find that you'll be put in command of what may be the finest crew in your nation's navy, if not the world. They are hardened veterans to a sailor, able to carry out their duties with skill relentlessly drilled into the mind of each and every man or woman. You'll find that your ship will be much faster for it, your guns will be reloaded quickly and effectively, and that you could win boarding actions when vastly outnumbered through the skill of your crew alone. Any newcomers to the ship will be drilled to this standard at a rapid rate, much faster than on any other ship. Do well by them. If you have taken any of the skill-based perks, your crew will be the world's best in that area.

Drawbacks

No drawback limit. Drawbacks overrule perks.

Rum… (+100cp): This one's simple. You can't hold your liquor, and will get drunk very quickly. Get drunk enough, and you'll faint. A lot of the drink onboard a ship is alcohol, and remember: those found drunk on duty are whipped. Maybe you can build up a tolerance.

…Sodomy… (+100cp): Most aboard a ship won't feel the intimate touch of another for many moons. This is a problem for you. You'll think about sex and getting into someone's pants a lot, and it's got a way of showing. Maybe you keep sneaking off with a crewmate. Maybe you'll keep telling lascivious tales to everybody. Maybe you can keep it under wraps. This won't drive you to do anything awful, but you'll always crave intimacy.

…and the Lash (+100cp): You've committed a crime on the ship, and it's time to pay your debts. You have been assigned twenty lashes. You will be tied to the mast of the ship and flogged. It'll sting for a while. The bosun has been ordered to beat you as hard as possible. No pain-relieving perks will protect you from this beating, and you'll feel it for a while afterwards.

Seasickness (+100cp): Another simple one. The rocking of a ship at sea just doesn't sit well with you, making you prone to seasickness. You may learn how to get over this after a long time, but it'll take years for that to happen. Until then, you will experience feelings of dizziness and nausea as long as you are at sea. It's not enough to seriously impair you, but it won't be fun.

Abrasive (+100cp): Damn me, can't ye keep yer pie hole shut for ten seconds? Yer problem's that ye don't seem to have the brains to shut your fat gob, and to make things worse, ye talk in the nastiest, rudest way possible. While this may be fine in the hold of a ship, it'll make you a lot of enemies among the top brass and polite society.

Landsman (+100cp): You're a new hand at sailing, likely recruited quite recently. You'll have to learn the skills and earn your perks/items/ship the hard way, through some serious work and effort. You lose access to the **Ordinary Seaman** perk. Fate will see it to that you are given ample opportunity to learn and prove yourself.

Decommissioned (+100cp): You're getting shore leave. That'd normally be good news, but the reason *why* you're getting shore leave is that your nation and its enemy have come to an agreement and negotiated a ceasefire. That's good news for most everybody. Peace is better than war. But it also means that you're out of a job and will be for a while. Eventually, conflict will flare up again, but until then, you're without a job.

Disrated (+100cp, incompatible with Rank): You are not a midship(wo?)man. You hold the rank of ordinary sea(wo?)man, and your place on the ship is one of the ratings that make up the vast majority of the crew on a ship. By taking this drawback, you are effectively sacrificing your chance to be one of the top brass. Promotion won't be any harder, but you'll be a petty officer instead of a true, commissioned officer.

Wounded in Action (+100cp): That'll be your status, soon into this jump. Fate will see it that you're injured onboard your ship shortly after you enter this world. It won't be anything that you can't recover from, but it won't be pretty. Something like a bullet or sword wound or a broken arm. But you'll be in the surgeon's cockpit for a good while, and you'll get better at a normal, human rate. No outside perks will make you heal any faster, and you'll feel all the pain that comes with the wound.

Imprisoned (+100/200cp): You have been captured by a nation at war with yours. While your captors are civilized folk who will not mistreat you, you are still their prisoner. You will be treated with respect and allowed to go where you will within a select area. They'll even treat you as the guest of honor. For an extra 100 points, you will be put in prison instead.

Weakness (+200cp): Pick a skill out of sailing, fighting, gunnery, or leadership. You are absolutely terrible at that stat, and will learn very slowly when trying to improve. You might accidentally run your ship aground or forget the order of steps you need to take to fire a cannon. Alternatively, you can choose 'patronage' as your weakness, meaning a lack of friends in high places. This would result in having to work twice as hard as others for the same opportunities and no safety net to fall back on should you fail catastrophically. This may be taken up to five times for each 'stat.'

"I Deny It." (+200cp): The navy may pride itself on discipline, but sailors are sailors, and there'll always be some troublemakers or something they'll try to hide from the regulations, even if they're loyal. In this case, it's particularly nasty. A sailor on your ship will take it upon themselves to tyrannize over their fellow sailors using a system of bullying and blackmail in order to get themselves some luxuries they see themselves entitled to. They'll be good at hiding it from the officers. Maybe they'll pick on you too, or you're one of the officers they're hiding their treachery to. This sailor isn't a traitor, just a smug prick who puts themselves over the rest of the ship. If you deal with them, one way or another, a new snake will take their place within a matter of weeks.

The Pigot (+200cp): One of the officers aboard your ship doesn't like you. It's likely one of the lieutenants. They'll do their best to make your life hell in an effort to end your career. While they can't outright order you hanged without provocation, they're looking for excuses to do so, and will try their best to sabotage you through petty means such as finding ways to deprive you of sleep. The silver lining to this is that your enemy is as unskilled as they're petty, too incompetent to rise above their station to gain promotion. Their pettiness isn't just limited to you, as they've likely drawn the ire of many on the ship - though their rank makes them seemingly untouchable.

With Friends Like These… (+200cp): Sometimes, the biggest danger to your life isn't the enemy, but your crewmates. If you've pissed them off enough, anyways. Which you have. There are a good amount of sailors on your ship that hate you, and they might even try to murder you if they think they can get away with it. If you are in command, their numbers will be large enough for them to stage a mutiny. To make things worse, you have no idea who these people are. Some will be good at hiding it, others won't. Best get to sleuthing.

To Turn Away (+200cp): You just don't have the mental resilience needed on a ship. The action's just too much for you. You'll constantly miss all the comforts of a soft life on land. And worst of all, you are possessed of the one quality the navy does *not* tolerate: cowardice. Not everyone can carry on when the

going gets tough, after all. You don't have the strength of heart to face the steel and lead of the enemy, to ascend hundreds of feet to the highest point of the ship, or to stick to your guns when the everyone manning one next to is reduced to mangled corpses or paste on the deck. You must fight to overcome these failings, lest you be put in front of a firing squad.

Wooden Ships, Iron Men (+400cp): Or women. But still *humans* with *human capabilities.* Normal humans. This isn't One Piece, where there are people like monsters capable of feats such as throwing cannonballs clean through the hull of enemy ships or reducing a small fleet of them to cinders using devilish powers over flame. If you are going to win the day, you will do it with what's available to you. Sail, cannon, cutlass, pistol, and the support of your crew. You are a person, endowed with no otherworldly powers beyond the ken of humanity, and you will win with valor.

Roiling Seas (+400cp): You must've offended some god of the sea or sky in a past life, because it seems like the weather itself hates you, and that's deadly in this age. Whenever you put out to sea, you will encounter bad weather distressingly often. There'll constantly be rain, giant waves will try to swallow your ship, and even the usually consistent prevailing winds will leave you in doldrums - or blow with enough force to send people tumbling overboard. Perhaps thunder and lightning from the heavens themselves will pierce the sky and come crashing down onto your ship. Even the sun seems to hate you, like it's purposefully trying to align itself so that the light gets into your eyes. Your foes will almost always have the weather gauge. This drawback only takes effect if you are at sea.

The Villeneuve (+400cp): Call it destiny. During your time here, you will meet a young, gallant officer fighting on the opposite side. They are your ultimate opponent, a worthy foe. This officer shall have as many points to make a build as you do, without the drawbacks, and should you have powers beyond this world, they will (somehow) scale to them. They aren't guaranteed to hate you. You'll meet them soon, and their opinion of you will depend on how you treat them. Perhaps they'll like you. Perhaps they'll detest you. Hell, perhaps you'll become lovers. Whatever the case, you will be fated to confront your rival at some point near the end of your jump, and they will be giving their all, reluctantly or not. It is war, after all.

Future

The jump is over. Make your choice.

Go Home

Stay Here

Move On

Notes

Mada Mada Plus Ultra. EYouchen/MadaMada/Eli Jump #22.

I took the liberty of making up the names of several places in the world of Choice of Broadsides, but I've tried to leave a connection. Lucretia is Paris. Napolita is Naples.

The man I'm talking about in **Fleet Action** is Horatio Nelson, though he probably wasn't named that in the world of Choice of Broadsides. If you name your character Nelson in Choice of Broadsides, I encourage you to romance either Hawthorne or Villenueve. The man himself would roll in his grave if you romance Villenueve under his name, though.

Yes, **Yo Ho Ho** is a One Piece reference. An allusion, if I'm using a $10 word. It's also a reference to Treasure Island.

The amount of money **A Fine Payout** gives you was chosen because it's ten times what Mr. Darcy from Pride and Prejudice makes a year. It's meant to convey that you can get very, very rich if you get enough prize money, because that's what it is.

The OC Companions are all expies of real people, except for Jason Auburn and Samuel Maldonado. John-Joel Seine is a composite character, composed of Thomas Slade, Jacques-Noel Sane, and John Harrison. Gulliver 'Danger' Belmont represents Oliver Hazard Perry. Andre De Garde is Comte De Grasse. Amelia Harrington is supposed to be Lady Emma Hamilton. Auburn and Maldonado are expies of Jack Aubrey and Stephen Maturin.

This was one too, but got scrapped. It's one for William Beatty.

David Donner (100cp): This ship's doctor hails from Eire and serves the Albionian Royal Navy. He served multiple years as a surgeon's mate, sailing around the Rum Islands before being appointed a surgeon. Though he was court-martialed after an argument with his captain, he was exonerated, and afterward studied hard and was granted a medical degree. Donner is a skilled surgeon, though if history goes as it will, he will not be able to save his commanding officer, who will be fatally wounded in a great battle. However, he will take the musket ball that killed the man and keep it in a locket for posterity, to present it to the royal family later. Despite his failure, Donner is a skilled surgeon and will save many lives on your ship.

I also had ideas for James Saumarez, Thomas Hardy, and Horatio Nelson, but I didn't go through with it. I called the Nelson expy "Hadrian Naismith."

You sail fairly mundane frigates in the games. The ship customization section aims to be as realistic as possible, with a few exceptions (the shot locker). The person who came up with diagonal braces in real life was Robert Seppings.

I was away on a trip while writing most of this jump, and both *Choice of Broadsides* and *Choice of Broadsides: HMS Foraker* crashed on my phone. To make things worse, I didn't have as much resources

to do research with, though I did get the opportunity to visit a museum focused on maritime history. I hope to go back there someday. This jump was created because, as some of my friends know, I have recently developed a lot of interest in sailing ships.

>No, I probably won't make one for Broadsides.

Well, now I have. Thank you for talking to me on the IRC and teaching me to codedive, and I extend my thanks to the person who passed on your message.

If you are interested in naval history in general, I highly recommend you check out Drachinifel's Youtube Channel.

Changelog

- Made on March 5th, 2024.
- 1.0 published on April 5th, 2024.
- 1.1 published on April 6th, 2024.
    - Added the sentence about hypothetically pioneering submarine warfare to **Fleet Action.**
    - Clarified that the **Flintlock** is uncommonly *accurate,* not *inaccurate*.
    - Added **Refitting**, **Expanded Hold**, and **Protected Magazine** to the ship customization section. Buffed **Reinforced Masts** and fixed the misspelling of "masts" as "vasts." Put **Weighted/Lightened Shot** next to **Specialized Shot**. I also noted that the ship's crew shares the Jumper's skill-based perks in this jump to a lesser extent.
    - Added the **Landsman** drawback.
    - Removed colon from the **Notes** section heading text and centered it in the middle.

Credits

- EYouchen/MadaMada/Eli - Jumpmaker
- The Elector Counts. Always, I hope.
- Choice of Broadsides is by Adam Strong-Morse, Heather Albano, and Dan Faublich.
- Choice of Broadsides: HMS Foraker is by Paul Wang.
- The IRC. Thanks for helping me out.

I would like to make a special thanks to the Royal Museums Greenwich. Recently, I had the privilege of visiting the National Maritime Museum. This jump wouldn't be what it is if it wasn't for that visit. Additionally, their website was very helpful for research.