



Crusader Kings 3 Jumpchain

Welcome to the world of Crusader Kings 3, a mirror of Earth's history in the Medieval Ages. From the time of the Karling Kings and their mighty Empire, to the rise of the Capet Dynasty, the invasions of Ghengis Khan, and of course, the Crusades, this jump covers it all. Due to the large time spans involved, you may choose any year from 867 to 1443 as your year of insertion, alongside any playable county on the CK3 map to start, you'll be staying until 1453. The minimum stay you can have is ten years. Of course you can't be expected to fight off heathens on your own, so here's 1000 CP(Crusader Points) to help with that goal:

+1000 CP

Origin

Rulers can choose to insert as an already existing count/Duke depending on their later choices, or be a wholly “original” ruler assuming the lands of their demesne stays the same as the historical figure/game character they’re replacing. This does also provide a reasonable explanation as to how you managed to get to your position, enough that your fellow vassals/subjects won’t rebel in the near future solely due to the fact that you’re in your position. You may influence/choose this reason.

Drop In: Well this is a strange choice, it seems as if you’ve just dropped in unnoticed by the rest of the world, no family, no power base, no armies or treasury. All you seem to have gained are the new clothes you’re wearing, which fit whatever area you’ve found yourself in.

Peasant: A day on the farm is your lot in life, for the rest of your life. And unless you do something about it, this isn’t just a vague premonition. You start with little to no power, and while you’re not a serf, or other equivalent in different areas of the map, the rigid societies of the world means that there is little chance you’ll be capable of improving your standard of living unless you happen to join the army and make your riches through a lucky siege, or save up enough money to invest in a valuable side business after a few decades. There may be another way, but who knows how perilous that could be right?

Councilor(-50): You’re a councilor to the ruler of the county you chose, serving as one of the positions related to the Ruler Type chosen below. Whether you’re a barely tolerated oaf, or a vital asset to your ruler depends on either your choice in perks, or simply what you feel like. Either way, you start with a good amount of influence over your Lord, whether through advice, or soft power. However you exercise this is up to you.

Ruler(-100): Your lot in life is great it seems, as you have been born into the nobility of your starting region. Whether a Count, a Sheik, a Nana, a Thakur, or whatever name granted to rulers of your level, you rule over a piece of land that while small, is integral to the maintenance of those above you. Your government is not restricted to the feudal hierarchy, and in fact changes regardless of your choice to fit that of your starting area, even if your culture would otherwise be at odds with that of your subjects’. Alongside this power comes a force of 500 or so men which you can call your own. Whether you use them to defend yourself, or stab at your liege is a choice only you can make.

Focus

This is what type of ruler or person you're supposed to be, a peasant with a focus on Stewardship could be a trader or merchant, a councilor focussed on Intrigue, a spymaster, and a ruler focused on Martial, a warmonger. Alongside this, if you picked an origin with memories, this also decides which of these most heavily impacted your upbringing, and education. With martial focused Jumpers training for most of their childhood, and Diplomacy focused ones having been tutored on both etiquette, and important nobles in your area, etc... Each grants you a minor perk like understanding of its general duties, alongside the knowledge one would need during your particular year.

Martial: Your focus is and always has been on war. Not the fighting of course, but the battles, the strategy, the logistics and the planning. You gain a good education on these matters, and while you cannot claim to be Alexander himself with just this, you do have a good grasp on strategy, enough that you won't be making massive blunders out of ignorance rather than just foolish pride or oversight.

Steward: An oft abandoned pursuit for your average ruler, stewardship as you've studied it, involves riches and their maintenance if one was to summarize it. You've learned the ways of trade, paid attention to the lessons on architecture, learned how to organize livestock and farms, and directly seen how to collect taxes. While yes, this knowledge is wide, but shallow, it's still more than enough to run an average keep during these times and manage the lands it oversees.

Intrigue: Ah, the less overt form of occupation. The guile needed for such a thing is not small, and since childhood it seems you've had a knack for such things. Now that knack has grown into a well groomed, if not perfect talent. Deception is easy for you, lying, cheating, stealing, sneaking into places you're not supposed to be, all of it is second nature to you. Enough that you won't be getting caught by amateurs if you have a plan in mind beforehand. In addition you can speak with most rulers without getting thoroughly embarrassed or seen through. The truly experienced, or talented may be capable of it, but even then there's still some chance you could hold your own in such games.

Diplomacy: As old as humanity, this one, and possibly the most important tool we all use. Your educators, or perhaps an older sibling saw the value in this and began teaching you how to better communicate. While the days of memorizing faces and names are long gone, you can still present a good appearance to most you meet, having experience that's hard to lead astray when speaking to others. Forging ties, whether personal or diplomatic with others is while not easy, a very doable task assuming there isn't something truly ridiculous getting in the way like dead family members or stolen lands.

Learning: Uncovering the mysteries of the natural world has been your focus for as long as you remember, whether through spiritual education, self directed experimentation, or just plain reading. Through this you've come to learn at least two languages other than what your starting county speaks, as well as a decent amount of knowledge on either the faith of your area, or

medicine and healing. If the former, you're educated enough to be a good and knowledgeable priest/shaman, and if the latter, a healer good enough to treat most of the well known maladies in your area, and even qualified enough to think of and execute other ideas for those you haven't seen. Keep in mind however that this IS for the Medieval age.

Perks

General

Lingua Franca(Free): As a free gift, you become automatically able to speak and read all dialects of the major language spoken in your region. By this I mean something like Occitan, Basque, Anglo-Saxon, or Frankish. In addition, you'll find your memory no longer forgets languages you've learned.

Jumper's Succession(Free/300CP): Everyone in this Jump gets the free ability to live after death by transferring to their closest living heir by the laws of the land. For all intents and purposes, this "character" is just an automaton who never had any agency or free will in the first place. In unexpected circumstances, this retroactively becomes true so that no one has their life snuffed out for your continued existence. If your last living heir holds no lands or counties when they die then this will be considered a chain failure. This may only be activated once a decade. You may pay 300 CP to keep this.

Higher Nobility(-200)(Ruler Only): You can choose to be more than a mere count, instead you can choose to take the place of any Ruler up to Emperors and their ilk. This means the largest realms of whatever year you insert into are possible choices.

Jumper's Theme(-50): Following you is the entire theme of Crusader Kings 3, playable in your head, or out loud whenever you wish. People won't question this and find reason to burn you alive or rebel. There are also some extra tracks added every few months which seem to match the past events very well, and could even be other genre versions of the OST.

Jumper Creator(-50): You can now change every part of your physical appearance within your gender, to the point where you can look like a complete meme. You may do this at the start of every Jump, deciding what your in-Jump character looks like.

Drop In:

Wandering(-100): Is something you're going to have to be doing a lot of, seeing as you're not exactly tied to any court, a peasant under a lord, or well, anything really. However, strangely enough, regardless of your attire, status, and past actions, when you choose to just wander around the world aimlessly in search of perhaps entertainment or eventual employment, you'll find that the major troubles that plague the average traveler here don't touch you. Bandits seemingly never attack you or parties you travel with, plagues don't touch you unless you settle down, and unless you happened to grab someone's attention in a negative way, plots directed at you don't really last very long before moving onto something else. Keep in mind this is just for the kinds of events one would expect to beset a traveler in the Middle Ages, so storms and the like are fine, wandering into an active warzone is not.

A Jumper In King Louis' Court(-200): Strange how all these Kings and Dukes seem to sniff out your potential use within days of your arrival somewhere. It seems as if every time you enter the direct demesne of a ruler, they will eventually find themselves catching notice of you. And not just noticing either, if you have skills far above the average person, you'll find they'll be willing to recruit you and even replace some of their old helpers if you're good enough. If you have nothing of worth to add to their reign you will find yourself being treated the same way a normal peasant would however. This also doesn't protect you from said helpers, or even your liege if their opinion on you happens to change but hey, wouldn't it be boring without drama? As an added bonus, if you happen to be very talented, or have some very unique or desirable genetic traits, then unless your new liege happens to be in need of an alliance, they'll be happy to matrilineally marry you to their daughters or sisters.

Anti-Christ?(-300): You know, you seem kind of familiar, appearing out of nowhere, gaining worldly power, and capturing the hearts of men. Of course only you and I seem to notice, everyone else is far too busy with important matters to bother thinking back to old prophecies and predictions, even if they are very religious and superstitious. While in any other case someone following your particular actions would be seen as a second coming of... Well someone, now people just kind of have a lukewarm reaction to all that superstitious nonsense, no matter how close you fit these predictions. After all, there's no way you could possibly have such intentions, and even if you did, mere men couldn't cause such great harm. Right?

The Jumpnesian Heresy(-600): Religion is essentially all that currently truly binds the vicious warring kingdoms and tribes of mankind together. While other institutions are strong, none has the prestige and effectiveness of the Church, the Mosque, or the Elders. I suppose that's why you have such a tendency to... Bend them to your needs. Truly, your skill in twisting and subverting religion for your own needs is great, having the skill and rhetoric necessary to come up with detailed doctrines and holy books that span pages all the while rooting them in an older, more legitimate religion so well even the most Devout followers can't help but be unable to find discrepancies in logic or claims. As if that wasn't enough, people simply fail to care about how convenient certain doctrines and beliefs you create are. Whether it's the convenience of being sanctioned to have 6 wives, just how good it is for you that kinslaying is no longer a sin, or that bit about how every war you declare is Just. When it comes to getting more converts, or being treated as a serious religion, people just have a large amount of cognitive dissonance for these things, treating them as if they're completely unrelated. Finally, even things they would otherwise consider strange, or batshit insane seem less impossible to take seriously, like state endorsed incest(Seriously?) or human sacrifice.

Peasant:

Worker's Paradise(-100): Peasant life is hard, an understatement of the century, but to some this life is an ideal. Luckily for you, that's what you're living instead of the reality. For whatever reason whenever you choose to live in the bottom rungs of society, whatever narrative the upper classes would usually push about how easy life is for people in your position becomes true. Instead of grueling work and poor nutrition, you're fed regularly from healthy, non corrupted food unlike what we have today. Instead of backbreaking labor, it's work that's fulfilling, quick, and easy enough that you still have the time to complain to your betters about how they haven't given you anything. You get the picture.

Discontent Is Yet to Peak(-200): It's amazing how arrogant some lords can be. Well, all lords, at least when it comes to you. Because when you're planning hostilities, raising armies of peasants, training them, riling them up, they'll essentially do nothing until the point where hostilities are officially declared, whether through deliberate words or actions. You can probably imagine how this can work to your benefit.

Jumper's Uprising(-300): Strange how many don't notice they're being ruled by foreigners. Especially peasants. Even if they do, no one would risk their life over such petty concerns, or rather they wouldn't if it wasn't for you. Something about you seems to just draw rabble like moths to a flame. If there's any discontent, even a little amongst the majority of those being ruled in an area, you can quickly ratchet it up to a dozen times what it should be. Alongside this general aura, you also know how to secretly conduct meetings, spread your beliefs, and all the while slowly and surely forming a massive peasant rebellion. As if that wasn't enough, you possess the kind of smarts necessary to conduct the training and build the morale necessary so poorly armed peasants can take on the best and brightest of their lord's knights assuming they weren't horrifically outnumbered. Even then you have just the ideas of how to best conduct a guerrilla campaign under such odds and spare your peasants as much death as possible while doing so. Furthermore, no matter how many people you involve, they all simultaneously acknowledge you as the leader, and succeed in keeping your name away from those who would pry, at least if given a choice.

A Tax Lien and Some More(-600): Once the peasants have stormed the keep and lynched the Duke, it's kinda hard to tell where to go isn't it? I mean there's no way the King is just going to let an upjumped peasant start calling himself Duke and actually acknowledge it right? Well wrong, because as long as you're keeping your rebellious activities to a single party and not their liege, they find themselves completely incapable of personally interfering to help their vassals, and once you finally win, they see no problem with acknowledging you as having rightfully claimed their seat. This isn't just limited to your new liege, as all the old vassals, unless they had great relationships with your poorly departed predecessor, will still look down on you, but accept it anyway. Assuming the person you're rebelling against is the lord of their entire realm and independent, you don't need to worry about long time rivals and other opportunists seeking blood, as they always seem to wait until your consolidation is complete before making moves. In addition your new subjects look the other way at such a shameful usurpation.

Councilor:

Causing Problems(-100): Let's just say that not everyone can be perfect at all times, and when your job is something important that your liege expects you to do well on like converting a county, or collecting taxes, it's very possible that the one failure every few decades could be the important one that loses you your head. Perhaps you're simply lucky, but for whatever reason, your liege, and those you work for are completely understanding of huge mistakes, as long as they weren't the fault of your own incompetence, and as long as your skills are the most valuable around. Even if you aren't, as long as you're loyal and those mistakes stay anything but your fault, your job is almost all but secured assuming you don't cultivate a personal dislike within your lord.

Strongly Worded(-200): Sometimes you don't want to sound like you're ordering someone but well... The only way to continue forth is to do so. Yet whenever you think you've crossed the line and are about to be yelled at for your audacity, you find that the words you spoke were far more diplomatic than expected. Words seem to just stream out of your mouth that let you instantly translate all your most arrogant commands into subtle but strong suggestions. You can keep a lid on this and choose to just always be direct, put it somewhere in the middle so you're still obvious, or hide it so well you make the other person think it's their idea. This doesn't mean that you can convince them, just that you can, in the most subtle ways possible if need be, make your thoughts known.

Council Competence(-300): Some say it's too late to train on the job when that training involves advising others, after all, it should become clear very quickly that you have no idea what you're talking about if you're really ignorant, but such a thing is foreign to you. Somehow the questions that would expose you seem to be dismissed for another time, and there are convenient aides and replacements for actions that need the same expertise. The best part is that when you take part in this slight obfuscation, you learn about your job much faster than you otherwise would. This would allow someone who was a mere steward for a count to work as the financial overseer and banker for a king with less than a year to get used to the change, and rise in competency to match the station.

Grand Regent(-600): Ah, the puppet master, the favored trope of history, look no further than at the state of the Frankish kingdom at times, when in some places during its history the Kings were mere puppets cowering within their demesne playing their powerful vassals against each other, while dancing to the tune of certain men. You of course aspire to be one of those men, with your position where it is, you're also in an excellent place to make the attempt. Like the Mayors of the Palace during Merovingian rule, you are a man capable of weaving yourself in between the majesty of royalty to choke the life out of a dynasty until its lands become yours. Whether through plots like those mayors, or friendship like Michael the Wrestler, you can ingratiate yourself and gain a place of trust with those you serve, and over time, as you continue to serve they become more blind to your plots and schemes, and more willing to grant you power, recognition, and opportunities. The astounding thing however is how one barely even notices the change. For many, it could be less than five years from your name being easily mockable and forgotten, to being formidable enough to be whispered. The best part however isn't even the speed of this rise, it's just how little others do to notice or impede it. It seems that unless you directly antagonize others enough to break the spell, they don't even notice the snowball you represent rolling down the hill. But regardless, once it's started it's very difficult to stop regardless of what they've noticed.

Ruler

Assign Guardian(-100): Raising children well is what makes or breaks holdings. Some of the greatest kingdoms in history emerged simply because an unbroken line of once minor rulers consolidated their power, avoided infighting, and raised their children well. You too can now benefit from this broken strategy, because not only can you educate as many of your children as you can sire without losing effectiveness in their teaching, but they all learn as much of your own expertise in the subjects you tutored them on by the time they reach their majority(i.e. 16). You can also educate other children to this degree, but only two at a time, and your tutoring must apply for at least a majority of their young life until they're 16 to work.

Noble Veins(-200): Blood is the major claim(heh) for most rulers' dominion over their lands. Thus it would be quite foolish to just hand over members of your dynasty who hold such possibly royal claims to ungrateful temporary allies that will soon be competitors. So it may be a bit necessary for... some.... Look, basically, you probably gotta do a lot of incest to make sure everyone in East Francia doesn't have a claim to your title. With this, not only are you adept in knowing how to manipulate marriages so that you're the one benefitting from these handed out claims, but those of your bloodline also face no negative effects when it comes to inbreeding. In fact, when done, the quality of their inherited traits may even improve, such as their strength, looks, and other inherited features slowly getting stronger as the generations pass. Finally you can choose certain physical traits from yourself or your children such as hair and eye color which will always breed true.

Jumperkind Succession(-300): While all who come to this Jump benefit from a sort of child possession, you can take this into the future, and further. From now on, as long as you rule over a piece of land as a sovereign of some sort, you may possess your descendants when you die, being capable of living on through them, as long as one person with your blood still lives, there's a chance of making a comeback. In addition you can always pick one of your children, whether yours or one of your new body's to designate as your heir. Once you do so and make the announcements, regardless of the usual laws of your culture, and the laws of the realm, your family members will have no problem with this, choosing instead to dedicate themselves to helping however they can instead of plotting to needlessly take your throne and holdings. Yes, you do benefit from the same "personality death to an innocent child" protection you would gain with the free perk. Yes, this does protect you from chain failure, but in this Jump if you don't maneuver yourself back into a land-owning position within six months, you fail the Jump and forfeit your Chain.

The North Korea Strategy(-600): Many a King dreams of a world where they could do away with vassals and rule unopposed, especially in the earlier starting dates. You are the culmination of this, as through some force it simply doesn't matter how many holdings you personally hold, all the inefficiencies of handling them yourself just goes away. Even if you had the direct rule over a hundred counties in an Empire, you'd find that as long as you managed your capital and a good portion of the lands around it, the rest would simply build itself up to match that. As if that wasn't enough, this absolute control means that your peasants are so drowned out by the number of professional soldiers, they don't even bother to rebel when angered, as they simply don't have the capabilities to do anything even if they acted.

Martial

Logistician(-100): Moving an Army, hell even raising it is an exercise in a lot of other disciplines than just fighting. Of course, you just want to get right into the meat, so you'll be lucky to find that as you order armies raised, march them into enemy territory, or whatever else is required before you get to the loot and pillage, this work is done for you just in time to start marching. No one, not even you notices how, but the necessary heralds to send the call to arms will already be set up, supply lines will have been dictated without your input, and arms will be made and stored while you're busy with other things. You don't even have to worry about a shoddy job, because you become a top tier logistician just by taking this, and this effect makes all these endeavors work just as well as if you personally ordered and directed them at your best. People also give you the credit for this work, rationalizing how obviously only you could have done it.

Professional Army(-200): Peasant levies are the mainstay of armies in this period, barring a select few places. War has slightly devolved into keeping a base of elite units covered by fodder in the form of levies and other peasant forces. But wouldn't it be a far more dangerous affair if other rulers had this effect of yours? By that I mean the fact that within a month maximum, the discipline, and morale of your lowest troops seem to skyrocket to match that of your most elite units as you march to the battlefield, participate in sieges, or just keep them together in an army. Even better, you won't need to worry about constant retraining, because any of those who have benefited from this effect retain it. And strangely enough, these peasants also seem to find a way to arm themselves as well as your elite troops in their free time.

Leading from the Capital(-300): During this time one must be capable of leading armies to get the most respect, as part of a ruler's obligation is fighting in battles, a part of the reason why women were rarely rulers. Luckily for you, the dangers of battle, and the possibility of death remains far away, even despite the stigma this should cause. Through some method, you can lead entire wars from the safety of your capital just as well as you could right on the field. Whether you've innovated some new messenger system that will put your name in the history books, or just some blind luck, the result is the same. You can directly react and act just as fast as you would if you were actually on the field. To add to this, the Knights, Faris', or Champions you raise to lead your armies will gain the same level of tactical and strategic expertise you have if you don't feel like managing your wars yourself. In either case, people still attribute these victories to you, and no accusations of cowardice or plagiarism can be heard.

Brilliant Strategist(-600): I'm sure you've heard the names, Charles Martel, Charles de Gosa, Khalid-Ibn Al-Walid. The names of men who led armies that would soon change the makeup and history of our world. One name was left off the list however, and it seems to be yours, for you are every bit their equal on the field of battle, in both knowledge, and practice. Whether this is a more instinctual form of strategy that involves acting in the moment rather than setting up clever plans, or great knowledge and use of terrain and every other feature that can come to mind, the result is the same. In addition to this, you seem to have an aura that, even if you were outnumbered by up to twice the number of men, will result in your armies fighting with the same morale as if they were fighting equal numbers. In addition, their morale gets better the lower the number is away from double, to the point where facing against armies of equal size would leave them nearly unbreakable.

Steward

Golden Obligations(-100): Secrets for money seems a tad bit stupid, after all, one could always take the money and reveal whatever was used to blackmail you anyway. Luckily for you on either side of this position, those you blackmail don't particularly think this through, and accept your demands as long as you fully intend to keep your word. When you're the one being blackmailed, you can rest assured that your new co-I mean enemy won't go back on their word either. Finally when it comes to extortion, you find that as long as they can afford it, you can keep gouging and demanding payment to keep the secrets of others. You may be surprised to note that their opinion of you won't get any lower than it would have the first time you... Borrowed from them, and they always seem too scared to do anything to stop these payments. While you do have to successfully blackmail them first, those who would be intimidated would find themselves working under these effects.

Architect(-200): Holdings are worthless if not developed, and you know this better than anyone, having such a great understanding of architecture and development. Whatever your starting region is, you now have a great amount of knowledge on how to build and plan for everything, from the lowliest farm, to the grandest palace, in a way that's unmistakable as a part of your culture. Apart from this great beauty you can imbue into works under your purview, you'll find that projects you order built not only take and cost half as much time and money as they usually would, but that the general style of the rest of your domain comes to mimic the appearance of the best works you've laid down. Their beauty is surprisingly equal, though historians and your peers now will of course recognize your personal projects as the best of them.

Convert Culture(-300): It's quite annoying having to learn to speak all these new languages, and deal with all these rebelling peasants who can't stand that a better culture has come to show them the light. It's a problem you'll likely face for a short time, thanks to this, though it won't be any less annoying. Within a few years of you coming to rule over a place, you find that the culture, language, and even appearance of your subjects shifts to match that of you and your family. If you happen to have led a Varangian Adventure into India, it'll only take half a decade at most before completely natural births amongst your subjects leads to them popping out a large number of blonde and pale children. Enough so that within a hundred years they may be nearly entirely identical to your original culture, if a bit colored and unique thanks to the new background. You can choose to what degree this manifests, whether a full mix of genetic and cultural traits, or a pure absorption of the native population into your own within a few generations or Vice Versa.

Farms and Fields(-600): For other rulers, there's quite a bit more to securing your economy and coffers than just building hundreds of farms and ports, or a dozen new cities. After all, inflation, soil erosion, a crashed market are all things that could happen if you don't take into account the new supply. Well if others don't take in the new supply. For you it's a bit more... soft than that thankfully. It would after all be tedious if you had to worry about such matters, so it's no surprise that they seem to just kind of remove themselves at your convenience. Essentially you work on a kind of video game logic, where you can build as many farms as you like, and instead of crashing your economy, you instead gain the added benefit of another farm, tax office, port, or any other building/institution. This could be something nonsensical like getting enough money in taxing those farms to outspend the entire Byzantine Empire with a Kingdom the size of Cornwall. In addition, the development, and overall prosperity of your holdings rises the more of these economic buildings and plots you set down within your realm. Enough so that within a few decades, setting down a ludicrous number of farms and cities could see your population rise to the point where your armies could face off against the Crusades of the entirety of Christendom alone. This also comes with the economic knowledge necessary so if you weren't interested in cheesing your way through rulership, you could still be a name remembered alongside the very greatest.

Intrigue

Underground Map(-100): One never knows who or what is planning to have them killed, but you seem to have a bit of an idea. Whenever a plot is coming at least halfway into fruition that puts you, your family, or important members of your domain in danger, your spymasters, and even general subjects seem to stumble across it without fail and inform you of its existence. While you won't be capable of knowing exactly who's planning it, knowing it exists is already more than an advantage. In addition, you also get information of when such plots are dropped and abandoned.

Murderous Coincidences(-200): Murdering your King to take his place, or fabricating claims on his titles seems like it would truly be hard to keep secret once success is achieved. After all, you'd have decades for one of the useful idiots to say something wrong. Yet it seems that as long as you succeed in a plot, it's nearly impossible for others to find out after the fact unless you just decide to rat yourself out for some reason, or you were incredibly careless with the details.

Claim Throne(-300): No one wants to be sent to war over someone else's greed, which is why claims are so important. Unless your religion happens to promote such action, whether against heathens or in general, it's quite frowned upon to attack another ruler needlessly for your own gain, and actions such as those provoke defensive pacts and coalitions. Luckily, your guile makes up for what a strategist's mind cannot. You know how to assign the best agents to go digging in a particular piece of land you want, and you also have the luck that they'll find or "find" information that gives you a claim on the title. Even if you have absolutely no relation to the region you're in, this seems to regularly work, taking only a few months at best, and to your surprise, people tend to widely accept such "evidence".

Schemer(-600): A black heart through and through is what beats in your chest, you know just about how to scheme and seduce your way through the courts of Kings. Whether it's murdering your opponents, and far off Kings to destabilize their lands during succession, or cuckolding your liege until his entire dynasty essentially becomes an extension of yours, there is essentially no limit to the breadth of knowledge you have on skullduggery. A genius many would call you, but there's something special aiding you as well, a type of aura many never even comprehend is affecting them. What it does is ensure that those convenient deaths, the strange funding, and the very familiar looks in certain children simply get handwaved. This is enough to clear you of suspicion in even the most obvious of coincidences, such as that Indian lord having suspiciously Chinese looking children, or how every Duke that blackmails you seems to be escorted off the mortal plane. It even extends to your general character, making it so that no matter how deceitful you truly are, you're capable of hiding it from all but the most inquisitive minds, and even with them, holding your personality against you is seen as a step too far. After all we wouldn't want to stereotype right?

Diplomacy

Noble Likeability(-100): Your position has a bit of a halo effect in that people seem to just assume you're quite a nice person. Peasants you've never met will have a good view on you personally, even if you're constantly at war with your neighbors as long as you aren't actively making life worse for them. The same applies to other rulers as even they can't help but like you personally, even if your actions are a bit worrying, what with the half a dozen bastards and clear flaunting of the Church. Regardless, unless you're really doing something to antagonize others, they'll always have at minimum, a neutral view of your character regardless of how they might otherwise feel about those of your religion, upbringing, or culture.

August Ruler(-200): It takes a lot for someone to be so great of a ruler their name is used as a title to describe the very best. By that I mean a lot of propaganda, but you're also the kind of ruler that would deserve it anyway. Your greatness, and aptness when it comes to overseeing your vassals, centralizing, or decentralizing your realm, and making it work are alone enough to make you a good ruler, however you're also capable of enacting entirely new reforms that could take you from a weak feudal King, to a very powerful one, all the while using your diplomatic knowledge to corral and appease your vassals into ignoring your actions. In addition, your skills at propagandizing, even in this time, are similarly great, with any narrative you wish to push about your character or capabilities becoming the popular view with little effort. If your actions match in greatness, this fame could spread beyond your realm, becoming common talk even in lands across the sea. Though this does require for there to be at least some form of regular communication between these places.

Unbreaking Alliances(-300): Alliances in these times are fickle things, sometimes falling apart with the death of a single individual despite the fact that the people involved are still technically family. It's helpful that you have this then, as you'll find that not only do those who have inherited the titles of another who you've held an alliance with are willing to reform it, often they're the ones who take the initiative to message you to make sure the alliances are still intact. Even more helpful is the effect that makes all your family members actively pursue alliances with each other to the point of creating strong power blocs with each other regardless of distance(as long as the messages can reach each other) even without your input. This applies to those who are fellow vassals within a Kingdom, as well as independent rulers meaning rebellions from your family members are a lot less common as they'd have to trash their reputations completely to even think of threatening one. As long as neither you, nor those you wish to keep your alliances up with have seriously harmed the other party with something like murder or torture, they'll be willing to look past other past grievances, even up to title revocations and minor wars.

Grand Diplomat(-600): Sadly just because there is peace within does not mean there's peace outside. This applies vice versa, and if it wasn't for your skill as a diplomat, attempting to maintain both would be a suicidal task that would lead you to an early grave. Your skill is such that smooth talking between arrogant kings who have been at war for more than a century could still lead to lasting peace under your mediation, and negotiating with vassals angered at the loss of their honor is less than child's play. With all of these also comes the fact that you are easily capable of negotiating with your vassals(to their loss) whenever they wish to rebel, or war with one another to get them to choose another set of actions instead of violence. Alongside that, your skill at maneuvering deals, alliances, trade, non aggression pacts with foreign powers is also never impeded by clashing personality traits, and cultural or religious tension. Really you'll find that people are willing to let cooler heads prevail whenever you happen to be mediating an argument.

Learning

Whole of Body(-100): No matter your origin, it's a fact that you're not exactly from this time period. So it's not all too surprising that you've kept to certain practices from your enlightened time, and ignored the ones from this one. Perhaps that's why you happen to be such a picture of health, because strangely enough, your health is great enough that living to your 80s wouldn't be much of a surprise, even in this time. In addition the resistance you have against diseases is good enough that you could even survive something like the Bubonic Plague, or live to a ripe old age addled by cancer or tuberculosis as long as you had a particularly good physician.

Wise Man Jumper(-200): Being healthy yourself is all fine and good, but healing others is an even more valuable art. Your knowledge of the natural world was not just limited to theology, geography, and history, it seems medicine was also part of your training, and you took to it very well seeing as you're perhaps one of the premiere medical minds of this age. Alongside whatever that entails, you also find you benefit from CK3 logic, and that using experimental or drastic measures which only a medieval man would think prudent can sometimes (about a 20% chance that increases with your intelligence) discover (read: create) a new remedy for an otherwise incurable ailment or plague such as gout or dementia. At first the side effects may be drastic, such as disfigurement, or insanity, but as time passes you can perfect things so the side effects are temporary.

Innovation Driver(-300): How does one drive an entire culture forwards with innovating on things one doesn't even know exists? Truly I don't know, and neither do you, but you do it all the same. Depending on your intelligence, you'll quickly find that any group you're a part of, or land you rule over growing to discover and spread innovations and technologies such as new siege weapons, farming methods, and generally anything that could help a society function. An idiot may see a few decades pass before anyone develops a new form of cart, but an average man may come to find mangonels and other siege weapons being discovered and spread in a tribal society alongside currency and complex stone masonry in the same period of time. A Genius could take his people from steppe raiders to matching the glorious architecture of China within this same period.

Acceptable Faith(-600): Just because you can create a faith doesn't mean it can spread well. Or, perhaps it did mean that. Nowadays who knows? Heretics far dumber than you have formed massive heresies that have led to wars in the past, so why can't you throw your hat into the ring? You are a learned man after all, so it should be easy to draw the rabble this way and that. And you'd be right to think so, because when it comes to a religion, not even necessarily one you believe in, but one you publicly hold as your faith, others find themselves drawn to it inexplicably. This is enough that a ruler who switched his faith to a heresy can expect his entire family to follow suit, and his Kingdom to both accept it, and do the same within a year at most. Assuming you decided to create a religion that named you and your chosen heir as God Emperors of your land, people would still enthusiastically switch over as regardless of the actual rhetoric, even if it presents a danger to them like human sacrifice, holds a special appeal once you're the one also expressing belief. This even applies to fellow vassals, and your liege, as your sudden conversion has undue influence in your peers and superiors who find themselves conveniently frustrated at their old faith in time for your own change of worship.

Items

Martial

Jumper's Campaign Map(-100): This is surely to be a new favorite to lay out on the table, not just because of its beautifully painted terrain, but rather its ability to provide vast amounts of information about the lands(several de jure duchies) around you, including troop movements, prime scavenging areas, good battlefields and etc.... Outside of your own realm it would even tell you how much money a particular county makes for its liege.

Jumpers Men at Arms(-200): A retinue of 1,000 men who happen to be the very best of your current De Jure Kingdom. Each of them is fiercely loyal, do not need to eat, can march for days at a time, and best yet, no one questions or notices how they never seem to go away, die of old age, or how they get replaced within two months with near identical individuals in case of casualties in battle.

Rally Point(-300): This is an imaginary sort of flag, it exists mostly in your head, but when looking at a map, or when you're in a location within your realm, you can place it down meaning all of your men called to levy will gather in that place. They will always do it with an insane speed, managing to reach this place within days regardless of the distance from where they were called. In addition they will form up professionally while awaiting your leadership, and prepare for battle by organizing under the most competent people if your own officers are absent.

Event Troops(-600): Like the men at arms before, you gain an army of over 20,000 men fiercely loyal to your dynasty, and your commands. Each of them have the arms and armor equivalent to a Late Medieval Era society, including their siege weapons and cavalry. You can call them up with a thought anywhere at your borders, and do not need to worry about their supplies or pay, as like the Men at Arms, they need neither to function. Alongside them comes a group of powerful knights with their own small companies of men, each capable of going up against far larger enemy groups and decimating them with ease.

Steward

Jumper's Estates Map(-100): This map encompasses all of your Kingdom, and specifically notes which parts you personally own and have buildings and institutions you paid for directly. By thinking about it a bit, you can queue up buildings and other such things through the map, having the entire process of ordering construction, getting materials, etc... automatically done for you as if you did it all yourself in the best manner possible. The quality of these buildings is still up to the general technological level and the construction prowess of your kingdom. In addition this also tells you how much money your Kingdom is bringing in, and lets you break it all down to track every source.

Jumper's Treasury(-200): Somewhere in your main domain, or perhaps just in any random room you come across if you don't have one, is a treasury containing all the liquid wealth and artifacts of your Kingdom. You can choose to have it simply be a representation, or to forcefully transfer everything here. If the latter, it is completely impossible to steal from this place. Otherwise, you can extract as much liquid currency as you have without needing to jump through hoops.

Stonemason Contacts(-300): You seem to have the contact information of a very helpful group of Stonemasons. Regardless of how grand or expansive the construction within your realm(even if it has nothing to do with stone), you can expect them to finish it within three months.

Jumper's Tall Buildings(-600): Here are the schematics and plans for medieval buildings, ranging from hatcheries to barracks, all of which are far more efficient and easy to build versions of your own culture's regular institutions. If you follow the instructions here you can easily find their efficiency reaching up to a dozen times the effectiveness of their counterparts. As you grow more advanced these schematics update including any and every form of institution you can imagine, while simultaneously growing more and more efficient. In a situation where you started in 867, by 1453 it may have increased from a dozen times to a hundred. This growth continues the more you advance in the future.

Intrigue

Universal Spies(-100): Somehow, somehow, you come to find many letters and correspondences on your desk whenever you wake up at the start of the week. They contain information up to your rank about important events happening within your borders and with surrounding neighbors. Every once in a while it will even contain a ruler's deeply held secret(or three). This seems to come from a number of spies who, if you leave a written correspondence of your own somewhere hidden, will follow your orders to target one kingdom or group more precisely. No one other than you can read their correspondences and vice versa.

Plot Prediction Parchment(-200): In your hands is a piece of parchment that updates with a list of the people attempting to make plots against you. It shows both the percentage they are at in terms of completing their goals, who they've recruited, and where the funds are going. This does sadly only have the range of a couple De Jure kingdoms around you.

Torturer's Chamber(-300): Inside your dungeons is a particular one used for... More violent interrogations. Once someone is left here, they will feel as if they've been tortured by the most violent medieval atrocities invented by man around your year of insertion and after. Those placed inside the chamber may also be broken into having specific permanent disabilities, or into new personality traits you choose. Otherwise they can be left to be nearly untouched physically, or left on death's doorstep, ready to expire within a day of being placed inside.

Jumper's Claim(-600): An ever changing piece of parchment, that once struck with your seal, will become irrefutable evidence of your claims across an entire expanse of land equal to the De Jure Empires of CK3. It may only be used once a year, but once it is sent to any leader within this land, it will soon become an accepted fact that you have a universal right to rule the lands you designate. As protection, there will be no extra hostility from the rulers of this land even if they stand to lose massively thanks to your claim, which invalidates any inheritance rights the denizens within can claim should you press it in war. In addition, those you ask to prostrate themselves as vassals will likely do so if you happen to have a rich, powerful, or realm which happens to help their interests with minimal fuss, even if you happen to be a foreigner or have any number of deficiencies. In the future this claim may apply to the largest single polity in the Jump, letting you pick any piece of land or polity equal in size to that to lay claim over.

Diplomacy

Quill(-100): A special quill, maybe even magical. Its main purpose is its ability to automatically sign the documents you would have signed, reject the ones you wouldn't have, and send or respond to diplomatic missives from within and without your Kingdom. All you have to do is place it by your workstation, and people will treat it as if you're the one who actually sat down and did all the work.

Advisors(-200): These generic men seem to come from nowhere, but boy do they also seem to have a wide variety of knowledge about your Kingdom and the state of the world. These generic advisors, who will never be questioned by anyone, appear when you need them, and will provide you with general knowledge of your demesne, from genuine information about your popularity within certain towns, to what your vassals' opinions of you are, to which ones are the strongest. In addition to this, they provide near perfect advice on how to respond to certain political leaders, and how to react to their actions. Though keep in mind, this is react, not act. They can be called and dismissed at will, though it is quite strange how there are exactly 12 of them.

JMS(-300): Less of an item, this is an effect that ensures no matter how you send your messages to other Kingdoms, it will always be received in the spirit of its meaning, undamaged, and within three days. In addition, you too gain all of your messages within three days of them being sent, without the sender's knowledge of your enhanced time. In both cases no one will notice or know exactly how you're responding so fast to them, but will believe it to simply be a part of your wisdom and diplomatic prowess in guessing their responses.

Golden Laurel Wreath(-600): Quite the fashionable headgear, this laurel wreath grants you an aura of amicability. It's safe to say unless the parties within your vicinity have issues with each other that extend to the violation of many close family members, they will not even come to the point of being rude in your presence. This wreath essentially enforces an aura of calm and open mindedness to others, and lets you see with great clarity, allowing you to keep your own interests while deeply understanding the motivations and influences of others.

Learning

Medical Books(-100): This book of medicine contains the most advanced methods to combat the illnesses of your age with whatever stores of knowledge you have. Instead of showing leeching and the like, it will essentially show the best possible remedy you could use with your current knowledge base, taking into account your resources and influence. At worst these remedies will only be slightly better than leaving a disease to run its course. At best it could even be better than modern solutions if one takes into account the unique herbs and animals in the area which may have quietly gone extinct. It also comes with a primer on how to grow any and every medicinal plant you find in any environment you take it to.

Medical Tools(-200): It's rare to find dedicated medical tools in this era, even rarer are the ones you have, which seem to be sterilized to modern specifications, and stay that way even if uncleaned. You'll find that these tools will even help ward off infection and corruption in wounds and pustules if they're used on a patient or yourself, as if they're the bane of bacteria and viruses alike. One could even consider doing something crazy like cutting off the chunks of flesh which have leprosy on someone's face and generally expect to have it work flawlessly even if done carelessly.

Religious Iconography(-300): Maybe you have a cross, or some kind of star, regardless, within your mind is a symbol which you can have re-generated at will if you think it doesn't suit you. With it, you'll find all of your religion's preaching and fervor grows if it's used. Carve it into your soldiers shields and they may all convert after a successful battle, no matter how easy. This symbol also quickly comes to be associated with your religion, creating a strong tie with anyone who sees it and your own religion, giving them the sense that your doctrine is a bit more than just some run of the mill blasphemy. As the number of people who believe in your religion(whether nominally or not) grows, so does the power of this symbol, to the point where it can have complete zealots attempting to reconcile your doctrine's existence in their own out of religious insecurity, or outright convert others who will gain a deep interest in what you speak of.

Jumper's Bible(-600): The backbone of the Religion you wish to spread, or the one you wish to reinforce. Within this empty book is, predictably nothing, barring a few sections. This includes stance on marriage, role of priesthood, and etc... Once you write something within the confines of these categories, you will quickly come to find that the book will expand wildly until it writes a believable, if not perfect, creation myth, stories, philosophy, and complete doctrine with little to no contradictions or falsehoods. It works so well that even someone in the modern age with all of its knowledge would have a hard time knowing if the authors were being deliberately vague, or actually had some knowledge of the universe beyond their own primitive existences. And this is if you only write out the religious categories. There's a second, extra category, which if you insert your knowledge of the world, science, or magic, will change the rest of the book into something even more convincing than before, giving it a real air of divine providence. All you need to do after this is rip off a page, or corner(which will regenerate quickly) to find that the entire book minus the categories you wrote will be copied perfectly to be taken elsewhere.

Companions:

Import(Free): You may import up to 8 companions for free, each with 1000CP and their own origin. They may not buy items, but you can increase their budget at a 1:2 ratio by spending CP here.

Jumper's Ahistorically Generated Spouse(Free): This man or woman(up to you really) is a perfect spouse for you. They're the opposite gender to you, provide wonderful help to all your endeavors, can rule just as well as you, and have all the Ruler Perks. They will always be loyal, will not cuckold you, and if left in their care, can raise all of your children to be essentially perfect heirs who can hold your Empire together for generations. This spouse, unlike other companions, can take the free perk that lets them take the place of a close heir after their death, but only in the case of your next spouse. Essentially reincarnating into them. If you paid for the 600CP version they get a permanent version of this.

Historical(-100): You may take any historical person you befriend, explain Jumpchain metaphysics to, and convince them to come with you.

Impossible Khan(-100): What the hell? Why is Genghis Khan here? It's 1124, he shouldn't even be born yet! Well anyway, regardless of the time period, old Mongol the Rapist will now show up somewhere in the Steppes, whether he dominates to the same extent as he did in the past is up to luck, but should he fail in his endeavors without your help, he will somehow make his way to your lands and become a great help, he will have all the Martial Perks. If he does succeed, he will still keep those, but will find himself drawn to, and becoming great partners with your own Kingdom/Lands. He will not hesitate to follow you in the future, just be sure to be nice and provide him a place to conquer will you?

That Asshole Hastein(-100): Oh not this son of a bitch. Well, somehow, regardless of where you are, the legendary Jarl Hastein has shown up to your court. Apparently he was planning to fuck up your entire run- I mean Jump by invading your lands, but all his ships were lost at sea. He won't exactly tell you how he survived, but like Old Mongol above, he has all the Martial perks, alongside the Culture Conversion perk. His favorite hobbies include ruining promising nations before they grow, and finding himself in the most inconvenient parts of the world subjugating their natives. So he won't mind whatever position you put him in until then as long as he's working towards that goal somehow. In the future he'll be more than happy to accept your offer of a Jumpchain, and even tone down on his excessive bleaching fetish as long as you supply him with places to sail and lands to conquer. He won't raise a fuss otherwise, but it's nice to be polite ja?

Drawbacks

Victoria Hearts of Iron 17(+0): After your time here is done, you can choose to move to one of the later Jumps in the Paradox series that takes place after 1453. Your nation will remain standing in the meantime, and will keep the borders you established upon your departure, and stay the equivalent of as prosperous as you left it. The world will also still be generally recognizable in those time periods including languages and historical figures.

Historical ISOT(+0): Instead of the real version of history, you can choose a particular Crusader Kings AAR, historical fiction of any genre within this time period, or a Self Insert story about this time period to go to instead. The world changes to reflect the things established in those stories.

Peasant Factions(+100): For some reason the peasants in your lands are incredibly strong. If you're not a ruler then you should expect to be forced to keep a strict cultural harmony with them if you don't want to be burned alive for witchcraft or something, this means learning their language quickly, assimilating, and living a backbreaking peasant life, only rising in status through legitimate means. If you are a ruler, this means you have to constantly cater to their needs to stop them from rioting and hanging you in your own gardens. Needless to say they're a bit uppity.

Control Issue(+100): Despite how skilled you possibly are, you seem to have serious issues projecting control in your realm. Tax collection only equals three quarters of what it should be if you work your best to near superhuman levels, falling even below that if you should do less. The same applies to your levies, general respect, and cutting down on banditry.

One Life(+200): You only have one life now, you can't revive through your descendants, and must do everything in your power to survive well into the future using natural or unnatural means.

Unending Missives(+200): Why is it you have no information filter? Are you really that bored? Well regardless, your council will see fit to waste your time with useless concerns about your fifth cousin's marriage, a minor county with 100 men considering rebellion, and other things you consider complete wastes of time. This will happen constantly, to the point it may even edge out important issues and problems within your kingdoms, and may even delay important projects. You'll find this doesn't stop even in war, with important notices of enemy movement and the like being buried under endless frivolous concerns.

Debt(+300): Your Kingdom seems to have serious financial issues, enough to match the Angevins after they had been bankrupted by their wars in France. Needless to say, you owe money to several very influential states around you, each of which could easily lead to the end of

your rule if you relied solely on your In-Jump nation's power. If you find that you can't pay them back regularly, they'll expect you to perform tasks for them, invade some nations, raid some neighbors, give them political concessions, etc... In the end if you don't play this properly you may find them bringing you into conflict with your other debtors, leading to you losing your thrones. Work carefully Jumper.

Vassal Problem(+300): One particular group in your lands hates you. Whether it's your advisors, an ethnic group you will later conquer, the merchants, stonemasons, or a particularly annoying group of vassals from a certain duchy. You don't know who exactly at first, but this group will work hard to destroy your nation from the inside out, taking every avenue to take power from your dynasty, play to your paranoia etc... Worse is that they will not disappear forever throughout your stay here, you're guaranteed to come into major conflict with them at least five times, and each time after they've been vanquished you can expect them to disguise themselves and move onto another group to infiltrate.

Royal Court(+600): Other than Vassals and Foreign rulers, you now have someone else to contend with. Your family, who happen to be the biggest group of backstabbing apes this side of the mediterranean. No matter how little sense it makes, no matter how inopportune, these members of your dynasty except your heir will do everything in their power to be disruptive simply for the sake of it. They also happen to be painfully incompetent, meaning any land you give them to rule over will fall within months to foreign rebels. Worst part is, if their plots succeed and displace you, your chain ends. If you happen to hold no lands, or have no family then this simply starts to affect everyone in your vicinity who stands to gain from your losses.

In the Grimdarkness of the Medieval Ages(+600): Everyone is a bunch of dicks. Your stay here has essentially transformed into a meme game of CK3. Your spouses(except the companion of course) will regularly attempt to cuckold you, kill you, and usurp your throne. Your vassals will always try to renegotiate stupidly unfair contracts through blackmail, and rebel if they fail, your spymasters simply let the most incompetent members of your family run around larping as serial killers, forcing you to search for them yourself and much more. Essentially everyone barring those you paid CP for is against you, and this applies to foreign powers who will single you out for some reason and attack your lands no matter how little sense it makes. To add to this, heresies and other such things crop up regularly, forcing religious uprisings over the most inane disagreements. Finally, Viking Adventures are almost apocalyptic in their frequency, and you will often have to fight large roving bands of Vikings attempting to settle into your lands regardless of how far they are from their own homeland. It's going to be a trying few centuries. If you don't own any land, then you'll find this just happens all around you, with you always being caught in the crossfire of the schemes of the nobility, and the raping thieving warbands that will invade the lands you pass by.

