

Generic ASOIAF Fanfiction

Jumpchain CYOA

Version 1.1

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Introduction

Welcome to Westeros! This is a world of knights and kings, of sorcerers and greenseers, and of the many, many stories that people have written of them.

Would you like to meet the trueborn children of Robert Baratheon, or would a Dragon with all the attendant Valyrian mysteries be more to your taste? Would you be the hero or the villain, or the prince of a new power brought here by mysterious forces?

It's all possible in these changed, wondrous lands, jumper. This is the world of the vast amounts of fanfiction written on the franchise A Song of Ice and Fire, with its own tropes and sub-tropes. Whichever way you decide to take the story, you get **1000 CP** to do it with.

Times and Places

You may pick any point on the planet to arrive, and any time between the First War of the Dawn and the latest events of the story.

Age, Gender, and Species

You may freely decide both your age and gender for this world. You may be of any canonical intelligent and/or magical species you possess the appropriate Perks for - e.g. if you wish to be a Child of the Forest, you must have **Gift of the Children**.

Origins

This is who you are in the story. If you want you can just get the discounts for one of the origins without the attached memories, treating it as a Drop-in, essentially.

Self-Insert

Someone from a modern Earth inserted into this world! Will you bring about a Renaissance, or get busy playing the local games? Let's wait and watch.

Crossover

Or could it be that a character from a different story has arrived? The villain, the hero, it doesn't really matter. There's a slight tendency for these to gravitate to the North, for whatever reason.

OC

The fourth Baratheon brother, or the third Targaryen brother... possibly the Trueborn son of Robert, or maybe just another Stark? Maybe a giant, or a half giant. Are you the last head of a Valyrian Freeholding Family that made Targaryens look like palace sweepers? Or maybe you are the TV show's Night King in the ASOIAF timeline, fighting against both Men and Others.

Canon

Or maybe just a canon character who went a different way somehow. Some crucial realisation that went unnoticed in canon, or someone who is somewhere else from where they were in canon.

Perks

For each origin, the associated 100 CP perk is free and the others cost 50%.

General

Winter Is Coming (Free)

Westeros is not a place where the unprepared live very long, so your Benefactor has given you some basic tools for survival. You have a strong, healthy body that's resistant to common diseases and are competent at one of the common, *non-martial* local professions, such as smithing, sewing, teaching, and so on.

If you happen to belong to a bloodline known for certain... unfortunate practices, you're guaranteed not to have inherited any deformity or madness that could express in yourself or be passed on to your children or further descendants. No guarantees nothing will develop if you take up those practices yourself, though.

Giant Blood - 100/200 CP

Few indeed can contest your might. For 100 CP you are head and shoulders larger than a normal member of your species, suffering no loss in dexterity or agility and practically brimming with strength and vitality. For 200CP, you're a giant full-fledged (or perhaps part of a particularly colossal species like kraken, or an older member of one that continues to grow over time, such as dragons) - massive in stature, immense in power, and frighteningly fast for your size.

The Lands - 200CP

You may select one of these Perks for free, to represent your realm of native origin or arrival, or simply the local philosophy you best resonate with. Perks from the same continent as your selection are discounted to you.

Westeros

The North - The Honorable Lord Stark

Most often - though not always - the Starks, a great deal of ASOIAF fic features a fast alliance being formed with the author's favoured faction. Your ability to rapidly form strong mutual bonds, regardless of social status or the strangeness of a situation, is quite incredible, so long as you're being genuine about it.

As part of a group, you can rapidly rise in prestige and authority, so long as you discharge your duties well and prove worthy of the trust placed in you. You're the exception to the whole notion that bad things must happen to good people. So long as you do your part honestly, sincerely and well, you find that anyone else you have a right to expect loyalty and service from does theirs just as genuinely too.

The West - Rains of Castamere

You're *terrifying*. When you want to, you can make your every movement, every word, every facial expression radiate a formless kind of fear that's only worse for having no source that anyone can point out.

It even comes through in writing, by voice, in video, or in any other transmission medium, and you can dial-a-yield it all the way from nothing to full power. Moreover, that full power only gets stronger the more things you've done to be worthy of your mantle of terror - and should you find yourself needing to teach a lesson, to prove yourself thus worthy, you know precisely how best you can really make it *stick*.

You know how to be conventionally intimidating too - how to discomfit and cow people by gaze and tone and posture, how to present a totally inscrutable mien regardless of what emotion may rage within, and of course, how to encapsulate the fear you inspire in timeless quotes that spread like Wildfire.

Do you believe in angels?

The Reach - Flower of Chivalry

Often dismissed as mere summer knights, the proud sons of the Reach know that they can hold their heads up high, for they aspire to a greater ideal. Knighthood in Westeros is often a grim and bloody affair, far too honourless for the oaths that purport to bind them - but that only makes the dream more beautiful.

Around you, people can *believe* in that dream. Your presence, when you're not seeking to go unnoticed, inspires people not just to hope for better days, but to work towards them. To hold firm to their oaths and their principles, so long as they be righteous, even in the face of hardship that might be eased by discarding them - or to have the courage to break those oaths, if they bind to the will of a crueller sort.

When they do, when they temper their wills and forge on, they will find it worth the price. The road may be long and hard, but the path to a better world is *a/ways* open to you and your fellows, no matter how sublime the machinations that surround you, how tempestuous the tides of fortune, or how bitterly the cosmos seeks to grind down any

trace of a brighter future. Your foes can throw obstacles in your way, but they can never close it off entirely.

Should you be targeted by divination or other such effects, you'll find that only your allies are able to take this Perk into account.

King's Landing - Spymaster

What songs your little birds sing to you! Your ability to manage a spy network is worthy of the Spider himself, and every legend of his prowess. You are well-versed in every skill you could ever find necessary to remain the most informed person on the continent - recruiting and suborning agents, judging their loyalties, collecting, collating, and processing information, sifting truth from rumour or obfuscating it yet further.

Given a copper penny and sent on your way, you could build a continent-spanning operation in a matter of a few years. By the end of the decade, why, you might hear songs from as far afield as Yi Ti, or even further! And though it can be tough to make the abominations in Stygai talk, when it comes to you, who knows...

The Stormlands - Commander

Learning to command is the job of a lifetime, it's something nobles are trained in from the moment they can walk. Although very few ever achieve more than basic competency, to work autonomously from their liege and lead men into battle, you've reached a greater height.

Whether from years of being a squire under a fantastic commander, learning all of their secrets, or a combination of a good library and a mind for the craft, you have become one of the greatest commanders of your realm, and recognised as such in the entire civilised world. Tactics, strategy, logistics, even propaganda and morale, you know it all, and can easily adapt your talents to other worlds and weapons as well.

Iron Islands - The Iron Price

The Old Way is this: what you take by force of arms is yours by right. The other Kingdoms may object, but the Ironborn have reaved for all of history and beyond - and familiarity breeds a certain resignation to the status quo.

You'll find that, by and large, you can get away with reaving and taking thralls simply because trying to raise a fleet to patrol against you, or worse cause a diplomatic incident trying to rescue your new property, is just too much trouble. As long as you refrain from taking action truly disproportionate to the danger of contesting you - even if you spend years skirting that threshold - most, all but the bitter and broken who've sworn their

vengeance upon you, will simply sigh and write it off as the consequence of living in a world with the Iron Islands.

Better, your instinct for where that threshold lies has to be seen to be believed; even when the political waters are churning and you haven't as much as rumour to go on,

something in your gut will let you know when to back off and when you can press harder.

This power even extends to thralls, prisoners, and other such; as long as you don't seriously mistreat them, they'll find the risk of trying to escape not worth it. Treat them well and you might even find them coming back to you if freed - there's just something about you... and guaranteed food and shelter in exchange for service is a better deal than many get around here anyway.

In future, you'll find this protection extends to other, similar activities, such as corporate exploitation, tax avoidance or evasion, embezzlement, and so on.

Riverlands - Little(finger) Lies

You are one of the best liars and actors on the planet, easily deceiving virtually anyone as to your true intentions and feelings, and seamlessly mixing lies and truth to direct conversations exactly where you want them to go. You could get a man to trust you by explaining exactly why he *shouldn't* trust you, and yet still have him be taken completely off guard by your sudden yet inevitable betrayal.

Vale - Chaos Is A Ladder

And you can climb that ladder like a champion. You are *ludicrously* talented at conspiracy and manipulation, effortlessly predicting the responses of others and thinking ten or twenty steps ahead of virtually everyone. You can keep track of dozens of moving pieces simultaneously, set up contingencies within contingencies, and are in general a true master of both scheming and plotting in all its forms.

Dorne - Plot Armour

Whether the Dornish have actual plot armour is a constant heated debate. But whether or not House Nymeros Martell does, you do. You could pull off the most blatant war crimes, and you still won't have your House destroyed or kingdom torn down. Just mouth the right words at the right time, and your enemies will seethe, but they'll also back off.

Try not to abuse this too often, because your enemies might just get together and eventually destroy you.

Essos

Free Cities - Merchant Prince

From a couple of halfpennies to a couple of thousand gold dragons, it takes work, skill, wit, learning, and good luck to make a fortune. Luckily for you, when it comes to matters of finance and economics, you've got all of that. You could create the Westerosi equivalent of Venice from a small trading town in a decade, and rival Braavos in another.

Dothraki Sea - Horselord

You are a fierce warrior and a lethal archer, especially while mounted, but above all, you can *ride*. Horse or otherwise, on land or sea or air or even void, it matters not; your mount flies like the wind, endures like stone, and knows your will as if you are of one mind. When you slake your thirst with the blood of your mount in the traditional manner of the Dothraki, you'll find all the sustenance you need therein, and never risk sapping your companion's strength. Even should you find yourself 'riding' a beast of metal and caged lightning, or stranger things besides, your skills will not falter, though it may be a mite harder to sup on its lifeblood.

Moreover, when it comes time to raid and ravage, to descend as a scourge upon lesser men who walk instead of ride or upon the khalasars of your foes, you can feel in your bones where you must go for the greatest plunder, to spill the most blood, to avoid the traps they lay.

Even in the bitterest of battles, you dance the *arakh's* edge between death and victory with a skill not seen in ages of the world.

Asshai-by-the-Shadow - Inheritor

The Asshai'i are a mysterious people, steeped in lore, versed in magic and myth. And few more than you. You have a natural gift for learning magic, for digging lore and artifacts out of the darkness of the past.

You know the right way to step in haunted ruins, methods to translate and understand long-dead scripts, ways of testing for and diffusing lingering magic on that which you seek to take... while this does very little for your actual power or talent with magic, it does make you incredibly able when it comes to acquiring knowledge or artifacts. And knowledge is a power all its own.

Ghiscar - Discipline

Much is made of the lockstep legions of old, their martial culture, their integrity and honour. You represent perhaps the purest embodiment of that ideal on Planetos, finding

It's almost trivial to instil a sense of unity in those under your banner. They will work not just harder but *better*, learning faster, bonding with their fellows at their sides, and growing into proud descendants of Old Ghis. In a matter of years, you could turn a ragged band of sellswords into the most professional fighting force on Essos - or a nation into a rising martial power.

Stepstones and the Disputed Lands - Little Fish

Piracy and disorder have ever had the run of these lands, and these practices are now sunken within your very blood. Not the actual acts, mind you. The ways of surviving them, to be able to keep committing them.

You may or may not be an excellent schemer yourself, but you're great at disrupting others. Shattering alliances, getting allied armies to turn and go for each others' throats... given the barest degree of time or resources, you can make it so that going after you is simply not worth the while, by playing one party against each other, over and over, until they hate each other far more than you.

Summer Islands - A Better War

War is barely known on the Summer Islands, and much more resembles what Westeros would call a tourney - a highly ritualised battle at a preset place and time, consecrated in advance by their priests. It's no less serious for all that, as defeat means exile from the island and the victor gaining whatever was in contest, but there is no mass slaughter and no collateral damage.

You carry this spirit with you; when you find yourself at odds with another, you have an amazing ability to limit the scope of the struggle, whether it be by getting your opponent to agree to terms, manoeuvring events to keep things contained, politicking to prevent their allies and superiors getting drawn into the conflict, and any other means you might find necessary.

Qarth - High Civilisation

Among the Nine Wonders Made by Man are the triple walls of Qarth, engraved all along with richly detailed art, and the city within following suit. Sophistication is highly prized in Qarth to the point that the Sorrowful Men will apologise before assassinating their target, and to weep in times of emotion is considered civilised.

You are a master of refinement, art, and manner; you can grasp the *zeitgeist* of a culture merely by immersing yourself for a few days, perhaps even as little as hours for simpler peoples. Within a week you'll be able to pass as a native so well that even if you don't share their physical appearance the locals will most likely assume you were adopted at a very young age. This makes you a dab hand at diplomacy, small talk, art critique, and a

hundred other little things, everything you could possibly need to be the most sophisticated person in whatever room you walk into.

And remember - when you know a culture that well, you know all its levers, too.

Yi Ti - Dynasty

The true length of Yi-Tish history is a murky topic, but none can contest that it is long indeed, even if it isn't the first civilisation in history as they like to claim. You bear the seeds of that achievement within you, knowing instinctively how to build edifices physical and otherwise that will stand against the test of time, the whims of fate, and human venality.

At little more than a glance you can judge the strength, effectiveness, and corruption of a system, and know how best to improve, exploit, or sabotage it, as you will. Any Emperor would be glad to have you as a courtier... as long as you were on his side.

Slaver's Bay - Instructor

Few places indeed have the art of instruction honed so well as Slaver's Bay, but even amongst their number your talent is unparalleled - if someone has the potential to learn something, you can teach it to them far faster and far better than any other, and they'll retain it far past where those taught by another would grow rusty. You needn't use this for the kind of purpose the locals would put it to, either; there's no skill you can't teach save the ones you don't know.

And of course, a good teacher must know their subject - you learn just as fast as you can teach, and retain it even better still.

The Seven's Favor - 200 CP

Stranger

The Stanger's Favor makes you into the very image of death. You have a preternatural level of skill and talent at all things stealthy, and can get in and out of just about anywhere, be it by intrusion or infiltration. You're also similarly skilled in actually dealing death, whether by poisons, blade, or unfortunate accident.

To make it clear, this perk makes you one of the finest assassins or spies in the setting, someone so deadly as to give the House of Black and White pause.

Father

You have the Father's Gift in you now, Jumper. Rulership and justice come as instinct to you, with your sense for things like administration and fairness outmatching the greatest and most respected rulers. Pick one particular skill to specialise in, like Justice, Administration, or Diplomacy - when it comes to this field, history will be divided into before and after *you*.

With just a bit of work, you could be regarded as Jaehaerys the Conciliator returned to life.

Mother

You have the Mother's Gifts now, and they are great indeed. You are a truly excellent doctor and healer now, someone capable of treating an impossibly wide range of injuries, curses and diseases, even ones like impotence and infertility.

Simply by thinking on the matter, treatments and medicines come to you as if in a dream, save their total clarity. There is no assurance of ease; the worst afflictions of Planetos may require truly herculean effort - after all, Greyscale is the curse of Mother Rhoyme made manifest, and one does not lightly cross a goddess. But rest assured, you always do learn *something* about what you can do.

Warrior

There have been others in the past who have been said to have the Warrior's favor, but none *quite* like you. You have the body, look and skills that make you come across as a god of war made flesh on the battlefield, a titan bestriding the earth among lesser mortals.

Should you wish, you may take on an immense stature like the Mountain's, gaining incredible strength and vitality while losing none of your speed and suffering none of Clegane's complications. Alternatively, if you prefer to remain a more normal size, your speed, reflexes, and accuracy will more than make up the difference as they quicken to heights that a hero of the age could only barely contest against.

Regardless, your skills make you a match for Arthur Dayne, Jaime Lannister and Barristan Selmy... at the same time. Within moments of picking up a weapon you can wield it as an extension of your arm, and such is your endurance that others would die a dozen deaths before you even *begin* to tire.

Maiden

Beauty is perhaps less important for men than for women, but it's hard for anyone to pinpoint it exactly. Not that you ever need to worry about it. Your looks are among the greatest in the land, a living testament to the human form.

You stand as contemporary to the bloodlines that Lys has bred for centuries, an equal of beauties like Cersei Lannister or Shiera Seastar if female and Rhaegar Targaryen, Jaime Lannister, or Renly Baratheon if male.

Moreover, beauty without is often presumed to follow beauty within, and in your case? As long as you give them nothing to go on, that presumption will hold. False (or not-so-false, but evidenceless) accusation, envious rumour - such courtly snipings and vicious intrigues will slide off you like water from a duck's back, whether by evidence to the contrary just happening to out, or through simple faith in your goodness, or perhaps even through the perpetrators' own exposure or ridicule, if you've the ability and inclination. Whatever happens to be most appropriate at the time, really.

Smith

With the Smith's own gift in your arms and mind, you are a craftsman beyond peer, a maker of such wonders that lords and magisters would wage wars just for the chance to lay their hands on a piece you made.

Be it smaller things like swords, armor or other crafts, or great feats of engineering and construction like Harrenhal or the Eyrie, your mind is flush with ideas and blueprints, making you a smith, an architect, an engineer, and a shipwright... and equally unmatched in all those fields.

Crone

You have the Crone's own wisdom now, and with it a gift for the scholarly pursuits that would shame any Maesters who try to compete with you. From numbers to languages, there is little written in a book you cannot master in short order, your mind working like greased lightning and your comprehension of such things matching great wizened elders five times your age.

You have true wisdom now too, not just the ability to memorize things. As soon as you read something you *understand* it, on as deep and inherent a level as possible, and can use it to the absolute fullest extent possible in all the practical ways it is possible for such a thing to be used.

Mage - 400 CP

There is power in this land, far more than one would think at first glance. But to grasp it is invariably dangerous - except for you. This perk ensures you have great potential in all of the magical styles that exist in this world, from the Cold Magic of the Others to the Shadowcraft and Flame magics of the Far East.

Within you, there is a replenishing well of power that you can draw from to fuel your magic in place of blood and lives. It is only enough for simple tricks, at first, at least with this alone, but it will grow with time and practice. Whatever magic you seek to learn, here or elsewhere, you will always have at least the potential, and this reservoir can be turned to any working with equal ease, be it great or small. Moreover, should you wish to employ magics with certain inherent downsides such as Necromancy, or limitations such as requiring foci or incantations, or being impossible to cast in armour, sufficient skill and knowledge may eliminate these flaws at a commensurate cost in power - and even that will shrink as your mastery grows.

In addition, this perk ensures that all such paths to power are always open to you, in every world you go. Wherever there is a style of magic, or other supernatural skills to be learnt, you start with a decent level of talent in it, and can proceed without compromising any of your other skills in any way, even if certain kinds of power would normally be mutually exclusive.

Finally, you may choose to become a true exemplar in one or more styles by purchasing them hereafter, though this Perk is not required in order to do so. Should you do so, your well of power will grow as it would have over the years of training and effort required to hone those skills.

Magical Training - Variable

Although all options under this heading are presented as knowledge and skills, you may, if you wish, defer them into a great boost into the natural talent and instinct for the field each purchase already provides, lasting for the duration of your time here. This allows you to start with only the very basics and build your skills up manually; as long as you put the work in, you're guaranteed to reach at least the level given in the description for each branch of magic by the end of your decade here.

Faceless- 100 CP

An unsettling ability, but one with a certain subtle power. You know of workings and concoctions, in the name of He of Many Faces, that allow you to painlessly and safely remove your own face and don the face of another. Of course, you can remove other people's faces, too - where else would you get your disguises from? And in their case,

safe and painless is entirely optional. Once you've harvested a face, you can preserve it indefinitely with minimal care; it would be little use if they just rotted away.

With mastery of this power, a **Mage** can quite easily eschew the rituals and tinctures that lesser users require; a mere touch may strip a man of his face, and your power will learn its contours such that you may do it with no more than a thought, or place it upon another. In time, perhaps you may even learn to do so at a distance.

More subtly, however, comes the ability to learn a face *without* stripping it from its rightful owner. A creative mind could surely find a great many applications for such a skill.

Glamouring - 100CP

You have the power to craft illusions suffused in wonder and horror, to bring about tranquil wonderlands for the mind to enjoy or make them feel like their nightmares are all real. It's a trick in the simplest manner, a bending of the light, manipulation of some sounds and smells... but such is your skill with it that few can tell the difference.

A **Mage's** power makes that of all others look like mere mummery. Not only can you yourself pierce any lesser maegi's illusions, your own work comes to touch on the border of truth and falsehood. You can cause an illusion to become briefly physical - or even, should your mastery be truly great, *real*.

You can give people semi-real visions of things occurring far away or in the near future, clearly or cloaked in metaphor, like a fake nephew being a cloth dragon. You can manipulate minds as easily as a smith shapes a sword, pushing and pulling until all that they see and hear lies under your control.

Subtlety, precision, and careful thought are the tools of the illusionist: tools you now wield, with terrific skill indeed.

Gift of the Children - 200 CP

You have the magic of the North now, the ancient arts of the Children of the Forest, and after them the First Men. One man in a thousand is born a Skinchanger, and one Skinchanger in a thousand is born a Greenseer, the latest of which is you.

You have the power to see things in ways mortals can't even imagine, seeing the truth of the world beyond time and falsehood. You can peer across vast distances, and even backwards into time. You can see the 'magic' of the world, spells being as obvious to you as a red nose on a man, though subtler magic is often cloaked into metaphor and stories.

You can possess animals or control them, seeing with their own eyes, communicating with them or others of their kind. You could even move your minds into them entirely, abandoning your previous body, all without needing to give up your abilities. All that lies in the power of a 'normal' greenseer like Bran or Bloodraven, you can do also.

The **Mage** perk inflames and enhances these powers until you stand amongst the greatest wielders of such powers there have ever been. You can control the land around you, make it grow foreboding or foul, or make it bloom for miles around you like Garth Greenhand himself.

And just like him, you could do other things, like heal injuries, grant unmatched fertility to people, and even more wondrous things attributed to the founder of the Reach. With time, the right focus and effort, you can even wreak devastating changes that reshape continents, like breaking the Arm of Dorne or sinking the Neck into a Marsh.

The Ice's Touch - 200CP

Ah... this... this is a foul power, jumper, an art and science mastered by things of a bygone age, that dwell beyond the edges of the civilized world.

You are now an expert in the ice magics and arts of the Others, with all that that implies. Maybe you're one of them yourself, maybe not, but your skill at the art remains. You can bespell ice to be as strong as steel, if not stronger. You can raise the dead, and wield command over them for as long as your power remains. You can affect the environment, bringing the Always Winter with you to all the places you go.

And if you are a **Mage** as well, well, that makes you mighty indeed. You stand as an equal to those like the Night King himself, highest among those empowered by the Great Other. You can raise entire armies at will, entire populations of giant lands, and sustain them for endless eternities. You can build whole cities out of your ice, and can at will bring the coldness of death upon vast areas around you.

Garin's Gift - 200 CP

The blood of the Rhoynar flows strong in you, and you have awakened to the gift of the old Water Mages of their ancient kingdom, long destroyed after centuries of conflicts with Valyria.

Just like any great Rhoynish maegi, you can call upon the water to drown your enemies on dry land, bring life to barren desert, heal wounds, cure or inflict curses and disease, and perhaps other, more mysterious powers. Should your mastery grow great enough, you may even unleash such a plague as the incurable Greyscale - which, as it happens, you are quite immune to, being a favoured child of Mother Rhoyme.

If you also happen to be a **Mage**, this makes you every bit the master of these arts as Garin the Great ever was. You can commune with Mother Rhoyme herself at will, but even without doing so you far outstrip any ordinary master of water in every aspect. The powers of curse and ruin available to you, especially, are something to behold - a manifestation of Mother Rhoyme's wrath and sorrow for her people.

Alchemy - 200CP

Though principally concerning themselves, in the modern day, with Wildfire, the Alchemists of old were attributed many powers of transmutation. You have a thorough

grounding in the hallowed secrets of this art, though it may yet be some years until Planetos' ambient magic levels recover enough for them to truly be of use to you if you lack other sources of power. Regardless, you are more than qualified to title yourself a Wisdom, and may hold that accreditation in truth should you wish.

Of course, a **Mage** who has mastered Alchemy is puissant indeed. Even substances such as Starmetal or the Summer Isles' Golden Heart wood are not beyond your reach. Find sufficiently exalted reagents, and you may learn to lift them to a new level entirely - or, of course, you could make reagents of them themselves, or even forge them out of lesser substances.

This power is rooted in the truest and deepest secrets of Alchemy: it is now within your grasp to transfer, dilute, concentrate, imbue, alter, hybridise, separate, and otherwise work with properties beyond the mere physical.

R'hllorist - 200 CP

Well, not necessarily the praying kind... but you wield the powers of the priests of R'hllor now, and not the parlour tricks most are limited to. By peering into the depths of a flame, you may learn to see the future, past, or distant present, as if a god were telling you directly. You can cure many wounds with just a touch, and even bring the recently dead back to life, though it strains you greatly and leaves them feeling hollow, empty, and incomplete for as long as they persist.

If you have the **Mage** perk, however, you leave even the greatest of Red Priests in the dust. The fire, when you aren't banking the flame, fills you from within, making your charisma an almost physical radiance with which you could near-effortlessly enthrall a congregation, limited only by how far your voice might carry.

As it flickers up behind your eyes, possible near-futures flicker with it, burning most powerfully in the heat of battle, where you can dance between deaths before they even begin to manifest. Your powers of healing and prophecy only swell with the growth of your inner flame - and even externally, your fire will manifest and move at your

command. It won't match dragonflame or Wildfire, not without a great deal of research and practice, but anything less you will outshine as R'hllor outshines all other flames.

Your control is such that you may brighten or dim it, have it emit chokingly thick smoke or none at all, and tune it to anything between its fullest blaze or the faintest warmth, each change without affecting any other in defiance of mere physical law. While your will sustains it, mere sand or water will not snuff it, and even other maegi who seek so must contest you directly.

With time and training, you can even learn to refine your flame to a near-invisible heat haze and lose none of its fury, leave it unattended to burn for days and nights, shape it into the forms of beasts and even men that will fight at your command, pull warmth from the flesh of men and leave them frozen, or find yet more esoteric uses.

Dragonborn - 300 CP

Not the shouting kind. You are now a scion of Valyria, Jumper! Hauntingly beautiful, with violet eyes and silver hair - unless you should wish otherwise - you have the blood of the greatest nation this world has ever seen, and with it come the power of the Dragonlords of old, who made the whole world kneel.

You have the power to control Dragons, to breed them, and communicate with them on a deeper level than anyone other than you can understand. You are a highly trained, experienced mage in all the Valyrian arts, able to wield all the magic you hear about the Dragonlords being master of.

Taken with the **Mage** perk, this makes you one of the greatest, most powerful Dragonlords *ever*, and a beyond-genius master in all other Valyrian arts besides. You have mastered the art of Fleshcraft, able to shape flesh and bone as easily as potter shapes mud, crafting monsters or abominations like those found in Gogossos or Mantarys with contemptuous ease.

You can forge Valyrian Steel and shape stone with naught but your will, crafting mighty Dragon Roads or great fortresses like Dragonstone. These, and all other Valyrian magics are yours now, and with such power and mastery that even the Dragonlords of old would have held you in respect.

Shadowbinder - 300 CP

You are of the Asshai'i now, born of the Black city that sits at the edge of the world. Just like so many others of such lands, you have powers those dwelling in more inviting lands can barely even imagine.

You can bind shadows to do your bidding, spawning assassins that can get in and out of any place not protected by someone exceeding your power. You can somewhat move through the darkness, stepping into it at one place and coming out further away than should have been possible. Many and mysterious are the powers of the Shadowbinders, but you have them all now.

And if you are a **Mage** as well? Well, that would make you someone even your fellow Asshai'i would fear and respect. You *are* the darkness now, a wielder of the shadows and the night that defies belief. You can corrupt any and all creatures with your power, seeding horrific things into their flesh that turn them, in time, into your slaves. You can travel across entire continents using the shadows and dark places of the earth.

Given time you could bring about another Long Night, like the Bloodstone Emperor once did, or raise entire armies of shadow-spawned assassins, or turn whole cities into Corpse Cities much like Stygai, the land where even the vilest and boldest fear to tread.

Blood Magic - 300CP

A fell power, but mighty; there is little that blood cannot accomplish, just so long as it is spilled in sufficient quantity. It is whispered that the power of blood may even preserve a man from death, though death may be the kinder option...

You are now an expert in these arts, the foul magic performed in the corners of the world, out of the sight of men. You can curse a man to die from a thousand leagues away by use of an effigy anointed in his blood, or brew up a disease that wipes an entire city off the map in the arteries of its forgotten paupers. Even boiling the blood in a man's veins, or pulling it all out in an instant to rip him apart from the inside, are within your power. You can fuel just about any kind of magic on this list just by making sacrifices of blood - your blood, royal blood... and many other kinds of blood.

If you happen to be a **Mage** too, your powers explode further, making you a true peer to the oldest and darkest forces in the world, men such as the Yellow Emperor of Carcosa or the Bloodstone Emperor of ages gone past.

You could bind entire bloodlines to slavery using your powers, or simply eradicate them from existence. You might craft horrific abominations that obey only you and your kin out of the black sludge left behind when you rendered down the armies of your foes, if you're feeling generous - if you aren't, you could simply warp them into your creatures directly and set them upon their former masters, fully aware of what's happening and entirely helpless to stop themselves. And of course, the power you can now draw from blood sacrifice is a thing of myth and horror.

Making the Eight - 200 CP

Is a rather popular claim among the less... 'proper' lordlings of this world. And you're one who might have a very real chance, even without bringing in the matter of your social status or wealth.

You have a charm, an absolutely captivating charisma, that makes anyone you're interested in putty in your hands. You know when to smile, when to laugh, what stories to tell to amuse and entice them... and how to satisfy, tire, or utterly break them in bed.

Even when it comes to multiple partners at the same time, you have a gift for managing them and making them get along, not to mention, at times, having them develop similar attractions among themselves... regardless of how little sense it makes.

Age is Just A Number - 200 CP

Even if you're 10, you can still be a badass swordsman taking down enemies, or a lord taken seriously in his own right. Do people around here seem to age quicker than normal, or is it just you? Either way, if you're acting like an adult, you'll quickly grow the body and musculature of one.

Anti-Plot Armour - 300 CP

While the 'good' side not getting their problems solved miraculously is one thing, there's only so much people will swallow about perceived claims of objectivity when one side gets all the diplomatic victories *on top of* an unlimited pile of gold.

You find that whenever you're in play, your enemies have all manners of luck against them. This won't win you a war by itself, but any fortunate coincidences or random turns of happenstance they could have hoped for just don't happen anymore.

Intricate plans that rely on countless moving parts will crumble when those parts are disturbed if not corrected, Littlefinger's Teleporter has gone missing, and the shrewd politics bred by the Game of Thrones will show true... when it's to your benefit.

Nobility - 100/200/300 CP

An unfortunate necessity if you want to change things around in this world. With this perk, you're born not as someone random, but rather an assured member of the classes that matter. For 100 CP, you're a regional lord, like a Bolton or a Rowan. For 200 CP, your family rules one of the kingdoms, a Great House equal to Stark or Lannister. And for a final total of 300 CP, your birth is as high as can be, a Targaryen or if inserting after the Rebellion, a Baratheon.

This isn't limited to Westerosi families by any measure, you can be a noble in whatever part of the world you wish to be at the appropriate tier. You could be a minor Trader-Lord in the free

cities for 100 CP, while 300 would let you be one of the Pureborn in Qarth or part of one of the lines of the Old Blood in Volantis.

You may or may not be the head of your lineage, depending on your Origin and your personal preference. A higher position inevitably brings with it greater responsibilities to match its greater privileges.

Self-Insert

Memory of Ages - 100 CP

Normally people forget things over time. Without prompting or need to remember a thing, we humans tend to forget what we've done, read, or been taught. Not you though, you'll pass through death, rebirth, and all the years of childhood only to perfectly remember anything you need to know that you can ever claim to have known.

This makes your memory perfect, and fully retroactive. It will, however, allow trauma, grief, sorrow, and embarrassment to fade and heal with time, as well as eliminating any memetic effects, and allowing you to deliberately forget things you don't wish to remember, while being aware in general, non-distressing terms what you forgot and why, unless even that would be too much.

Not Today - 200 CP

Westeros is a harsh, brutal place that tests everyone to their limits and leaves most of them broken and dead. But *not you*. Your will to survive is a thing that even the Stranger hesitates to confront.

No matter how you are beaten, broken, or battered, you simply *will not stop* unless the very last breath of life leaves your body. You have unbreakable willpower and determination and can cling to life via sheer stubbornness and rage, to the point where failing to deliberately confirm their kill might be the last mistake your enemies ever make.

Leadership - 400 CP

As skilled as you may be, this is a setting that requires you to rely on others that might not have as much talent. Fortunately, you can take the 'might not' out of the equation - when you lead by example, even the dumbest man in Westeros could pick up an expert level of skill in a matter of months. Even if you aren't directly involving yourself, as long as you continue to be an engaged and effective superior, your subordinates will rapidly grow into their roles, softcapping at 'first among their peers'.

Naturally, therefore, this Perk works better the more highly-placed you are. A minor lordling would get the best in his holdings. A Lord Paramount would get the best in his Kingdom. If you were on the Small Council, why, you'd soon enough be employing some of the very best in the world! And if you visit a setting that spans greater distances still, this will continue to work there too.

Builder of Canals - 600 CP

It's easy to say that one will drag the continent out of the medieval ages kicking and screaming, but rather more difficult to actually do so. Well, except for you.

The actual effect of this is rather hard to pinpoint, but somehow any and all large scale projects you undertake seem to proceed at blinding, almost mind-numbing speeds, requiring barely a fraction of the resources they would normally cost.

This works for societal reforms, such as spreading education, building and bureaucracy, or even more negatively inclined aims like destroying a faith or culture. Or it can be when you build giant castles, bridges, canals or whatnot, or, again, tear them down. In either case, the effects are obvious and often ridiculous.

Vast roads can be built in months, people educated by the thousands in mere weeks, hundreds of thousands of specimens produced from a handful of workshops... any and all projects you have your hand in, they proceed multiple orders of magnitude faster and require similarly lesser quantities of resources. You could take Westeros from the 13th to the 19th century in barely more than a decade.

Crossover

Man of Culture - 100 CP

Language and culture: two things that never seem to conflict in someone thrust from one location to another. You will manage to discover and internalise the positive aspects of a foreign culture and language, while subtly deemphasizing the negatives in those around you. No longer will you be unable to understand your new friends in word and deed, and nor will they misunderstand you.

Best of Both Worlds - 200 CP

There are a great many things that go together very well. Hot fresh bread and jam. Milk and cookies. Spicy salmon fillets and sour-cream-and-chive dip. Now, we can add one more to the list - things you bring between different worlds.

You have an incredible knack for spotting combinations of techniques, skills, and materials – even abstracts like governmental systems or economies – that can be combined to make something more than the sum of its parts. This can range all the way from simple carpentry to the intricacies of deep magical lore and beyond, just as long as you’ve the skills to handle it.

Import License - 400 CP

As much fun as it can be to just come in from a different world and see what Westeros is like, it can be rather hazardous unless one brings along their... advantages, for lack of a better world. Not something that’s always possible, except for you.

You find that you can use any and all powers, abilities, possessions or other advantages you have, CP-bought or not, without any loss of ability or efficiency in any and all worlds entirely irrespective of what the local metaphysics look like.

Be it areas where some will or magic is shutting down powers or the entire reality lacking the underpinnings on which said powers function, it doesn’t matter in the least, since you can use any and all of your powers with casual ease regardless.

In addition to this, this perk also provides a similar protection to any items or assets you acquire, granting them the same warehouse protections shared by any CP-bought items.

Out of Context Powers - 600 CP

You have powers this world has rarely, if ever, seen before, magical, mysterious abilities that set you far apart from the ordinary denizens of this planet. Maybe you’re Garth Greenhand reborn, or perhaps you’re the Dovahkiin or the Dragon Reborn.

To put it simply, you gain a stipend of 600 CP to spend solely in the Powers section.

Original Character

Over The Top - 100 CP

You are now one of the very best there is at what you do, and what you do is one of the many, many professions common around here. This perk is similar to **Winter is Coming** in that it provides you skill at one of the professions common in this world, but that’s where the similarities end.

You have extreme, ludicrous levels of talent and skill in your chosen profession now, blowing away most of the opposition with ease. It’s almost as if you were a character specifically created to show up the native inhabitants of the ongoing narrative.

You may purchase this more than once to gain a similar level of skill at another profession from this world. Further purchases are not discounted.

I Am Not Left-Handed Either! - 200 CP

You have trained every day, from before dawn to sunset. It has taken you years of discipline, exhaustion, and pain, but you've mastered the common weapons of this world to the point that you can match a skilled knight with your offhand, and stand as one of the greatest in the realm with your dominant. Unless you're ambidextrous, in which case this is *extra* unfair, because then you can fight one man with each hand as easily as a lesser warrior might duel a single opponent.

Your skill at arms is not something you can easily lose. It took years to get to this position, and it would take you decades to fall from it. Moreover, now that you've the knack for it, you can quickly raise your proficiency with other weapons to this level.

Wide-Eyed - 400 CP

You inspire those around you to be the very best. Your involvement causes others to reevaluate their thoughts and actions, discovering internal biases and urges they may not have consciously recognised before. Moreover, this shift in perspective gives them the opportunity to overcome their flaws and become sound of mind and soul; this explicitly includes both mundane and supernatural disorders, damage, warping, and corruption, though it will have little effect on things integral to their self-identity unless they truly wish to change who they are.

With a bit of dedicated introspection, you can even apply this to yourself.

Trueborn Heir - 600 CP

What do you mean you just arrived here from a portal? You're obviously the black-haired, blue-eyed Baratheon Prince!

At least, that's what most people will think. Something about you twists the skeins of fate now, transforming your place in the metaphysical world to make you the Trueborn Heir. To what, you ask? Everything. Or near enough, at least.

Whenever there is something that requires a specific person, any child of prophecy or foretold ruler, you find that you are almost always the perfect candidate. In some cases it might be the prophecy is changed and in some there might be some cosmetic changes in you, but any magical devices that only know one master will acknowledge you as that master, even if they've already been claimed by someone else. Any rituals or spells to detect the heir to any given items always point to you, and so do any mundane prophecies or methods.

Any long-lost princes tend to be spitting images of you, and any biometrically locked doors tend to recognize you as the right person too. This perk doesn't directly give you any power or skill by itself, but it makes it so you automatically pass any tests of worthiness or fitness, no matter who the one conducting them might be.

Canon Character

Seamless Insertion - 100 CP

Dying one moment, beginning a new life in a new world in the next, and not a misstep between. You simply don't suffer culture shock, or feel any awkwardness adapting to the new culture, life and circumstances.

The memories and language of the person who you've replaced are now yours, and wherever you go you'll be able to fit in just as easily, assimilating local culture and languages in almost no time at all. Likewise, if there was ever any problem for you dealing with the disconnect between Jump-memories and your core identity before, there certainly isn't *now* - whether that means you can more easily integrate the two, or you have the ability to use the memories and mannerisms of your Jump-self without compromising who you really are, that's up to you.

Knocking Over The Ladder - 200 CP

This world is so full of schemers and conspiracies that sometimes it feels like you've already lost before you even started playing. Or you *would* have lost, if not for this. You have a preternatural, logic-defying sense for when you're getting caught up in someone else's scheme and an instinctive talent for breaking through them even when you don't know what or how. Your actions have a ripple effect that just seems to crash right through all the delicate little webs everyone else is trying to weave and send them tumbling to the ground.

Now, you don't always do this *predictably* but the more you know about what scheme you're defying and the more intelligently you plan your own responses, the less collateral damage occurs in the process. Or you can just crash around like a blind wrecking ball and accept a certain measure of sloppiness, that works too.

This effect can be toggled if you're trying to be subtle or just don't want to be bothered. It also has selective targeting so you don't friendly-fire an ally's schemes without intending to.

Questing Hero - 400 CP

Well, this is a surprise. Generally it's considered a bad thing to hear voices in your head. You, on the other hand, have the assistance of a surprisingly knowledgeable conclave of, at minimum, armchair-level experts in one thing or another. There's always at least one or two genuine

experts in the group on any given topic that isn't particularly rare, and sometimes even for topics that are.

Whenever you have to make an important decision, you find these voices debating it amongst themselves as if it were them making it. They look at implications, feelings, strategic and tactical objectives... and a whole lot of other things too. And while some arguments may be...

questionable, it's the sound ideas that get sifted through deliberations. Somehow, they do this in no time at all by real-world measurement, and you're able to ponder their suggestions at length in the timeless moment this creates before deciding what you'll do.

Given their *unusual* viewpoint, these voices tend to know things you don't about the situation, the world, and sometimes even your own capabilities, allowing them to steer you away from hidden pitfalls or take advantage of goings-on you'll only find out about in hindsight.

Moreover, you have the benefit of a particularly high-quality collection of voices; you're guaranteed that aside from their cheerful metagaming, there won't be any bad actors among them worse than occasionally trying to catch you with mild embarrassment. And if you keep running into something none of them have expert knowledge on, you'll find one of them studying up on the subject in short order.

You can shut them out whenever you like, but why would you, when they only want to help?

The Seed is Strong - 600 CP

Very strong. You have the blood of kings and heroes in you now, and it runs true in all forms. You have any and all powers ever possessed by any of your ancestors, even the ones that were not supposed to be inheritable.

In addition, you are, in general, quite possibly the most perfect, the strongest specimen of your kind that exists in the world. As a human you become a Post-Olympian, a magnificent specimen of a person with strength, beauty, flexibility and all other attributes pushed as high as can be.

In future jumps too, if and when you become some other species, race or whatnot, you always emerge as equal to the absolute greatest of the kind that has ever been seen, if not greater still.

Items

One 100CP Item is free, and one from each further price tier is discounted. Wherever relevant, you may import existing items at no additional cost. You may not discount Items under the Special heading.

A Song of George R.R. Martin - 100CP

A complete collection of the novels, TV show, supplementary materials, and Word of GRRM, up until the moment you left your home Earth. In future Jumps, you'll acquire a similar amount of material that gives you a similar level of insight into the world you're about to visit.

Dragonglass - 100CP

An unbreakable obsidian dagger and a replenishing quiver of obsidian-tipped ammunition. What kind of ammunition? Whatever kind you last slid into the quiver. It can handle anything up to the size of a scorpion bolt, though it'll take a minute or two to make one of those barring other synergistic perks or items.

If you have a weapon advanced enough to obsolete a quiver, it'll morph into whatever other sort of ammunition repository is appropriate, or become an attachment if you're using a weapon with an integrated power source or ammo fabricator.

Transportation - 100 CP

Perhaps the sailing-ship with which you crossed the Sunset Sea or dared the waters of the far east. Perhaps a shuttle you took down from the mothership in orbit. Perhaps an automobile of some kind, faster than a horse and with tireless endurance. Whatever aesthetic you choose, it will always be highly competitive with the best methods of travel available to you, takes upgrades perfectly with best possible results, and retains beneficial changes while shedding negative ones and repairing breakages whenever you have the downtime to leave it unattended for a little while.

If you have a rideable **Animal Companion**, you may imbue it with this Item to provide it with the benefits.

Strategy Guide - 100 CP

When you play the Game of Thrones, you win or you die. Still, it seems rather unfair that you should perish for the mistakes of your less able pre-insertion Jump identity.

This innocuous notebook (or other information storage) contains a complete and fully accurate analysis of the natures, motivations, and loyalties of the political, social, and economic actors someone in your position would be dealing or expecting to deal with. This doesn't include genuinely secret information, but anything that could be gathered by dedicated 24/7 surveillance and investigation from trained professionals, this notebook will have. It also includes any valid metaknowledge you have available.

Without your permission, prying eyes will find only idle musings on a thoroughly uninteresting and forgettable topic. Should the notebook be lost, stolen, or destroyed, you'll find it in arms' reach the next time you have a moment to hunt around.

Legendary Weapon - 200 CP

When it comes to weapons, some are just a cut above. This purchase provides you with a local-technology (i.e. mediaeval) weapon of your choice made of Valyrian Steel or Starmetal - or, if you'd prefer a bow, dragonbone or the Summer Islands' legendary Golden Heart wood.

No matter how powerful you may become, this weapon will flawlessly keep up with you, cannot be damaged or broken, accepts any upgrades you apply with the best possible results (which count as part of its base form for the scaling effect), and can be imported into any appropriate weapon option you find in future.

If you purchase a bow, you may repurchase this option at a discount to acquire Valyrian- or Starmetal-tipped ammunition. This manifests as a replenishing quiver whose arrows will not break before they strike and whose shafts and arrowheads will then contrive to break, get lost, disappear the instant nobody's watching them, and otherwise refuse to be used by your foes, unless it's to your advantage.

The quiver as a whole is unbreakable, and both it and the ammunition it produces will morph to fit any weapon you import their bow into, and share their bow's scaling effect and ability to accept upgrades.

Firearm - 200CP

A weapon to obsolete all the weapons of this world, though not by so much as to overcome massed numbers. You have one man-portable firearm of your choice, and some reloads plus something to hold them in.

You'll always be able to find more ammunition in a pocket or nearby container if you've got the time to scrounge around, though be careful about running out in the middle of a battle. You'll never suffer a jam, breakage, or wear-and-tear, and if deliberately sabotaged or broken by an enemy a little fiddling around and maybe a technical knock will let you repair it good as new.

In future Jumps, this weapon will improve as much as necessary to maintain a similar level of power relevant to the common weapons wherever you arrive; this effect will never cause it to weaken.

Supplies - 200 CP

What good could it do to come from an advanced society with wondrous devices and materials if you can't make any use of it? This purchase provides a regenerating stockpile of supplies and raw material from your crossover setting (which may be the Jump's crossover, the world of any Powers you purchase below, or your original world if your Origin is not Crossover); you may choose between a Warehouse extension or a portable storage device thematic to your crossover.

The stockpile will regenerate over time, but the less common the material in question the slower it will do so. It may take mere minutes for the likes of paper and ballpoint pens, up to years for something as rare and valuable mithril, and perhaps longer still in settings of truly great scale.

In future Jumps, this stockpile will expand to include materials from all past Jumps, including ASOIAF-native ones from this world.

Castle- 200 CP

A good, strong castle with lands appropriate to your means and station, which you can bring with you into future Jumps as a Warehouse attachment or imported into the Jump itself. Your castle and land retains upgrades, and sheds damage at the end of each Jump. If you're a Noble, this automatically incorporates your demesne, but also includes some private land you wouldn't otherwise have owned. You may freely incorporate any future land, kingdom, or property purchases into this Land.

Legendary Armour - 400 CP

A complete suit of Valyrian Steel or Starmetal plate armour that fits your aesthetic, light and well-crafted enough not to impede your movement at all, rendering you quite impervious to mundane weaponry - though do mind that you can still be thrown around inside it by a hard enough hit - and highly resilient to hostile elements of magic and other supernatural effects.

It grows stronger to always provide the same relative level of protection to you as its base form would to an ordinary man, repairs any breakages in your next period of downtime, accepts any upgrades you apply with the best possible results (which count as part of its base form for the scaling effect), and can be imported into any appropriate armour option you find in future.

As a bonus effect, it doesn't impede your vision at all, and the power worked into the armour prevents anything from getting through the eyeslits or joints - if they want to hurt you, they have to beat your armour the hard way. This explicitly applies to gas, smoke, or similar, as long as you don't succumb to Westerosi culture and go into a fight with your helmet off.

Writs and Papers - 400CP

A miscellaneous sheaf of documents, innocuous until you need it and then always to hand. This will handle passports, identities, permits, certificates, proofs, and other such legal documents, as well as blueprints, plans, forms, and other technical papers. It can even provide land deeds, if there's no extant rightful owner, or help you skip the tedious bureaucracy of buying a place - just get the funds together and the Writs will absorb it and spit you back out the appropriate papers, while the necessary files settle into place wherever the local authorities store them. And no matter how attentive the clerk, how eidetic the memory of the archivist, they'll never notice it didn't arrive in the usual manner.

Any taxes or tribute you're expected to pay won't be coming out of your pocket, either; the Writs will handle it automatically so that nobody suffers a loss and everything's accounted for as expected. You can always choose to withhold some or all of it, of course, if you don't want to pay - just be wary of the consequences if someone notices.

Manual - 400 CP

You may be used to the fate of nations pivoting on personal power - here, it's the size of your armies and the skill and discipline of their men, plus a healthy dose of politics. Even if you're entirely capable of rolling over any direct opposition you face, keeping control in the long-term is a rather different beast.

Fortunately, this manual is just the tool to help you overcome that bottleneck. It contains a complete set of instructions and exercises to teach a perfectly ordinary person the generic powerset and/or knowledge base of your crossover setting, even if it's something rooted in an inborn potential such as chakra coils.

There's no guarantee how powerful they'll become, and the development of any special powers or exceptional ability is entirely up to chance, their own aptitude, and how much extra work you're willing to do to get them there, but at the very least they'll be able to qualify as average if they put in a few months' dedicated effort.

If you don't mind letting it out of arms' reach, other people can even use it to teach in turn, though they'll only be able to help a novice get up to their own level before they're both reduced to puzzling through the rest of the instructions together.

Thankfully, if the Manual itself is lost, damaged, stolen, or just not nearby, you'll find it in arms' reach next time you look for it - and if someone got their hands on it who shouldn't have, the

instructions they'll have found will be subtly wrong in just such a way as to sabotage them as badly as possible.

In future Jumps, the Manual will allow you to impart any system of powers, skills, or other abilities you possess, as long as there's a training element to them - you could teach Haki, but not being a Kryptonian.

Resources - 400 CP

Territory under your control, while not on the surface seeming any more abundant, simply never runs out of bounty to provide. Crops and other beneficial plants always get the right nutrition, sun, and water to thrive, you'll never lack something to hunt, there's always more trees tucked away in a dell somewhere, played-out mines are never quite played-out, and smallfolk struggling to make ends meet will scrounge up a few coppers from between their floorboards or under the furniture (as will anyone you're, say, running a protection racket on).

Rather than get into all the grisly details of just how this world, all you need to do is to stop paying attention for a while, take a brief break, and you find that previously harvested resources tend to come back as if you never touched them. Events and random chance will arrange themselves to deflect attention from this effect as much as possible without anything detectably supernatural happening.

The Complete Encyclopedia - 600 CP

You have two options for this purchase.

First is the Planetos Edition, a total accounting of the entire history and present day of Planetos - events, plants, creatures, resources, people, magic, and more, including information that was long since lost, though lacking that which is yet kept carefully restricted from those of your station or otherwise held truly secret.

Second, there's the Uplift Edition, a thorough compilation of modern technology, sociology, economics, and geopolitics, and every intermediate step to get there.

Both books are deceptively slim; there are far, *far* more pages in them than they outwardly display. They'll directly open to anything you ask for, as specific as "the best-concealed secret entrance into King's Landing" or as general as "what I really need to know before I start planning my next moves." They arrange and phrase themselves in the best possible configuration for you to learn from them, and update with new information from each new world you visit.

If you enter a setting more advanced than your own, the Uplift Edition will teach you how to uplift *yourself* instead; if you're of a level equivalent to the setting's, it'll prod you in the direction of advancements you could make, though it won't handhold you through them.

To anyone without your permission to be using them, these books are completely uninteresting and forgettable. If you want to strike a middle ground, you can have them pretend to be much

more specific books with a fixed number of pages, on any topic or spread of topics you like, as long as it's information they actually have. You can even have them create copies of these specific books, if you wish to hand them out or build up a library.

If lost, damaged, or destroyed, they'll show up again the next time you go looking for them, as long as there's somewhere nearby for you to pull them out of. Created sub-books don't share this protection; they're totally mundane objects. Do be careful who you let get their hands on them.

The second purchase of this Item is discounted regardless of where you spend your tier discount.

ISOT Ticket - 600 CP

An ISOT scenario, named after the book *Island in the Sea of Time*, involves a very large number of people transported from one setting to another. Choose another setting. Maybe it's a published one, maybe it's one that's only ever lived in your imagination, but either way a group from that franchise is arriving with you. Maybe it's a city, or a state, or an entire Empire, or a simple company of soldiers - it's up to you. You may optionally have a documented background and/or Jump-memories as a member of this group.

Due to the nature of ISOT scenarios, the import will arrange itself to prevent a total steamroll of one side by the other, no matter how great the power disparity. In extreme cases, this may result in very limited contact between the two groups, at least before any tech/ability leakage and/or work to improve whatever method connects them. This effect will take into account the character of the imported group - the Culture could get a lot more through to Planetos than the Chaos Gods could, for example.

You may choose whether or not to use this ticket at the start of each new Jump. When doing so, you may choose groups from past Jumps in addition to fictional settings, and may optionally have them be from your version of their timeline or the canon one. Post-Spark, this becomes the ability to quickly and easily create ISOT scenarios of your own design. If you fail or quit your Chain, you simply gain one use of the Ticket each decade.

Power - 600 CP

With advantages like yours, is it any wonder you've built something truly special? This Item is a little different; rather than representing anything specific, it reflects the effects of your Perks onto the world around you, combining and enhancing their synergies.

A Spymaster would start the Jump with a spy network already in place. A Noble with Commander and Merchant Prince would find his household troops and levies acting as a well-trained, cohesive, properly-equipped army, running regular patrols against bandits and criminals, thereby improving trade and allowing him to best leverage his mercantile skills from a highly-developed, prosperous demesne. And the more synergistic Perks you have, the better it gets.

Your Power will even integrate other Items such as properties, bank accounts, armies, land, and so on, enhancing them in just the same way.

At the start of each Jump, you can set conditions, like focusing more on building up a central seat of power, or supporting your people, or any other idea you might come up with.

Finally, keep in mind that the more concentrated the effect of a Perk is on you yourself, the harder it is to spread outward; masterful politics means you can push your entire realm into a better position, but being the greatest fighter on Planetos would at most result in your having published some treatises on combat that are used to train your levies, and paying some personal attention to your household troops and knights.

See the Notes for an expanded explanation.

Special

Animal Companion - 100 CP / 200 CP / 400 CP

A trusty friend to support you on your journey. You may freely import any appropriate pet.

For 100 CP, you can have any non- or small predator from this world such as a reliable destrier, a noble hawk, a clever fox, or a loyal dog.

For 200, you may instead acquire something more dangerous and/or magical such as a mighty direwolf, regal lion, lethal shadowcat, or savage bear; you aren't necessarily restricted to creatures shown in the books, though you are limited to something on their level and to what could sensibly exist. You may also acquire a dragon egg, ready to hatch.

For 400, you can skip the tedious bits and find yourself the proud parent of a young dragon just grown enough to ride, or bond with another truly mighty creature such as the dreaded kraken or the vast leviathan. Here, likewise, you may design a custom animal companion appropriate to the setting, though bear in mind that dragons are as unruly as they are powerful and anything on their level will share that trait.

In all cases, your animal companion shares a bond with you that allows each of you to know the other's location and status, and to share simple communication. Its intelligence will be greater than a normal member of its kind, somewhere between a dog and a raven unless already more than that, and its loyalty to you will be unwavering.

If slain, maimed, or crippled, it will be inconspicuously restored to you in your next period of downtime, though explanations for anyone who saw will be up to you. If merely injured, it will heal rapidly and as perfectly as possible. Its intelligence may grow further with time, if you

cultivate and encourage it. No matter its nature, it will never suffer the ravages of time, though if it's the sort to grow stronger with age, it will still do so.

Those with **Gift of the Children** may take a 100 CP companion for free, and discount all further companions. Warging with your companions is comfortable and easy, and you never risk losing yourself in their minds.

Those with **Dragonborn** discount the dragon's egg and young dragon options, and may acquire a truly mighty steed with half a century's growth over the young dragon for 400CP.

Finally, your nation of origin or arrival, as appropriate, discounts all thematic purchases, such as direwolves in the North or horses on the Dothraki Sea. This stacks with **Gift of the Children**, though 100-level companions become two for 50, not completely free. This may never provide an additional discount on dragons, even if you begin in the Valyrian Freehold.

Glass Candle - 200 CP

A twisted spiral of obsidian; when lit, colour in their vicinity seems to grow almost painfully intense, white like fresh snow, red like flame, yellow like gold, and shadows like dark holes in the world. They can be used as powerful foci for scrying, to communicate with other candle users, even to implant dreams and visions if you've the knowledge. A sufficiently skilled magic-user, let alone a full-fledged **Mage**, could doubtless find a variety of other uses...

Wrath of the Dragon - 400 CP

Oh... what could you possibly need a force such as this for, now? This is the mightiest army ever assembled in the history of this world, a full expression of the wrath and power of the greatest civilization to ever exist in this land.

This is the army of the Valyrian Freehold as it was just before the Doom. Well no, it's just a part of it, but rest assured no nation exists in this world that this army can't conquer. Hundreds upon hundreds of Dragons, half a million of the best trained, professional soldiers with the finest equipment in the world, a Corps of Mages and Sorcerers to provide esoteric support, all led by the first and only professional Officer Corps in this world.

And all loyal to you, till death and beyond.

Powers

Many ASOIAF fics feature visitors from other realms, and often with powers beyond the inhabitants of Planetos. Presented here are a number of examples, and the option to acquire other Powers not explicitly listed.

Númenórean - 200/600 CP

You are descended, perhaps distantly, perhaps less so, from the very greatest kindred of Men. If you wish to share in their mien, you may find yourself pale of skin, dark of hair, grey of eye, and possessed of a striking, regal countenance - or maybe you only want some of those characteristics?

For 200 CP, the blood of Númenor flows through you as it did the Dúnedain in the latter days of the Third Age - diminished, but yet strong. You have a particular knack for battle, smith-craft, and sailing, but regardless of what arts you pursue you'll find yourself sharp of mind and strong of limb, on the taller side for your kindred. You can expect to live perhaps twice the age of lesser Men, and illness or disease will seldom touch you.

For 600 CP, however, your blood has all the richness of Númenor's royal line, like one of Elros' immediate children or Ar-Pharazon himself; a span of five centuries is allotted you, seven feet or more in height as a human, strength and speed and vitality even beyond the bounds of your frame, an expansive and incisive intellect, and a charisma that transcends mere force of presence.

You are a ruler born: command comes naturally to you, strategy, tactics, economics, logistics, and statecraft unfolding in your mind at the least of prompting. Your ability to orate is something out of legend, and the loyalty you inspire is such that your men would follow you into Mordor or the Seven Hells without question.

No matter which of the two options above you pick, all the gifts of your blood breed true each and every time in your children and those of your descendants, no matter how thin the blood gets.

Filed Magic - 300 CP

Dresden Files Magic, to be exact. The art of wielding the raw power of *Life* as magic is one that feels suspiciously at home in this world, but is nonetheless something from a world far apart. Regardless, you have the power now.

You are a real, proper Wizard in the style of Dresden Files, and one with truly exceptional power and talent, to boot. While this only gives you an 'average' level of training and skills, your raw power would give experienced Senior Council members pause, let alone the meager things that pass for magic users in this world. Your aptitude is similarly immense, allowing you to master a great many disciplines very rapidly, though you do truly *shine* in only one or two of them.

Maybe your Veils can fool even minor gods, or maybe you're an evocator of terrifying power and precision, letting you do things like cutting down swarms of enemies with laser beams of fire from your hands, or maybe you can heal people right from the brink of death to full health in no time. Whatever your specialty it makes it so you would be among the best at it in the Dresden Files world. *Here*, you might as well be a god.

Pottering About - 400 CP

You are a wizard of the Potterverse, fully-trained to the highest standard in every subject (core or otherwise) offered by a magical school, with a particular specialty in a single field - perhaps you're a Transfiguration master on the level of Dumbledore or McGonagall, or a potioneer to rival Snape, or an Alchemist with the potential to be the next Flamel.

Comes with a perfectly-matched wand, a surprising facility in wandless magic, and a knack for developing new spells. For clarity, this makes you by default an inexhaustible canon-Potterverse wizard rather than having any fanon magical cores going on, though if you're also a **Mage** I'm sure you could come up with all kinds of interesting tricks. If you wish, you can instead take a fanon Potterverse system.

For purposes of this Power, Ancient Runes are by default used in warding and enchanting, as this is never clarified in canon.

Forward Unto Infinity - 400 CP

Spartans Never Die, and now neither do you. You're a combat veteran of single battles that make entire local wars look pathetic, a supersoldier trained to the most rigorous possible standards: a SPARTAN-II. You even have the extra perk of all your augmentations being naturally integrated into your body, so you needn't worry about any complications, quirks, or downsides.

Unfortunately you don't come with an entire UNSC battleship, but you do have a single complete weapon loadout of your choice and a suit of MJOLNIR armour, which will automatically replace or repair themselves once you've got the downtime to leave them unattended. The time requirement will scale with the level of damage, up to a full rest shift for replacement weapons or twenty-four hours for a replacement MJOLNIR - you can be doing other things while you wait for the timer to tick down, but you'll need to stop by and pick them up afterwards, and any use of damaged equipment resets the timer.

They also share the ability to perfectly accept any upgrades you feel like giving them with best possible results.

The Dragon - 400 CP

Not an idea as common as others on this list, but not that uncommon either. Perhaps the world of Westeros is another Age on the same world, or it might be another world in the cosmology, or maybe it's something altogether weirder going on. But whatever the cause may be, you are now the Dragon Reborn.

Being a channeler of truly exceptional, unimaginable power and skill is just the first among the many things you are. From archery to magic, all that you do you do with incomparable ease and skill. An ancient soul that has seen countless lives and people, you are the latest incarnation of the soul that in previous lives was known as Lewis Therin Telamon, Rand Al'Thor, and... Symeon Dawnstar? Possibly.

Ta'veren swirls around you, bending coincidence and possibility. Everything about you is *more*. Your talent for any and all arts you care to try is quite literally superhuman, every move you make something that could inspire legends. You're The Dragon now, a heroic figure of prophecy and myth spoken of in hushed whispers and the screams of Seers. Even in future worlds, expect there to be similar myths somehow, of an ancient figure that was a destroyer and creator, and for those to fit you perfectly.

This comes with knowledge of things from the lives of your previous incarnations, things like the Void and the Flame, a vast variety of Channeling Weaves, and all other manner of WoT things that would be appropriate.

Captain Westeros - 400 CP

Good becomes great, but fortunately for you, your Benefactor will interfere to stop bad becoming worse. You've been dosed with the archetypal Super-Soldier Serum, sometimes known as the Erskine Formula, pushing all of your physical and mental capacities to the very limit of biological capability. You can bicep curl a helicopter, outspurt a car, withstand a parachuteless paratroop with nary a broken bone, and do all of it full-out for hours before you even begin to tire - even then, a mere couple of hours' sleep a night is enough to fully refresh you. Your senses, reactions, dexterity, and mental faculties are all similarly heightened.

Comes complete with a veteran's experience and steady nerves, a head for strategy and tactics, and a real talent for leadership. You've got to live up to the legacy, after all.

A Green Hand - 600 CP

Ah, there *has* been one like you before in this world. You are Garth Greenhand reborn, in all his power and majesty. Tall, broad-shouldered and majestic, you are the very image of a king. But it's upon looking deeper that your truth is unveiled.

Life pours from you, unabated and unchecked. Yours is a power ancient and eternal, such that farms and fields blossom in your wake, old people find strength returned to their limbs and disease and death fade like dew in the sun.

You are like the Old God who inspired so many stories, Garth Greenhand himself. From healing any and all injury to bringing the recently dead back to life, you can do it all. No disease can resist your touch, and miracles occur every day around you.

You can see into the minds and souls of those you touch, and even judge them as is your right as a living god. You can pour vitality into people to turn back their age, or use those same flames to burn them to ash. By draining the life of others, you can swell your own - and as you develop further, the other powers of Garth Greenhand will not be beyond your grasp, should you seek them. Or even stepping beyond them is possible. Really, it's all just a matter of time and effort.

Scion of the Gods - 600 CP

Well, you're a bit lost. You're a demigod, by default the child of a Greek or Roman god, but you can pick any real-world deity or any divinity from a past Jump. I suppose you could even choose one of the locals if you like! As demigods go you're top tier; you have access to all your divine parent's domains, and not weak access either. A son of Poseidon could cause a big enough earthquake to set off a volcano, a daughter of Pluto could raise an entire Legion of undead soldiers, a child of Amaterasu could immolate a city in sunfire...

Alternatively, you can choose to be a Demigod of Bhaal instead, with all that that implies.

Dovahkiin - 600 CP

The shouty kind. You have the soul of a dragon, and it shows - you are faster, stronger, tougher, and more magically powerful than a normal person, and only get more so the more you train and fight. You can be effortlessly, chillingly terrifying, even without speaking, simply by projecting a dragon's aura as an apex predator above all others. You are naturally gifted in the *Thu'um*, the Voice, which allows you to create powerful magical effects simply by speaking. Slaying dragons, including local ones, allows you if you wish to consume their souls and instantly unlock a new word of the *Thu'um*.

Until post-Spark, attempting to achieve CHIM will result in failure, and also your Benefactor nailing you with a fiat-powered brick if they're that way inclined. On the upside, you aren't any more vulnerable to anti-dragon effects than a normal member of your species.

Krillin It - 600/800 CP

Kame-hame-ha! You're a Dragonball-style Ki Adept, with all the potential to eventually crush universes beneath your fists. Unfortunately you might have a bit of a hard time getting there with only locals to train against, especially since you're starting around Yamcha levels of strength and skill. Though of course, around here, that's still enough to be an unrivalled warrior.

For an extra 200CP, you're a Saiyan, with everything that entails, though your starting strength and skill don't increase. If you picked a nonhuman race option, or you want to be, you're half-Saiyan or Saiyan-blooded, which amounts to pretty much the same thing. You may also choose another Dragonball race with a tangible advantage over humans.

Three and a Half Dungeons - 800 CP

Ah, this. Well, this is a strange power, Jumper. It stems from a world much like this one, only... not. You have access to the magic and methods of what one would recognize as the Dungeons and Dragons, or perhaps, it should be said, the multiverse where Faerun and the other realms exist.

The details of this, any changes to your race, your 'class' and such remain up to you, but you invariably start at the very bottom, what would be called Level 1.

Gamer - 800 CP

Who could ever love anything more than numbers going up? It's just such a wonderful short-circuit for all the *boring* parts - in your case, Jumper, that's a whole lot of training time, and the irritating necessity of actually figuring out new tricks rather than repeating the exact same action over and over until you magically pull an improvement out of thin air.

Although if you go ahead and put the work in anyway, you'll level your skills a *lot* faster, so it's really up to you.

There's all kinds of Gamer systems out there for you to pick and choose from; this purchase guarantees you'll get a helpful, intuitive, and non-malicious one with neither soft- nor hardcap on your advancement - unless for some reason you want one like that? It's really all up to you. Some of these systems even have personalities of their own, if that's your speed!

Planeswalker - 1000 CP

Not, of course, the Oldwalker Spark that awaits you at the end of your Chain, but a lesser Spark. Though of course, *lesser* is a relative term. You can walk between worlds now, stepping from a reality to another with the same effort that it would take you to travel, perhaps, to another neighbourhood.

Along with the travel comes the binding of Lands and the use of Mana. You are guaranteed a strong aptitude for at least one of the five Colours and that none of your aptitudes will be less than average, but anything beyond that is up to your own ability.

Until post-Chain, you cannot Walk outside the bounds of your current Jump-reality.

Other - Variable

There's a lot of fanfiction out there, and a lot more potential fic waiting to be written. Pick a powerset, any powerset, and pay an appropriate CP cost, comparing it to the entries above.

Companions

Whether you import or create your companions, the maximum number you can have active is eight.

Canon Recruitment - Free

Any native inhabitant of this world who agrees to become a Companion may be brought along at the end of the Jump. Goodness knows you'd be doing them a favour.

They don't normally count against your active limit for the duration of this Jump - they live here, after all - but don't get Companion benefits either unless you choose to dedicate an active slot to them.

If they die before agreeing to become a Companion, you're out of luck unless you have a way of resurrecting them, but if they've agreed you can either leave them dead until the end of the Jump and pick them up then or dedicate a slot to start the respawn counter ticking down.

Import/Create - 50 CP or 200 CP for eight

Import an existing companion or create a new one with 800CP to spend on this document. You may transfer CP to individual Companions on a 1:1 basis. They may take any Drawback that does not affect the state of the world, and any Scenario. In the latter case, you may remain as long as one or more Companions have unfinished Scenarios, but are not required to - you have the option of leaving them behind. Be sure about it, though; it's permanent, unless you have a Return.

When creating a new Companion, you may define their appearances and personalities as you desire, including making them as loyal (or not) as you want, potentially as far as not caring or even preferring the fact that their loyalty is fiat-enforced. *Caveat emptor* applies.

Companions may not buy Companions of their own, but may buy Animal Companions. In future Jumps, Animal Companions may import in the same slot as their owner, who may donate any amount of their CP to their Animal Companion at a 1:1 ratio. If the Animal Companion reaches full sophonce (human-equivalent or greater intelligence), they gain the ability to import individually in order to acquire their own Companion CP, but do not lose the ability to import alongside their owner.

Canon Introduction - 50 CP / 100 CP

This option will arrange events to contrive a positive first impression with a specified canon character and a reasonable number of subsequent meetings advantageous to furthering your case, no fiat-coercion required and free will of all involved guaranteed. If you have anti-butterfly Perks this will even do so without derailing anything important, though that isn't necessarily guaranteed otherwise, depending on your location and willingness to travel.

At the 50 CP level, you may choose any canon character not possessed of magic or dragons. Such characters instead cost 100 CP. If you have chosen to enter a specific ASOIAF fanfic which contains equivalent or stronger characters using technology, ki, or any other power source, and/or with animal companions or other such partners equivalent to or stronger than a dragon, they also cost 100 CP.

If the character has an Animal Companion (e.g. Jon Snow and Ghost, any dragonrider and their dragon), they follow the same rules listed under **Import/Create**.

Drawbacks

There is no Drawback limit.

All Seven Seasons +0 CP

You may choose between book or show canon, or a mixture thereof - and since this is a fanfiction Jump, you can also mix in as much or as little fanon, AU, and headcanon as you care to. Additionally, you may extend your stay in this world as long as you wish, and even do so during the Jump if and whenever you decide you want more time - however, you cannot then retract that decision.

This cannot be used to choose a Scenario or Drawback.

Crossover Mode +0 CP

Doesn't actually require the Crossover origin. You can combine this Jump with any other to emulate a particular fanfiction or create a new one. CP budgets remain separate.

Insert Protagonist Here +0 CP (Mandatory for Canon Origin)

You've been Inserted! Choose a significant canon character; you're now inhabiting their body. It's up to you how this came about, but by default nobody knows this is the case, and you have full access to their memories and mannerisms in a way that will not affect your identity or sense of self in any manner you don't wish it to.

If you're looking for suggestions, Petyr Baelish, Stannis, and Robert Baratheon are quite popular for this treatment.

Forgetful +100 CP

You have only your metaknowledge to go on as to how the character you're inserting into would have acted.

Foibled +100CP

You now must grapple with all the flaws and poor habits of the character you're inserting into. You can fight it, but your thoughts will naturally fall into the character's old ruts if you aren't constantly paying attention. With consistent work you can build new habits, but it'll be a long, difficult slog.

Insert OC Here (Mutually Exclusive with Insert Protagonist Here) +0 CP

Where exactly? Precisely where you want to be. You've been inserted as a very specific OC of your own devising, allowing you to be that extra Baratheon or Targaryen, that Trueborn son of Robert or just an extra Stark. Certain choices will require the appropriate level of the **Nobility** perk.

Are You Meant To Be Here? +100CP

Your status as someone extra means you tend to be easily bypassed, overlooked and forgotten, except when you would like to be.

Stereotypes +100 CP

Everyone seems determined to live down to the very worst of this world. Nobles are indifferent overlords or negligent fools at best, or cruel tyrants at worst. Smallfolk are dirty, illiterate, stupid, and cowardly. Actually, the nobles are pretty dirty too. And everyone else. The priests are zealots, knights are arrogant thugs, and women are really more *property* than *people*. Named canon characters are somewhat exempt, but even they will seem something of a flanderised caricature of themselves.

Ambitious +100 CP

Lazing around is foreign to you; your sights are always set on the future. Unfortunately, you are willing to go very far indeed in pursuit of your goals. If you truly think kidnapping and impregnating a noble woman will fulfill your ambitions of having a child of prophecy, you certainly won't hesitate. And even if your goals are genuinely noble, there's a saying about the road to hell...

Disfigured +100 CP

Perhaps it's inborn, or perhaps you suffered a grievous wound - either way, while you haven't lost any ability to function, you are prominently disfigured in a way that's very difficult to hide. In a society as status-conscious as this, it will make things difficult.

Phobia +100 CP

You have a terrible fear. Perhaps of magic, or slavery, or maybe it's something like sickness, injury, your own mortality... It's up to you exactly what your phobia regards, but it must be something you could plausibly expect to encounter in-Jump. The less common it is, the more severe the phobia gets, and vice versa.

Within those bounds, you can take this as many times as you like, if you think you can handle it.

The Broken +100 CP / +200 CP

You have some kind of disability that impedes your day-to-day function. For 100, it can be worked around enough that you can still handle yourself in a fight, if not at your best - perhaps you've lost a hand or an eye, or you have a constant limp. For 200, it's worse. Maybe a fall left you paraplegic, or you're completely blind; whatever it is, in this world, you'll be relying on the assistance of others a great deal. Of course, you could always work around it with whatever strange powers you bring with you... but that can have its own troubles in a world like this.

By default, this isn't particularly obvious at first glance, or at least it's about as neat as injuries ever get, but if you take Disfigured as well that will change.

You can take this as many times as you dare.

Born of Lust +200 CP

You're a bastard. That is, your parents were not married when you were born, or at least one of them was married to someone else, and everyone knows it.

Since common Westerosi superstition is that bastard children are inherently wanton and treacherous by nature due to literally being "born of lust and deceit", this is a significant social stigma. In addition, you inherit nothing from either side of your family, not even their last name, and only a direct order from the King himself could legitimize you. Even then you would still fall behind any "trueborn" children in the succession, regardless of birth order.

Even should you be far from Westeros, the stigma will remain - there is no known civilised culture on Planetos that does not concern itself at least somewhat with bloodline and inheritance, and few indeed look fondly on a living reminder of the existence of adultery. Travel far enough and you might escape it being common knowledge - depending on how well-known you or your family are - but there's always the risk that it becomes known, and the far corners of the world have their own issues to worry about.

Oh You Sweet Summer Child +200 CP

How the hell did you survive this long? You are now possessed of the belief that bad things usually don't happen to good people, that the nobles of Westeros are generally fair-minded and well-meaning, and that knights actually mean their vows. In other words, you are so *pathetically* naive. Now, this naivete might fall off pretty quickly once reality starts smacking you in the face but you entirely won't be prepared for that to happen and it's going to hurt quite a bit when it does. Hopefully not physically, but you never know.

Oh yes, and in case it needs to be spelled out; you won't remember ever having taken this Drawback in the first place, nor will any of your memories of Westeros help you avoid your incoming reality check because *clearly* all that nastiness was applying to the *other* continuity, not yours.

The Pack Survives +200 CP

Well, not really. But damn if anyone can convince you otherwise. You are an honorable person, Jumper. Given that this is Westeros, that's going to cause you a lot of problems. But regardless of the fallen state of the world you still hold fast to your sworn word and your duties like few other men could dream of doing.

It would take an *incredible* dilemma, such as the lives of your beloved children hanging solely on another man's words, before you would even begin to consider compromising your integrity and even then that decision would haunt you to your grave.

Little Birds +200 CP

A highly competent schemer - most likely Varys or perhaps Littlefinger by default, but really whoever's best placed to be a nuisance in your time period - has heard a very special song. A song, to be specific, about you: who you are, what you do, your levers and hot buttons and weak points. And they're not the kind to let a potential asset slip through their fingers.

Birds of Prey +400 CP extra

Of course, some Jumpers are simply so strong, so aloof or uncaring, or otherwise in some way so far beyond humanity, that no amount of privileged information could be enough for a mere mortal to find purchase on them. This changes that. No matter how powerful you are or how little you care, they'll find a way. They'll evade senses that can track every quark in the galaxy, find cracks in fiat-powered emotional armour, whatever it takes for them to contest you as if you were on the same level as a native inhabitant of this world.

And when it comes to locals, well - you're up against one of the most dangerous. Watch your step, or you'll find yourself dancing to their tune.

And Now My Watch Begins (Male Only) +300 CP

You've volunteered or been sentenced to take the Black, and are now a Sworn Brother of the Night's Watch. This means you're going to be spending all your time on the Wall or ranging North of it. Service in the Night's Watch is for life; if you're ever caught south of Mole's Town without the express permission of the Lord Commander then you're automatically up for execution as a deserter. Insubordination, shirking, mutiny, etc. also has you up for very harsh punishment.

On top of this you also have to put up with the long hours, grueling conditions, lousy food, constant risk of Wildling attacks, the horde of ice zombies that might be showing up any time soon, and the general ambience of serving in a penal unit staffed by the bottom-scrapings of every gutter and dungeon in the Seven Kingdoms, and... well, at least the view is nice?

Silent Sister (Female Only) +300 CP

Where a man would become a Black Brother, for you there's this. Sworn to chastity and - of course - silence, your duty is to prepare corpses for the grave. To look upon the face of death is considered a great ill fortune, and so superstition and unease will follow you wherever you go.

The danger is far from as great as a Watchman will face. But at least they can clap their brothers on the shoulder, share their joys and woes, support each other on the hard nights; to be cut off from human contact as you will is just as heavy a burden, in its own way, as the death they face day by day. Perhaps heavier. And to flee the Sisterhood is just as great an offence as for a Brother to flee the Wall.

Mountainous +300 CP

Let's not mince words. You're an out-and-out *psychopath*. You have absolutely no morals or ethics whatsoever and shaky impulse control. You're not necessarily as stupid as Gregor Clegane so you can at least try to pick your battles, but you're equally as vile and murderous.

There are lords in Westeros who still might have a use for a person as monstrous as you, but forget about ever being a decent person or widely-accepted for who you are.

You Are (Not) The Protagonist +400 CP

No, that's one of the usual suspects. Jon Snow, perhaps, or Daenerys Targaryen, or Sansa Stark. Maybe another, if you choose to experience a different era, or the world is otherwise different. And naturally, that world revolves around them - it's not that their personality's changed, though of course they'll likely *end up* different simply due to how events will spiral off the rails even without your intervention, but protagonist-centred morality is the order of the day. Do try to avoid getting dragged into their orbit. Or worse, labelled one of the bad guys.

Sue on Sue Combat +400 CP extra

They know who you are. They hate you. They're going to do everything in their power to bring you down. And if you dedicate all you have to doing the same, you might just be able to end things in a fair fight - but that's the best you'll get.

Against the Living +400 CP

Life, all forms of life, truly disgusts you. From the lowly snake to the mighty dragon, their mere existence revolts you on the most fundamental level, as if your very being rejects the idea of life. You are filled with hatred at the presence of any living being, even yourself, and it is hard to suppress the urge to simply end them, no matter how likely or unlikely you are to succeed. This urge will push you to eradicate other life before your own, but should you isolate yourself from your hatred, it will not hesitate to turn upon you, unless you are preparing to strike out.

It would require a truly titanic will to persevere in the company of even a few humans, let alone their teeming masses. Plants, perhaps even animals, you can at least sate your urges on.

Season Eight +600 CP

Perhaps your commander will just kind of forget that entire war fleet. Perhaps someone you thought you knew will suddenly begin to act... strangely, losing all good sense or backsliding into old behaviours they should have left behind them.

Perhaps time and distance will seem to warp and shift from day to day, travel crossing seemingly impossible distances and events that should be hugely significant passing by in a whisper - indeed, some of these events might come entirely out of left field, without your hearing so much as a hint of them in advance even when you really should have. Perhaps you'll even encounter something entirely new and equally painful.

Whatever happens, you can expect your entire stay to hover around the quality level of Game of Thrones Season Eight.

A Sword Without A Hilt +600 CP

Power has a price. Any ability you possess that surpasses human capability, as Planetos would have it - or the capability of whatever species you happen to be - exacts the same price as any native sorcery, escalating with its strength. This explicitly includes recharging your **Magely** well of power, should you have it.

Of course, nobody ever said *you* had to be the one to pay for it...

The Long Night +800 CP

They failed. They all failed. The Prince that was Promised, the Dragon Queen, the King in the North, the Mad Queen... the great ones have all fallen and their armies with them. The Wall is a pile of half-melted rubble and the Others rampage over the Seven Kingdoms, driving their hordes of wights ahead of them. Every man or woman that falls only swells the armies of the dead even further. The only way to stop this and reclaim the world for what few of the living that remain is to find and slay the Night's King. So maybe you'd better get on that, because you're not leaving here until someone does.

Which is going to be a bit of a problem, given that he could literally be anywhere, has an undead dragon to fly around upon, an army of the undead to throw at you, is a supernaturally powerful warrior and sorcerer, and can only be permanently slain by a Valyrian Steel weapon.

Oh, and since this would be incredibly boring if you just flew up to him and vaporized him with your heat vision, your powers and abilities will be capped at whatever would be theoretically possible for a legendary inhabitant of Westeros.

Scenarios

You may take on as many Scenarios as you feel you can handle, gaining +500 CP per selection. Companions taking on supporting roles instead gain +400 CP, in keeping with the 800:1000 starting CP ratio; however, should they choose to shoulder the primary role in a Scenario the Jumper hasn't taken, they gain the full +500. The Jumper must always take the primary role in any Scenario they select.

As long as you make a genuine effort to tackle the challenges your Scenarios present, you will retain purchases made with this CP regardless of success or failure. However, you will remain in this world until you conclusively succeed or fail each and every Scenario you choose - though of course, you do have the option to abandon any Scenario you wish to, forfeiting everything you purchased with its CP.

If you didn't specifically note which purchases you made with which Scenario's CP, you lose randomised parts of your build until you're below the threshold. If that leaves you with spare CP? Well, that's just the cost of being craven. Be ready to finish what you started, because deliberately avoiding the challenges before you or sabotaging your own chances counts as abandonment too.

Scenarios will arrange themselves such that the involvement of secondary roles is required to avoid a much heavier load coming down on the primary. No slackers need apply.

No individual may take contradictory scenarios, such as combining **Winter Is Coming** with **Winter Is Here**, but Jumpers and Companions may decide to compete with each other if they wish.

Azor Ahai

After the long summer, the cold darkness shall fall, and Azor Ahai will once more stand against it with Lightbringer in hand. Should he stand or fall, so stands or falls the world. Such is the prophecy of Azor Ahai. Such is your destiny.

You must forge or otherwise acquire a flaming sword to be your Lightbringer, and stand against the Long Night. A man alone cannot hold back winter, and so you must unify the Red Faith beneath you, proving the pretenders false and your own claim true, and lead them into battle. Your success or failure is the life or death of this world, and this Scenario concludes only when the fate of Planetos is decided, at least for this cycle.

The secondary roles in this Scenario are as members or adherents of the Red Faith supporting your candidate for Azor Ahai; to achieve success, they must meaningfully contribute to the victory against the Long Night.

The Stallion Who Mounts The World

“As swift as the wind he rides, and behind him his khalasar covers the earth, men without number, with arakhs shining in their hands like blades of razor grass. Fierce as a storm this prince will be. His enemies will tremble before him, and their wives will weep tears of blood and rend their flesh in grief. The bells in his hair will sing his coming, and the milk men in the stone tents will fear his name. The prince is riding, and he shall be the stallion who mounts the world.”

Once, this prophecy was to be of Rhaego, son of Drogo and Daenerys. Now, it speaks of you. You must rise among the Dothraki, not merely to become a khal, but to become the greatest khal in all of history. You must unite the myriad khalasar of the Dothraki Sea under your command.

What you do with them then is up to you, but keep in mind that the Dothraki are raiders and scourges such as to make the Mongols look civilised. Rising among them as a non-Dothraki will be hard; doing so as a woman will be near-impossible. Still, only you can decide whether or not you’re up to the challenge.

The secondary roles in this Scenario are as ko – commanders of subdivisions of the khalasar – and/or as bloodriders, sworn as ‘blood of my blood’ to the khal, part sibling (traditionally brother) and part bodyguard. One Companion may also take on the role of khaleesi, the khal’s wife. These also need not be of Dothraki birth, but will face similar difficulties in such cases.

Success is simply in protecting the Stallion and solidifying his lasting control over the khalasar.

Three Heads

It was said that the dragon must have three heads. That prophecy has had a number of interpretations, but ultimately, it comes down to *you*. Even if you didn’t buy the **Dragonborn** magic, you are of Targaryen (or perhaps otherwise Valyrian) blood and will have the ability to tame and ride a dragon, optionally sharing in their characteristic appearance.

Whether you cement three aspects to your legend, find a pair of fellow Valyrian descendents, or fulfil the prophecy some other way, it must ultimately be fulfilled if you are to be successful in this Scenario, and becoming a dragonrider is an integral part of doing so. Prophecy does not occur on matters of little import, and so the completion of this Scenario, rather than being merely for its own sake, will prove a necessary component of some other important goal, design, or Scenario you seek to meet.

Secondary roles in this Scenario may be of any walk of life, so long as they are united in supporting their dragonrider. Up to two Companions may take on co-primary roles if the Three Heads are three dragonriders.

Glory Days

Many nations of modern Planetos are pale reflections of past glory - or at the very least, that's the kind of rhetoric you'll need to use. Your challenge in this Scenario is to restore a since-crumbled ancient legend of your choice, perhaps Old Ghis or the Valyrian Freehold, to a level that none but fools, madmen, and the wilfully blind would deny is no mere imitation but a true revival. Whether you wish to uplift an existing nation, make good ancient ruins, or found a new state entirely is up to you.

The primary role in this scenario is as the primary driving force of this restoration, but there are no other limits or requirements; you may achieve this end however you see fit. The secondary roles are likewise free to have their head so long as they do their part.

Winter Is Coming

No matter whether or not you've arrived during the canon timeline, or how hard you try to avert it, you'll face the Long Night before your Jump is through. Mere survival will not be enough - you'll have to take the fight to the foe, and ensure their permanent and final defeat.

There are no primary and secondary roles in this Scenario. All are equal before the threat of annihilation.

Winter Is Here

*"Cold be hand and heart and bone,
and cold be sleep under stone:
never more to wake on stony bed,
never, till the Sun fails and the Moon is dead.
In the black wind the stars shall die,
and still on gold here let them lie,
till the dark lord lifts up his hand
o'er dead sea and withered land."
- The Barrow Wight, Lord of the Rings*

Your task is simple: bring down the Long Night, and scour all warm life from the known world. If you lack **The Ice's Touch**, you'll gain the appearance of the Others and be able to command them nonetheless, but share in none of their other powers.

Secondary roles in this Scenario are as fellow Others among the Night King's court. Just as the Night King themselves, you'll gain the appearance of a Walker if you lack it but won't benefit from any of their abilities you didn't buy with CP.

Return of Light

Stygai and the Shadow Lands are fell, dangerous places. The task of all who select this Scenario is no more and no less than to make them fit for civilised habitation. You aren't expected to scour every mountain and every vale for lingering hints of corruption; as long as a nation established here could reasonably expect to indefinitely hold off what remains and still prosper, that will count. Stygai itself, however, must be wholly cleansed and either rebuilt or razed to rubble and dust.

There are no primary or secondary roles in this Scenario.

The Blessed

Deus Vult! This task is simple, but no less difficult for that simplicity. You must spread the worship of your faith of choice - by default the Faith of the Seven, but this Scenario welcomes anything from the Old Gods to R'hllor to even deities from other Jumps - to all corners of the known world, making it the primary religion of the people and the acknowledged state religion of all non-secular states. The continued existence of other faiths is acceptable, but they must all be secondary to your chosen faith, and the faith of the majority must be genuine and lasting.

The primary role in this Scenario is as the prophet or otherwise chosen of your deity, while the secondaries are as fellow adherents and missionaries. These roles don't inherently carry tangible benefit, but it's worth noting that for those with the magic to call on the gods, having done such great deeds in their name might well predispose them to your benefit.

The Builder

Scientia Vult! Human nature will make this task far harder than spreading mere religion: you must spread *knowledge*. Eliminate or wipe out raiders like the Dothraki and Jogos Nhai as peoples capable of holding territory - or somehow uplift them if you *really* want a challenge - break the hold of the Maesters on Westeros, raise schools and universities across the known world, and drag Planetos kicking and screaming into an age of enlightenment and civilisation.

Your victory condition is to effect a cultural change sufficient that the celebration and pursuit of knowledge for all will continue under its own inertia in your absence.

There are no primary and secondary roles in this Scenario. Science is a collaborative process.

Apostate

Nietzsche Vult! Break the gods, topple their thrones, crush their temples into rubble and dust, and eradicate their names from history. Well, as long as you can make it so that worshipping higher powers is no longer a culturally acceptable practice in any significant Westerosi or Essosi state, you'll win, so maybe you don't need to go quite that far... though humans being humans, it still might be the easier task.

There are no primary and secondary roles in this Scenario. Your value is what you make of yourself.

The Conqueror

You must establish or take over a kingdom of your own within the bounds of the known world. Since all the land around here is owned, even the barren wastelands being claimed under the name of some dominion or other, you'll have to take it, one way or another. The primary role in this Scenario is as the founding ruler of your new nation or dynasty; the secondaries as overt or covert support. Victory requires that after founding this kingdom, you stabilise it well enough that it no longer requires your presence to prevent civil war or invasion.

In combination with Glory Days, you must build a state that can genuinely lay claim to having inherited the legacy of your chosen ancient nation.

Should you belong to a ruling lineage, the demesne you are heir to doesn't count towards this Scenario; you must instead add new territory to your nation sufficient to be noteworthy on whatever scale your nation operates - an Archon of Tyrosh might seek to solidify his City's claim on some significant portion of the Disputed Lands, but the King of Westeros would need to conquer, if not an Eighth Kingdom, then at least a second Crownlands.

Lynchpin of History

Events will conspire to embroil you in a great historical conflict (Robert's Rebellion, Aegon's Conquest, etc.) and force you to take a side. You will be pushed into a prominent role; the course of events will hinge on your actions. To win this Scenario, you must support your side to a stable and lasting victory. Be aware that with the superstition rife in this world, more overt use of supernatural power is as likely as not to make things more difficult for you rather than less.

Secondary roles in this Scenario are as subordinates, allies, employees, or other factors of the Lynchpin. They lack the 'centre of fate' effect of the Lynchpin, but in return are far more able to act below the radar or in delicate situations. Nonetheless, their efforts will be critical to the overall outcome.

Choices

Go Home

Stay

Continue

Notes

Any parts relating to specific location, ancestry or appearance in any perks or items can be safely disregarded as fluff. They are to give an example of how these things usually apply in this world, not hard rules.

Getting Swole

Several Perks in this Jump offer size increases, such as **Giant's Blood**, the **Warrior's Favour**, and **Númenórean**. You may choose to stack these, or to take only some or none of those effects and remain at a more reasonable stature while keeping all the other benefits; either way, you won't suffer for it, except perhaps in the tradeoff between greater reach and leverage against the ability to fit into places designed for the locals.

Changelog

Version 1.1 (in progress)

- Clarified the nature of the Powers section.
 - Captain Planetos renamed to Captain Westeros
 - 5e option restored to D&D Power
 - D&D power clarified re: starting level & race options
- Attempted to fix wonky vertical margins.
- TBD: check For The Living Quest re: Green Hand power
- TBD: Crossover 400/capstone rework
- TBD: re-add Power explanation to Notes
- TBD: de-wonk formatting
- TBD: re-rework D&D power >:(

Version 1.0 (24th August 2020)

Could still do with more Special Items and Powers, but this is a complete, functional Jump now!

Version 0.95 (18th August 2020)

Green Hand complete, Item discounts reworked. Special Items maybe wants a couple of extra options, and there's a possibility for more Powers, but otherwise finished barring final formatting.

Version 0.9 (didn't date this one, whoops)

Arguably done barring:

- Green Hand description
- The decision on whether to eliminate Origin-based Item discounts in favour of one-per-price-point or try and figure out Items for the OC tree.
- Final formatting check to ensure there aren't any awkward page breaks

Test builds indicate the balance between Drawbacks/Scenarios and the amount of stuff to buy is roughly correct - enough CP-granting options to allow a good selection, but not so many you can just grab everything on offer without having to consider your build. YMMV depending on what you want to buy, how many of the Drawbacks you can stomach, and which Scenarios you're willing to take, though.

UPCOMING:

Mega-Scenario: The Prince That Was Promised

Coming Soon