

Wild Card Presents... (Version 1.0)

The Uncharted Waters CYOA - JumpChain Compliant!

In 1492, the legendary explorer Christopher Columbus set out from Spain in search of a Western route to the Orient. Though his goal would never be realized, he instead discovered something even more extraordinary - a New World across the Atlantic Ocean, ripe for exploration. This discovery launched what would become known as the Age of Exploration, where the major powers of Europe set forth to compete for new territory and wealth.

The day is now September 6th, 1522, the very same day that the remnants of Ferdinand Magellan's crew return from their harrowing journey. Having successfully circumnavigated the world, they have confirmed the lack of a true Western route, but also the size of the New World that awaits. The world now seems larger than ever, with fantastic opportunities awaiting those brave enough to take them.

You've been given an opportunity to participate in the Age of Exploration, ready to set sail on your own journey. Whether you'll discover the Earth's secrets, make your fortune trading between Old World and New, or terrorize the seven seas and begin the Golden Age of Piracy a century early, the stage is set for you to go down in history.

Of course, you'll need these to help you get started.

+1000 CP

===Home Nation===

Every voyage begins somewhere, and yours begins in one of the major European Naval powers. Everyone will consider you a citizen of this nation unless you change this by defecting at some later point. You can either roll 1d8 to determine which, or pay 100 CP to pick which European Nation you belong to.

1: Spain - Considered the greatest of the Naval powers, Spain has already established strong footholds throughout the West Indies and the New World. The Spanish Crown is known for their eagerness in funding explorations, though they will certainly expect fantastic wealth in exchange for their support.

2: Portugal - While engaged in an intense rivalry with Spain for control of the New World, the Treaty of Tordesillas grants them exclusive dominion over all new lands in the East. Though this limits their control over the New World, it has pushed them towards exploration of the Indies and Africa.

3: Holland - Originally a tiny territory under the dominion of the other powers, Holland has become a rising star in the Age of Discovery due to their status as a link between the West and East. These recent economic developments have resulted in a major push towards exploration, as they seek further wealth and influence to cement their position as one of the major Naval powers.

4: England - Left behind in the initial burst of exploration as it recovered from the War of the Roses, England has found itself scrambling to catch up. Due to this, and its strong Privateer tradition, it has found itself increasingly embroiled with disputes over Portugal and Spain.

5: Italy - Unlike most of the other European powers, the discovery of the New World and shifting focus from the Mediterranean to the Atlantic has greatly weakened its position. However, many Italian sailors, experienced with the difficult conditions in the Mediterranean, are discovering fame separate from their nation. Columbus, Vespucci - perhaps your name will be among theirs?

6: Turkey - A mighty emperor to the East of Europe, whose conquest of the Eastern land routes helped push forward the Age of Exploration. Due to their control of the Spice Trade, they have little interest in exploring the New World or the Indies; however, you might be in a unique position to change this and launch the Ottoman Empire into the New World.

7: France - Though France is a major naval power, it currently has little interest in exploration of the New World. However, through privateering they have discovered the wealth that the New World may bring, and are slowly but surely beginning their own explorations and search for trade routes. You'll have a unique opportunity to help guide them, whatever role you pick.

8: Anywhere - A favorable wind has guided you to the port of your choice. You may begin in any Port held by any European Nation of your choice, even if it isn't one of the Major naval powers, and will begin as a citizen of that Country. Perhaps your voyages will cause it to rise to greatness and change the very course of history.

===Background===

You have a chance to choose how you appear in this world. If you pick anything except Marooned, you'll have memories of your life up to your starting age, which may influence your personality to some degree. Roll 2d8+16 to determine this starting age, and keep your current sex, or pay 100 CP to choose both of these for yourself.

Marooned (0 CP) – One day you were somewhere else, and then you suddenly woke up in the body of some new person in the middle of a 16th-Century European port, with nothing but the clothes on your back. Your ship and crew are waiting for you, with any items you purchased in your cabin, but other than that nobody has any idea who you are. You miss out on gaining any background knowledge you'd acquire by growing up in the 1500s, but also won't have to deal with a second personality in your head.

Explorer (50 CP) – Ever since you were a child, you've been filled with a desire to see what lies across the horizon. Stories of Christopher Columbus and Vasco de Gama were your bedtime stories, the glory of discovery your dream. Now that you've acquired a ship, it's time to make these dreams into reality. You've received an excellent education, both classical and practical, but unfortunately most of this is still theoretical - you have little actual experience as a sailor.

Pirate (50 CP) – There are many paths to piracy - some choose it for wealth, some for freedom, some for vengeance. You, on the other hand, were born into it - you were raised a Corsair, and have now managed to capture your very own ship to become a Captain. The practical experience of a lifetime as a sailor will serve you well, but you may find it difficult to leave your life of violence - if anyone discovers your past, the best you can probably hope for is a short drop and sudden stop.

Privateer (100 CP) – Originally a member of the navy of your homeland, your King realized your talents and came to you with a special mission. You were issued a Letter of Marque, giving you the right to plunder ships belonging to foreign nations and seize their spoils on behalf of your country. While most nations will regard you as a pirate, your homeland regards you as a law-abiding citizen, and possibly even a hero - and in turn, you feel attachment and loyalty towards it as well.

Note: Privateers are considered Pirates for all purposes unless specifically noted otherwise.

Merchant (100 CP) – Born into a powerful mercantile family, you've spent your life learning how to make money. You've now been sent off to continue the family trade, with your own ship and enough trade goods to let you earn your own fortune. You've inherited many connections from your family, and while most of these are positive, this does mean you may have to deal with some powerful enemies at times.

===Abilities===

You may spend CP to acquire these abilities. If it says Free, you may (but are not required to) take it for free; if it says Discount, you pay 50% of the cost.

Seamanship (Discount Marooned) (100 CP) – If you didn't know how to handle a ship before, you do now. You're fully trained in the ins and outs of the art, including but not limited to how to sail, perform routine upkeep and maintenance, make repairs, stow cargo, handle lines and ropes, and operate deck equipment. You also know basic nautical crisis management, including how to handle disasters such as storms and fire, how to perform search and rescue, and how to swim if you fall overboard.

Leadership (200 CP) (Discount Marooned) – You have a natural talent for command. Not merely charisma, this includes the ability to easily assess and make use of the capability of others to accomplish your goals, prioritize tasks to ensure they are handled in the most efficient way possible, and keep morale high even in dire circumstances. You're also able to quickly and easily instill loyalty in others, and ensure that those loyal to you remain loyal when others might tempt them away.

If you took Seamanship and Leadership together, you are now a master Captain, able to easily guide and manage your crew to keep your ship in excellent condition, and pull them together to ensure that you'll come out of nearly any disaster seaworthy.

Fame (400 CP) (Discount Marooned) – One way or another, your name will be in the history books. People will not only take notice of your achievements, but will be quick to spread word of them to others, ensuring word of your exploits are spread far and wide. They will also gloss over or forget your failures, ensuring a uniform reputation. Anyone who has heard of you will be much more likely to trust you with difficult tasks or try to get on your good side, and will think twice about challenging you.

Navigation (100 CP) (Free Explorer) – While you may not know how to sail a ship, you know how to get it to where it's going. You've been fully trained in navigation techniques, including Celestial Navigation and Cartography, as well as the use and maintenance of nautical equipment. You also have a smattering of meteorological training, enough to avoid many weather-related disasters or spot them in time to do something about them.

Knowledge (200 CP) (Discount Explorer) – You are well-informed on a wide variety of topics pertinent to a sailing career. Though no expert, you know the basics of a variety of fields, including medicine, zoology, and botany, foreign cultures and customs, and general sea lore. You can also speak every major language enough to communicate, though you are only fluent in your own.

If you took Navigation and Knowledge together, you are now a master of Celestial Navigation, Cartography, and Meteorology, and can not only quickly learn to navigate areas you are unfamiliar with, but create accurate maps of these areas as well.

Intuition (400 CP) (Discount Explorer) - You've developed a sixth sense - a combination of keen instincts which almost seems to guide you through life. This sense manifests in a variety of ways - a gut reaction, an urge to do or say something, a pull in a particular direction - but as long as you trust these instincts,

they'll almost certainly pay off. You'll avoid danger, chance over treasure or remarkable discoveries, and above all, be guided towards fantastic adventure you otherwise would have missed.

Swordsmanship (100 CP) (Free Pirate) - You're a practiced hand with the blade, able to handle everything from a dagger to a Zweihander competently. More importantly, you're able to retain your full skill in nearly any condition, whether you're crossing blades on a storm-tossed ship or trading blows climbing the rigging. This includes the ability to swashbuckle with the best of them, letting you swinging from chandeliers or ships' lines without making a fool of yourself.

Gunnery (200 CP) (Discount Pirate) - From the humble flintlock to the mighty Carronade, as long as it uses gunpowder, you've got it under control. You're an extremely accurate marksman, even when taking the inaccuracies of a smoothbore weapon into consideration, and are able to rapidly load and fire even while battle is raging around you. This also includes the skill to repair and maintain any weapons you handle, ensuring your guns will always be in ideal condition.

If you took Swordsmanship and Gunnery together, you are now a master Tactician, able to feel the "flow" of battle, determine your enemies' plans with ease, and figure out where your skills and the skills of those around you will have the greatest impact.

Courage (400 CP) (Discount Pirate) - Fear may be a constant companion, but it will never be your master. You are able to easily push away and set it aside, acting without the slightest hesitation no matter how dangerous the situation may be. As long as you do not falter, you can continue fighting on, similarly pushing away pain and injury until the battle is won. This bravery also serves as an inspiration to any you fight beside, encouraging them to keep going even in the face of certain doom.

Accounting (100 CP) (Free Merchant) - You've been trained in the art of money management, and have an excellent head for figures. This lets you keep the books on a ship, as well as easily keep track of the value and quality of any commodities you're interested in, figuring out where to buy, where to sell, and where to avoid. You can also understand any other books you may look over, and catch errors in them.

Negotiation (200 CP) (Discount Merchant) - You're a master of the deal, trained in a variety of negotiating tactics to both make sure that any disputes end up going your way and people come to the bargaining table in the first place. As long as you have something to offer, you're almost certain to end up with some sort of agreement, and ordinarily this will be one that you're happy with.

If you took Accounting and Negotiation together, you are now truly gifted at the art of trade. You now can identify the value of a given commodity at a glance, even without pre-existing information, and ensure you'll get it for the best price possible.

Charm (400 CP) (Discount Merchant) - Something about you just calls to others. Whether you're particularly attractive or not, people will still be drawn to you; whether you're particularly eloquent or not, they'll still hang on your every word. People are far more likely to believe anything you say, whether it's true or not, and will have a difficult time thinking badly of you. Unless you've directly caused harm to them, they'll probably give you a chance - and even then, may make excuses for you.

===Ship===

You must purchase a single ship from the options below, which will act as your initial flagship. Made of the highest-quality materials and free of any defects, this ship has a unique property - should it and any other ship you own be sunk or otherwise destroyed, it will somehow make it into port completely intact a month later, ready for you to assume command once more. As always, free means you can (but are not required to) get it without paying CP, and Discount means it costs half as much.

Hansa Cog (0 CP) - The pinnacle of medieval sailing technology. While it is not particularly maneuverable, spacious, or well-armed, it's easy to handle and can be crewed by an extremely small number of sailors. Still, you may want to replace this with something better when you get a chance.

Caravela Latina (50 CP) (Free Explorer) - Small and maneuverable single-masted ship, designed to be used by Portuguese explorers. It has little room for cargo, crew, or cannons, but is well-suited for exploration and travel, and can easily sail upriver or in shallow coastal waters.

Brigantine (50 CP) (Free Pirate) - Designed as a military vessel, this ship is driven with both sail and oars, and is extremely fast and maneuverable. It is also quite easy to handle, and its healthy cargo hold and firing decks make it a favorite of pirates throughout the Mediterranean.

Nao (100 CP) (Free Merchant) - Also known as a Carrack, this mid-sized, three-masted ship characterized by its high, rounded stern. Large enough to be stable in the high seas, and roomy enough to carry provisions and cargo, these ships are the mainstays of all of the major naval powers.

Sloop (100 CP) (Discount Pirate) - Originally of Dutch design, this ship uses fore-and-aft rigging to sail against the wind. While difficult to control, its deep hull allows it to carry fair amounts of cargo and guns, making it an excellent choice for trade and privateering.

Xebek (200 CP) (Discount Merchant) - A ship designed for trading, characterized by their distinctive hulls and protruding mizzen mast. They are relatively maneuverable and good in indirect wind, while still maintaining large cargo holds in order to transport goods throughout the Mediterranean.

La Reale (200 CP) - French for "The Royal," these extraordinary Galleys are ordinarily restricted to generals and other military officers. Extremely swift and stable, it uses oars supplemented by sails in favorable winds to travel in all conditions, and has sufficient firepower to make it a serious threat in military action.

Galleon (300 CP) - This large, multi-decked ship is the dream of many a merchant, and requires an enormous expenditure of resources to create. It has unprecedented stability within the water, enabling it to be loaded down with treasure without risk, and it can support extremely heavy armaments if put to military use.

Venetian Galeass (300 CP) - A large galley with three masts and oars, representing the pinnacle of shipbuilding technology. Designed for speed and military use, it can still carry a large amount of cargo or

crew, and can be armed with enough cannons to ensure no ordinary ship can survive a broadside from it.

Tekkousen (400 CP) - A mysterious hybrid oar and sailing ship from the far-off realm of Zippangu, considered a legend on the high seas. Its iron armor belies surprising speed and maneuverability, even when armed with more guns than a Venetian Galeass and loaded down with enough crew and cargo to capsize a Galleon.

Fully-Rigged Ship (400 CP) - A century more advanced than anything available in this era, the Fully-Rigged Ship is a massive piece of Dutch engineering designed for full-out warfare. Though extremely difficult to maneuver, its capacity for cargo, crew, and weaponry are second to none.

Old Friend (100 CP) (Free Marooned) - Rather than buy a whole new ship, you could always stick to what you know. Pick a single ship that you already own, including any Companions who may moonlight as ships - you may import this ship into the Jump, physically transforming it into a unique design resembling a model of ship from the 1500s to 1700s. However, these changes are only cosmetic - your ship will still retain all of its functionality, probably rendering it the deadliest thing on the high seas.

Armaments (+100 CP) (Free Pirate OR La Realle, Venetian Galeass, Fully-Rigged Ship) - By default, any ship which you purchase will be unarmed, forcing you to rely on boarding to do battle. However, this purchase fully loads your ship with a mix of Cannons and Culverins, giving it excellent firepower at close range and healthy firepower at long range. For +100 CP, your ship will instead be loaded with Carronades, long-ranged guns which combine the range of a Culverin with the strength of a Cannon, making your ship the envy of any navy. If any of your guns are destroyed, you will find them in your cargo a week later, fully repaired.

Angel Figurehead (+100 CP) (Free Explorer) - A well-crafted carving of an angel, praying for the safety of your ship. When this figurehead is set in your prow, fortune will smile on your travels. Though the weather may be harsh, you will experience far less than your fair share of storms and calm, and as long as you handle your ship well you'll somehow come out of them intact.

Goddess Figurehead (+300 CP) - This carving of an enigmatic Goddess is breathtakingly detailed, and seems to smile with a faint hint of amusement on her features. As long as this figurehead is set into your prow, your ship will be blessed by fortune - storms will pass you by, and the wind will always be at your back.

Extra Ship (+100 CP) - Why trust everything to a single ship when you could have a fleet? Each time you take this option, you gain an additional ship of equal or lesser specifications to your flagship, along with any options you purchased. For example, if your flagship is a Carrack with Full Crew, Carronades, and an Angel Figurehead, you could get anything from a Caravela Latina to another Carrack with a comparable crew, armaments, and figurehead. If you chose Old Friend, you may import additional ships but cannot duplicate any existing ones; any extra ships will need to be Carracks, Sloops, or Caravela Latinas.

===Crew===

By default, any ship which you purchase will have the minimum number of crew needed to handle it. These crew are ordinary sailors, and while they are guaranteed to be loyal and trained, they are nothing special.

Full Crew (100 CP) - Rather than the bare minimum, your ship has been crewed to capacity. Each member of the crew is seasoned and trained to function as a shiphand or marine as needed, and are otherwise to your specifications. Further, while they are not Companions, they are bound to the Ship - should they be killed, they will wake up in an unoccupied bunk unharmed a week later.

Sailor Training (100 CP) - You may replace and/or supplement your crew with any number of Companions, up to the capacity of your Flagship. Each of them gain the Seamanship skill, as well as a human form of an appropriate age and the nationality of your choice if they don't have one already. Unlike ordinary circumstances, you are NOT limited by the eight-Companion limit when importing these crew members; however, it still applies off the ship. Only eight Companions can be off the ship at any given time, or affect the outside world in any way an ordinary crew member couldn't.

===Officers===

The Captain's duties can be difficult, and it's a good idea to delegate some of them rather than taking them all on yourself. Each of these options, when purchased, provides you with a new Companion of the age, sex, and national origin of your choice, whose personality fits well with yours but matches their role. You can also instead import a Companion, giving them a human form of the appropriate age and the nationality of your choice if they don't have one already.

Each officer may be purchased once for each Ship, save for First Mates; you may purchase First Mates twice per additional Ship, since one can act as a Captain. Any purchases after the first are at a Discount.

Chief Navigator (100 CP) - The Chief Navigator's duty is to make sure your ship actually gets to where it's going, and also to help make sure you don't get killed when you get there. They acquire the Navigation and Knowledge abilities.

Bookkeeper (100 CP) - The Bookkeeper's duty is to keep track of your ship's finances, and to help you keep track of where the best places to buy given commodities are. They acquire the Accounting and Negotiation abilities.

First Mate (200 CP) - The First Mate's duties are responsible for the welfare of cargo and crew, and often serve to train the crew and take command when the Captain is off the ship. They acquire the Seamanship, Leadership, Swordsmanship, and Gunnery abilities.

===Items===

As with Abilities and Ships, you may (but are not required to) take anything which is Free once without paying CP; anything which is Discounted costs half as much CP to take. All items may be purchased more than once unless noted.

Wealth (50 CP, Free Merchant) – While the Age of Exploration may promise fantastic riches, it doesn't hurt to have some starting capital. Each purchase of this provides you with 10,000 Coins, in your choice of gold or trade goods purchased from your port of origin which can theoretically be resold for higher prices elsewhere. A Merchant begins with both – 10,000 in gold, and 10,000 worth of trade goods.

Grog (50 CP) – Your hold now contains several large barrels, filled to the brim with a blend of rum, lime juice, and water, mixed in just the right proportions to maximize the benefits of each. Drinking regularly from them will keep you and your crew hydrated, prevent anyone from suffering from scurvy, and leave everyone pleasantly intoxicated without reaching the point where their duties are impaired. Together, they'll produce the bare minimum of fluids your crew needs per day, though supplementing them with water may be a good idea. A second purchase will be enough to completely sate them.

Telescope (50 CP, Free Explorer) – A handheld refracting telescope, crafted out of brass and wood, with several cylinders and locking mechanisms enabling you to adjust the magnification with an amazing degree of fineness. At minimum magnification, it's an extremely cumbersome monocle; at maximum magnification, you can see objects almost at the edge of the horizon as if they were right next to you.

Pet Cat (100 CP) – A welcome addition to any ship, this is a healthy adult feline of the breed and pattern of your choice. It's quite affectionate and playful towards you and your crew, but is a one-animal genocide against any pests which you might find aboard your ship, up to and including stray Capybara. It will also miraculously survive anything except deliberate harm which you try to inflict on it, showing up licking its paws after all the fuss dies down.

Holy Balm (100 CP, Discount Marooned) – This fragrant mix of oils and spices produces an extremely pleasant scent, and is remarkably rejuvenating when used on the skin. However, its real use is as incense – If rubbed over torches and then burned, it will produce a strange blue smoke which calms any storm you're caught in. This requires using the entire container, though it will refill itself every month.

Pocket Watch (100 CP) – An ornate and elegant watch, masterfully designed to keep perfect time. No matter how far you sail, or what conditions you find yourself in, this watch will always keep the exact time, down to the second, as well as the month and year. It also has a smaller clock set in the side of it which will tell you the time of date at your port of origin, or wherever it is you call home nowadays.

Theodolite (200 CP) (Discount Explorer) – Half a century more advanced than anything you're going to find here, this is a specialized tool for measuring angles in both horizontal and vertical planes. Extremely useful for Celestial Navigation, as long as you are appropriately-trained the Theodolite will let you figure out exactly where you are with perfect accuracy exactly. It also comes with a built-in gyroscope so you can make these calculations without needing the stars, though less accurately.

Tax-Free Permit (200 CP) (Discount Merchant) – Issued by one of the major naval powers, this permit signed by the king of said country hereby decrees that you are allowed to trade at any port allied with that Nation without paying any tax on the trade. Extremely rare and hard to acquire, these can also be sold for a very pretty penny if you are so inclined. Your first purchase must come from your home nation; any additional purchases may be from any nation you choose.

Letter of Marque (200 CP) (Free Privateer, Incompatible with Pirate) – This special license, issued directly by your sovereign, grants you the right to attack and capture enemy vessels. Ordinarily, you would need to bring these ships before an admiralty court in your homeland, but this one lets you dispose of the vessel as you see fit, as long as you pay 10% of your Plunder in tax. Can only be purchased once – only your homeland will recognize this document, but should you defect, your new sovereign will reissue it.

Cutlass (50 CP) (Free Pirate) – A well-made cutlass, crafted from good steel. Strong enough to hack through ropes and canvas, and short enough to be useful in boarding actions, it will serve you well whenever you find the need to defend yourself.

Blue Crescent (200 CP) (Discount Marooned) – This beautiful sword, rumored to have been forged in the distant land of Zeiton, is an absolute masterpiece. Ornately decorated without being gaudy, it's nevertheless extremely light and perfectly balanced, while sharp enough to cut through a ship's mast without slowing down. It will never break, dull, or rust, and unless you deliberately part with it, it will somehow find its way back to you should you lose it.

Leather Armor (50 CP) (Free Pirate) – Tough leather armor, balanced for flexibility and protection. Though nowhere near as protective as most forms of armor, it has one major advantage in that you won't drown if you fall overboard.

Velvet Coat (100 CP) (Discount Merchant) – A beautiful coat made from crushed velvet, cut in the latest fashion and available in the color of your choice. With elegant and tasteful embroidery and decorations which stop just short of ostentatious, and falls well into stylish, this coat is guaranteed to make you the envy of your peers. It also includes discrete protection, as good as leather armor.

Errol's Plate (200 CP) (Discount Marooned) – This armor, crafted by a legendary smith making his home in the town of Copenhagen, is an unquestioned work of art. A mix of plate and mail, it completely covers your body with protection without impairing your movements in any significant way. It's implausibly light and comfortable, to the point where you could wear it all day or even swim in it, but is still strong enough to stop a musket shot at anything except point-blank range. It will also never rust.

Ancient Map (300 CP) – Torn, faded, and tattered, this map seems to originate from the days of ancient Greece, but uses far more advanced and precise cartography than anything they could have possibly known. Deciphering it is extremely difficult, but it seems to point towards several locations across the globe, including in the Far East and the New World. Exactly who created this, anyway...? Can only be purchased once.

===Drawbacks===

You may take any number of Drawbacks, but will only gain CP from the most expensive two you take, for a maximum of 600 CP.

Indebted (+100 CP) - It seems you owe someone a truly exorbitant sum of money - a minimum of a million coins, though possibly far more. Naturally, your creditor will not be satisfied until you pay them everything you owe, plus an increasingly-unfair amount of interest on top of it. Should you renege, expect them to take any action possible to collect, and don't expect anyone to ever trust you with anything for the rest of your days.

Rivalry (+100 CP) - Like Spain and Portugal, you've wound up in a serious rivalry that you just can't seem to bring to an end. Whatever you're engaged in, your Rival has the exact same pursuits, and they're quite good at it. Pirates can expect their Rival to go after the choicest ships in the area, Merchants will see their rival trying to corner the same markets, and Explorers will have to race them to discover anything interesting. Somehow, they'll always escape from any attempts to kill them.

Landlubber (+100 CP) - No matter how long you've been sailing, you've never quite gotten your sea legs. Any time you're in anything more choppy than clear waters, you're going to find yourself stumbling about, and will probably become seasick as well. Your skin will also be constantly irritated by saltwater, and you'll never get used to the smell of the sea either. Though you'll never face any serious health threats from this, expect to be constantly miserable every trip you take.

The Chase (+200 CP) - A rumor's gotten around that you're carrying some exceptional treasure, and now every pirate around has set their sights on you. You're going to be constantly ambushed by pirate ships even in the territorial waters of the major Nations; outside of them, expect entire fleets who have banded together to plunder your booty. If that weren't bad enough, they all seem to have decided to go after you as a priority; it's rare to find anything worth salvaging after you've sunk them.

Oath of Vengeance (+200 CP) - Someone has either hurt you very badly, or will do so shortly after your arrival. Regardless of your ordinary feelings towards those who wrong you, this deed will wound you to the core, and you will be unable to rest until you've hunted your enemy down and made them pay for their crimes. Unfortunately, this vengeance is going to be long in coming, as they're not keen on being caught, and will prove extremely evasive.

Enemy of the Crown (+200 CP) - Whether you deserve it or not, Spain (unless you are Spanish, in which case Portugal) considers you a murderous pirate who who takes no prisoners and leaves no survivors. While this may seem like a useful reputation at times, it's hard to intimidate people when they're sure you're going to kill them anyway, nobody loyal to your enemy will work with you, and every privateer or naval officer with the slightest hint of loyalty or ambition will be hunting you down.

Renaissance Man (+300 CP, Incompatible with Old Friend) - You and all your allies have developed a strangely selective case of amnesia. While you remember your past life and adventures, anything which might be of use now is gone - including any knowledge of geography beyond what you learned from

your purchased Abilities, technology invented after 1522, and historical developments prior to the 17th Century. Any abilities you have which aren't completely mundane are also sealed away, as is your access to the Warehouse. On the plus side, at least your personality is intact this time!

Wine-Dark Sea (+300 CP) - Apparently, you're the reincarnation of Odysseus, and Poseidon has not forgotten his grudge. Every journey you take will be one disaster after another - your ship will be alternately tossed by storms and becalmed, fog will be your constant companion, and you might even face strange nightmares like giant tentacles from the deep or hungry sirens. Needless to say, your Goddess Figurehead won't save you from this - you're going to need a lot of skill and luck to pull through.

Impossible Dream (+300 CP) - You've sworn an oath to do the impossible. Perhaps it's discovering the secrets of Atlantis, or mapping the entire world. Perhaps it's owning or destroying an entire nation, or becoming the undisputed ruler of the seas. Regardless of the exact nature of this dream, it has to be something extremely difficult for you, and you're going to have to do everything you can to accomplish it - because this dream is now your win condition. If you don't succeed by the end of 10 years, you've lost the Jump, and are on your way home.

===Ending===

Should you die, then you'll find yourself back in home in your bed, safe and sound. Once ten years have lapsed, on the other hand, you'll have a choice to make (unless you failed at your Impossible Dream...). Regardless of your choice (or if you die/fail) all Drawbacks are lifted.

Lay Anchor - You've had enough navigation to last you for a while. You return home, the very moment you left, with everything you acquired from your Journey stowed away somewhere safe. As a bonus, you can now summon your ship any time there's enough water for it to appear in with a snap of your fingers.

Raise the Sail - The world is a large place, and there's so much more to discover. Your voyages will continue for the rest of your life. At home, it'll be like you simply went missing - your affairs will be set in order, and people will mourn you then move on.

To Uncharted Waters - Somewhere over the next horizon, adventure awaits! You've shipped off to another universe, where you'll remain for ten more years. Just like with Lay Anchor, you can now summon your ship any time you have enough water for it. It's still fully crewed, though nobody in your Crew can leave the ship without being made into a Companion through some other means. If you picked Sailor Training you can still man it with any number of Companions, though the same restrictions apply.