God Save the Queen

Fate/Legends: Britain 1.1
By Valeria

Introduction

The greatest empire that the world has ever seen! Not Rome or Germany or ancient Uruk. It is Britain whose reach extended so far that people called and call it the empire on which the sun can never set. But the story of this united kingdom is long and filled with many gruesome wars and mysterious gaps.

The story covers everything from old rebellions against Roman invaders to crusades against the Middle East. From the greatest minds to ever live to the greatest minds ever written in a story. It is Britain where men set sail to discover new lands and change the course of the world, where common criminals could have the riches and influence to direct entire nations. Yet it is also a land of oppression and tyranny, an empire would be created that would dominate the globe against it's will, thinking only of it's own people and even then, only the rich and powerful.

Even magic itself finds Britain to be it's heart, the last holdout of magic in a fading world, the chosen headquarters of the premier association of magi in modern times. Like it or not but Britain became the core thread of history for centuries. What better times and places to make your own stories?

You have ten years in these stories to spend and 1000 Choice Points (CP) to take with you for the following options.

Starting Time and Location

Choose from one of the below starting times or time ranges. You can freely extend the time you are present here until ten years after the latest starting time. As long as you spend ten years in the jump, you may leave at any time afterwards.

Your starting location may be any public place within the bounds of the British Isles.

Boudica's Rebellion- 59CE
A year before Boudica begins her rebellion against the Romans currently occupying Britain. She's not yet suffered her ordeal and her husband still lives. Britain at this time is filled with magic still, one of the last holdouts in the world, and is quite the dangerous place to be. But there's nowhere better to become a hero.

Richard's Reign- 1189CE
The year Richard the Lionheart ascends to the throne of England and begins to make his mark on the world. Though he spends almost all of his reign across the sea in crusades against Britain's enemies, he is a still loved by his people. Britain is long past the days of Arthur and is no more or less magical than any of it's neighbours, though threats of a supernatural variety still existence in abundance. Britain remains the seat of the Mages' Association.

Golden Age of Sail- 1570CE to 1720CE
From the middle of the 16th century, to the end of the early 18th century, the ocean became the battlefield on which the world was decided. Francis Drake's early voyages across the world in the late 1500s would soon lead to the golden age of piracy, where pirates would run rampant through the seas from 1650 to 1730. You can choose any time within this range to start, knowing it is a time when even a common man can steal or loot a future for himself.

Victorian London- 1800CE to 1927CE
The greatest era of Britain, when the empire ruled at essentially the peak of it's power and glory. Though the Americans had seceded, the United Kingdom still ruled almost a quarter of the globe directly and influenced the rest easily. This is the Victorian era, where brilliant minds like Charles Babbage or Florence Nightingale made great advancements and where terrible crimes like those of the Ripper were committed. Smog choked it may be, there remains something wondrous about this grand throne of civilisation.

Timelines

A series of alterations to the setting, all of which can be taken at once, none at all or any combination desired.

Whitechapel Stories

A hundred different identities, yet only one can be true. Jack the Ripper's mysterious nature is emblematic of one choice here. Taking this option allows you to decide which legends and myths are real and what versions specifically are present, although things already confirmed in the Nasuverse remain the same. Arturia will remain King Arthur but the identity of Jack the Ripper? The presence of Robin Hood? Whether or not the Invisible Man existed? All can be decided. Oddly, this also enables the alteration of sex for existing characters, making those who should be men into women and other such changes, if desired.

Camelot Everlasting

King Arthur never fell and yet Britain has not yet reached it's Utopia. At Camlann, Arturia neither died nor gave up her humanity fully. She remained as Queen of Britain and her kingdom grows over the years to match the extent of the British Empire at that time. With that kingdom comes the magic and mystery of Camelot, spreading across the world and only reinforcing the immortal queens' rule. With Avalon and Rhongomyniad, the divine ruler has few threats and her mighty Rounds come to rule over her various dominions.

The later years of this world will show you an empire where not only does the sun never set but magic itself will never leave. Strangely, the force which culls timelines appears to consider this as a most valuable one and it remains supported. Perhaps it is due to Arturia still restraining her own emotions, her empire not hesitating to carry out brutal acts to continue it's expansion and evolution.

World of Steam

Charles Babbage had a dream. A dream of a world that rose up on technology powered by steam, where advanced devices many years beyond his time were commonplace and things thought to be the realm of magic or religion became possible. In life, he never achieved this dream. Here, it has gone beyond what he ever could have thought possible.

In the mid 19th century, Babbage's various proposals on steam power, difference engines and more were taken deadly serious by his peers and the British government. Money was poured into his projects and they exploded in popularity among academics, industrialists and even the aristocracy. More and more devices and advancements were developed on the back of steam power and his early lessons on robotics, intelligence and machines. In just years, the city of London was transformed and within decades it had spread throughout Britain and the rest of the world.

This is a land of Steampunk, where vast airships are a common sight in the sky, where artificially intelligent automatons are given out as presents in the form of dolls or as deadly soldiers, where the cities expand ever outward and upward in search of greater achievements. Science and engineering rule the world on a throne of academia, with the leaders of nations coming to consider the greatest minds of this time as influential peers.

Despite it only being the mid to late years of the 19th century, much of the technology present equals or even surpasses what is present I the 21st century. Despite this, it is still mixed with the

traits and tropes of Victorian London, and the common folk still suffer and toil despite the wondrous brass cities they live in. Cities that sometimes move under their own power. The place of magic may have altered as well, present either in it's normal form or taking many cues from modern science to mix technology with existing magecraft. The alchemists have more presence than ever before in this world that chases progress.

Origins

Genius

Arts, science, medicine and the imaginations of readers around the globe. In every way, Britain marked itself as the centre of the modern world and that was due to the intellectual giants that made it all possible. Whether you're an accomplished man already or just a talented young prodigy, you've set out through the fields of creativity. Your earlier situation can vary a great deal, from a student at a university of London, an apprentice to a sage or wiseman, a detective of private or police nature, even a wartime doctor.

Lord

Through Britain's lifetime, both men and women have led it in battle and state. These lords of title and spirit waged tireless battle to protect their home from invaders, insurgents from within and all manner of unnatural things. In earlier times, you would be a minor noble lord, a titled knight on his first adventures to find a patron or adventure to prove yourself. In later years, the role of politician or power broker may suit you better, albeit only in a junior sense for now. Perhaps even a military officer, in one of Britain's many foreign wars.

Fantasy

How fine is the line between reality and fantasy? So fine that the two can often be confused, true stories believed to be fictions and fictions becoming real from the belief in their existence. Your own origin could be either. Perhaps one of Robin Hood's merry men, serving a nameless ideal, or a fairy tale knight straight from a story book. A famous character from British literature is every bit as possible, the works of Alice in Wonderland provide ample room for creativity alone. Your nature may leave you somewhat lost in the world, though you are far from the only fantastical being left.

Pirate

When the age of sail comes, it is the English who make their mark on the seas and the world beyond. For money, power and glory they set sail to strange lands and in search of bountiful ships to raid. You're a pirate in your own right, as part of an existing crew in your time or the leader of a new one, small but filled with potential. Is it a life of crime for you or do you seek the ideals of a privateer or navy man, serving your country with shadowy means?

Ripper

Of all the murderers in the world, few capture the imagination like the myriad tales of Jack the Ripper. Whatever his true identity was matters little, the thousands of tales turning him from a infamous but small scale serial killer into a legend of the night. Because of the stories, or in spite of them, there are many Jack the Rippers that might or do exist. You are one of them. Maybe just a false identity, made from a story or urban legend, yet claiming the name as all you have. Or perhaps you truly are the original Jack, the one true tale in a sea of fearful lies.

Your age and sex can be freely decided, though the default is the age of an ordinary adult human and whatever sex you had before this jump.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Blood of an Englishman- Free

Of physique, you are relatively ordinary for your time. Fit but only the fitness of a career soldier or manual labourer who cares for themselves as best they can. You'll at least be unlikely to catch any of London's many, many diseases. Magically, you do have some potential. While not an exceptional prodigy, you have an above average number and quality of circuits within you. 30 in total, each of enough quality that even established Magi families would be proud to have them. Perhaps you're an orphan of some now dead branch family, if not a freak of nature?

Gentleman's Spirit- 50

The British gentleman is an ideal admired throughout the world. Refined and regal. Handsome even in old age, carefully maintained features and hair crafting an appearance befitting any lordly man. Man or no, a graceful look comes naturally to you, naturally seeming to gain the visage of a lord or lady of repute. It doesn't only affect your face and body, both easily kept fighting fit, but even the fashion you garb yourself in. Unless desired otherwise, your clothes quickly take on an rich yet controlled appearance. Ratty coats and shirts become double breasted suits and quality over-coats. Common sneakers become comfortable leather shoes, without hindering your swiftness. The richness of your outfit is apparent to the eyes and touch of outsiders, yet it won't hamper you from what you truly wear, and the clothes will eventually revert after a few hours.

Detective Everywhere- 50

Whatever the troubles of the era may be, there's always work to be done. Your profession will never be short of work when you're in need or want of some, even when your skills lie in areas untouched or unimportant in your current time and place. A doctor will have as much chance to practice his skills and earn a living in the time of English knights as he would in Victorian London. Detectives find mysteries to solve wherever they go while soldiers will never be without a conflict willing to hire wanderers for battle.

Summer Events- 100

Worrying about when you can take a holiday next? Why not bring the holiday with you, as if everyday was a Caribbean cruise with a ship full of busty beauties? Taking this lets you bring along the aesthetics of both the Caribbean and the Summer Events of Grand Order. Ships take on the look of old sailing vessels, without altering their function, while a frankly bizarre number of people run around in tiny swimwear, yet it protects them as much as what they wore before did. The weather remains warm and gently sunny, barring some serious interference, and even the water temperature is nicely warmed. Your own properties or items can take on a beachside appearance too, houses becoming open-air resorts and weapons taking the form of water guns or foam swords.

And everyone is, of course, beach body ready. Even the most normal seeming girl or guy will be an attractive sight at the beach now, with curves and hard muscles in abundance. Those already a sight to see will become the starring flowers of summer, even when not at the oceanside. It does help that everyone feels that carefree summer holiday mood, when inhibitions are lower and everyone would like to have fun more than fight.

Personification- 200
Humanity has always sought to personify that which it encounters. Sea vessels given names and referred to as if they have feelings, swords considered trusted companions, entire nations being thought of as having aspects through which they manifest in times of need. Some of these are even true but with your intent, they might all be confirmed. You have the ability to give a humanoid form and mind to things without it, not merely objects like a ship or sword but even including locations like a castle or nation as well as ideas like a story or philosophy. It does not remove the original form of them, this new humanoid shape instead acting as an avatar that can control their origin. They have no inherent positive or negative feelings towards you for granting this form and depending on your relationship with their origin, might be anything from a loving ally to a hateful foe. The greater their origin, the greater the power of the avatar, with this greatness taking many forms. A simple steel sword or wooden sail ship would have little power beyond controlling the movement of their form. A powerful magical blade or the spirit of a globally famous story could be quite the fearsome foe in combat, even for a Heroic Spirit. Something on the scale of an Empire's avatar or a widespread philosophy would be terrible indeed.

Donning the Deerstalker- 300
A detective without boundaries or limitations. The occupation becomes entwined with your very existence, more important than a mere hobby or way to express your intelligence. It's a part of your story and the role is laid out for you to play, sometimes whether you like it or not. Being the Detective in the story will provide certain benefits, advantages to your situation. Attempts to solve mysteries and unravel the plans of villains, among other Detective-like activities, will meet much more success than normal. Fortune favours your endeavours and clues you might have missed instead shine to your sight, the villain themselves might make a critical slip up that would feel foolish outside of a mystery novel. Which you definitely are not effectively a character within. Your abilities are particularly potent against anyone that would be widely seen as a mastermind along the lines of James Moriarty.

Additionally, the part that may not always be so desirable, is that solving mysteries becomes an unavoidable part of your tale. Wherever you go, whenever you are, you'll find puzzles and schemes and crimes to solve. Often, they'll make themselves a vital part of the goals or story you currently pursue, changing things to make your story that of a Detective. In extreme circumstances, you may find that your story brings you to great and grand crimes to figure out, even across both space and time.

Stoker's Demon- 600
A legend that won't ever give up it's terrible hold on life. Bram Stoker wrote but a mere story on an ancient count who fed on the blood of living beings but it grew so far beyond that, bringing fame to the legend of the vampire and defiling the legacy of one Vlad Tepes. Despite the true form of vampires being that of Dead Apostles and not this fictional breed, you still find yourself waking this evening with the powers of that dread count.

The many traits of this classic fiction are present in you now. Unaging immortality and pale beauty when not enraged enough to use your bestial abilities. Your body takes on a composition less of flesh and blood, more shadows with mass, the change allowing you to survive even the most terrible wounds with little penalty. A destroyed heart or damaged spirit core hardly slows you and your potent regeneration can heal most wounds before the attack that caused them has even finished. This can be focused on certain areas to make it almost instantaneous but one should be aware that

sustained levels of severe damage over time will cause your regeneration to slow and eventually falter. Despite the fictitous nature compared to them, your regeneration abides by the same mechanics of the Curse of Restoration that Dead Apostles have. It works via regressing time, rather than simple healing, and grows stronger as the moon waxes.

The same shadowy powers that grant this healing also improve your power, giving you the strength to effortlessly bat around powerful Heroic Spirits or cause the ground to tremble for miles. Your speed matches this physical strength, bursts of movement that can cross miles in moments or let you throw out attacks well beyond the speed of sound. All of the many incidental abilities shown by Count Dracula are yours to possess as well. Control over the weather or shadows, hypnotism and manipulating the memories of humans, crawling on walls or commanding the animals of the night and more. Your shapeshifter abilities let you turn into such animals, as well as mist or a swarm of bats, an instant transformation that can make melee combat against you near impossible.

As is natural for any vampire, you have the claws and fangs to suck blood from others. Not only does this sate your own deep hunger for blood, it also turns those whose blood has been sucked into undead slaves, barring great mental or magical resistance. Acting as ghouls loyal to you, you can embrace and expand your undead army quite rapidly, and your bite has an unnatural ability to bypass all defences against ‘attacks’. It is, after all, a show of affection to take them into your undead family in such a way. But the legends of Dracula are not all positive and the presence of sunlight will significantly weaken your powers, while holy powers can deal catastrophic damage to you. A devoted priest of great power could very well kill you when a whole team of history’s great heroes failed.

As your power comes from the legend of Dracula, it is possible that new or altered abilities will reveal themselves in time. Sometimes temporarily, sometimes not, as the legend and story may alter or have certain aspects become more popular in time. While the above abilities will always remain with you, you may find that different worlds offer new variations to enjoy for a time.

Genius

Young Sherlock- 100
To many, the world is a mystery. A chaotic mess where luck, chance and fortune rule over the course of life. But all it takes is looking a little closer, at the right places, and you can start to see the connections. You have a natural talent for seeing connections between things or events, as well as uncovering that which others want to keep hidden. You were lucky enough to receive a good education growing up, giving a respectable amount of knowledge in medicine and history and several other academic fields. It wasn't really the focus, just supportive for your training to investigate the unknown. As a young detective in the local police force, a private eye, a hunter in olden times or something else entirely, you're starting to be known for your gift at finding things that others don't want to be found.

Unfaltering- 100
To follow a mystery even into the depths of the city's underbelly or save a man's life as artillery rains down around your head, it takes a spine of sterner stuff than the average man. You've got a tenacious mind and an unwavering will, the sort that lets you hold onto a lead like a bulldog or never give up on saving wounded men even after years of watching them die despite your treatments. To some outsiders, the focus you can gain when determined to not give up can even appear as insanity, the only way they can think to explain someone who unhesitatingly runs onto a battlefield to save a stranger's life under heavy gunfire.

That inhuman mentality they see as madness can be just what some people need however, as those under your care or protection find their will to survive and fight on grows stronger when you focus your attention on them. When a dying man looks up and sees an angel of the battlefield refusing to give up on him, sometimes that's all that's needed to push on.

Man of the New World- 200
As the world moves on from hitting each other with crude sticks and fists, power begins to change hands. The strongest man in the room goes from an undoubted leader to mere muscle for the true power, the man with all the knowledge. A combination of natural prodigy and years of effort gave you a position among Britain's most vaunted minds. While your most famous talents are focused in a single academic discipline, such as Moriarty and his world renowned skill with mathematics or an unsurpassed brilliance with biology, you are broadly skilled with many other fields. From several respected academic paths to the different styles of the arts and even a deep understanding of philosophy, you match the learning in each of what most men try a decade or more to come close to. Though a touch barbaric, you even indulged in learning a martial style of the empire, having enough experience in boxing or baritsu to knock back-alley heads together without trouble.

It's made possible with a particular mental technique that allows you to easily absorb and retain information, the creation of a continually expanding 'memory palace' style territory within your mind. Information is easily memorised and efficiently stored, granting the ability to rapidly make connections between even seemingly disparate pieces of data that you have gathered. Knowledge of disciplines you once studied thirty years ago remains as fresh as the new fad you spent an afternoon exploring.

Too Terrible to be Remembered- 200
What a villain that Moriarty was. He weaved a web of shadows across all of Europe. A famous foe of Sherlock Holmes but who had surprisingly few appearances before his quick defeat. No one would like to think that such an evil man was a even greater threat, who had far more influence in the path of mankind than anyone realised? There are times when the truth must be concealed and altered, to protect humanity from knowledge that will only harm them. Information control is your gift, particularly spreading misinformation. Even with the relatively limited resources of a duo like Sherlock and Watson, you could greatly diminish the knowledge of a figure like Moriarty and bring a 'certain' belief of that figure into popular knowledge in the future. Manipulating the news, selling popular stories, well regarded celebrities speaking out in favour of your views. It won't erase the knowledge from the minds that know with personal experience but the common folk can quickly come to believe this new version of a tale they should know is false.

With more resources and influence, you could go beyond just erasing much of one man's footprint in Europe. Create a rising hatred between nations over a feud in distant memory that never truly happened yet all are certain did, erase your fallen rivals from history's memory entirely or even increase the widely believed feats of your own travels with ease. The knowledge of these means make it easy to uncover when others use them, attempts to change or conceal what happened in the past or present failing to your canny mind. It's wouldn't be surprising if you found out the existence of the magical side of the world very early on, with this.

Angel of the Battlefield- 400
Just being a leading star in the medical field isn't enough to change the world, not when you have to do it from the front of a battlefield too. While you are most certainly at the front of the pack in terms of medical skill and knowledge of your time, at least as far as Nightingale's time, your talents are more notable than that. A superb instinct for all things relating to medicine, it allows you to easily master techniques and technology even centuries advanced from your time if you can gain access. Even without access, advancing medical knowledge comes smoothly and quickly to you, accelerating the speed of new discoveries greatly.

Medicine becomes widely applicable in your hands, in some ways superhumanly so. Your knowledge makes you a lethal combatant even with limited combat training, innately understanding the most efficient ways to move your own body, the most vulnerable vital points to strike and how to greatly reduce damage with the right block. Your treatments become applicable on all targets, even against what seems like common sense, as you can stitch up the wounds of spiritual beings with no more difficulty than a flesh and blood human. Even non-humans take only a small time to study before you can effectively understand and begin treatment. While this talent does not directly boost the power of healing magecraft, your knowledge and the skill it lets you use those spells with make you a far superior wielder to most.

A Bard's Tale- 400
Why lead an army to conquer the world when you can change it to your liking without ever needing to leave your own study? The power of a story is not always so grand but it has only become more influential as the barbaric days of the past are left behind and communication becomes ever easier. Your skill as a wordsmith, playwright and orator is one of very few peers, outside the rare exception like the Bard himself. Be it novels, plays, poems or all at once, your gift is sure to earn widespread acclaim and wealth if you publish your works. Not to mention how well the upper class and even royalty tend to receive you when you write a story casting them in a favourable light. Most of your

creative endeavours tend to only become more popular and influential as time goes on, easily cementing your place in literature and theatrical history, as well as an easy path to influence the world of the future through your writing.

But this is merely the mundane side of the entertaining word, you've reached beyond the ordinary world already. Through both writing and oration, you can Enchant the world around you. With vivid descriptions and praise, you can reinforce, enhance and even awaken magical powers in objects, people and even entire locations. A common longsword might gain unnatural sharpness as you weave a tale of the battles it has seen it's wielders through. The greater the existing history and mystery of your target, the less limited you are in your Enchantments, though they require more and more investment from you too. A common blade might be made supernatural but it will never match truly legendary swords. On the other hand, with many days of inspired fabrication, the unnamed but personal sword of a noted hero could indeed grow to match the likes of Ascalon and Excalibur. As they are but stories, these Enchants do fade in time, though using the enchanted object to accomplish deeds worthy of it's supposed new fame may indeed make it a permanent change.

A final and more costly ability discovered by you is to give form to your words and creations through the use of magical energy. While it can be quite costly to create complex and large scale obfuscations, it is entirely possible for you to scare away robbers with demonic phantasms or force enemies to face illusions of old traumas and foes. Surely, your skill in writing characters will be helpful in directing these phantasmal actors.

Napoleon of Crime- 600

The world has an empty throne, just waiting for the man clever enough to take it for himself. It's not a road anyone can walk if they worry about morality or their own safety. Only by throwing away such things can you achieve global domination or destruction. But it's that freedom that draws others to you as well. You have the same villainous charisma and manipulative, scheming intellect as one James Moriarty. That personal charisma is enough to lead and manage a criminal empire that stretches across the globe, not only keeping it stable and loyal, but to even inspire outright devotion in the thugs, spies, killers and thieves that make up your dark kingdom. Even your enemies find it hard to not fall to your charms, despite knowing your true nature.

Your mind is more than able to keep up with your spirit in this regard, if not work together all the better for the combination. Evil plans of all kinds and scales are simple, from causing chaos and corrupting the good, to creating and expanding a empire of evil beneath the notice of the common world. Gathering the tools and resources to set up and run these schemes is another mastered skill, making it entirely feasible for you to create shadowy organisations that influence or even take control over whole nations within a few years, despite starting with little more than the average university professor. Ruling the world is far from an out of reach goal, particularly if you do it from behind the scenes. Does it matter if you lack magic, when even the Magi have desires, vices and fears the same as any mortal man?

Perhaps the most interesting aspect of your nature as a villainous genius is that your schemes can be designed to avoid punishment and even the whims of fate itself. A small investment of time compared to the rest of the scheme is usually enough to ensure you can escape unharmed and largely untroubled from all but the most daring schemes and colossal of failures. Significant effort is required to bypass destiny itself but with enough work and a truly airtight plan, you can even pierce the protection that should lead the heroes to always win at the end of the day.

The Game is Afoot- 600

If one were to only look in the right way, all the mysteries of the world would unfold before your very eyes. But to see as Holmes does is a great task that only a few can achieve, even if they have the will. The world becomes clear to your eyes, as you gain the sort of insight that Holmes himself has. A single glance reveals the history of a room, it's secrets so obvious to your examination that it is like they are leaping out and announcing themselves with a shout. People are no different. Every tell and twitch telling you a story beyond any words they can express. A wealth of information flows from every facet of reality, one few are privy to, yet revealing even the deepest secrets of the most private beings. In some cases, when you focus, there becomes little difference between your insight and true clairvoyance, calculating and figuring out exactly what will occur and what has occurred.

Your mind has the deductive reasoning and analytical abilities to put these inhuman observational skills to work. Solving the crimes of London hardly requires more than the morning paper, much less actually leaving your comfortable sitting room, and even the presence of magic can hardly hold you back. Not the least that it proves little protection against your piercing eyes. Application of these mental abilities to varying fields makes most things in life simple. A normal human is more than able against terrible creatures of the night when he can see every move they make well in advance, tracking each aspect of the fight and unleashing a perfectly planned series of blows. Most mysteries will be simple affairs, whether it a unsolved crime or an unsolved academic question, but even you can be challenged if you search for the strangest and wildest things this world has hidden away.

Challenged but not stumped. The final third to this mental status is that unique ability that makes all mysteries elementary, at least potentially. So long as you are on the case, a mystery can be solved. Your attention changes the World so that there is an answer and a path to that answer. The mystery of where a lost treasure chest and what is inside it will ensure that a map to this chest exists, as does a key, and that clues to find both will present themselves to you. This is a possibility, nothing more. It is still up to you to figure out these initial clues and follow the path from step to step to the final truth. But as long as you can do that, there is no mystery that can ever stay unsolved.

Lord

Rising Up- 100
When the country is in a time of need, a leader must be more than just the one appointed by their heritage. They must take charge by force and unite their nation against a greater threat for survival, a sort of leadership you are well suited for. Regardless of your believed legitimacy, you are able to inspire others to believe in you as a strong leader and gather many different factions under a single cause with you at the helm, provided you all share some common goal. It appears particularly strongly felt when you seek to unite others against an enemy nation attempting to oppress or conquer your own, letting you ally together tribes that have been dire enemies for centuries to fight back.

Your skills in battle are competent, more than capable with sword and shield, and similarly so with strategic leadership to direct those battles. But your talents do still lie more in your charismatic presence and ability to fire up others to protect things you all care about. If you're willing, that encouraging spark you can light up in others can turn into almost older sister like feeling that others gain from you.

Crusading King- 100
Why would anyone want to become a king if they just had to sit on a chair all day and make policy decisions? A king that rules is a king that does what he wants! Spreads the glory of his nation to all those that refuse to acknowledge it! As long as you prove yourself a worthy king abroad, the people at home will adore your heroism and ignore your lacking sense of duty. You've got that trait that lets you skive off from responsibilities and duties by instead accomplishing great feats, heroic acts and grand adventures in the name of whatever you're neglecting. A king who leaves his kingdom for years at a time to crusade as an example. So long as you're successful and your deeds become well known, the ones you neglect will love you despite it all. The king's people take pride in his feats, sharing in the glory, and carving a legacy of being adored for centuries afterwards.

You've already lived quite an interesting life like this, shirking your duties for more interesting adventures, and it's given you a surprising sense of calm no matter what you face up against. A first encounter with a vampire only sparks curiosity and not horror or shock, letting you use the varied set of skills a crusading knight might know to try and fight back right away.

Roman Oppression- 200
With war as commonplace as it is in these early years, those as skilled as you at waging it are ever in demand. Favoured as one of the greatest commanders of your kingdom, it's easy to see why when you're given an army. You're brilliant when it comes to battlefield tactics and managing a long campaign, able to stretch troops and supplies to several times their normal limit. Maintaining discipline, or at least loyalty, throughout large armies takes little time or effort from you as long as you make a few good speeches here and there. Your specialty lies in battling untamed barbarian hordes of lesser development. You find it far easier to predict their next moves and plan against them, even your loyal troops finding themselves fighting with greater skill against such forces. Whichever you choose, you're very good at crushing the enemy morale in active battle and in the campaign aftermath, knowing exactly the sort of cruelties that will snap their spirit rather than ignite further rebellion.

Victory Rebellion Queen- 200
Rebellion is in your very soul, fires of freedom that ignite the hearts of those around you. There's no need for a strong leader or organised army, not when you can easily fan even mild discontent into small but violent uprisings. An actually tyrannical regime kicking down on a people? Revolts can begin within just hours of you starting to spread your message, your words having effect on towns many miles away. Provided you can find a shared target, you're also able to direct the shared hatred of humans and non-humans like fairies or the divine against one target, getting them work together for their freedom without the usual antagonism. Yourself, and those affected by your incendiary speeches, gain bonuses against those you hate and feel the need to rebel against, particularly tyrants or other genuine oppressors. Your blows strike with greater strength, force of numbers can overcome much higher quality troops and even magic grows stronger. Whether you get a chance to find out personally or not, this bonus is most potent against anyone related to the Romans or Italians, potentially allowing even an uncoordinated horde of wildmen to defeat a great Roman army.

Protection of Andraste- 400
Who could lose when they have the favour of their goddess at their backs? As much as your enemy may claim to be favoured by their own false gods, you'll both become well aware of who truly benefits, as divine power surges through the bodies of you and your men. Blessed by Victory itself, you and armies you lead gain great benefits when in battle. All parameters, physical and magical, are raised noticeably once the battle is adjoined. This is strongest with yourself, your followers receiving a smaller portion of the benefit. At a normal level, it would unbalance an equal fight but not so much as to make it impossible for your enemy to win. When fighting a defensive battle, this boost improves greatly. A battle of equals becomes a battle between elite soldiers and seemingly green troops, terrified of their first fight. You and those who follow you gain reinforced willpower and unnatural vitality, withstanding terrible wounds yet continuing to fight. All the ingredients needed to turn a wild horde of tribesmen into a force that can crush even a Roman legion in battle.

Godspeed- 400
Life is full of wonders and those that lag behind on the path are going to find life waits for no one. To make the most of this beautiful land, one has to have the speed of the gods in body and mind. How else can you appreciate it all? The gods may debate your speed being equal to theirs but it is true that something has infused your being with the essence of speed. Both body and mind hold awesome mobility. From the north of the British Isles to the most southern point, it'd only take you an hour to race across at a sprint, a speed shared by your movements in combat. The dozens of slashes each second are more than most opponents can come close to following, much less block! The longer you remain in active battle, the faster your body will move. You'll have made noticeable increases in speed compared to your base level every few minutes, with no apparent limit as long as there is no lull in the fight of more than a minute or two.

Mentally, the story is much the same. Information is easily taken in and memorised at supernatural speeds for humans, creating a situation where you can learn the basics of most tasks in a few minutes and become a master in months of skills that take mundane men years to reach the same level of competency. No doubt you already have considerable skill in several medieval talents, such as sword fighting and horse riding and apparently even the arts of love making. Like your physical body, your learning speed will increase the longer you remain in continuous practice and study. The growth is slower than the physical kind but in return the lull is any break from your training for more than five minutes at a time.

Promised Victory- 600
There's no shame in adoring the legend of King Arthur. A famous tale known across the globe and for good reason. That shining knight symbolised victory to all who fought on the battlefield, particularly so to their English descendants, and nowhere is that more purely expressed than the golden sword Excalibur. Your own obsession with the Once and Future King was such that it called on part of this legend, the myth of the sword, and made it part of your very being.

Any tool you hold can become Excalibur. Or at least, a version of it. The golden sword manifests at your command from your weapon, be it a stick or a sword of great magical power in it's own right. It works almost identically to the holy sword, able to convert magical energy into greatly magnified heat and light, resulting in an annihilating laser blast or slash. The quality of Excalibur will depend on the base tool you used to manifest it and many tools will crumble from the strain. A stick's maximum power could still split thick trees in two before turning to ash but a sturdy sword might leave a large theatre ruined from a half hearted slash of light. The limitation is that, as mighty as your power can be, it can never truly match the original Excalibur's scale, even with the greatest of base tools.

Rounds of Lionheart- 600
In the shadow of the king, lies all those who support him unseen and unrecognised. Royalty naturally takes the focus of history, the figures whose decisions change the fate of nations, and their servants are often forgotten behind them. For you though, the idea of these unseen allies is quite a bit more literal. Those who form a bond with you in their lives, even an antagonistic one, can be summoned by you to act as a Servant for your cause. The target must accept to aid you, making it rare but not impossible for your enemies to give aid, but manifest immediately to you if they do. Normally, each summoned Servant would require a hefty price of mana as upkeep to remain summoned even for weaker allies, but your chosen ones manifest within your shadow. This reduces the drain to a small constant, making it possible for notably magical warriors to maintain up to seven useful allies without feeling much strain.

Within the shadow, they are each aware of your surroundings and able to communicate with you mentally to provide advice or warnings, though you must verbally respond for them to hear you. They can briefly and partially manifest from the shadow at a small cost of energy, handing you tools they have access to or even firing off attacks and special techniques available to them. They can act without input from you, shielding blindspots and weaknesses but all energy costs they must meet come from your own stores. Full manifestation of these Servants is possible but would require you to pay the entire cost of their upkeep, a hefty requirement for even a single ally. Within your shadow, each ally appears in a mental world of their choice, a place that you can mentally place yourself to talk and interact 'in person', even taking others you are in contact with to the mental realm.

Fantasy

Living Fantasy- 100
The line between fact and fiction is ever blurry in a world where magic is real. Sometimes the favourite childhood fairy tale is just what it seems, a flight of fancy. Other times, it is a true account of history or the only way the author could make sense of things his mind could not comprehend. You are a being from the very pages of these fanciful stories, a supposedly fictional character brought to life or even the true basis for the story originally. A fairy tale, folk story, legend or even urban myth can be used as the basis for your new self, provided it is English in origin. Gaining a new appearance, set of skills and even relatively limited supernatural abilities are all possible.

A knight from a classic fable may be able to manifest steel plate armor, a trusty longsword and barded horse. They'd have the skills to do chivalrous battle with these and perhaps their weapon has magical power as well. The Invisible Man, a rogue with larcenous talents and the power to make his power completely unseen is another possibility. Even a form of the Lambton Worm, a great worm able to crush knights in it's coils.

Alternatively, you can also take the form of a literal book, an English story animated by magic. In book form you are able to levitate freely or take on a humanoid state styled after your chosen story. This book form possesses minor magical abilities connected to the chosen story, similar to the above characters.

Living Under the Hood- 100
As fantastical as they can seem, a realistic mindset does folk heroes as much good as any other man. Despite your origins, you've come to have a quite pragmatic skillset. An experienced survivalist, able to last months on your own with no tools or supplies but what you find in the English forests, and extend your efficient mindset to most things in life. Being able to limit yourself to only what you need and resist temptation extends rations and budgets a great deal further. While others can be resistant to giving up their luxuries normally, your guidance can make it much easier for them to remain comfortable and accepting of a more limited lifestyle.

Your talents for turning natural materials into effective tools and weaponry, even to somewhat magical degrees, only helps this survival aim further. The bows you carve often have unique attributes based on the supposed magical nature of the wood they are made from, while poultices made even with ordinary herbs can have unnaturally potent healing properties. The extensive knowledge of mundane and magical nature does help too.

Powerless Shell- 200
You? You're just an ordinary human. Nothing strange about you at all. The long walks on nights of the full moon, the mysterious stains on your shirt as you return home, the favour for very rare meat? All easily explained. All entirely indicative of the monster you really are but few seem to notice. Whatever your true form or abilities, you can conceal them in a powerless shell, or so it looks to the outside. You can suppress your form and abilities so that you appear as just a normal human to all observers. No impression or sign is apparent that you are not an ordinary human, at least as long as you can stay in control and not give into any insane impulses you might have. Going on a bloodlust fueled rampage will undo your disguise, making any inhuman traits or superhuman powers quite apparent. But as long as you can stay levelheaded, even magic can't detect the truth, and people find themselves easily and often against all reason excusing evidence they find that points to you

being anything but an ordinary, sane and law-abiding human being. They might even excuse directly seeing powers or magic you have, if you can give some weak explanation for it being mundane.

Doctor Jekyll's Potion Lessons- 200
Playing with potions isn't just the purview of the magi. With enough study, even a supposedly ordinary man of intellect can begin to experiment with alchemical creations. Your experience with pharmaceutical substances and alchemy is quite extensive, enough to easily produce most medical substances found in the latter days of the British Empire. Making a profit from drug creation is really too simple. Your alchemy was more the focus, allowing for the creation of a variety of impressive but ultimately low level effects, notable more for how easily and cheaply you create them. Draughts that heal the physical form at visible speed or cleanse even the hardiest sickness away, poisons that rot the mind or violate the spirit over years, even narcotics that can influence the flow of magical energy within the subject.

Your experiments, should you leave them unattended and not take simple action to avoid this, also have a much higher chance of accidents. Not necessarily something to fear, as these accidents produce much greater results than you'd normally expect or be able to achieve. The Hyde Elixir created by Doctor Jekyll is one such example. The accidents have potent effects but often come with some degree of drawback based on how far beyond your talents or materials the effects are. A supernatural potion of great power could turn the drinker into a raving lunatic at times, while something slightly beyond your means may merely have a foul taste and cause stomach illness for a few hours on drinking. These accidental creations can be reproduced with effort by studying the end results over time and, if desired, are not limited to just your alchemical creations.

Green Man- 400
Nothing more than a flicker in the leaves is seen before a hail of death rains down on your enemies. The legacy of the Green Man is yours to inherit now, a place under the title of Robin Hood if desired. Talent for stealth, enough to easily evade an army of knights and magi for months on end before being caught despite constant raids on them, and skill for a bow, shooting an arrow through a knight's helmet visor from a thousand paces is hardly even a challenge, are the bread and butter of this role. You're even greater at both when in a dense forest, the trees and shrubbery never holding you back and only enhancing your lethality.

Guerrilla warfare is your calling and even as a single man, you're enough to cripple whole armies or small kingdoms. Traps, sabotage, poison and turning the terrain against them, you're skilled at all manner of small or large scale attacks in these ways. Long term effort could see two thirds of whole armies as casualties or corpses. Your druidic knowledge aids in these efforts, allowing you to create magical poisons or notably potent weapons from nature, as well as giving a friendship with fairies and other creatures of the wild. Animals rarely attack you, if not helping you of their free will, and the capricious fae act more as mischievous friends to you than malicious devils.

If the role of Robin Hood isn't to your liking, you can also inspire a legend of your own with some effort. Like the Green Man of fables, you can create a character without a name based on your exploits, who will draw those with similar outlooks and abilities to take up that role when you are unable. All will share the same title, becoming nameless figures to play out the role you've created. A mysterious outlaw fighting for the common folk, a black knight who punishes the dishonorable or a witch whose face is never seen yet hunts down naughty children who disobey their parents.

Flesh Doctor- 400
To trespass on the realm of the gods, is there any higher realm that science can aspire to? Creating life itself, a thinking homunculi made not from magic but electricity and biology. A triumph of humanity's progress and monument to their arrogance. Frankenstein's legendary accomplishment was too much for his mind to handle, feeble and unworthy of his own creation, but nothing prevents you from stepping up to the plate. You have the same mastery of biological and electrical sciences as Doctor Frankenstein, able to create the required machines to manipulate lightning and life itself. With the right resources, you can recreate or even improve on his artificial lifeform. This knowledge can of course be used for other means, creating tools to harm or manipulate life as easily as it can create new life.

The skills to create are easily turned to repair, applicable to both your own creations and other forms of artificial life, finding yourself with a talent for easily putting back together in functional form these beings. Unlike the fool doctor, you are also gifted with understanding of the new life you make, an almost empathetic connection to help you realise their desires and emotions.

With enough work, you can also extend the practice of creating life to any other science or intellectual discipline you know. A rudimentary artificial intelligence made from steam powered machines, a living spell crafted by the hands of a magi or even more bizarre creations, thoughtforms given true life through the practices of a psychologist.

Living Lightning- 600
Maybe the position of Doctor isn't the one you're after. Were you a prototype of Frankenstein's design, miraculously gaining life despite being considered a failure? The results of another scientist or magus of the age? No matter your source, your design is similar to Frankenstein's own creation, albeit the methods and make may differ. An artificial lifeform, likely made of electrically re-animated flesh, who has the immortal constitution only the non-living can possess. Your body is physically strong enough to easily shatter solid stone or metal, fast enough to outrace most vehicles without strain and tough enough to withstand your own blows. Enhanced by the 'undead' nature, your body is largely unharmed even when damaged. Being cut in half only requires you to sew yourself together again, the only organs of importance are your heart or core and your brain, which you rely on to survive barring influence of other abilities. Most environments, poisons and chemicals lose their effectiveness against such a body.

While clearly a very capable warrior, the science or magic that created you endowed much more interesting abilities. A particular association with energy and electricity is present in you, taking form as the Galvanism ability. You are able to absorb electricity on touch and convert magical energy without material form, such as magical wind or fire or energy attacks, into more energy for absorption. This energy can be used to replenish any biological needs, reinforce your physical body, significantly increasing all physical abilities, or rapidly regenerate any damaged portion of your form. It can also be returned, unleashed powerful electrical blasts that can tear apart large stone golems in a single blast. Unleashing this energy in overly large amounts can be dangerous however, potentially burning out your core if you go too far beyond what your body can handle. Galvanism is not unlimited and enormous amounts of energy might risk burning yourself out to absorb, while your body can only be reinforced so far.

The electricity that hums in your core, animating your body, also contains your will with this ability taken. So long as your will holds strong and this powerful spark within is not extinguished, you can

survive even total bodily destruction. The potential to travel to a new body or even a machine and live on exists, though those without intense willpower will unlikely be able to takeover their new host.

Children's Book- 600
A fairy tale made real. Not any character within it or even the book it is written into but the very story itself. Among the strangest existences in the world is the concept of a Reality Marble with both independence and intelligence, one such being is yourself. While you may still exist in physical form, your being is more akin to a spirit, one made to connect to others. Without connection, you are simply extremely difficult to permanently kill, able to slowly restore your physical form over days unless your spirit form is destroyed. But if you come into contact with a form of story, such as a book or painting, or with a person who has dreamed before, you can gain something quite special.

Once connected in this way, you are able to manifest your Reality Marble nature in the form of the story or dreams of the person you are connected to. All the effects are drawn from your connection, such as characters or events from the story or dream you become part of. Your own appearance while physically manifested is the same, taking on styling and form based on that connection. The effects of the Reality Marble are at first notable. Creating dozens of knight automatons to protect a child who dreams of being saved by a shining knight, a connection to the story of the Pied Piper summoning hordes on hordes of ferocious rats or intense magical hypnosis transmitted through song. Only one kind of Reality Marble can be activated at a time, though you may be able to swap between possible manifestations at speed with practice. You can only have one connection to draw from at a time, needing to drop the last one to take on a new one.

Your powers will grow as the connection between you and your story or chosen guardian becomes closer. Mere familiarity results in the above, useful effects but far from impossible to defeat. They grow in power and breadth as you bond with your connected one, until the most intimate connection matches the power shown by Nursery Rhyme. Creating a monster like the Jabberwocky, nigh-invincible even to powerful Heroic Spirits without it's specific weakness, or interfering with space-time to create almost inescapable timeloops to ensure your chosen partners' victory. It would take a truly dear and beloved story or a person who you know and accept completely to reach such awesome power.

This connection, similar to a heroic spirit, is something you can draw magical energy from when in need. But it is also a weakness. The destruction or death of your connected one, be it the physical book you attached to or the person you share dreams with, will forcibly shut down your Reality Marble's effects for some time and leave you unable to access them for several days. You will still be able to survive as a spirit but the connection will be unavailable until it has time to heal.

Pirate

Sailor Soul- 100
Anyone without a proper set of sea legs would be laughed off any ship they claimed to be a pirate on. Good thing you were born to ride the waves, as it's never been a problem for you. Even the most unsteady seas won't unbalance or disturb you, not in any of the many roles you can skillfully fulfill on a ship. From a talented helmsman to skilled gunner or repairman, the only thing stopping you from running the ship by yourself is not being able to be everywhere at once. Your experience with navigation and exploration makes you a vital part of any crew, helping you make your way safely through even completely uncharted territories. And those tough sea legs before are a boon when it comes to withstanding the biting cold winds and horrible conditions of long voyages.

Skull and Bones- 100
Sailing is but one part of the game. Being a pirate takes a lot more cunning and violence than even a sailor is used to. But when it comes to brutal raids on merchant ships, coastal towns or even naval vessels, it's all clear to you. You'd be competent with cutlass and flintlock on land but you're quite the terror once on the unsteady seas, where you find it easy to take advantage of the unsteady floor against most opponents. Planning out the raids on various locations and getting the crew to work together isn't too hard and you're quite gifted with making an escape after the crime is done, few naval ships able to find you or catch up once you make the escape. Perhaps as part of your natural pirate cunning, you're also rather fortunate when it comes to concealing your true sex, or even making people not care at all. Even when it should be really obvious. I mean, they're staring you right in the face, how can anyone not see that chest?

Beach Flower- 200
Here I thought the sirens were meant to be tempting sailors into the stormy seas, not conquering them on their own vessels. But it's a common mistake among men who see you for the first time, a golden flower on the beach unmarred even after months at sea. Alluring beauty, being as handsome as the devil or even embodying the essence of an adorable younger sibling, your physical appearance has a celebrity like quality to it. If you didn't care for this pirate path, an easy life of endless wealthy suitors is only a step away. But there's not nearly as much fun to be had.

All your beauty is unmarred by sweaty strain, smudges of oil or even blood and guts. A life on the hard sea won't have you any worse off than a lady spending hours each morning preparing her face. Interestingly, this attractiveness has quite the effect on those of the same sex as you. It's particularly easy to befriend and grow close to others of the same kind, even to intimate levels. Are your charms simply more appealing to them or is it some deeper connection that forms? It certainly helps you out in a fight, making any friend of the same sex into a much more effective ally. Teamwork comes as easily as breathing, a natural awareness of positioning and a instinct for how to best combine your techniques as one.

Honour Among Thieves- 200
What does everyone think of pirates as? Scurvy ridden scoundrels who pillage and loot anything they can get their hands on, with naught a scrap of decency between a whole crew? There is so much more potential in these men of the sea that you have noticed, it only needs a good man to drag it out of them. If not a good man, at least one that appeals to what good is left in their hearts. You can claim to be such a man, as something about you attracts criminals and pirates quite intensely. Some say you have the soul of a true pirate, having a natural understanding of what the

life means, and even the most brutal criminal feels themselves relaxing in your presence. Those that actually serve as part of your crew will likely find a strong sense of loyalty to you, if you support them and show that you would not throw their lives away.

Your natural popularity only grows as your fame does, which leads into the more important part. You needn't be some beast that rules through fear. When you draft a set of rules and follow it, so will your crew and those that serve under you. Barring particularly excessive and unreasonable laws, your men will come to believe as strongly as you do in the necessity and value of this code. As your fame as a pirate or criminal increases, the influence of your code will too. Soon it may find it's way into the hands of other pirate crews, who agree with the spirit behind your words. Not everyone may follow your exact interpretation but the code of honour you create will have a powerful influence on those dark hearted men in your field. To those not raiding on the seas, it may affect other professions in time as well, such as men of the army or medical professionals, albeit you can only spread such rule sets through one field at a time.

Blackbearded Beast- 400
A good pirate leads a loyal and well trained crew on a sturdy ship. A legendary pirate takes what he wants and doesn't give a shit if he has a crew, a ship or anything but himself. If you're s scary enough blight on the seas, everything tends to fall in line before you. You have the same bestial aura as Blackbeard, a presence that brings knee shaking terror even to hardened pirates and makes lesser soldiers drop their guns at the sight of you. It only becomes worse if you put effort into it, such as the infamous example of Blackbeard lighting his own beard aflame to become a smoke-wreathed demon. Put on a proper performance and some men find their hearts fail them. As you gain a reputation, it may also become tinged with this fear, until the mention of your name causes shivers on admirals, lords and rival pirate captains alike.

Even those that push past that fear at the sight of you soon discover another terror, that you are every bit as capable as they worried. Little need for cannons when you can tear a galleon into pieces with a few blows or swim fast enough to catch even the swiftest vessel. A dozen shots to the chest and a few impaled swords will barely even slow you down, your body enduring even beyond it's normal toughness. Fear has little effect on you, with such an intimate understanding of how to cause it, and even the most daring of charges causes no hesitation in your step.

And if anyone might happen to discover some…less than fearsome hobbies or interests that you might have, without specifying anything in particular, it won't affect their perception of you. Some silly or even humiliating habits and interests won't lessen your fearsome look or the respect others give you.

Murderous Brawler- 400
Surrounded by a dozen ships of the line, hundreds of pirates pouring onto your flagship, your crew dying in droves around you? You've never felt the blood pump harder in your ears nor moved with such lethal speed. They think they're going to easily win but they don't yet realise that the worse off you are, the deadlier you become. Already, you've been made one of the most dangerous men or women on the seven seas with a blade or gun or both. Firing through a captain's eye from half a mile away in the middle of a ship battle as a hurricane rages above? You barely had to aim. Ten expert duelists surrounding you from all angles, as you wield naught but a short sword? They'll be mewling on the ground, clutching fatal wounds in less than a minute!

The chaos of battle only benefits you, hardly hindering your awareness of your surroundings and revealing to you all the ways to take advantage. Makeshift weapons leap out to your sight, the crush of crowded bodies limiting only your opponents agility and errant fire from surrounding battles is easy to misdirect into your enemy. Most potent of all, you find yourself moving with greater power, speed and skill the worse the battle is going for your side. The greater you are disavantaged, the more damaging your own returning fire. Both you and the ship you command find this benefit, allowing you to tear your way through overwhelming odds and escape, or even manage to win battles that by all rights you should have died miserably in. A cornered pirate is no different than a cornered rat, they're just at their nastiest and most violent point.

Golden Seas- 600
Fortune is to pirates what the law is to the land lubbers that hide like sheep in their own homes. It's the centre of their lives, what they cling onto in hope of the future and what they think of when times are grim. The hope of finding treasure, of almost drowning in riches, of unlocking the biggest pile of booty any man has ever seen, what more could any pirate want? The greatest of pirates were the most fortunate, Blackbeard to whom almost every raid delivered a bounty of value or Drake who found wealth that changed the course of the entire world.

Whether you match their legends in time, you have the same golden fortune of these legends. In gathering wealth as a pirate or privateer or explorer, you have a vast and almost endless luck. A raid on a unassuming ship unveils a hidden stash of solid gold or spices, a journey into mysterious caves leads to the lost treasure of a long dead legend of the seas. It's hardly just pure material wealth either. Often you will find yourself, in the course of piracy or sailing, coming into possession of influence which has as much or more value than gold alone. Secrets that could topple nations if revealed, the location of grand new lands whose taking could make a lesser nation into a global superpower, even finding hostages to rescue who might grant you incredible boons in repayment. Life as a pirate is filled with variety and your fortune's rewards are no different. All you have to do is set sail to find them.

Voyage of Dreams- 600
To some, many even, the seven seas are not something to be conquered but to live with. They say the ocean cannot be tamed, that the storm is a cruel mistress who you must go along with or else perish. They're all bloody cowards that don't even try to step up and tame the ocean for themselves. It takes a proper legend to become a master of the sea, one with the abilities that you possess. As a captain of a vessel, you are nearly unparalleled. Your skill with controlling the ship and crew, as well as fulfilling the individual roles on the ship, has reached a level some claim is the realm of magic. Under your command, a single ship of quality can lay low entire fleets of worthy enemies. Cannonfire tears into vital points, your ship dances like a spinning top on the waves, at times moving beyond what should be physically possible simply at your guidance. The ship becomes your weapon and an extension of your body, moving to your will and breaking the boundaries of physical laws.

Those on your ship are near helpless against the charisma of it's captain, a boundless energy that radiates from you when you are at the helm. To them, anything seems possible by following your path. It's more true than they realise. Under your guiding hand, even the impossible becomes possible for voyages, exploration, journeys and all things to do with sailing ships. Storms that destroy all ships are passable by you, magical spells that should ward away your vessel break to allow you discovery of their treasures, even a mighty Divine Spirit might somehow fall before your

loyal crew and cannon shot if they guarded a great treasure you sought. Your true talents is to realise the impossible when it fits within your purview as a legendary pirate and sailor of the seas.

Ripper

One of the Crowd- 100
Who was Jack the Ripper? Their true identity? So many likely suspects, evidence pointing which way and what. Someone as unassuming and disconnected as you from it all, you wouldn't even be considered. A man so plain that the eyes of hardened detectives slide right over him or a child who people struggle to believe could harm a fly. You can easily pull an unassuming presence over yourself, making others have a difficult time believing you have committed any crimes or have an evil nature. Even being told by others that you are the culprit, it can be easy to garner sympathy from people who've not personally witnessed your crimes. And if you pull off the guise, you can show off a true nature that shocks even the best London has to offer into silence and fear for at least a few moments. All one needs to close the gap and take a stab.

Doctor Jack- 100
It was one of the more popular theories on Jack's identity, that he was linked in some way to the medical profession. The type and extent of the wounds on his victims would indicate some experience with surgical practice. You may have been a doctor, a war time surgeon or a back alley hack but you do have experience. The techniques may be the archaic ones used in the Ripper's time in London, dubiously effective in saving lives, but shockingly effective in taking them.

Your skill with surgical tools and knives, along with an extensive knowledge of human dissection, serves you well in combat. Natural killer instinct added in, you become a deadly dervish for normal humans to face against. If you happened to find some magical energy within yourself to make use of, channeling it into your tools would allow your out-dated surgical skills to actually heal people, albeit they still leave visible scarring.

Unborn Wraiths- 200
Few of Jack's identities are stranger than the one you represent now. A collection of wraiths gathered together into physical form, each one of the infants dumped into the river by the prostitutes of London, motivated by feelings of revenge and need for not having the chance to live. You are surprisingly difficult to kill, able to survive and slowly heal even if your heart or brain is pierced, and it requires magical spells to banish the spirits that make up your body or gross physical damage to dispel you. Despite this endurance, your body still depends on the sustenance and support that normal living humans do.

These hungry ghosts can also feed on souls, letting you instantly restore large amounts of energy and regenerate even severe wounds quickly by devouring living beings, gaining more from the souls of evil people. Finally, the children's spirits can protect your mind from intruders, attacking anyone who foolishly tries to connect to you, or exit from your body to attempt to harass others. The spirits can possess those with the minds of children, taking over the immature spirits to act in your service, but adults or those with matured minds can easily shake off the fairly weak curses.

Mystery in the Mist- 200
A cliche it may be but what better suited time and place is there for grim deeds than the dark nights of a misty London city? It's your natural home, conditions that call out to the violent beast in your heart, urging you to greater feats of murder. The deeper the night, the easier you find it to hide from the awareness of other beings and the more deadly your own attacks become whilst hidden.

Mundane stealth and supernatural concealment both steadily improve the darker your surroundings are. At a foggy dusk on the English docks, it may only be a minor boost. Useful to the common sneak or cutthroat but of little notice to true monsters. The depths of midnight, in darkest alleys cut off from the gaslights, it could turn even one of those common criminals into a pale imitation of the Ripper. Someone of actual skill in stealth or death dealing might find themselves imbued with demonic prowess and power, gliding past the awareness of expert magi and tearing powerful warriors apart with their bare hands. But all it takes is a lit lamp to dispel the shadows and rob you off this strength, partly or in full.

I, Ripper- 400
So many interpretations, so many 'true identities', who could ever stick to just one? Rather than becoming one part of the Ripper Mythos, you are the very mythology of Jack itself. Your form becomes that of an insubstantial and invisible spirit at it's normal level, albeit still able to return to your original state. While in this spiritual form, you can instantly take on the form of anything that has been believed to be Jack the Ripper's identity before. Specific humans, nameless men filling the occupations of Scotland Yard detectives or London doctors, wild animals, even inanimate objects have at times fulfilled the role. It is even possible for some forms to update to your current time and place. Jack the Ripper has been believed to be part of the police force more than once, without further specification, and that can manifest as an officer of his times from London or one from your current city and year.

Whatever traits your decided form has, you also copy to yourself, albeit at a noticeably reduced level of power. However, while the level of ability is not the same, you are able to flawlessly act out your chosen identity and role. It is even possible to create the tools and items connected to the identity, such as a uniform and any needed weaponry. A specific identity is also worth mentioning, given it's unique functions, which is the belief that Jack the Ripper was no being but a madness instead. Taking on the form of a mental illness allows you to corrupt and even possess living things through your spiritual form.

From Hell- 400
A demon? Certainly, it's been thrown around as a theory by those inclined to believe in the supernatural. It never got much credit in the age of reason, the idea that Jack the Ripper was so evil that he could not even be human. But sometimes people don't want to believe that humans can be so foul and in doing so, their belief only gives power to the monster they make in their mind. Through the minds of others, you can take on the form of a unique kind of phantasmal beast. This demonic form may vary according to your particular style of horror, as will the way your surroundings changed. The classic interpretation of Jack as a demon was that of a enormous blue-purple beast, whose presence filled the air with foul mist, the land with pockets of magma and transformed plants and animals into hellish imps or devils.

The power of this form is at it's best when in Jack's natural territory, densely populated cities. The more people present within a five kilometer radius of you, the stronger the transformation becomes. In total isolation of others, your demonic form is only as deadly as a tiger or other large predator beast. In the middle of a city, you'd have enough power to contend with Heroic Spirits of the Knight classes, with strength to tear through buildings with ease. Because it is the beliefs and fears of humans that empower you in this demonic form, your own attacks and powers become more potent as this form's strength increases when used against humans.

Ripper Gang- 600
With how few clues they have, there's really no reason that Jack must have been merely a single person. Some believe that, if anything, it is much more likely that it was a group who undertook his crimes, connected or not. Whatever the truth is, you should be used by now to the idea that it'll be to your benefit. These careless theories mean that you can translate your being into the form of a group, as Jack was believed to be.

By expending a small amount of your magical energy, you can create a fully identical clone of your current form, controlled by your mind as your identity spreads across this group. The more energy you spend, the more clones are made, and each one is a 'main body' as part of the Ripper. Even if your original form is killed, one of your clones will immediately be treated as having always been your primary body. It is even possible to draw on magical energy from outside sources to create more clones. However, the cost of each clone will raise as your current form's strength does. While the cost is exceedingly efficient and the increases due to form power are minor, even a notable magus of the modern age could support two hundred demonic Ripper forms for a time, it will eventually begin to strain the source. Clones largely rely on the initial energy investment and take only a small amount to maintain longer term, since they do not naturally produce more energy on their own as most magi do, barring specific abilities you have.

You can choose the 'current form' that the clones are replicated from, which decides how much energy is required per clone. They might be of different alternate forms you can take on or just weaker versions of your current one.

Ghost of London- 600
A knife in the dark and not a soul around to tell who held it. The Ripper wouldn't be more than a footnote in history if anyone could find a trace of their true identity nor a fraction as deadly. Whatever the origin of the abilities may be, you have the Ripper's ability to go unseen in the eyes and minds of men. In a mundane sense, it's skill with moving and acting with such stealth that the whole of London couldn't track you down, even as you commit grisly serial killings. Hiding your movements and traces of your identity is simple. But perhaps as part of the mystery of the Ripper, your talents have gained a magical side.

Beyond your already exceptional mundane talents with stealth, you've become able to conceal your presence to a supernatural level. Provided you do not directly attack them, you may as well be impossible to perceive for even the most acutely aware mortal man. Even those with supernatural senses would struggle to catch a glimpse of you right before them. Walk down a populated street, soaked in blood and carrying a fresh victim, and not an eye will turn your way. The evidence left behind by you can be affected by this unnatural power as well. If so wished, information on your identity, presence and evidence you leave behind of your actions or involvement can be erased. Even memories or electronic recordings disappear, everything short of severe physical evidence. Hair and blood of yours might disappear but your power will leave corpses and shattered buildings intact in reality and the minds of those who witnessed. Powerful magical defences can prevent this information erasure however.

Items

All 100CP items are free for their origins and other items are discounted for associated origins. Items from out of this jump may be imported into similar items, such as weapons into weapons or property into other property, unless noted otherwise.

Treasure- 50
Pirate gold! A cave full of treasures, left behind by some forgotten captain. You were lucky enough to find the only map to this place and if you could sell it all off, you'd be set for a luxurious life here.

Forest Hideout- 50
Every outlaw needs a place to retreat, even when fighting the good fight. While it does take a little while to get there, you'll find that small hidey-holes are available for you out in the wilderness when you need them. Often barely more than a bolthole in the ground, a hollowed out tree or a abandoned hut beneath a rocky outcropping, these places still contain food and a small amount of medical supplies. It could save your life, as could the map of the local area and simple but sturdy weapons found in each one.

Grey Knight- 50
Dost thou call ancestry back to great King Arthur? Or are you just another admirer obsessively chasing that lost legend, enough to conduct strange rituals to get closer to them? The explanations are many but the end result is the body you now possess, as either a doll or as in literal possession of the body. In the visage of Arturia, this vessel was created, some believe to attempt to call her spirit or powers into it for service in modern times. While that hasn't worked out here, the vessel acts as an exceptional container for willing spirits, able to hold a host of any power without penalty to body or spirit within. It does have a tendency to impart certain traits of the King of Knights however, which may range from a growing fondness for honourable behaviour, a restrained expression of emotions or even a bewildering and endless love for burgers. While only a cosmetic effect, the items held by a host in this body can be restyled to fit into the aesthetics of the ancient Knight King if desired. No import.

Lord of the Hunt- 400
Perhaps because of the legend you have already created, you've earned the right to make a special call into the wilds. While the act is heavily draining on you to maintain, you may summon the Wild Hunt to sail behind you in battle for a time.

Manifesting as a ghostly legion of warriors on land or sea, it is made up of many fairies, spirits of knights and warriors who could not reach heaven or hell and led by the faint ghosts of great figures, perhaps a glimpse of Arthur, Odin or Cain might be present, though far from their full glory. The ghostly warriors are not limited by the bonds of the earth, able to fly and rain destruction without regard for ammunition, unleashing a horde of violent fae against the target. The greater your wealth at the current time of calling on the Wild Hunt, the more numerous and more impressive those who answer will be. A wealthy pirate lord could summon dozens of spectral ships and many warriors of note to crew them but hoarding even greater resources could see those weak ghosts of Arthur or Odin become closer and closer to the originals, more ships joining you or even legions of flying fairy knights charging alongside. The wealth may even allow for an extended presence of the Hunt. It's easy to get caught up in their wake though, as the Wild Hunt will eagerly take you along in their battles against your enemies. No import.

Genius

Treatment Tricks- 100
Even the best surgeon is unlikely to have much luck using his bare hands and a bit of shoe string to sew up wounds. Better to come properly equipped. This large yet light backpack is packed full of seemingly any tool you could need for a medical procedure, provided it's both mundane and not bigger than the backpack itself. They're high quality and sturdy enough to survive rough use on the battlefield. Those scissors won't break even after you cut a Krauts' throat out with them. What else did you think rough use meant? Along with the backpack are a few apparent 'nurse' outfits. Some of them are reasonable for the time but many appear to be made to fit especially tight across your body, or barely cover anything at all. One just looks like a few bits of see-through green and purple plastic. What kind of nurse wears this sort of clothing?

221B Jumper Street- 100
A comfortable home, squeezed between the rows of houses in the inner city. Two storeys and rather cluttered inside, but still furnished and styled to your personal tastes. It's filled with a variety of curios and personal interests, things fitting to your own particular hobbies and sure to entertain any guests. Whoever the owner of this house is, they appear to have an exceptional reputation with the local and national law enforcement, the sort that has them draw on the occupant for advice and support quite often. The perfect place for a private eye to make his business from.

That Respectable Mathematician- 200
All the better to hide in plain sight, to be part of society. It makes it so much harder for your enemies to turn you into a villain in the common man's eyes. You've managed to attain, through fair play or foul, a position of some respect in your society. In the near-modern England of preference, this could appear as a post as a lecturer of renown at a well regarded university or a senior government official with a sterling reputation. Even an ambassador to other nations. Whatever your choice, your work often provides easy excuses to travel across the continent and is a common source of alibis for when you need to slip away for a few hours. The work is fairly easy and trouble free barring exceptional circumstances and on it's own, will keep you in comfortable amounts of funding. A similar occupation awaits in future worlds. No import.

Detective's Blessings- 200
Unfair, is it, to make use of magic in solving mundane crimes? Just because you call it a game, that doesn't mean you need to follow any rules. A great detective makes use of any tools at his disposal and if they happened to be useful mystic codes as well, all the better. You've got a small armory of useful tools available to you, each taking the form of a variety of items associated with detectives. A number of magnifying glasses for instance, which can both reveal hidden objects and channel burning lasers of light when focused on enemies. Fingerprint dusting kits that can allow psychometric visions of a few seconds around when the prints were left. A smoking pipe that forcibly focuses the mind or even walking cane with a few defensive spells prepared. Nothing particularly potent but even broken or used up, the tools soon return to your stores.

Technological World- 400
Straight from the pages of a pulp sci-fi story, this marvel of science is a weapon of surpassing power. A set of armor, within which is contained a constantly manifested Reality Marble linked to a certain technological field, which influences the armor's appearance and capabilities. The armor can

manifest around your body with but a thought, called forth from your belief in the science it represents.

Depending on your desired theme, the armor will differ quite extensively. A believer in steam power technology could receive a hulking tank of a machine, powered by gouts of boiling steam. The armor could easily destroy even modern day armored vehicles and gives the user enough raw physical power to smash a battleship into pieces in short order. The steam could be used for short ranged attacks of boiling heat or overload the armor to gain enormously increased speed and striking power. Miscellaneous gadgets and devices linked to steam power may also be present, such as high speed wheels on the armor's boots that emulate a steam train. Alternatively, one might look into electricity or firearms or evolution as a variety of sciences that the reality marble can be set to manifest, resulting in different forms, weaponry and abilities for the armor.

Whatever the choice, the armor is able to produce smaller and weaker versions of itself over time, each powered by a rudimentary artificial intelligence that can take simple orders from you. Guarding locations from all but specific intruders, attacking enemies, manual labor and so on. No import.

Spider's Nest- 600
Weaved as only a master could, this empire is not one that rules from shining palaces or fields mighty armies. It's a modern creation, a monument to the ambition and greed of it's creator. The kingdom you rule is one of criminals, spread across the civilised world, as a web of interconnected criminal organisations. Gangs, mobs, cartels, triads, it all comes under your umbrella. For some you merely have a few fingers in the pie, giving you influence, while in other locations you fully control the local criminal elements. You're far from the source of all evil but where there is organised crime, your traces can usually be found at least in small part.

Leadership of this empire comes with surprisingly little risk, provided you take no actions of your own to change or grow things. Those below you seem content with the profits and rewards that serving you gives them, even if they might pale compared to what you reap. Vast bounties of wealth and influence are your profits, giving you the funding to more than equal most modern nations and access to blackmail, corrupted officials and more to allow influence over nations. The criminal empire will carry over to future worlds, retaining general expansions and changes you make to it's structure but adjusting to fit where needed for other worlds. No import.

Lord

Mighty Steeds- 100
A fine set of warhorses, such that any great knight would be proud to call their own. Raised from birth by your own hands, their loyalty is as unquestionable as their strength. A fully armored knight or entire chariot is like a paperweight to these brawny, hulking beasts of war. While not inherently magical, despite their unnatural strength, they are surprisingly skilled at contributing to combat. Easily working with you in mounted combat or to lead a chariot for you almost without command needed, as well as adding their own crushing hooves to the mix. All four of the horses, named and coloured to your liking, are quite affectionate as well.

Magical Equipment- 100
An incredible gift for any lesser lord and something that even most kings would be happy to have at hand. A set of magical arms and armor, not of legendary scale but terribly useful still. The personal weapon, likely a sword or axe, has supernatural offensive power and a minor power of choice, such as alighting with blazing fire or filling wounds it makes with corrosive acid. Normal plate armor will be of little use against the weapon. The armor, a full set in a style of your choice, has the defensive properties to render mundane swords or lances mostly ineffectual and can even ward away the elements, letting you shrug off fireballs and small blasts of lightning, as well as the heat or cold despite your heavy armor.

Boudica's Sword- 200
A sword that holds no promises of victory, yet remains both holy and strong regardless. Once wielded by the rebellious queen Boudica, the straightforward blade has practical uses. It's edge is potent enough to cut even the best Roman armor easily and with only a slight amount of energy, it can fire quick blasts of magic across a distance, even at a very high rate of fire. These blasts won't knock down castle walls but they can certainly tear men or horses in half with each shot. Calling on Boudica and the glories of the blade can let you charge these blasts together, pouring more magic in to create a much stronger attack. The more energy you give, the larger and more intense the blast will become.

Notable Title- 200
A lord without land? It doesn't make terribly much sense but the variety of noble titles over the years to be found here can be quite confusing. However, whatever time you may find yourself in, you'll at least be sure of having a title of some significance, with the benefits to accompany such things. In the times of Boudica or Richard, it would be of a trusted lord with castle, men at arms and plenty of land from which to take your taxes. In the later years, it may instead be a noble title and position of serious political influence, an estate and valuable investments taking the place of stone castles and steel swords. You can choose a specific kind of nobility and benefits that suit such a thing, here and in the future, or allow it to adjust to what is the most natural equivalent where and when you find yourself. No import.

Chariot of Boudica- 400
Once ridden by a celtic queen in defence of her people, the chariot and white horses before you haven't rusted or aged a day. What the chariot embodies isn't the crushing charge of the cavalry but Boudica's actions to defend her nation, leaving the chariot itself a bastion of defence. Both the horses and the chariot structure can easily shrug off even heavy artillery fire, protecting any riders from the impacts. It can also transfer much of this protection to those fighting alongside the chariot

rider, spreading a potent defensive buff across the user's followers, even to the scale of an entire army. Not quite as strong as the chariot's original defence but more than enough to give skin that feels like steel for a time. At a shorter notice and range, you can also summon the wheels of the chariot to give this defensive buff to yourself and closely placed allies.

Avalon- 600
For any who dream of worthy King Arthur, the question of sword or sheathe is well known. The sword may be mighty but the scabbard is all the more valuable and to lay hands on it would be any admirers dream. Wherever you found the artefact, it shines proudly before you and seems to judge you as worthy of it's use, this Avalon. When worn, or hidden within your spirit with a push, the scabbard grants extremely potent regenerative abilities. Severe wounds, even to the point of lost limbs, replenish themselves in minutes unless barred by powerful curses. Diseases and poison largely cease to be a threat. Even if you body is broken to almost unrecognisable levels, Avalon can allow survival and rapid return to battle as long as both heart and brain remain mostly intact. A side effect of this regeneration is ageless immortality, the user ceasing to progress in years while they hold the scabbard in their possession.

The unique power of the sheath is a temporary transference to Avalon itself, the isle of the fairies rather than the name of this item. This acts as a nigh-perfect defence, as only a handful of the greatest and most powerful supernatural beings can travel to this realm without the permission of the fae. This travel is only partial, allowing you to still move and act in the original world, yet guarded by an absolute shield as you do. The downside is that the shield is merely temporary, requiring a heavy drain on your spirit to maintain. In bursts however, it can turn one into an indomitable juggernaut against whom no attack seems effective.

Fantasy

The Books of England- 100
Value far beyond money to the eyes of any collector or lover of literature, this victorian-era building contains a copy of every written work published within England and the British Empire. First editions in perfect condition, from the oldest fairy tales and manuscripts to more recent plays and novels, even the scripts for modern entertainment programs can be found. Provided it is public, an impeccably maintained version can be found within this library, which is also fitted with many comfortable lounging chairs, fireplaces and a variety of refreshments to make the reading all the more pleasant.

Alchemy Lab- 100
Tools that some may consider to be an investment for crackpots and madmen, this alchemical laboratory is small but all that's needed for someone of actual skill to get to work. A small building, with a surprising attention to safety for this era, it is built with several separate lab rooms filled with a variety of equipment needed for alchemy and creating chemical substances in general. A normal chemist could brew up quite the variety of substances with the gradually replenishing materials found in the drawers here, while a trained alchemist will find the tools and materials needed to start creating low range magical potions.

No Face May King- 200
The festival clothes of the May King, an English folk spirit associated with different kinds of fairy. The robes are one with nature and those who wear them find themselves melding with the world around them, erasing any sign of their presence. It does not hide magical energy but sounds and scents made by the wearer are completely concealed, as is their physical presence. The cloth grants effective invisibility, even when attacking, though special techniques and attacks of significant power force the robes protection to briefly end and allow your detection. However, even during intense combat, wearing the cloak prevents others from being able to directly detect your abilities, level of power or skills via magical means.

Yew Bow- 200
A crossbow crafted by the hands of one of the many who took up the Robin Hood mantle. Made from the yew tree, each shot from this bow contains a terrible poison, which can weaken and harm even a heroic spirit or powerful demon, with normal humans falling in moments from it's effects. The arrows appear to the wielders hand when needed, allowing for quick loading for the bow that can optionally fire at quite the rapid speed.

With a brief surge of energy and calling the crossbow's name out, a variety of magical effects can be utilised. The first and most lethal is that anything the next bolt fired touches, will see any impurities, diseases or poison in their bodies instantaneously amplified. Only a touch is required as well, making defence difficult as the bolts do not need to pierce the enemy. The effect of this can range from merely intensifying the existing effects and duration to creating an explosion like lightning up gunpowder within their body. Alternatively, the same calling of the name can cause the next arrow to create an area around where it lands that automatically transfers a weaker dose of the Yew poison, strengthening as long as they remain within.

Finally, through expending magical energy, the Yew Bow can create trees under the user's command that originate from Sherwood Forest. These can appear as roots that swarm and bind targets,

originating from bolts shot by the bow, or as trees that appear and shape themselves to the wielder's wish from around their body.

Bridal Chest- 400
An enormous war hammer, the head in the shape of a strange bronze ball. While a near unbreakable weapon and light in your hands despite the stone crushing weight it swings with, these are all minor physical traits. The true value is the core held within the hammer head, which has the ability to use the Galvanism trait, in a very similar way to the Living Lightning perk. The hammer can absorb any wasted magical energy or electric energy from you as well as anything within a short range around the hammer in your surroundings, acting as a potent defence against magic. The hammer can unleash massive blasts of lightning, taking the form of tree branch extensions, both in close range and at a longer distance when targeted. Just picking up ordinary mana and electricty from the air, the hammer is able to unleash bolts that tear humans, cars or houses apart. A large amount of energy could wipe out a small force of magical golems in an instant.

If used in tandem with the Living Lightning perk, or similar abilities, the two sides work together to create a much more powerful Galvanism expression. The limits on absorption are largely removed, excess energy in the body immediately discharged through the hammer with great force, allowing the user to easily defend against even vast amounts of magic. Bridal Chest also grants easier regulation of energy, greatly improving how much can be used to heal or reinforce your body before you endanger it.

Bridal Chest is also able to transform into a secondary mode, taking the form of a equally large sword. In this state, not only can the electricity be used to hone the swords' edge or cause it to vibrate at high speeds, the sword can be reversed so that the energy is channeled into a massive projection of electricity. This energy blade takes a vast amount of fuel but is easily the most destructive attack the weapon possesses.

Dangerous Game- 600
The accidental life's work of one Doctor Jekyll. An elixir that brings out all the potential of a human being, apparently it's far from good. Unlike the original elixir, this one is slightly more under your control. The more you drink from it, the further the extent of the transformation, but you are able to end the transformation once out of combat and revert the effects. The flask restores quickly, filling to full each day.

But what does drinking from it do? A sip will grant incredible boosts to physical abilities, bringing an ordinary man from frail doctor to stone crushing strength. Enough power to outrace any normal animal and generally put yourself beyond the reach of ordinary human's ability to fight back. Your body will heal faster, wounds sealing shut at visible speed. It will start to affect your mind at this stage, a strong urge for violence and mayhem, but you can infect others with this through the sound of your voice, spreading chaos and infighting among foes or innocents.

A larger drink will gain proportionately greater benefits. The entire flask at once turns the drinker into an inhuman monster, body ripping and warping to take on a visage almost like that of the werewolf, with terribly sharp claws and fangs. Physical abilities grow to reach the level of heroic spirits or powerful military weaponry, bullets able to be dodged with ease and your body having such strength that few magical weapons can cut it. Even limbs being severed are healed quickly and your body can endure what seems like fatal wound after fatal wound without stopping the fight for a

second. The madness drives you into almost certain frenzy, pursuing the violent death of anyone perceived in some negative manner, but this also results in an aura of madness around you that takes a heroic will to resist. No import.

Pirate

Fancy Loot- 100
All the classic accoutrements that any pirate would be ashamed to go without. A murderously sharp cutlass and enough guns to supply a small navy too. They're only musket and pistol varieties found in the Age of Sail but you seem to be able to pull them out with almost no limit, the same with new pirate swords. If you can aim and fire fast enough, you could just keep pulling out and throwing away a pair of pistols each time. The guns are high quality and work easily even when soaked in water but they tend to disappear a few minutes after leaving the hands of you or some member of your crew that you've supplied them too.

You also receive a set of fantastic pirate outfits to suit your new occupation. While there's the expected colorful coats and enormous pirate hats, you also have a range of appealing swimsuits to choose from, enough to have a fresh look every day you desire. If you happen to have the classic pirate injuries, you'll find eyepatches, peg legs and even hook hands appearing in this little armoire. Everything's sturdy and easy to maintain on your long voyages too.

Captains' First Ship- 100
It may be only the bare minimum of what any respectable pirate could accept as a vessel but it is certainly yours, possibly through a violent trade negotiation. This vessel of the sea is no great galleon, it's rather small and so is the crew that staff it, but it's served you well so far. Sturdy, armed with a handful of cannons and easy to control, with a crew who know it like the back of their hands and have a surprising loyalty to their captain. They're decent pirates themselves but nothing special. One might call the ship an entirely mundane vessel, if not for the strange luck it gains when thrust into stormy seas, passing through all but the worst weather with only minor harm. As is the captain's right, you've also got a pirate flag to design to fly from the top of your ship. Even if you move on from this raider later, you'll find yourself with the power to hoist the colours on any ship you own, always able to make the skull and crossbones visible to your prey.

Privateer- 200
Empowered by this letter from a major nation in your time, you've been given official orders to commit piracy against their enemies. These letters were issued by a superpower of the current world, most likely Britain or Spain in the time of pirates, and gives you legitimate right to carry out just about any crime you may desire in 'service' to the ones who issued your letter. So long as you act to their benefit, or at least to the detriment of those they dislike, you'll continue to be recognised as nothing more than a law abiding citizen. In future worlds, you can choose another nation to issue such a letter, empowering you against any enemies they have or those they recognise as criminals, making legal any action you take against them. No import.

Seafarer's Guns- 200
Either the work of a hired witch of some sort or just stolen from someone that wasn't nearly as good at piracy as these weapons implied, you've got yourself a magical arsenal. A pair of flintlock pistols, firing bullets formed from very small amounts of magical energy, yet hitting with the force of a large rifle each time. They can be fired at great speed, several times as second, so long as you pay the energy and charging the shots to greater strength is entirely feasible. The pair of cutlasses you have strapped to your side work much the same way, made of enchanted steel with cutting power that grows as you invest more energy into them, potentially even creating slashes of energy at range. The final part of this set is a massive musket, able to magnify magical energy used for it to several times

the strength of the pistols, while maintaining that force without bleed off even at long range. Blow away the entire upper body of a rival captain as soon as you see his ship on the horizon, as the musket is fitted with magical sights to aid long ranged attack.

Legend of the Seven Seas- 400
A ship even the greatest of captains would be proud to have and who most others greedily lust over the idea of possessing. A sea vessel of size and quality to surpass anything else that sailed the seas in these times of piracy, it holds forty mighty cannons of unnatural power and travels on land and through the sky as easily as it does the sea, requiring only for a crew member to supply it power. The ship has room and facilities for far more crew than it would be able to hold from the outside. The ship is truly blessed by the sea and skies, unhindered by the elements save for when the very divine itself interferes, even then holding resistance against them.

Rather than a crew of flesh and blood, spirits will manifest to crew the ship. Immortal veterans of many past adventures, they continually reform from your magical energy if slain, an undying crew to plunder other ships with. The ship's quality and the power of it's weapons and ghostly crew increases with the collective strength of yourself and any outside crew members you bring aboard who agree to become part of the crew. The spirits grow stronger, the cannons hit harder and the ship sails ever faster. As the true master of the vessel, you can also manifest it or parts of it wherever you are, appearing to be animated by your will.

Sea of Steel- 600
Pirate lord is quite the nice title, don't you think? With a fleet like this, there won't be many people that tell you no when you claim the title. Forty two pirate vessels, many of which are massive galleons and warships that would be the proud flagship for a lesser crew, and a large number of much smaller ships that support them. Each one is stocked with a veteran crew loyal to you and your ideals, many of them having made minor names for themselves before entering your service. When not called to war under your flag, they raid, adventure and explore as pirates too. Each ship gladly gives a tithe of their earnings to the lord of the fleet, which has made you an enormously wealth individual. While the ships are not magical, those destroyed or who have lost their crew will find their way back to you after a few days, vessels sailing out of the mist or new crew eager to join your armada. If you wish, you can also have the fame and status as a pirate lord be present when you begin and carry over to future worlds. No import.

Ripper

Cloak of Night- 100
A raggedy cloak of tough brown cloth, somehow always large enough to fully cover your body and even your head if you pull up the hood. Useful for disguising your identity but it's going to stand out in daytime London. Instead, this cloak can take on a variety of mundane forms. Any of the outfits considered to be 'likely' appearances for assumed identities of Jack the Ripper can be chosen. A doctor's coat or the uniform of a police officer, both possible options. A variety of mundane outfits found on everyday Londoners' too. One strange outfit available here is an exceptionally skimpy one, barely more than a vest with some lingerie for below. What ridiculous interpretation of Jack would wear this?

Malpractice Methods- 100
Still encrusted with dried blood, these may be the very tools used by the true Ripper in his serial spree. A roll of surgical tools are present here, each one unnaturally sharp and capable of dealing agonising wounds to those cut by them. They can't slice through metal or stone but mere flesh parts with ease and bone is cut in two or three swings. They can also be used for their original intended purpose, performing as sturdy and high quality implements for actual medicine, but they should probably be washed off first.

Killing Fields- 200
A hunting ground most suited for you, perhaps even the place you grew up in. Each world you begin in, you are able to mark out a territory for yourself within which dealing death becomes all the easier. Around the size of London in the time of the Ripper, you find yourself effortlessly familiar with the layout and paths of this land, easily tracking or losing trackers even when faced against lifelong natives. Your abilities to hide and sneak around are noticeably enhanced, as efforts to discover your identity made from within the territory continually encounter unusual challenges. Damaged or corrupted evidence, false leads and copycats springing up to protect you. Finally, the weather and populace trends towards your personal preference in regards to these night time activities, ensuring you can bring along the dreary mists of London and it's nightlife to wherever you go, if you want it. No import.

New Life- 200
What's one more identity when you already have a few dozen at once? Once per year, when you have need of it, you're able to easily take on a new identity that has been prepared for you. A new life in a new place, with all the documents and proof needed, even including people paid off or altered to remember you in their lives. It's quite easy to get to these second chances, even when currently on the run from significant law enforcement efforts, and only the most dogged and obsessed detectives would continue to pursue you, as the change in identities is linked with a plausible death to your previous one. No import.

Maria the Rippers- 400
A set of four curved red knives, each the embodiment of the murders that the legend of Jack the Ripper carried out on the London streets. The knives on their own are deadly weapons, cutting flesh and steel with equal ease, but when the user fulfills certain conditions, the weapons become more potent. These conditions are that it must be night-time, that it must be misty or foggy and that the target must be female. The preferences of the Ripper. Each condition filled significantly increases the cutting power of the knives and if all three are met, a curse can be activated on any valid target you

see. This curse causes the four knives to manifest inside the target's body, vivisecting them as desired from within regardless of their physical durability, the grudge filled knives slicing through any defence. Resistance against curses can prevent this however but you can continually use the technique as long as the conditions are met, requiring only small amounts of energy to perform.

The Mist- 600

An old shuttered lantern, hiding a deadly magic inside. Opening the shutters and touching the candle inside will rapidly produce a deadly mist, to any but yourself. Made from a mix of magical curses and sulfuric acid, it rapidly burns away at anything it touches. Eyes fester, throats and lungs blister and burn, even skin or muscle rapidly begins to boil off of bones. While those of supernatural durability may resist the burns, the mist has other deleterious effects. Magecraft is significantly harder to use while within the fog, the mist interferes with such energies, and movements are rendered sluggish even in those unharmed by the mist.

The mist expands quickly, to a limit of around a hundred meters in any direction from the lantern, hitting a Bounded Field that limits it's progress any further. However, the user of the lantern can control the mist finely, limiting it to only the insides of a building or creating a constant free space around certain people they wish unharmed. Others trapped within the bounded field lose all sense of direction and even memory of their location, causing those familiar with their current locale to become lost, and preventing anyone without magical spells or senses from being able to leave the mist. Needless to say, it makes it far more difficult to notice your presence or movements if they're thus affected.

The lantern can be taken within your body, removing the weakness of temporarily damaging or destroying the item before it reappears in a few hours, but this forces the mist to be constantly active and automatically target all beings with magical energy within it's potential radius. While you can prevent it from attacking non-magical beings, the mist is uncontrollable in those other regards.

Companions

Import- 50CP per

An ally in your time, useful for any path through life. Each purchase brings one existing companion you have in or allows you to create a new companion, with reasonable control over such things as appearance and personality and history. Companions gain a free origin and 600CP to spend in the jump, as well as any normal freebies and discounts.

Canon- 50CP per

Adventure and exploration are at the very heart of so much of the story here, it shouldn't be difficult to find those who would eagerly ride at your side to new worlds. Every purchase of this option gives you a slot for use in this jump, which can be used to bring along any existing character here with you as a companion. As long as you can convince them to come on your chain with you by the end of your time here, they'll join as a companion.

Watson- 200

A perfect pairing, one made to complement the other in ways both expected and not. Their skills to cover for where the other lacks and a personality that supports the flaws of the other, as they themselves are encouraged. A Watson to your Sherlock. While designed as a normal companion here, with an origin of choice and 800CP to spend, they will also have the above traits to complement you and keep level with you. While Sherlock is almost always the one to lead and solve the mystery, Watson is rarely unable to provide help, inspiration, a worthy hand in a fight or other support. Similarly, while the means to do so may vary wildly, your Watson will almost always find a way to be useful in your various endeavours. They may possess an incredible talent that lets them catch up to perform as an able bodyguard or be themselves more the investigative intellectual to your own brute force.

They can't be everything at once, their role supports them in complementing your flaws, deficiencies and such. Their personality will also lead in this direction. A calm rationalist who prefers a traditional approach to help ground an air headed prodigy with little attention for anything that has been done before, that sort of thing. While their character can vary from sweet to sour based on what you are, they are quite loyal to you. As a lifelong friend, a sworn oath servant, even a lover or sibling, they won't abandon you lightly.

Pirate Princess- 100 per

After a rather unfortunate encounter with a fantasy world, or one capable of manifesting fiction, this poor character has undergone quite the dramatic change. A canon character that you might find within the story covered in the legend and history of Britain, excluding fabled Camelot, joins you as a companion through this option. However, their earlier accident has combined them with strange energy or even other spirits, making for a quite twisted version. More aggressive, more violent, far less restricted by any morals and much more driven by base desires and greedy ambitions. They've likely got a cosmetic makeover as well, to match this edgier version of themselves or the new fusion, often relying on darker colours and exaggerated outfits or physical traits. Some characters may simply become an existing evil version of themselves more permanently. The character remains with roughly the same level of power as before, though some may find their abilities mixed up to something more fitting. While the reasons may vary, purchasing this option ensures that the companion has some significant fondness for you and already wishes to travel at your side.

Drawbacks

You may take up to 800CP from the following drawback list.

Continuation +0
In case you've been here before, you can take this drawback to carry over any presence, history or changes you've made in the past to your current time in the jump. Even getting around timeline issues. This cannot affect any drawbacks or challenges, which will always have the necessary parts of the setting to work as described and will ignore prior preparation from using this drawback.

Drake's Gold +100
Oh, how could a pirate set sail without lusting for adventure and gold? It's in the spirit of every true scurvy dog out there and few feel it stronger than you. The lure of gold and wander is a powerful one, difficult to resist even on it's own and only intensifying over time if you continue to resist. If you give in to the dreams of exploration, piracy and obtaining vast sums of booty, you'll still need to face the natural inclination towards hedonism and debauchery. Saving money is as hard as resisting your urge to collect it. What's the point of that gold if not entertainment, pleasure and enjoyment?

Jumper Holmes +100
There is always a game to be found, if one knows where to look. But what happens if you don't even want to put in that much effort? Just take this and the games come to you, like it or not. As Holmes himself, something in your nature draws you to mystery regardless of location or timing or much reason of any kind. You'll be dragged into mysterious events, shocking murders, heists of the century, even come face to face with the supernatural. It won't always be with you as the protagonist. Indeed, like Holmes, it'll often be your choice whether to interfere and take charge of the investigation or not. But you can't avoid it all and sometimes, the game catches up and forces you to play, else face a threat to your person directly.

The Dreaded Blackbeard +100
What better way to represent the greed and lust of a pirate than the modern creature known as the Japanese Otaku? Surely, there is no more graceful way to translate the desires and dreams of a legendary terror of the seas than to have them obsess over Japanese anime, models and fictional characters? If you find yourself approaching modern times, you'll get that same obsession as Blackbeard. But in these earlier times, it needs a little adjusting. Why not fawn and simper at the fictional men and women, whichever you prefer, of the current age's fiction? There should be more than enough to take up hours of time each day and people definitely won't be disturbed when you lovingly recite confessions to non-existent women all day aboard your ship.

Lab Brewed +200
Life made not by woman's womb but the mind of man, it's quite the feat. Such a grand achievement, it'd only make sense to focus on what was needed to achieve it, rather than little things on the side like beauty or normality. Whoever crafted you, from birth or who worked over what you already had, they clearly had such a mindset. You have an obviously monstrous nature to the eyes of any normal people, from being genuinely grotesque or from unnaturally doll-like beauty. Most people feel fear at just the sight of you and consider you obviously some creature of the night, not to be trusted and best off burned in a pyre. The changes to your body have made it difficult to get around this, as you struggle to make yourself understood by other beings. This might appear as a literal language

impediment on your side or as some curse affecting those around you that prevents them from considering your words as more than a monster's threatening growls.

Mist Monster +200
With every identity Jack could be said to have taken, there is a reason he is given to kill. A cornucopia of murderous urges, from revenge against the idea of his own prostitute mother to heartless sadism to supernatural hunger. You have a few of these in your own way, a mix of different impulses, addictions and desires that drive you to take up the bloody path that Jack walked and walks. The intense feelings you have are difficult to resist and those that indulge too freely or long may feel their sanity start slipping away in even greater amounts, reducing them to a mad berserker in time. Even the evil would have to practice restraint, else go mad. As is only fitting for a call back to the Ripper, the ones that make your urges flare up strongest of all are his own preferred targets- women, particularly women of the night and those most vulnerable.

Beneath the Hood +200
Taking up the title of a legend was meant to give you protection and power, to carry on a legacy of protection or terror and influence the world ever more. But something was lost along the way, the you that existed outside that identity in the minds of other people. No one can remember you outside of the title you took up, one like that of Robin Hood, as a role rather than a person. If people remember you, it is as the rogue who fights for the poor against the rich, and not for anything unique to yourself as an individual. All it would take is another to take up the same name to be believed as being you. Being without identity causes you to inevitably attract strong reactions from others, unfortunately they also tend to be negative. While it's not impossible to be friendly, many people misconstrue your intentions or decide they are better helping themselves by giving you up to the law, despite saving them from that same corrupt law earlier.

Tell Me Another Story Jumper +300
The hope and belief of children is a powerful force, pure and untainted by man's world even when the children live in such terrible squalor. It can sometimes draw supernatural beings to them, lured by the light of their hearts, but the unfortunate side of this is that these children do not have the bodies to withstand that attention. A particular child has drawn your own focus, to the point that a bond between the two of you was created that gives you form and life in this world. Sickly and frail, the child is still optimistic, cheerful and loves to hear your stories of other worlds. Their situation in life is poor and the light that drew you to them will only gather more unnatural things in time, ones far more likely to have malicious intentions. Lesser fairies that want to play cruel games, demented madmen that believe your child is a devil to be purged, even the attention of the magi who want to study them. You'll have to guard them dearly, as the bond that allows you to exist will cease if they die.

Too Evil For Memory +300
Far too dangerous to be remembered, it was argued. Holmes and Watson were able to uncover your true origins and identity, convinced that the knowledge of such things would bring harm too great to allow to the rest of the world. Somehow, they've managed to convince the world at large and even history itself of the untruth of your origins. You are just another denizen of this world and time, nothing more, and so clearly any abilities, items or other advantages and evidence of other worlds should not exist. You and the allies you bring will be limited to just what you've gained in this jump for your time here, only able to undo the change to your story once the years here end. You'll still

have your own memories of past worlds but bizarrely, everyone will refuse to accept it as anything but a joke or insane rambling.

Lost in Wonderland +300
The very fiction you seek to be part of now rebels against you. During your time here, your life will be fraught with threats from stories and legends made real, each one a threat to your happiness, sanity or life. Sometimes the danger will be lesser, like brownies causing bad luck and trip ups for you, but more often the danger will be significant. Legendary knights emerging from story books to hunt you down, green hooded merry men stalking you through the forests, even the Jabberwock of Alice in Wonderland with it's power and nigh invulnerability. The fictions will largely not go beyond the higher levels of power obtainable here and if destroyed or avoided for long enough, will fade for a while before new phantoms take their place.

Scenarios

The following scenarios may not be taken together, as they require specific starting dates. Taking them sets your start time to the date specified, though you can continue on further as normal.

For Britannia!

It is the year 60CE and rebellion is in the air. Boudica, Queen of the Celts, is taking the reigns of a vast collection of tribes in Britain and turning them against their Roman conquerors. Having been brutalised, her daughters defiled, and her kingdom shamed, Boudica will stop at nothing to drive the Romans out of this land. But she will fail, inevitably, as the Roman governor Suetonius defeats her after two years of battle in the name of the Emperor Nero. But things needn't remain that way.

Three paths await. The first is to side with Boudica in her righteous war and seek to successfully push the Romans out of Britain and prevent their return. With only wild tribes to unite, the armies rely on quantity more than quality. Boudica will welcome you once you meet and quickly you will become a trusted part of her circle, necessary given she is fated to lose without your intervention. Even should you succeed at driving Suetonius out, you will need to fend off several waves of Roman armies as Nero tries to retake the British Isles before she finally concedes.

The second is to swear allegiance to Rome and pacify the Celts by force. Taking action against them will ensure that the fairies, monsters and spirits of Britain ally enmasse with the Celts and make their army more than enough to destroy the Roman presence in Britain. You'll have to take the disciplined armies of Rome and show these barbarians what it means to be a civilised nation, technology trumping fantasy at every turn!

A third and most ridiculous path exists, only present because of a future interaction that proved it possible. Peace, between Celts and Romans, despite the cause of the war already having been taken. If you could mediate between Boudica and Suetonius, if not Nero herself, and broker a true peace with reparations to the Celts, that might also account for victory. But the Celts are furious beyond measure at the crimes against them and the Romans just as arrogant, making peace a dream at best for all but the greatest of saints.

The rewards are similar for each path. Supporting Boudica will almost certainly lead to a close friendship as you continue, even an intimate bond if one is pursued, and she will ask to come with you to another world once her kingdom is freed and passed onto her daughters as her husband desired. To support the Romans and win, you'll be taken back to Rome as a celebrated hero, where the Emperor will find themselves exceptionally taken with you, as either a loyal subject of Rome or a potential Praetor of the heart. Nero will similarly ask to become a companion, provided you remain to grow closer. Somehow creating a peace will grant both rewards, each leader deciding that they have taken an interest in you and wishing to see more of your adventures, while finding feelings develop in their hearts.

Advance Australia Fair

It is May the 12th, 1787. The docks of Portsmouth, England are preparing to farewell a fleet of eleven ships that are due to set off tomorrow to create a colony in a strange new land, largely for prisoners now too numerous to contain in Britain alone. But tragedy has struck. James Cook, the captain of this fleet, has suddenly fallen fatally ill the night before the fleet is due to leave. An emergency decision has installed yourself as a new captain, a seemingly official move from the government despite none of the sailors ever having seen you before. But the choice is made and you have but a few hours to rest and prepare before you set sail. To the land that will be called Australia.

The journey will take the better part of a year to reach this new continent, time to prepare and learn the details of your new fleet. Your goal is clear, you must establish a viable colony in this new land. Several of your ships are prison ships, transporting convicts, though many have committed only minor crimes and were simply shipped off to save money for the rich poms back home. The journey is mostly uneventful but the same cannot be said for your destination. Landing in a natural cove that would quite fit the name Botany Bay, near what might in future be a town with the lovely potential name of Sydney, you will discover something quite terrible.

Largely untouched by the outside world, this continent has retained much of the mystery of ages past. Like Britain in the time of King Arthur, magic and monsters still roam this land freely and in numbers. There are humans here, yes, but in a dizzying number of different tribes with strange rituals and stranger magics. The creatures, the plants, even the very environment is deadly to those unaccustomed. Much of it remains magical in nature, only increasing the danger, and many creatures extinct in the modern day have terrible counterparts present now. Deadly bears that hide in trees above, bunyips sneaking around watering holes and strange beings that fly through the endless skies above the outback.

In cooperation or conquest, you must make a home in these lands. Whether you take the path of history or your own, obey the United Kingdom or tell them to screw themselves, you must survive here as there can be no escape without failure. You must survive until January 1st, 1901, the traditional date of Federation. Your reward for maintaining a viable and successful colony until this time, even if it does not cover the whole of the continent, will be this very land itself. This Australia will come with you, both what you have colonised and the rest of the land, to future worlds. Changes and progress will be remembered, although the continent has the unfortunate tendency to continually incorporate the most lethal kinds of nature in new worlds to itself.

General Scenarios

The following challenges can be taken together or with above scenarios, as they can work at any time or location.

Ripper's Return

The Ripper has struck again! Newspapers, town criers, messengers from around a kingdom, they all decry the vile attacks of this night time terror! Yet you are aware that the Ripper was only active in Whitechapel, London during the year 1888. How can they be present anywhere from the days of Roman Britain to the turn of the 20th century? Wherever you are and whenever it be, Jack the Ripper has appeared anew and it looks like no one will discover them without your aid. The investigation team, whether it be Scotland Yard attempting to succeed where once they failed or king's men trying to discover a monster, will eventually come to your door and ask for help.

But Jack's identity may not be as simple as searching for a small child in out of place clothing. The true identity of Jack for this tale could be any of his potential forms, chosen at random without your knowledge. You'll have to put together the clues and discover his identity, as the Ripper will continue to kill every few nights.

Finding, stopping and bringing the criminal to justice, in whatever form that might take will grant you the first possible reward. Not only will you have the fame of being the one to discover the true identity of Jack, you'll also find the identities of other criminals in future become especially obvious to your eyes. All but the most careful and well concealed murderers require little more than a few hours study for you to find their name and face, though tracking their location or discovering their reason will prove just as hard. If you wish, you may take your fellow investigators along with you as a group companion, offering them the chance to bring the rule of law to all sorts of barbarous worlds.

Alternatively, should you abandon your humanity, you can protect and further Jack's ends once you've found their identity. Assisting the Ripper despite being able to reveal who they are, will almost certainly form a bond of trust between the two of you. Destruction of the investigative team and continuing their reign of terror until hope is lost from Jack's hunting grounds will allow you to take Jack, in whatever form they are, as a companion.

The Greatest Game

A battle that exists across the ages, of Sherlock and his dreadful rival Moriarty. Freeing them from their original time did little to halt their feuds, the battle continuing even in the singularities of the future-past. Dragged across time and space to continue this storied rivalry, you've now found yourself caught up with one of the two in this tale. Each one takes the role of hero and villain, with a scheme underway that places anything from Britain to the Human World to all things at risk.

Your side is chosen at the beginning, where both men find reason to ask for your assistance. Sherlock may be without Watson as his trusted aide or may seek your advice in matters magical. Moriarty's reasons might range from the malicious, such as desiring you use your power to his ends without regard for the cost, to almost familial, for some reason he looks on you as if you were a beloved grandchild. The alliance you make will be a certain one for your story here, even if the relationship remains cold and hostile. Moriarty will attempt to carry out his evil plans, while Sherlock will do his best to uncover the truth and bring Moriarty to justice.

But what schemes will be the focus of this story? Such a variety could exist, these mental giants have more than enough potential to act on any scale of this setting. Depending on your personal tastes and the whims of the story, what you are caught up in will vary.

You may see that Moriarty plans to set off a world war during the 19th century and benefit enormously in selling weapons and controlling nations in the conflict, even as millions die. Or instead, in ancient times, he may seek the downfall of Richard the Lionheart so that he might install a favourable successor, dragging the kingdom into depravity and stagnation. Chance exists even for Moriarty's plan to be one of such scale and finality that it affects beyond just one world, an evil plot whose effects may match or dwarf the crisis Chaldea faces in the future. And Sherlock, dogged detective, must face each story.

Whoever's side you choose, the opposing one will become the most likely to win. It will be through your actions and influence that victory is obtained. Moriarty, without your help, will be fated to lose against Sherlock and vice versa. Doubtless a pleasure to the villain if you side against him.

Siding and succeeding with Sherlock will grant both his thankful companionship as he seeks to repay you for your aide, as well as the ability to discover a single truth when working in concert with him each decade. No matter how obscure or lost the knowledge, the two of you can uncover it in short order when you put your heads together.

Moriarty offers similar as a prize. His own companionship, though he may prefer to refer to it as a mentorship, as well as a unique ability only available when working together with him. The two of you together can pierce the protection that fate and destiny grants to it's chosen heroes, allowing the unfair nature of 'plot armor' to lay in useless disrepair before your schemes.

Jumping Through Wonderland

One year into your time here, you'll come across a floating book, out in the middle of nowhere. This shining novel emits a blinding light and before you know it, it's sucked you into it's pages. Once you wake up, you'll discover that you've been transported to the early pages of a most famous story, Alice in Wonderland. A fantastical world spreads out before you but things are far from alright in this fictional land. Something prevents you from leaving normally, even with abilities that might traverse dimension, and you soon encounter a sickly little girl called Alice. Small and white haired, she explains that her friend trapped her in here after she revealed she dreamed of being part of her favourite story. Her friend apparently, is the book and this book wishes to let it's partner experience the fictional journey of Alice.

The real Alice cannot complete her tasks, her body frail and her mind far from sharp. She really is just a child, yet the book doesn't seem to understand. It won't let either of you out unless the story is completed and once it realises you are taking on Alice's role, it won't be happy at all. If you choose to help Alice complete the original story's journey, you'll soon find it twisting and rising up against you. Whimsical challenges faced by the fictional Alice become life or death threats, as monsters and nasty traps line the path. Once friendly and strange characters become vile manipulators, seeking to trick you into turning your back only to stick a knife in it. Many of the creatures become quite powerful too, requiring either incredible force or cunning to conquer. The original threats of the story, the Red Queen as an example, may now be a terrible force indeed, and the Jabberwocky awaits as the final challenge.

However, if you can guide and protect Alice through all the challenges, Alice will be able to convince her friend that she has had an experience far more valuable than merely repeating the original story. Finally realising her errors, the book will gift young Alice with a shining sword that goes snicker snack, which the girl will use to cut off the Jabberwock's head despite her weakness. Freed at last, you'll return to the living world.

The reward for this is threefold. Not only will you have sincere apologies from Nursery Rhyme, the spirit of the book, but she and Alice will ask to travel with their new friend as a single companion together. You've likely made quite an impression on the young girl and her friend, protecting her so fiercely. Alice will offer you the Vorpal Blade as well, the sword she used in the end, somehow taken out from the fictional world to become real. Not only is it sharp enough to cut anything while making it's snicker-snack sound, it also has a unique property of always being able to defeat any foe. Not that it always will defeat any foe, just that it will be able to. If an enemy regenerates, the sword will slow or stop it. If they have a defence that repels all swords or attacks, the vorpal blade will chop through. If the wielder has the right attitude, and the right abilities and power, the blade could potentially lay low even the greatest of dragons.

A second path is available, for those with not the patience for all this. Abandoning Alice and fighting your way out. While this will incite Nursery Rhyme to attack you with everything she has, this fictional world cannot hold out forever. Cause enough mayhem and destruction to the land and it's inhabitants and the world will tear itself asunder, freeing you but at the cost of Nursery Rhyme's life. Young Alice will not be harmed, though no doubt she will hate you with every ounce of her being. While no companions or great items await this route, you will be able to repeat this feat in future worlds. Any dimension, inner world, plane of existence or pocket realm you find yourself in can be escaped and destroyed by causing sufficient chaos and damage to the things within.

Seven Pieces of Eight

Three years after you start, you'll appear on the docks of a pirate town. In a flash, you're whisked away to this storm swept island where the excited folks around you give tell of a great competition that is about to begin. Along the docks are seven great pirate ships, some of which are easily recognisable, like the Golden Hind or the Queen Anne's Revenge. Keep an eye out and you'll soon see some famous pirates on those ships too.

With a short inquiry, you can learn the events about to unfold. These ships are the flagships of seven of the greatest pirates from across the years, each gathered across the streams of time for a treasure hunt like no other. A laughing god of pirates and the sea has sent out a message to all pirates of the treasure he has hidden, just as this god fades away. His message was that his golden cup could grant any wish a man could desire when drunken from but only once. This one piece of treasure is the prize and eight treasure maps to a mysterious archipelago are the means to obtain it.

The pirate captains who have competed and answered this call are as follows. Blackbeard, Bartholomew Roberts, Francis Drake, Anne Bonny and Mary Read, Madam Cheng, Captain Kidd and the Barbarossa siblings. The pirates not yet seen in Fate's story may have expected designs and characters or be changed to fit the usual sorts. They're all quite eager to set off on this journey, particularly the idea of a wish. A sea of gold? A country to call their own? A vast fleet to rule the seas? Anything could be possible.

You have two choices to make to join. You could offer your services to one of the crews here, whose captain will have the belief that you would be a valuable addition to their crew. Or you could take the eighth map and join the race as the final pirate captain, using either a ship of your own or a small but sturdy one provided.

Once you all set off, you'll be led down different paths through the many islands lying before you. Shrouded in magic and fog, you'll uncover both wonders and horrors of the ages past. Sea monsters that swarm the ocean surrounding and rivers within, cannibal tribes with strange magics, sirens and devils that hunt from the sky while mermaids tempt from below. Many traps and spells litter each island, protecting puzzles and obstacles that must be solved to gain the next clue in the hunt. As the hunt continues, the crews will begin to cross into each other, the maps designed to create conflict between greedy captains that know only one person will gain the wish. Obstacles begin to require either teamwork between two teams or the sacrifice of one to pass.

At the end of it all, if you've been able to conquer both the island and your rival crews, you'll reach the final prize. A dying divinity waits in his throne room, laughing at the tale so far, but proffering the golden goblet to you or your chosen captain. A single wish, anything they desire, but not quite without limits. It can't destroy the world or make one the ruler of it, but it could create a new nation or a vast sea of wealth to equal the coffer's of an empire. It could give one the power to command the seas as if with Divine Authority for miles around or a ship that has conquered death and the seas known as the flying dutchman. If you've followed a chosen captain, you could either slay them and take the goblet for yourself or allow them their prize. After they've made their wish, they'll offer to make you an equal partner in the crew, to sail together even to future worlds as a companion. If you fought alone or betrayed them, this single wish is your own.

There is a secret path and ending to all this, starting at the very beginning. Pirates are inherently selfish, to the eyes of many who deride them. But this doesn't have to be true of every pirate, they

need not all pursue greed. For many, it is the adventure that lights the way. The laughing pirate god is of a similar view and leaves a hint on his maps that all crews might make it to the end, if they meet certain conditions. While they would never do so themselves, you can try to unite the seven pirate lords with each other, to form a single united team. It'll take some incredible talents with diplomacy to convince such greedy, ambitious and wild men and women to work together. But success will quickly show results, as those convinced to join forces find themselves feeling freer then ever before, delighted at being surrounded by like minded scoundrels with shared interests.

The obstacles on the islands can be conquered with teamwork, requiring more and more of the united force together as you proceed. But if all seven crews are together, they can reach the final island as one. Congratulating them on rising above simple criminals and becoming his dream of pirates, the god with the golden goblet reveals seven more cups like it. Each one stolen, he says, from holy wars across time. A wish for each captain and one for the pirate who united them all. He also leaves the archipelago to this new single crew under their new leader, yourself, as a pirate cove unmatched by any other. The chain of islands can move over time, shrouded by fog and protected by creatures that now serve the pirate lords. Each of whom become companions, together or individually.

Ending

The end of your jump is now. You have three choices to make from the following options.

Go Home to your original world.
Stay Here in your current world.
Continue On to another world.

Notes

Special thanks to my dearest NuBee, always with me.

Big thanks to anons, especially the ones who suggested pretty much the entire Ripper line. You're cool guys.

Godspeed works by your base level of speed, physical or in mental learning, but the growth isn't exponential. After ten minutes of constant fighting, you might be twice as fast as before but after another ten minutes, you'd only be three times as fast or a bit less, not four times or more.

The Rounds ability can work across separate worlds and Jumps but allies must always willingly accept and those called from other jumps cannot be separated from this ability in anyway, even if you provided an unlimited mana source. They exist only through connection to you.

Pirate- Perks that apply to ships can apply to any kind of ship, not just galleons and other sailing vessels. Modern warships and space ships are equally viable if you have access.

I, Ripper- The perk works through Jack the Ripper stories told by others without your influence. The mythos of Jack can't make more of itself, so you or those you influence to do it can't write a version of Jack that is a almighty god. But it does work on any versions of Jack that you encounter in other jumps, provided you've been there already.

Beneath the Hood also applies to companions, who forget your identity outside the title as well. You are the legendary figure now, not yourself.