

The adventures of Conrad Stargard

Introduction

It is the year 1986. A polish engineer named Conrad Schwartz is hiking in the mountains After getting drunk and falling asleep in an inn which happens to be a cover up for a time traveling organization, he is accidentally transported back in time to the year 1231. Conrad, familiar with Poland's history, knows that in 9 years the Mongols will arrive and kill most of the country's population. Taking up the name Sir Conrad Stargard he will use his engineering knowledge to transform medieval poland into an industrial powerhouse with an army strong enough to repel the mongol invasion

You too will arrive early in the year 1231. Whether you help Conrad save Poland, take his place all together or you have other plans entirely you should decide quickly, since there isn't much time until the mongols arrive in europe

You get **1000cp** to start your adventure

Age and Gender

Roll **1d20 +20** for your age or to choose for free. Keep the gender from your last jump or change for free.

Location

You may start at any place in medieval Poland for free, such as Cracow, Wroclaw, Cieskin or Okoitz.

If you want to start at another place in continental Europe such as France, Hungary, the HRE, Ruthenia etc, you'll have to pay **50cp**, also changing your nationality in the course.

If you want to start anywhere outside of continental Europe you'll have to pay **100cp**

Should you be a noble and/or hold lands, your starting location will determine which region you hold an estate in.

Backgrounds

Each background may also be taken as a drop in option

Peasant (+100): You are a lowly peasant. Not only do you have barely any right, save for the right to departure, where you can leave your lord and land if you want (at least in Poland), you also are naturally pretty poor for modern standards and probably even for the standards of that time. You will own nothing of significance, you merely lend it from your lord, getting the privilege to run a business or farm with his equipment or on his land, for a tithe. For an extra **100cp** you get a luxury basically no peasant gets: You can choose a trade. You don't have to be a farmer (but you can choose to be a relatively successful one, that owns a lot of equipment and rents a good plot of land from his lord), but instead can be a smith, an innkeeper, a merchant or whatever else you chose. This could make you actually wealthy or at least not poor should you be hardworking and lucky.

Noble (100): You are of noble blood, jumper. Whether you're from a great noble house or just a minor one will be decided by your further purchases. In any case you should at least expect to be treated with enough basic respect by other nobility to be treated courteously and be granted the common privileges of nobility in this time period, which mostly includes treating peasants like cattle and getting away with it.

Crosstime Engineer (200): You are a talented Engineer from the late 20th century who somehow stranded back here in 1231. It can be the same stories as Conrads and you may take his place in this setting, but it can also be a quite different circumstance that landed you here. There's enough time travelers around the place to somehow land you in medieval europe.

Time traveler (300): You are a time traveler, either coming from a society founded by the original "inventors" of time travel growing up with cheap and common time travel and time travel technology used in everyday life, or you're one of the original "inventors" having found time travel circuits by "accident" in the 1970s. You may be part of the historical corps, cataloging all of human history, or you may be some otherwise occupied in the time travel society. Either way you seem to have ended up in 1231 and without access to a time machine you seem to be stuck here, unless you build one yourself again.

Perks and abilities

100 cp perks and abilities are free and the rest are 50% off for the listed backgrounds

General

Poland stronk! (free): You're fluent in medieval polish, which is apparently not that different from modern polish, no matter your background and you have a hobbyist historian's grasp of medieval european history, especially polish one.

Should you have chosen another starting location you may opt to speak that regions language fluently

For an extra **+50cp** each you will now fluently speak one other historical european language, but you'll be fluent in latin for free.

Peasant

Tenacious (100): You're a tough one. Years of hard labor and poverty have hardened you physically and mentally. While you may not pack the muscle and show the size of a well fed noble, you can work excruciatingly long hours, go without food and drink for long periods and suffer harsh weather without the need for much clothing. You could walk through snowy mountains barefoot without noticing the cold.

Quick learner (200): Learn base 12 arithmetic in an afternoon, mastering it in a week surpassing an engineer from the future in mathematical skill, even as an illiterate uneducated peasant and quickly pick up new concepts and technologies, also being able to improve upon them. You are proof that medieval peasants weren't stupid, just uneducated.

Master of ignoble weapons (400): You're an experienced fighter with the staff, the knife, the axe, the pike and of course bow and arrow. Despite the nobility frowning on such ungentlemanly weapons you're quite deadly with it, being able to shoot a deer, hiding behind some bush, straight through the head from over 200 yards away from an unstable raft with a firing rate of around 1 arrow every second

Lucky subject (600): You tend to always have gracious lords, bosses, commanders and other forms of superiors. While other peasants suffer under the cruelty, stupidity and incompetence of their lieges, yours will not only prove to be wealthier, wiser and more competent than your average lord they will also be much kinder than they have any reason to be, actually going out of their way to protect, clothe, feed and even educate you. Should you even show any modicum of intelligence and skill you can expect to quickly climb a career path should one exist, under the protection of your lord and you may also be able to influence the lord's ways with your suggestions and advice.

Crosstime engineer

Useful skills (100): You have a set of skills that are surprisingly useful in this setting. You are an experienced, well read and well educated man/woman, have a basic aptitude with

machines and machine construction, you know fencing, judo and karate, have a vast historical and geographical knowledge, especially regarding the area/historical area you landed, are a military officer with years of experience leading, training and organizing men....very marty stu like

Engineer (200): Like Conrad you are an MIT educated world class engineer. Not only are you well versed in a huge variety of engineering fields like architecture, machinery, metal refinery and metallurgy, electronics and so on; you also have deep knowledge of the history of engineering in those fields, allowing you to use old techniques from the victorian era and prior in situations where you lack modern equipment. You have a knack for coming up with unique solutions for unique problems. Should you get the right funds, people and equipment you could turn 13th century Poland into a fully industrialized society in just 10 years.

Change the past (400): Normally time travel, in this setting as used by the historical corps operates on deterministic time travel rules, meaning you can't change the past and everything has already happened as it should be. That's why the historical corps operates merely as historians. Defying anything even the historical corp knows about time travel you, like Conrad, can split off time into various branches by major decisions you make. This will not only enable you to change history by living out the version of history where your involvement changes things, it will also mess with time travel, making it more unpredictable around you and time manipulation as well as precognition in general making it hard for people to wield such powers to interfere with you. You also won't be bound by any fate or destiny anymore as determinism in general seems to fail around you.

Historical plot protection (600): You're pretty lucky. Almost as if the world itself protects you, almost like an act of god, almost like bad writing. There's a logical explanation for all of this however: Some time travelers from the historical corps have met you many years after your arrival here. This means that from the historical corps perspective and everything they know about time and historic determinism, there is literally 0 chance of you dying prior to this. They will see themselves forced to not only leave you alone, but also to protect you in order to save the space time continuum and the very concept of a cause and effect. They will do anything in their might to save you from certain death and spend their vast resources and advanced technology on helping you out. As a bonus, your loot will always be surprisingly huge and you find very rare and sometimes impossible to find items frequently, possibly due to help from a relative in the historical corps that planted that stuff there.

Noble

Knightly training (100): From early childhood on you've been trained in the ways of a knight. You are an expert fighter with the sword, the shield, the mace and of course the lance. You are also a highly competent equestrian of course. Your battle prowess eclipses most other knights and you can expect to defeat two charging teutonic knights with shield and lance at the same time!

Loyal subjects (200): Peasants can be pretty annoying things, some needing punishment to do their jobs properly, not steal from your rightful tithe or run away in general. You are lucky however, since all of your subjects, peasants, followers and nobles sworn to you are highly

loyal and highly productive, most of them willing to go out of their way to protect your life, defending your honor and even competently forge alliances and fix deals behind your back just to make you more powerful, richer, famous and well regarded.

Trendsetter (400): Something about you makes people just want to imitate you, your style and the ways you like things done. Even your superiors will be eager to quickly change their old ways. Whatever strange customs you may implement into society will stick around for much longer than normally. You will also run into little trouble with current law, traditions and customs and the powers that be will be strangely lenient and forgiving even if you have to compromise some things. Sir Conrad for example managed to form a huge army of peasants and implemented a permanent standing military without much opposition from nobility; implemented polygamy (with the second, 3rd, nth wife being officially a “servants”) etc.

My King (600): You are a born leader and organizer of men. You exude an aura of noble authority. You are wise and just in your judgement and you'll be widely regarded as the epitome of justice and kingly bearing. Your speeches will rile up the masses. Your command will bring discipline to a wild and untamed lot. Your strategic abilities are great, but are even outshined by your ability to organize a country and people, draft and pass effective laws, forge efficient alliances with neighboring countries and people of influence and generally manage all who are under your blessed rulership.

Time traveler

Historical corp training (100): Time travel can be very confusing. Receiving mail from your future self reminding you that you need to attend a meeting yesterday with your unborn son and a past version of yourself, can twist the head of most normal people. You've been trained in the ways of time travel however. Time paradoxes and conundrums won't cause you headaches anymore and you can manage a life with convenient daily time travel easily and efficiently. You have vast historical knowledge, being able to blend into the society of most of human history pretty seamlessly.

Engineered human (200): You have been improved by the biosculptors of the historical corps. As such you may freely choose your look, including gender, age, skin color, features, height, build... More important than your superficial change however is your enhanced physique: For the price of a higher metabolism (which can be curbed back in times of food scarcity), you'll be stronger and tougher than your average human; you'll have your lifespan extended to up to several millennia, have a healing factor that quickly prevents blood loss, closes wounds and even regrows limbs in time (Conrad's hand regrew in 1-2 months). You may also choose to integrate any of your equipment into your body such as a temporal sword that can then be extended at will from your fingertip.

Biosculptor (400): You are an expert biosculptor yourself now. This expertise includes futuristic knowledge of genetics, bioengineering, medicine, nanotechnology, cybernetics, alternative biochemistry...basically everything you can think of that would help you enhance biological life and create new one. You're among other things capable of granting near immortality and healing factors, rebuild and reshape any biological structure, enhance

senses and attributes, integrate complex technology into your creations, create artificial life like the neo horses or neo human servants. You also know the secret of developing a true panacea healing any and all diseases, including cancer, and how to distribute that panacea through the medium of butter, cheese and oil through a population, curiously enough. This panacea has a darker side to it as well, so be careful: One component of this cure marks all human cells and the next one kills everything nonhuman quickly and in a wide radius around whoever had it applied to him for a short time, so be careful around nonhumans. It's a great disinfectant otherwise.

Temporal engineer (600): You know how to build a time machine just by building a small relatively simple electrical circuit, not using more than a small 9 volt battery worth of energy to send a whole house through spacetime. You also know how to use and shape complex (spatio-) temporal fields creatively, allowing you to create pockets of highly accelerated time, time stasis fields, stretch, bend and shrink space to create bigger-on-the-inside architecture, cut objects cleanly with temporal fields running through them, create "temporal bubbles" in which a defined portion of spacetime, say an apartment, can exist in any time, and in any place, or even without a time or a place, like a small pocket dimension etc. Many other technological applications of this kind of time machine, like temporal swords, time bombs, various kinds of perpetuum mobiles etc. You will know how to maintain and safely operate such machinery and applications, so that you don't have to worry about accidentally setting off a huge nuclear fusion reaction by not creating an appropriate hard vacuum before displacing something in another point in spacetime.

For an extra **200cp** you will get a new theory of time travel developed by studying Conrad's weird effect on time, allowing you to travel through spacetime and creating different sets of timelines, effectively allowing you to change the past and future through time travel as well as traveling to different timelines. You of course retain the ability to travel through time in the "conserved continuum mode", by just flicking a switch on your time machines, where you can't change the past, which is great if you don't want to accidentally mess things up in the past.

Items

100 cp items are free and the rest are 50% off for the listed backgrounds General

Peasant

Clothes (100): Yes really, clothes. You might think that should be something that anyone is obviously already in possession of, but some people here truly are that poor and desolate that a good, warm, sturdy and reliably set of clothes, such as you have now, can be a very valuable possession.

Tools of trade (200): Yes really, tools. Again it's not obvious that you should own anything really. If you are a poor farmer, you will get top notch farming equipment as well as some especially good farm animals. If you are of any other trade you will get equipment that is way above standard to whatever your trade requires. This together with some talent will make you the go-to guy for most wealthy customers.

Treasure (400): Rich, you're rich! You gain 15,000 pence. For the next 10 years you won't have to worry about starving and may even be able to feed all your kids, which is more than most peasants can dream of. You will get the equivalent of this amount of money at the start of every new jump/every 10 years, whatever comes first. Just for reference, a normal working man's wage is about 1-3 pence/day.

Village (600): You are the chief or leader of a small village of about 300 people. While you still have to pay tithe to a lord, you are pretty much left alone and can govern your small village basically as you like, even being able to arm and train them. As a bonus, most of your people will be very competent and diverse in their set of skills, which will allow your village to function pretty much autonomously.

Noble

Noble rank (exclusive to noble background; no discount):

Each noble rank further up will automatically make you the liege lord of several members of the rank below yours.

knight -free

baron -100: Multiply your purchased items, except for the estate, by x15 and gain +200 ecp for the estate customization

count -200: Multiply your purchased items, except for the estate, by x60 and gain +400 ecp for the estate customization.

duke -300: Multiply your purchased items, except for the estate, by 120x and gain +600 ecp for the estate customization. The estate item costs only 200 cp now

king -400: Multiply your purchased items, except for the estate, by x240 and gain +800 ecp for the estate customization. The estate item costs only 100 cp now

emperor -500: Like Frederik II of the HRE. Multiply your purchased items, except for the estate, by 480x and gain +1000 ecp for the estate customization. The estate item is now free.

Warhorse, set of weapons and armor (100): The minimum to be considered a respectable noble. All the material and the animal is of the highest possible quality you can expect in medieval Europe. You won't be one of those impoverished knights that can't even afford a horse.

Handmaidens (200): 4 young girls (or boys) to tend after you and your household. They are all bright and motivated and could very well be competent managers, leaders, fighters and engineers of their own, if someone would just give them the opportunity.

Treasure (400): 150,000 pence worth of money. A true fortune for even a normal knight, since most of a noble's wealth is in the land he owns. You will get the equivalent of this amount of money at the start of every new jump/every 10 years, whatever comes first. Just for reference, a normal working man's wage is about 1-3 pence/day.

Estate (600): Your own estate, likely granted by some higher noble or belonging to you through right of blood, should you be a duke or higher. You're expected to pay tithe to your liege lord should you have one. Of course any noble rank above a knight will have some sort of estate in jump, but this purchase lets you customize that estate and more importantly makes it so that this estate follows you into future jumps. Gain access to the estate customization section

Crosstime engineer

Hiking backpack (100): A small case filled with useful stuff that would help if you're totally stranded somewhere alone. A collapsible tent, two sets of warm clothes, A chocolate bar, a compass and map of the local area (status 1986), an oilskin raincoat, a flashlight, needle and thread, bandages, basic medicine, a water bottle a small swiss army knife, some freeze dried food, a lighter and a set of aluminium cooking ware.

Damascene steel sword (200): Not only a normal watered steel sword, which already would surpass every sword you would encounter in this time and place, but a sword that had some modifications by the time travelers. It contains a single 50 Ångström thick layer of pure diamond at its edge, keeping it permanently sharp and making it able to cut through other swords and armor.

Future seeds (400): A collection of seeds for basically any modern domesticated plant, including rice, wheat, potatoes, maize, tomatoes... plants for other uses like japanese roses to make defensive walls etc. These seeds could start a massive agricultural revolution. Even disregarding crops from regions not yet discovered you have to really have to keep in mind that even for crops common in that time and area like wheat and rye, the return rate (what part of your harvest you had to replant in order to have again as much food the next year) was 1/3, whereas the crops from these modern seeds has a return rate of 1/50

You even have seeds for more exotic plants like the rubber fig, sugar cane, cotton plants and the coffee shrub/tree..., although they might not grow in a majority of climates you can start this jump in.

Neohorse (600): This thing looks like a big warhorse, but is actually a completely artificial bioengineered creation. It's basically as smart as a man, understands one language like polish, but unable to learn a second, can run a full day at full gallop, at speeds most horses can't keep up with, without tiring. It doesn't need sleep, has enhanced senses and can see in the dark. It takes things very literal, can do basic arithmetic as well as read and write,

although with horrible spelling. It can eat any biological matter or carbon source also including coal. Being a biological mare (although with complete foreign body chemistry including a genetic code that isn't based on DNA) it reproduces by willing parthenogenesis, bearing 4 children every 6 months, without being inconvenienced or slowed during pregnancy, which in turn will mature within two years.

Time traveler

Temporal sword (100): A retractable temporal sword that can cut down anything with ease in up to 12 foot distance. It is just a small handheld device that can extend a very thin temporal field which sends everything caught within it to another point in spacetime. It is a great weapon as well as a great multipurpose tool.

Artificial servant (200): An artificial human, very similar to the Neo horses actually, in the sense that it is something that looks like an existing thing, a human female in that case, but was engineered entirely from the ground up, with different body chemistry and everything. This servant is way stronger and faster than any human, has very enhanced senses, can see in the dark, always knows true north, has perfect eidetic and genetic memory, reproduces via voluntary parthenogenesis being able to bear 4 children/clones every 6 months, which in turn mature within 4 years. It is extremely loyal, being literally programmed to follow your orders. It only knows one language of your choice and is having a hard time to learn another unless programmed with it. Is a perfectly trained servant and bodyguard of great skill. This servant is literally immortal and has a healing factor that makes it hard to incapacitate them, and short of decapitation not much can kill them. Even limbs will regrow in time. It has some supernatural ability to sense "bad guys". Those servants do lack creativity and much personality however, but with some encouragement they can develop in that regard.

Biosculpting lab (400): Everything you need to perform highly advanced surgery and other types of medical operations as well as performing incredibly complex genetic and biological operations. With creative use of time travel/manipulation you alone can completely transform a human being into something vastly superior, while for them subjectively only seconds or minutes have passed. You gain time stasis kept containers with a huge set of bodies, representing basically all kinds of humans, from early proto humans to modern ones, including any age group, social group, gender and general geographic area. You can wear these bodies like a coat and seamlessly blend into any society at any point in time. Not only are they much more resilient than normal bodies they also have hidden weapons like temporal swords, beacons, transponders and a fire starters

Time machine inn (600): An inn, the red gate inn, with a working time machine in the basement, as well as other advanced equipment hidden all over the place. This will allow you to travel to any point in spacetime, but be aware that you can't change the past since time travel, as far as the historical corps understands it, can only operate on and create stable time loops, making actually changing the past impossible (since you've already done it...probably, maybe?). This inn will change and blend into any point in human history always looking like a nice inn appropriate for the time and place. Time travelers will always recognize it as a hidden point of operation by its literal red door and name.

For an extra **200cp** you will get a future version of this time machine, with technology developed by studying Conrad's weird effect on time, allowing you to travel through spacetime and creating different sets of timelines, effectively allowing you to change the past and future through time travel as well as traveling to different timelines.

Companions

Canon companion (free): You can take anyone from the books for free. If you actually read those books, you deserve a free companions

OC companion (100 each): You can create a new companion. The specifics of their history and personality are up to you. They get 600cp to spend on background choice, perks and items. They can't take drawbacks, but they do get all the appropriate discounts.

Companion import (100 for 1, 200 for 4, and 300 for 8): You can import up to 8 companions. They get 600 cp to spend on background choice, perks and items. They can't take drawbacks, but they do get all the appropriate discounts.

Estate Customization

Only available if the appropriate option in the item section was purchased.

You get **1000** estate customization points (ecp). You may convert cp into ecp at a 1:1 rate, but not vice versa.

Your estate will follow you to different jumps with everything you purchased in this section. If items are lost or units are killed they'll replenish and reappear in the next jump. You can choose to keep any children produced by your people and bring them into future jumps or to just start with your default every time.

Your estate will be somewhere around the general region of your starting location, or wherever you hold a noble title, unless you want to pay **50 ecp** to place it somewhere else

Second estate (200 ecp): you can get another estate that may consist of a completely different type of area. You gain another extra **300 ecp** to spend on this second estate

Area:

determines the size of your estate

1 km² (free)

10 km² (50 ecp)

50 km² (100 ecp)

100 km² (200 ecp)

500 km² (300 ecp)

1000 km² (500 ecp)

10,000 km² (800 ecp)

50,000 km² (1000 ecp)

100,000 km² (1200 ecp)

300,000 km² (1400 ecp)

1,000,000 km² (1600 ecp)

Terrain:

determines the kind of terrain you find on your estate. First two are free and any additional kind of terrain costs 50 ecp unless otherwise

Forrest (get wood resource for free +wild game)

Hills (get fertile soil resource for free)

Wetlands/swamps (get peat resource free)

Mountains (get 1 additonal ore or mineral/rock type resource)

Riverlands (get under ground water for free + fish)

Deserts (get oil resource for free)

Grass plains (get fertile soil resource for free)

Valleys (requires hills or mountains, great natural fortifications)

Coasts (sea access; get salt resource for free) - If your starting location isn't anywhere near the ocean/your estate area is to small to reach it you obviously can't buy this terrain.

Natural Resources:

Determines the kind of resources you easily find on your estate. First two are free and any additional cost 50 ecp if not stated otherwise. Any resource your purchase here will be exceptionally abundant relative to your area size. Even if you manage to deplete your resources, they will fully replenish every 10 years/every jump; whichever comes first.

Everything not on this list or not purchased will likely to have to be imported from the outside to supply your population and factories, but small deposits may still be found.

Some resources may be incompatible with various terrain types: use common sense

- Fertile soil
- Guano
- Gold (can't be taken as free choice)
- copper (get a tin deposit for free)
- coal
- Wood
- iron/magnetite
- limestone
- healing herbs
- sulfur (get mercury for free)
- silver (can't be taken as free choice)
- underground water reservoir
- sandstone
- granite
- marble
- peat
- clay
- lead
- salt
- oil

-zinc

-other (whatever other mundane natural resource you can think of; can be taken multiple times)

vassals:

population size

this determines the size of your population

population density (historically)

about 10 people/km²

If you want more you can pay to multiply your starting amount of people

x0 -free (if you don't want anyone living there and/or bring your own people)

x2 -100

x4 -200

x6 -300

x8 -400

x10 -500

knights

the size of your knight and minor noble population:

about 1-5% of your population is nobility or clerics

General attributes of your vassals:

Demographics (free): You may customize your population in broad terms; male/female ratio, ethnic make-up, etc. Your population will be maintained at your chosen demographics for as long as you wish.

Attractive (50): Your vassals are more attractive than normal now.

Martial training (100): Most of your people are very well versed in the art of war and melee combat. A big portion of your population has gone through 1 year of rigorous military training, where they learned to move and fight in coordinated attacks, steeled their mind and body and learned to master various forms of weapons, such as pikes, axes, knives, rapiers, longbows, crossbows etc.

Useful trades (100): Your people have a high percentage of skilled craftsmen and experts in various areas.

Wealthy (100): Compared to other regions in this time and place your population is relatively wealthy, with high productivity, high job satisfaction, and high incomes. Poverty is nearly non-existent as well.

Inventive (100): Your people are especially clever and resourceful. They'll be able to adapt to changes much quicker and quickly come up with innovative solutions to problems

Stoic (100): Your people is extremely resilient to hardship, are generally more willing to accept their lot and keep their cool in stressful situations

Unity (100): Great social cohesion and teamwork within your people.

literacy (100): Almost 100% of your pop. knows how to read and write as well as basic arithmetic, trigonometry etc. Whether or not you want to have permanently established schools is up to you.

Clean (100): Your population as well as your buildings are especially clean and cleanly. A relatively effective sanitation system and rule will keep your cities save from many unneeded diseases and vermin

Healthy (100, 50 if clean or wealthy was purchased, 0 if both were purchased): Your population is especially healthy even by today's standards. Child mortality is incredibly low and life expectancy is high. You may even have some competent doctors.

Merchants (100): your populace are excellent traders, bankers, and businessmen.

Installations

What kind of buildings, fortifications and level of technology is available to your population

*If you want to buy stuff that exceeds the level of technology found in europe in 1231 you'll have to pay an additional **200 ecp** or have the "Engineer" perk. That technology will be marked by an **

You may freely choose what special buildings like universities, hospitals and churches appear in what frequency.

Housing wood (free): a roof over the head of your people. Nothing more nothing less. Your villages and cities are defended by one or several rings of wooden walls

Housing stone (50, free with wealthy): Houses made of stone or brick, with tiled roofs. Keeps your cities save from devastating fires. Your villages and cities are defended by one or several rings of stone or brick walls.

Housing concrete* (100): Yes, big apartment houses made from concrete and steel reinforced concrete. Your villages and cities are defended by one or several rings of concrete

Sanitation* (200): You've got hot water boilers, fresh water pipes, working water toilets and and efficient sewage system installed basically everywhere in your cities and towns. Get sanitary population for free.

Factories* (200): Factories for mass production of raw materials like cast iron, gunpowder, alcohol or steel. For an extra **100 ecp** they also mass produce already manufactured products like clocks, consumer goods, sets of armor, weapons, farming tools.

Castles (100): One or several (depending on your estate size) typical medieval style castles The building material will depend on what you've purchased in the housing part. One of those might be upgraded to your personal grand palace for free.

Fort(s) (200): One or several (depending on your estate size) sets of massive fortifications. They can be Conrad's preferred "snowflake" design, with a set of two hexagonal walls, the inner one higher than the outer one, a big castle in the middle and a big turret watchtower at the corners. The building material will depend on what you've purchased in the housing part.

Guns and cannons *(300): Most of your buildings and forts are heavily fortified with canons, swivel guns and other gunpowder powered projectiles. They are designed in a way to be breech loaded with a magazine.

Drawbacks

Get up to **1000cp** in drawbacks

Extended stay (free): You want more time to see the fruits of your labor? You might want to see how society changed thanks to you, you might travel and explore the world or you might want to prepare a counterattack against the mongols or take the holy lands from the arabs. Stay as long as you want. This won't change the invasion time however.

Poor (+100): No matter what you do, you'll always be short on money. You will barely manage to pay your tithe and not lose your home, but never expect any money to spend on any luxury.

Missing limb (+100 each): You lost a limb or an eye and they can't grow back even if you normally have the ability or tech to do such a thing.

Historically inaccurate (+100): Everything you knew or thought you knew about history turns out to be completely wrong. This will be bothersome when it comes to customs and laws, but dangerous on the battlefield when you severely underestimate historic numbers of units as well as level of technology.

G*рман (+100): You are one of the teutonic knights. This will give you an extent of power and protection, but literally everyone hates and despises you for the insufferable warmongering bully you are. Also you don't bathe and Conrad really really hates you.

Prude (+100): You won't have a good time here. There is apparently no taboo around nakedness and Conrad's arrival will make things just worse. You get terribly offended by the sight of unnecessary nudity and the idea of sexual relationships outside of marriage.

Assassins (+200): Someone will constantly send assassins after you and you can't figure out who hires them. They will become increasingly creative over the years.

Backstabbing (+200): You'll be constantly betrayed by trusted allies and friends, often during critical times.

Technological malfunction (+200): Any sort of electronic device seems to completely fail around you. You can't even let others build them in your stead. For an extra 100 cp any sort of tech more advanced than medieval times just doesn't work when you're involved.

Language barrier (+200): You only know one language: modern english. This means that basically only time travelers, Conrad and Conrads white horse silver can understand you and communicate with you. You seem to be unable to learn any new language, no matter how hard you try.

Heathen (+300): You're one of the Pruthenians, a barbaric pagan tribe. You'll be seen as less than an animal, having no rights in this land and being actively hunted down by all good christians, especially the teutonic knights. Conversion to christianity will not be accepted.

Palotheology corps (+300): You've been forced into this department spending the next 100 years as a protohuman amongst other of "your kind" in east africa 2.5 million years ago. You will gain a fitting body, being able to survive that long, but you won't receive and other fancy equipment such as integrated timeswords. After this time you will be returned to day 1 of your jump after which you can spend your next 10 years normally.

Aliens (+300): Can't use any supernatural powers even passive ones or equipment else some higher dimensional aliens will destroy the solar system otherwise. This also includes time travel.

Slave (+600): Somehow you ended up stranded on the north african coast. Before anyone can come to your aid some slavers captured and sold you. Nobody will know where you are and you are for some reason unable to free yourself. You will spend the next 10 years as an agricultural slave near Timbuktu. You will be kept naked, barely from starving and chained in a small hole caked with human waste.

Golden horde (+600): Your arrival has changed normal history, anon. The Mongols won't arrive in 9 years, but instead in just 1, in 1232. This will leave you little time to unite the very fractured Poland of that time as well as train and arm an adequate resistance. Should you fail to repel them here it is very likely that the Mongols take over all of Europe, since the death of the great Khan Ögedei will not be due until 1241, giving the horde enough time to carry their momentum unto central europe. They also won't arrive in historically accurate numbers, as estimated by modern historians, ranging about 20,000-200,000 units, but instead they will arrive with fully **3 million people**, just like in the books. How they managed to supply such a number? Don't ask silly questions.

Notes

Questions:

Is it 100% certain that the golden horde would take over Europe, if you take the golden horde drawback?

There's two major camps in this debate, one claiming that only the death of Ögedei saved europe from being conquered, and the mongols were a perfect and definetly undefeateable army. the other claiming that several factors would have prevented a conquest of europe: the hilly, mountainous terrain, mostly forrest instead of open plain, wet periods making parts of the land hard to traverse by horse while at the same time depriving them of pasturelands as well as the fortifications, castles and other defensive structures of much of central europe together with european battle tactics..... **BUT** we're talking about modern, sensible estimates regarding the size of the horde attacking europe. With the full 3 million riders arriving, like in the books there's little chance for any historically accurate army in europe, even a unified one.

Up to you i guess

Are the books good and should i read them?

They're fine and get worse over time. I found the main 5 rather enjoyable, despite the clear and lazy self insert perfect Marty Stu character of Conrad. Be warned however, if you're the type to be offended by stuff like this but the book is full to the brim with sexism, hebephilia and ephebophilia, rape (literally and somtimes at least societal coercion) and racism, male chauvinism and (polish) nationalism. Definitely don't read more than the first 5.

The author Leo Frankowski stated that most of his fans were "males with military and technical backgrounds," and that his detractors were "mostly Feminists, Liberals, and Homosexuals." Frankowski admitted that anyone who self-identifies with the latter categories would be unlikely to enjoy his fiction.

Time and time travel

theoretical:

Time here only works in a singular linear continuum and as such, time travel here can only operate in the form of non- paradox creating stable time loops and other forms of continuity maintaining space time manipulation. Turns out time normally is this singular linear continuum that has some converging force, stopping the timestream from forking into different timelines. Even big interventions by the historical corps, if they even managed to intervene at all, were "smoothed out" over time by this converging force resulting in nothing really having changed in history. HOWEVER Once Conrad arrived he changed the whole thing. Conrad has some unexplained property that allows him to actually fork the timestream into different timelines. Major decisions on his part split the time and created alternative timelines. In one of those he was able to actually alter history, something the historical corps was never able (or prior to his arrival even unwilling) to do. This also fucked with time travel since it allowed for time travelers from various timelines to converge in the same point in spacetime pre split, often with disastrous results like nuclear explosions.

With a bit of getting used to the new rules, as well as some study and cooperation with time travelers (most likely versions of yourself) from other timelines, you may establish a new form of continuum breaking time travel, allowing you to actively alter the past as well as traveling to different timelines, this will however take several million subjective man hours of study at least. Buying the expensive version of time travel knowledge or the time machine will allow you to do that upfront.

Regarding the actual physics part of time travel: The universe consists of 11-15 dimensions at least. The exact nature of said dimensions is not very well explained (not at all), but the time circuit allows travel to at least dimensions 6-7, by bending defined portions of 3D and 4D space/spacetime into those higher dimension, which in turn allows you to move to some points along the axis of our normal 4D space that isn't normally accessible i.e. time travel.

Travel through those higher dimensions takes (subjective) time, the longer the travel backward (around 2-4 hours for 300 years iirc), the longer you have to spend in some higher dimension, which isn't really a problem with the use of time stasis fields, keeping you fresh until you arrive.

It's also possible to simply "erase" stuff, by just sending it to those higher dimensions, scattering their atoms, without them reentering the space time continuum at any point. Be careful however, since this may seriously piss off higher dimensional entities and aliens who don't like being bombarded with random stuff you throw into their dimensions.

practical:

>Can be used as a weapon, like a temporal sword, where a very thin needlelike field can cut through anything, by teleporting anything in it's path to some other point in spacetime. Field can be extended pretty much indefinitely.

>time circuits run on 9volt transistor battery and can displace great volumes/masses through spacetime (like easily 600 feet radius spheres) or into higher dimensions vanishing them forever (you can bring them back if you wanted to). This clearly violates the second law of thermodynamics at least, so with some clever mechanisms you can build quite a few true perpetuum mobiles → one canon example was a machine that took water and made ice cubes and electricity out of it.

>timecircuit can be used by transporting itself with whatever much around it or by transporting something outside of it (cannon mode), which then has no timecircuit left to return.

>if no hard vacuum exists on entry point, which you will be able to produce by smart use of time travel, things will generally overlap and horrible things can happen (telefragging), also creates random fusion/fission events, resulting in explosions and general irradiation, even if it just reappears in air. You might want to avoid this if it

>timebombs can displace a sphere of several hundred feet diameter and return them in small increments (one defined layer after the other from the outside in), basically fragmenting whatever was caught from small strips to even atoms.

>can create small pocket dimensions

>can travel higher dimensions

>can create temporal stasis fields, bending and stretching time and space at will.

Historical plot protection + Change the past: doesn't that contradict each other?

Like the protagonist Conrad Stargard you can now have your cake and eat it too, through time travel! On the one hand he has plot armor since the historical corp and the fundamental law of cause and effect protect him from death, while on the other hand he is actively able change history

Change the past + time machine inn or time engineer:

You don't need to spend an extra 200cp for the improved time machine tech. You get that for free

-HDManon