



Generic Barbarian

Barbarians. The term evokes the idea of a tribal, war-like people, primitive and brutish, savage and brutal, dangerous and unpredictable. Uncivilized. However, the barbarians of old were so much more. While uneducated in the trappings of civilization, which isn't to say they were unintelligent, they showed great spirituality and an understanding of their own people, as well as the natural world, allowing them to survive and thrive in environments those that consider themselves civilized would simply die in.

During this jump, you will be one of these people, a barbarian, living out in the wild frontiers, surviving against all the trials that the wilderness you call home can throw at you. So, take these;

+1000cp

They will help you on your journey. Good luck and have fun, Jumper.

Setting

Choose any of the following.

1. *A Generic World of Your Choice.*
2. *Isekai World.* You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have barbarians in them. You can find your way back here after entering one of the portals.
4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
5. *Crossover Mode:* Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Primal Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Primal Tokens being able to be used for 300cp perks. You gain a single 50cp perk for Free.

Wild Man (Free): With the way barbarians often live, it makes sense that they know how to live out in the wilderness they call home. You have a lifetime of experience in wilderness survival, from building shelters and starting fires to hunting to what plants and fungi are edible or poisonous, how to process normally poisonous foods into edible ones, and all else that entails.

Fit Survivor (Free/100cp): Barbarians often live out in the wilderness in small communities, and the weak tend to die young, a harsh truth that pushes those that remain to be stronger and tougher than they otherwise would be. You have a robust and healthy body, with a good deal of strength, toughness, and even agility that, while not peak human, is well above the average person. You are also highly resistant to diseases of all sorts.

Additionally, for 100cp, you can improve the effects of this perk significantly, providing you physical abilities on par with the peak of human achievement, in all categories. This pushes you into the bare edges of what would be considered peak human in comic books or fantasy novels. Additionally, your physical condition will not degrade from disuse or suffer from atrophy to any significant degree.

Combat Skills (50cp, One Free): This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

Craftsman (50cp): Choose a craft, such as metalworking, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

Career Path (50cp): Choose a career, such as farmer, trapper, tanner, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are a trader or color theory if you make clothing. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

Oral Traditions (100cp): Many barbaric tribes don't record their history, instead passing the tales on from parent to child over generations, and make sure the lessons of the past are never forgotten so long as the people live on. You have an effectively perfect memory, with infinite storage, instant recall, and proof against tampering. Moreover, you are an exceptional storyteller, able to pass on stories in a way that is engaging and will linger in the mind.

Earned Wisdom (100cp): You are a worldly individual that has learned a great many lessons as a result. You can recognize when a simple solution will solve a problem and know enough to recognize what those simple solutions are, you can also tell when something is beyond your abilities and where you'll need help. You are also able to recognize when you are on a path that will lead you into a dangerous situation, as well as if there is a way around it.

Nomadic (100cp): While many barbarians form villages and towns just like the civilized lands, some are wanderers and nomads, never truly settling and traveling from place to place quite often. Travel is simply easier for you, seeming to avoid the worst of the discomforts of travel. Mud won't hinder you, biting insects and pests will leave you alone, and you will simply cover more distance as you travel, as will anyone traveling with you, regardless if you are in a vehicle or on foot.

A Learning Experience (100cp): You are not discouraged by failure, your failures instead acting as a motivator to do better and help you to learn a bit faster, roughly thrice as fast. Additionally, any failures you make while learning or training will rarely result in significant injury and will never result in permanent injuries.

Rider (100cp): Like the barbarians of the steppes, you are an exceptionally talented and skilled rider, almost as if you and your mount share a mind. Any mount you ride, be it a horse, a vehicle, or something more exotic, will act to your will as if they were an extension of yourself rather than a separate entity. Additionally, you do not suffer from soreness caused by riding a mount or remaining seated for extended periods. Mounts you are currently riding also benefit from some of your physical abilities, adding some of your strength, durability, and endurance, as well as nearly all of your speed to their own.

Community (100cp): While many think of barbarians as little more than savages and warriors lacking in nuance, they are still people, people that enjoy the company of others and a good atmosphere. Besides knowing how to cook flavorful foods and brew drinks, you have the ability to build up a fine atmosphere that eases the mental and spiritual burdens on those that experience it. Additionally, groups you are a part of, on the large or small scale, build trust, comradery, and teamwork better than most. Even those that normally clash will find themselves becoming closer to friendly rivals than bitter enemies. These effects will linger even after you leave, if you do so.

Diamond in the Rough (100cp): You have a stunning appearance. You are either free of blemishes or any you possess or acquire add to your appearance instead of detracting from it. This is true of all of your features, even if your hair would be thrown in disarray, it is instead given a lightly tousled look that is attractive rather than messy. Even dirt and grime will become more tasteful in appearance on you.

Superstitious (100cp): Tribal superstitions are a common thing amongst tribes, ranging from the absurd to the practical, specs of truth mixed in with mysticism. You have a number of superstitious rituals that always seem to help you center yourself and provide you with a bit of luck or courage. Moreover, you find that some superstitions you encounter have actual merits of their own, such as using salt to ward away evil spirits.

Take Their Measure (100cp): You have an eye for talent, able to pick up on where someone's talents may lie and just how skilled they actually are, or if it is simply untapped potential. This is more than just people, however, you can see the weak points in various objects or defensive measures, as well as how to close or worsen them, as necessary for you in the moment.

Lion-Hearted (100cp): Courage is not the absence of fear, but the ability to push through that fear. You are not negatively affected by fear, retaining the caution and benefits of it, but never freezing up because of it. This also gives you an incredible resistance to mental influences of all sorts.

Scars & Brands (100cp): A common practice in barbaric tribes is to mark the skin in some way, be it scarification, tattooing, or even branding. You know how to safely and hygienically apply such markings, regardless of what form they may take, and the skill to do so quickly, accurately, and with the least amount of pain possible. This also boosts your artistic talents greatly. More importantly, the markings you apply carry some of the will of the one they are applied to, never fading, stretching, or otherwise distorting so long as the bearer of the mark desires them to remain.

Primitive Tools (100cp): It is rare for barbarians to have the same level of quality in their equipment as those of more civilized lands, not unless it is stolen. Any tool or piece of equipment you use is reinforced with your own spirit, causing it to act as if it were of a higher quality than it truly is. Better materials, better techniques, and simply better craftsmanship. While this won't change the appearance of the tool, it will affect its functionality. This relies on your skill at using the tool in question. The higher the quality of the tool, the less effect this perk has.

Alertness (100cp): Barbarian tribes often live in dangerous regions compared to those considered more civilized, and some tribes may even have issues with infighting that can leave even being in the community dangerous. As such, you are constantly, passively, on alert for any sign of danger, your senses processing information far more efficiently in the background while your conscious mind is unaffected and free from distraction. This gives you a form of potent danger sense on its own, but also comes with improved senses, particularly, your ability to pick up on small details others might miss.

Daily Bread (100cp): Agriculture is often seen as the purview of civilized lands, with proper nutrition being easier to come by and made into staples for the people, yet, barbaric tribes always seem to produce stronger and healthier people. You no longer need to worry about the nutritional value of the foods you eat, so long as you satisfy your caloric needs, your body does not suffer from a lack of nutrition in any form.

Prepare for Winter (100cp): With how harsh life is for many tribal barbarians, winter is the harshest of times, with the necessity of preparing food to last even for the civilized folk. You have the knowledge to preserve ingredients and keep them from spoiling through various methods, allowing them to last considerably longer before fouling. This includes drying, salting, pickling, making preserves and jams, and even some measure of natural refrigeration, as well as a few other options. This also comes with a sense for when to ration food and when you can get away with a little bit of excess.

Beneath the Words (100cp): When civilized people interact with those they see as barbaric, they often use words that sound one way, but mean another, leaving them ahead and the barbarians at a loss. You can see through such manipulations and get to the root of what such individuals actually want, allowing you to avoid such issues.

Daunting Presence (100cp): You cut an intimidating figure when you want to, able to use a combination of body language, subharmonics in your voice, careful word choice, and killing intent to intimidate those around you, and you do so instinctively and selectively when you want to. This can range from a subtle unnerving to causing someone to pass out from fear as their consciousness simply can't handle the fear you inflict.

Hunter (100cp): Hunting is a staple of any tribal culture, and of any predator, for that matter. This perk grants you a great deal of knowledge in tracking and the creation and deployment of simple traps, which may expand with time and training. Additionally, your senses are greatly improved, matching some of the best senses found in the animal kingdom, especially when geared towards tracking.

Darkstalker (100cp): While most barbarians have some level of survival skills, those that count themselves as hunters are able to mask their very presence from those they are hunting. Besides possessing a talent for stealth and the skill to use it against a range of targets, you can also mask your presence in a number of ways, such as dulling your scent, muffling your movements, and blurring your outline. You can also pierce through similar abilities.

Gatherer (100cp): As a barbarian, living in the wilds and surviving off the land, you have become attuned with the wilds to a degree. The longer you live in an area, the more you come to know the area, even should you never leave the bounds of your village. This will stretch farther the longer you live in an area, though it will slow the farther away you get. Moreover, you gain a general sense for the health of the wilderness you've come to know.

Animal Friend (100cp): You have a special connection with animals. You can make any animal understand your intentions for them and read them in turn, allowing for a form of simplistic communication. Additionally, animals are generally less aggressive and more tolerant of your presence compared to how they interact with other people. Additionally, you find it easier to tame and domesticate animals. This can affect any creature of animal intelligence.

Simple Living (100cp): You can find contentment and fulfillment in a simple life, helping you to settle down and simply live rather than worrying about the future. While constant combat and survival is something many barbarians have to contend with, you can simply, for a time, turn that part of yourself off and shed any stress over time so long as you keep this active. This perk also grants you exceptional skill in cooking, cleaning, and other household duties, as well as deepening your patience and ability to emotionally connect to others.

Witch Doctor (100cp): Tribal medicine is rather limited, often relying on herbs and prayer more than proper care, but, those that do know a bit about proper medicine are well respected. You can identify various natural materials with healing properties and process them into simple medicines that are surprisingly effective. You know how to clean wounds, provide proper nutrition, and keep a patient in good spirits while they are sick, all of which seem to enhance the effects of medicine you give them when properly applied.

Back to Basics (100cp): Barbarians live in the foundational stages of development, often meaning that they are far more in tune with those foundational principles. The basics of any skill you possess are nearly automatic for you to apply unless you deliberately forgo them, ensuring you never forget them. Additionally, you often find simpler techniques work better for you than one might expect, boosting the effects of those techniques.

Hardy (100cp): Armor is a rarity amongst barbaric tribes, with many actually fighting either in common clothes or entirely in the nude, with only warpaint to cover them. Your skin is like hide, much more durable and able to repel lesser hits without being harmed. Moreover, what armor you do wear seems to protect more of your body than its coverage would suggest, though to a lesser degree than those areas directly covered. This applies to any and all defensive properties, even esoteric ones.

Spirit Sight (100cp): You possess the ability to see and interact with ethereal and spiritual entities as if they were physical beings, so long as you focus on doing so. Training can allow you to no longer need focus and can simply turn it on and off at will, or even selectively apply the effects.

Noble Savage (100cp): Despite what more civilized people may believe, barbarians are people just like any other, with the same emotions and desires. You have a noble nature that can easily pierce through prejudices aimed at yourself and makes you aware of your own biases, with the ability to isolate your thoughts and actions from those prejudices in times of need.

Marauder (100cp): The tradition of barbaric peoples making a living as bandits and raiders is a well known; often a matter of survival for them, at the cost of others. You know how to catch and keep a target off guard, be it a single enemy, a beast, a settlement, or a full on fortress, you can simply get their guard down and attack in such a way that they can't bring that guard up again, so long as you keep the momentum. Should you back down or stall, this effect will falter, but if you can keep the offensive up and keep putting pressure, they will leave themselves open.

My Word, My Bond (100cp): Honor is not a modern concept, it has been around for a long time, even in the most ancient of tribal barbarians have a sense of honor, often even more so than in the civilized lands where words are just noise to many. When you sincerely make a promise of any sort, you can allow others to feel your sincerity and conviction to keep to that promise, making them more willing to believe you will keep it with word alone. This is a subconscious feeling and no one will actively notice when you do or don't use it.

Primal Fury (100cp): Berserkers. Warriors that tap into hidden reserves of strength in some manner, usually through rage or some form of mind altering drug. You now have a similar ability. You have a reserve of strength you can draw on at will, improving your physical capabilities, resistance to mental tampering of any form, heightened focus, and giving you a much greater resistance to pain. This is both physically and mentally tiring to maintain for extended periods and will falter if you don't focus or keep your blood pumping through combat or injury.

While not necessarily rage, this does have a few downsides, namely the pain tolerance and focus render you less likely to defend yourself properly, not recognizing the danger as much as you should, and you may tunnel vision on a particular target or goal while using this ability. These can be overcome with training, however.

Stranger in a Strange Land (200cp): While savage tribesmen are often viewed as the norm for barbarians, it is not the only take, outsiders from foreign lands, especially when they have a vastly different culture, is another take, even with such people being actually quite elegant and refined in appearance and demeanor. Your sense of balance is greatly improved, physically, mentally, and spiritually, and gives you enhanced control and grace in everything you do, giving you an inherent, vivacious vibrance that you can use to draw attention to yourself.

Animal Bond (200cp): An odd trait that some barbarians possess, the ability to communicate with and befriend animals of all sorts, and even command them to some degree. You possess this ability as well, able to actually speak with various animals as if they were of human level intelligence, though you may need to learn the individual idiosyncrasies of each species to get a proper feel for how to deal with them. This is especially effective for animals that you hold a close, personal bond with, such as a pet or mount.

Packrat (200cp): Looting, pillaging, and plundering leaves you with a lot of resources to carry, and possibly not enough space, but you never seem to have that issue. You seem to be able to fit more into a pack or container than should reasonably fit, using the space with surprising efficiency while seeming to allow the inner dimensions to stretch just a bit, despite the outer appearance remaining unchanged. Additionally, anything you carry affects you as if it weighed a third what it normally would and doesn't hinder your speed, agility, or flexibility, nor will they hurt you unless you let them do so or they are specifically targeted.

Spanner in the Works (200cp): With different cultural norms, a barbarian proves themselves to be harder for the civilized individual to predict in any meaningful way. This has two primary effects. Firstly, your foes will often underestimate you, particularly in terms of your intelligence. Secondly, you know how to spot any plots or plans made around you, recognize when they are to your detriment, if not the exact effects, and how to unravel them. Combined, these make you very difficult to plan around for your enemies.

Cry Havoc (200cp): And let slip the dogs of war. When you desire it, your voice is both exceptionally loud and carries well, allowing it to be heard across an entire battlefield. This is, however, a small benefit compared to what else you can accomplish. You can also unleash a war cry that psyches you up, temporarily improves your morale, gives you a second wind, and improves your focus. The war cry has diminishing returns the more often you use it, but will reach full strength if you give it time between uses. You are also good at giving motivating speeches.

Wild Insight (200cp): In the depths of the wilderness, great beasts reside, be they mundane animals that are simply bigger and stronger than one might expect or actually supernatural beasts. You have the ability to, through simple observation, pick up on the behaviors, habits, and patterns any creature follows, picking up on their strengths, weaknesses, environmental niche, and their reactions to various situations. These become internalized and you will recognize similar patterns in other creatures, allowing you to more easily adapt and integrate the more of these creatures you encounter and observe. This is significantly faster if you fight the creature in question, but is less effective against more intelligent creatures as they can adapt to you in turn.

Warrior Culture (200cp): Many of the tribal peoples labeled as barbarians are known for possessing powerful and wild warriors, and you count yourself amongst them. Your skill at wielding various weapons feed into each other, granting you a similar level of proficiency with nearly any other weapon you may encounter, with even those not immediately given this proficiency only providing a short period to familiarize yourself. This will also feed into your skills related to warfare that aren't direct combat, though this is significantly lesser in scale and scope.

Danger Sense (200cp): Something many warriors from all walks develop at some point in their lives, so long as they survive. You have gained a form of danger sense. You have heightened senses and a natural alertness that allows you to detect dangers easily enough, however, you can also detect ill intent aimed at you, even indirectly through things such as traps, giving you greater responsiveness to enemy action.

In Service to the Gods (200cp): You are able to make an offering of materials, service, or life in order to contact and earn the favor of a higher power. Any higher power, in fact, assuming you use the right sort of offering to begin with. This may grant you some measure of protection or power, grant a useful bit of lore, send you on a quest that may earn you a greater reward, or even earn a temporary blessing. Just be careful, many such beings are capricious and just as liable to use you for their own ends with no guarantee of your survival, let alone reward.

Freedom of Movement (200cp): Nothing ever seems to hold you down, in the literal sense. Attempts to hold you in place simply fail as you are able to slip through them with the greatest of ease, such that even someone physically keeping a hold of you with an iron grip could lose their grip with a simple flick of your wrist. This includes when the environment seems to be trying to keep a hold of you, such as with vines or thorny brush that will attempt to catch a hold of you and prevent your passage. This will even allow you to slip through extreme or supernatural means of holding you, such as sealing or a high tech prison designed to hold you specifically.

Mountainous (200cp): You know how to leverage any and all physical characteristics you possess to your advantage while mitigating the downsides that others may seek to exploit. This even extends to your equipment, to a degree, allowing the use of heavy and unwieldy weapons with a high degree of proficiency, using what would normally be downsides to your advantage. This makes it easier to leverage non-physical characteristics in the same way, though that requires practice. As an additional bonus, you can make a one time change to your physical features that you will automatically be proficient in using, such as being exceptionally large or small, having longer than normal arms, or other features naturally within human limits.

A Simple Soul (200cp): You have a certain quality to you, a sort of simple, easy way of thinking that makes it easier for you to adapt and understand the world around you for what it really is. This allows you to see and comprehend reality for what it really is, even allowing you to view eldritch entities that would cause madness with the same ease as looking at a simple stone. Moreover, you find that illusions, hallucinations, and other means of altering your perception of reality are easily recognized and pierced, while retaining the ability to view them if you wish to see them for some reason, perhaps entertainment? This does not mean you are unintelligent or can't understand complex concepts, having no impact on your actual thoughts.

An Ungodly Will (200cp): It is known that people are stubborn, set in their ways in many cases, and even more so with barbarians due to the more limited experiences they have shaping their understanding of the world. This has translated into an impressive amount of willpower in yourself and an immense boost in your ability to exert that will for yourself. This allows you to fight against harmful or hindering effects through will alone, willing poison to not harm you, to keep moving despite intense injuries that would leave you immobile, overpower a curse or mental subversion with a flex of your will, or even pushing yourself to live through mortal wounds. Your will, however, is not limitless and will eventually fail you if you burden it with too much at once. This has the added benefit of giving you a high tolerance to mental fatigue.

My Strength Is My Own (200cp): You are who you are, and nothing can take that from you. Your abilities, whether supernatural in nature or base capabilities, cannot be suppressed, negated, stolen, or otherwise taken from you in any way unless you allow them to be. Additionally, your powers, genetic abilities, and unique traits or characteristics cannot be recreated by those that lack them unless you directly allow them. This means that attempts to clone or genetically imbue someone with your abilities will fail unless you allow them directly.

Rapid Recovery (200cp): While not a proper healing factor, you recover from injuries exceptionally quickly, healing roughly five times faster from any injury, and even your immune system operates five times more efficiently without causing negative reactions to yourself. However, your recovery is absolutely perfect, no injury less than a lost limb ever being permanent for you, beyond aesthetic scarring if you allow it. Even injuries that should affect you for life will eventually heal, and do so quickly.

Vision Quests (200cp): A rite of passage in some barbarian cultures, the vision quest is one part hallucination, one part meditation, and one part spiritual sojourn. You know how to initiate a vision quest, whether in yourself or another individual. A vision quest can have many purposes, confronting the darkness in someone's own heart to overcome it, seeing cryptic visions of the future conflicts they may experience, gain insights into their abilities and potential paths, or even simply a form of image training where one can perform several days of training and contemplation in a single night, though with limited physical benefits.

Instinctive (200cp): You have exceptionally strong instincts, a connection to your more animalistic side that people in more civilized lands have lost. You often get 'gut feelings' that prove surprisingly accurate, warning of something being wrong, drawing you to search specific locations, giving you inspiration to try something new that may work better, and many similar situations. This also works on others, giving you a good read on the people you encounter and what they may want with or out of you.

Shaman (200cp): The spiritual leaders of barbarian tribes, the shaman's duty is to interact with and mediate with spirits, both for good and for ill. On the more mundane side of things, this gives you a great deal of insight into the emotional states of others, allowing you to help them through their mental hang ups, their depressions, their woes, and their fears, making you a remarkably good, if not traditionally educated, therapist. On the more supernatural side of things, you know how to weaken or strengthen the influence of spirits, how to call or repel them, and how to deal with them. As a final benefit, this gives you a great deal of skill in meditation and entering trances.

Chieftain (200cp): Chieftain is a term used to describe the leader of a tribal people, often acting as both a leader and a teacher in equal measure. Firstly, you are an incredibly skilled leader, able to quickly and easily earn the respect of others as well as having a sense for your people, their moods, and their desires, helping you to guide them more efficiently without making too big of a misstep or losing their respect. This also makes it so your actions are looked at in a more positive light by those you are leading, though truly atrocious acts will be viewed as such regardless of this perk. Secondly, when you teach someone, the lessons stick far more easily, and you can adapt to your particular students, though in larger numbers this becomes more difficult and less effective.

Primal Magic (200cp): There are many old traditions of magic that have been embraced by barbarian tribes but gone largely forsaken by the more civilized lands where magic has been more well studied and codified. This perk grants you the basics on how to use a particular school of magic, with the potential for the magic to grow in strength and scope with enough training, though still restricted to its themes.

Some schools of magic are stronger than others and will have an additional cost to them, as shown in the entries below. If an entry has a cost listed, it is in addition to the base cost of this perk.

You can purchase this perk multiple times, gaining additional training in other schools or types of magic.

- *Custom (0cp/100cp)*: If you have an idea for your own school of magic, you can make your own that is of a similar level to the options presented below. If your custom magic is strong or complex enough, you may need to pay an additional 100cp.
- *Totemancy*: A simple form of nature magic, this magic allows you to tap into animal totems to take on some minor traits of the associated animal, growing in power as your skill in this magic grows. Using the spider totem may allow you to climb walls a bit better and give you an easier time in tying ropes while a cat will give you night vision and the ability to land safely when falling, as simple examples. While you start with only common, mundane animals, over time you may unlock more potent totems you can access.
- *Divination*: One of the oldest forms of magic, divining the ethereal from the study of the physical world. With this magic, you can gain portents, moments of clarity, and learn bits and pieces of lore by observing aspects of the physical world, be it the movements of the stars, the patterns of a beasts entrails, the casting of bones to see how they fall, or viewing images in flames. While often difficult to interpret, at least at first, practice may allow you to better interpret what you see and can learn as a result.
- *Blood Magic*: A shortcut for more complicated spells, this specialization is a potent one. By drawing blood and infusing it with your will, you can cast magic without needing to know the formula (or to ease the casting if you do know the formula) for a spell, simply casting it through intent with blood as a medium. This uses the blood as a tool for the spell so certain spells may be beyond your ability, but this magic is quite potent, as well as scaling off the quality and potency of your blood. While best used with your own blood as it is more responsive, you can use the blood of others for these effects. A creature killed to fuel blood magic offers much more power than simply using their blood.
- *Animism (100cp)*: Everything has a spirit. This is the foundation of animism, where one can commune and attempt to appease or honor spirits of all sorts, earning their favor. The spirit of a home, when properly appeased, may protect its inhabitants, make the home warmer and more inviting, and provide healing, while a spirit of a fruit tree may, when appeased, provide a larger harvest. Spirits may also become bound to the caster, providing small magical effects that, with enough of them, can be compounded to great effect. Some may even be able to make spirits more restless and resentful, creating curses as a result. Spirits may be found everywhere, attached to people, places, objects, animals, plants, phenomena, or even simply free floating about. Appeasing more powerful spirits will be more difficult than the less powerful ones.
- *Runesmithing (100cp)*: A magic that relies on a physical medium in the form of carved runes, shaping ambient magic into a desired effect. Single runes are fairly simple, however, by chaining runes together and connecting their effects, you can create potent magical effects. While the norm for this is a permanently carved rune, it is possible to create temporary runes with ink, chalk, or some other medium. Even just drawing them in the dirt can be enough, if you are accurate enough with them. You start knowing a handful of runes and can intuit or learn more over time.

Monster Hunter (300cp): You know how to harvest materials from various creatures and capture some of their essence within, allowing you to use them as materials in crafting, practically melding them into other materials to make something better. Objects made in this way will carry some of the power and abilities inherent to the creature used in their creation. Additionally, you know how to add onto an already made item, adding new components without causing interference or conflict.

Larger Than Life (300cp): While barbarians are often viewed as little more than backwards brutes and savages, there are always stories of those that go well beyond these base descriptions. Warriors of such skill that they can rival the gods, achieving feats that can only be described as legendary. You are capable of becoming one such individual. As your mastery of a skill grows, you can develop more supernatural applications for that skill, and you can use your combined mastery of multiple skills to develop supernatural abilities based on all skills involved. This allows you to constantly improve your skills, even if by all rights you should have hit your peak, in fact, you have no peak and can always find a way to progress and grow.

Slayer (300cp): When you manage to kill something, you can ensure it will stay dead, regardless of what sort of magic or contingency it may have to revive itself. You can also bypass many of the common means to avoid death altogether. Someone showing up as an illusion will be injured if you strike the illusion, a lich will find their phylactery crumbling as their physical body is slain, and clones will not awaken with the memories of the original even if those memories were already implanted, while already awakened clones will keel over alongside the original, even if you killed a clone. You can be selective with this, allowing instances where many would die to only allow specific individuals to die. Finally, beings that can only be injured or slain under certain conditions are able to be harmed and slain by you, regardless of the conditions, you are their ultimate weakness.

Wise Man (300cp): While barbarians are often seen as unintelligent by more civilized people, this is far from the case, they just have a different measure of intelligence; Wisdom. Your awareness and perception of the world is unclouded by bias or preconceived notions, able to pick up on patterns both large and small to glean truths and understandings that would mystify others in even the most academic of circles in civilized lands. Your wisdom is an insight that makes you the match for any genius using far simpler tools and ideas to accomplish equally impressive feats. You can even make leaps in understanding by connecting seemingly inconsequential or disconnected things together that open up entirely new possibilities. Wisdom also earns respect, when you offer advice or guidance, it is regarded with that same respect. Additionally, this makes you supremely aware of your own mental state, helping you to recognize influences and possibly trace them to their origins.

Force of Nature (300cp): This perk grants you a unique ability. You can choose to become unstoppable or immovable, or return to your base state.

If you choose to become unstoppable, all of your defensive abilities are temporarily suppressed, but your offensive abilities are greatly enhanced as a result, inflicting disproportionate amounts of damage with each hit, but also leaving yourself vulnerable.

If you choose to become immovable, the reverse happens, all of your offensive abilities are temporarily suppressed, but your defensive abilities make you nearly impossible to kill, but making your ability to counter and harm your foes much less than it otherwise would be.

This is proportional to what is suppressed, so someone naturally having a strong defense would get a greater boost to their offense by becoming unstoppable than their defense would gain if they became immovable. It does not take into account your equipment, so the protection of armor and the offensive abilities of weapons remain.

Changing states takes a few seconds of focus, during which time you are left largely vulnerable, though training can make this go quicker.

Primeval Apex (300cp): When it comes to the stories of barbarians and their people, one that comes up quite often is their ability to seemingly overcome nearly anything, given enough brute force. Your abilities, techniques, and powers seem to have just a bit more weight to them, some indescribable property that makes them... somehow more. Normally, this simply makes them a bit better than they previously were, however, when clashing against another force, this quality comes to the fore.

Your abilities become much better when going against an opposing force, seeming to simply become greater against a force that would counter it, resisting the effect or power attempting to counter it. No ability is absolute where you are concerned, no defense is guaranteed to counter you, no attack is guaranteed to hit you, and no spell is guaranteed to affect you if you don't want it to. This only gives you a chance, but that's a chance even against gods and beings on their level, despite the powers they may possess.

Living Legend (300cp): Throughout history, and in many a story, there are near mythical figures that seem larger than life, an ideal made flesh more than a person. You are one such living legend. Your very presence has an impact on the world around you, loosening the hold of fate and destiny enough that you could slot yourself into a role, snap the threads of fate, or simply ignore its hold entirely. And this doesn't just affect you, those you call friend or foe are subject to this, with your friends and allies benefitting from this loosening of fate, as well as improving their overall morale and courage, while your enemies are negatively affected and find their morale waning and their courage faltering in your presence. This can stretch quite a ways, covering a vast area, but the more it covers, the less impact it has. You can, however, improve on this and how far reaching it can be over time.

Warp Spasm (300cp): A truly legendary power that exceeds even the enhanced strength of the berserkers known in several barbaric cultures, a transformation into a powerful, monstrous form. You have the ability to enter into this state yourself, twisting your form into something monstrously powerful... and largely outside your control, at least at first. The specifics of this form and its abilities are up to you, however, it is geared towards combat and will improve your physical combat abilities as a part of it.

At first, your ability to enter this state will be limited, maybe it needs you to feel like you are in danger, be under extreme stress, or be overwhelmingly angry to begin with, regardless, you will only be able to transform once these conditions are met. Over time, you may learn to initiate the transformation more readily, allowing you to activate it at will after enough training to do so.

The warp spasm doesn't simply warp your body, but your mind as well, leaving you in a near mindless rage when it is initiated. Normally, this is completely uncontrolled, however, you have the capacity to bring yourself back under control with training in much the same way as you'd train to start the warp spasm. It will start with essentially being in the back seat, able to influence the actions of your raging body, but it will eventually progress to a point where you are in near complete control of this form when it is active.

As an added bonus, your practice may allow you to pull out lower levels of this transformation, imparting only a portion of the power and berserk fury the full transformation would, potentially giving you an edge during times when you don't want to or can't use the full warp spasm for whatever reason. At full mastery, you can tap into the full power of the warp spasm without the transformation.

What Doesn't Kill Me (300cp): Makes Me Stronger. This may be a unique quirk of your biology, a result of consistent exposure to wild magic, or something you did to yourself, somehow. It doesn't matter what it is, the results are the same. You are in a constant state of improvement and adaptation, always growing stronger over time with no input necessary. The more stress and damage you are subject to, however, the faster this goes, at least for a time. It also grants you a resistance to things that have hurt you in the past, growing greater as you are subject to the same more often, though this does eventually plateau.

You cannot use a Primal Token to gain this perk.

Partake the Strength (300cp): There are stories, myths, and legends about peoples across the world obtaining the power from the things they've killed, be it by bathing in the blood of a dragon, consuming the heart of a great serpent, or even just taking on the mantle of a powerful foe. You have this power as well, the ability to take the strength of a foe you've defeated, at least in part, to empower yourself.

Whenever you defeat a foe, you can perform a short, simple ritual where you take from them the attributes that you desire, be it the durability and strength of a dragon, the magical might of a sorcerer, or the agility and grace of a kirin. Weaker creatures offer a miniscule boost, but stronger foes offer greater rewards in turn, with truly powerful ones granting full abilities all their own rather than a simple boost in what you already possess.

Alternatively, you can claim something from a defeated foe that isn't a part of them. An artifact of power that would only answer to them would become yours and only answer to you, a title that grants them some measure of authority could be taken as well, or even the foe could be claimed as a whole, binding them to you, be this as a spirit if they were slain or as a servant if they were left alive, though you can release them at any point if you so desire it.

Even skills may be claimed through this method, if the strength you wish to claim is their prowess in a particular field. This alone won't allow you to exceed the skill level of the individual in question, but you could, for example, become nearly as skilled in the use of metallurgy and forging as a cyclops if you defeated one, instead of claiming its strength for yourself.

You can either focus this onto a single ability or attribute, getting a more concentrated boost in that one area, or spread the benefits you get across multiple attributes, weakening the benefits for each one proportional to the number of abilities gained, but providing multiple benefits for you to build upon.

Abilities may not always translate perfectly, and new abilities seemingly unrelated to the creature may result from this process, such as the consumption of mermaid blood giving a form of ageless immortality, and if the foe was weaker than you, you won't gain much, but you will always gain something no matter how small it is.

Finally, you can claim the very soul of a creature, forgoing all other benefits you would have gained from defeating them. Doing so grants you potential instead of power, allowing you to develop abilities related to the soul, however you will need to work to achieve these potential abilities. Alternatively, you can forgo even this benefit to keep the soul for other purposes, or to act as an extra life should you be killed, though this last use may only be done once per jump (or decade, whichever comes first).

You cannot use a Primal Token to gain this perk.

Items

You gain two additional Primal Tokens that can be used in this section only.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small, but comfortable, home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with a noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Travel Pack (100cp): A simple seeming backpack made of canvas and/or leather. It never seems to weigh more than the materials it's made from, the things stored within never weighing it down in any way. A useful feature given how it can store much more than its size would suggest, having the capacity to hold as much as an eight by eight by eight foot room. When you reach into the pack, whatever you were reaching in for will always be right there and will be in just the right position to be easily pulled from the pack itself.

Old Reliable (100cp): You have a small weapon, such as a bow, a knife, or a club, that you always have access to and can call to your hand at will. This weapon will never break, jam, or otherwise become unusable. This weapon will maintain any and all upgrades made to it. You can import a weapon to gain these properties.

Ration Supply (100cp): A small container or set of containers that hold an array of herbs, nuts, fruits, mushrooms, meats, and other foraged materials, both fresh and dried, that restocks regularly. While most of what this provides is simply food, there are some that have medicinal properties or that can be used for poison. The foods provided here are more flavorful and nutritious and meals or medicine made with them will be just a bit healthier as a result.

Cloak of the Nomad (100cp): A cloak made of rough cloth or an animal pelt, specifically treated to shed the rain. In fact, this cloak protects you from the weather, regardless of the type, and regulates the temperature you experience to be comfortable regardless of the conditions you find yourself in, barring hostile intent controlling that weather. This will not protect you from fire or from any supernatural effects. As a final note, it cleans the air you breathe of simple toxins, including smoke, though high concentrations can still make it through.

Woad (100cp): A pigment extracted from a plant that shares the name of the pigment, woad is commonly painted onto warriors before a battle. While traditionally blue, other cultures may have similar pigments with different colors. While painted with this pigment, which is proofed against washing off if you don't want it removed, a person has their courage and luck bolstered by a small, but noticeable, margin, their skin is hardened slightly, and their supernatural abilities become ever so slightly easier to control.

Mark of Authority (100cp): A simple item that acts as a badge of office or a way of showing a position of authority, such as being a shaman in a tribal village or the chieftain, ensuring those that see it treat you with a fair bit of respect from the start and makes your intent more clear to those you speak to, making miscommunication and misconceptions about what you say and do less likely when it would be advantageous to you. It is possible to lose this respect, which hinders the effects of this item. The item can be nearly any simple, mundane item that can be held in one hand or worn comfortably.

Animal Companion (100cp/200cp/300cp): A simple animal. Be it a cat, a dog, a bird, or any number of other animals. Regardless of what form it takes, it is eternally youthful, is very affectionate, and is immune to most forms of disease. They are overall very healthy. This animal is also easily trained and already has training as a therapy animal, having an almost supernatural capacity for easing stress and burdens on those they spend time with. They are accustomed to traveling and will not grow stressed from constant travel as other animals might. They are also remarkably intelligent.

For 200cp, this can be a larger, more dangerous animal such as a tiger. Alternatively, it may be some form of supernatural creature or alien that can match up to a tiger despite its smaller, less dangerous physical abilities. Each magical or alien quality decreases the raw physical power such an animal would possess.

For 300cp, you apply both effects, able to have a larger and more dangerous animal form with the supernatural or extraterrestrial qualities that would increase how dangerous it is. Or, you may forgo the benefits in one area to improve the other, such as turning a tiger into a dire tiger or a bird with a bewitching voice into a siren.

Imbued Pelt (200cp): A simple-seeming animal pelt, this is actually a source of strength for you. Within this pelt lies the spirit of the animal it came from, which can empower the wearer of the pelt in a number of ways. By wearing the pelt, a person can forge a connection to the spirit within, gaining physical and spiritual strength from them over time. The longer you wear the pelt, the more it will affect your physicality, and thus the power it offers. This caps out after a point, however. As you become more in tune with the animal spirit within the pelt, you may find yourself unlocking more supernatural abilities related to the animal spirit and what they symbolize.

You can choose which animal the pelt is made from, though it can only be a mundane animal by default, with each animal providing different benefits. You cannot choose a magical creature or any animal smaller than a rabbit or larger than an elephant.

Additionally, you gain instructions on how to make more of these pelts, though this requires the ability to perceive and interact with spirits or the ability to use magic to accomplish.

Training Grounds (200cp): Whether it's a dojo, an arena, or some special land, this location has several effects that culminate in a simple, easy bonus. Anything trained within is thrice as effective, has fewer chances of hitting pitfalls or having bad habits stick, and any injuries resulting from training within are quickly healed off, never resulting in permanent injury. This can be a warehouse attachment, accessed from a property you own, or be imported into a location of your choice.

Ancestral Lands (200cp): A plot of land, be it burial grounds, a grove where nature spirits congregate, or a place where the border to the spirit world is thinner, of significance to you or your people. The nature of these lands makes rituals performed within them have a much higher chance of success, reduces the resources required, and ensures they are far more forgiving on any mistakes made, compensating for a lack of skill and understanding to a great degree. Additionally, spirits are more easily spoken to within these grounds.

Village (200cp): A large plot of land with enough space and housing to hold hundreds of people, providing lodging, food, enrichment, and space for all housed within. And yours is special as it will be able to house all under your command, regardless of how many, comfortably. Those housed here find comradery easier to build and can understand each other with greater depth, preventing infighting except in the most extreme cases.

If you have the Training Grounds item, you can combine it with this item to enhance the learning on how to survive and thrive in the wilds, almost like a school, having the effects of the Training Grounds applied to the full Village.

If you have the Ancestral Lands item, it imbues the Village with spirits that act as teachers and guides to the people within, effectively allowing those within to benefit from your learning perks at all times.

You can choose to change the focus of this effect to another, if you so choose, such as enhancing spirituality and magical learning.

Nomad's Wagon (200cp): This is a decently sized carriage designed to be drawn by a single horse, provided with the cart. At least from the outside. The door on the back of the carriage leads to a much larger interior than the outside would suggest, a full house complete with a simple kitchen and living quarters for yourself and up to eight other people with comfortable beds. The horse provided with this carriage is summonable and phantasmal in nature, and can be summoned without the cart should the need arise.

If you have the Village item, you gain seven additional, identical wagons, turning this into a caravan. This caravan can then be turned into the Village when you wish to settle somewhere or convert it back into a caravan easily.

Ancient Artifact (200cp/300cp): A weapon, armor, tool, or instrument of your choice that is resonant with the nature of its wielder. This weapon acts as a nearly perfect channel for your abilities and powers and is highly receptive to anything that would make it stronger or offer it new abilities. It is also easy to reforge, even for a complete novice, the weapon can be reforged with surprising ease.

For an additional 100cp, this weapon, armor, tool, or instrument becomes even greatly receptive to anything that could make it stronger, such that merely exposing it to materials or substances may make it stronger as it absorbs them. This includes your own wielding of it as it will grow with you, improving and growing stronger as you do.

Berserker Armor (300cp): Seemingly made of a barely worked iron alloy, with a lot of cloth and leather showing through in many places, this suit of armor has several properties that make it exceptionally powerful.

Firstly, it is incredibly light despite its appearance, offering a great deal of protection, akin to well-made, steel, full plate armor.

Secondly, it dampens the pain of the wearer and unlocks their physical power normally locked behind limiters, though it offers only limited protection from using that strength.

Thirdly, it will keep its wearer alive and functional, literally holding their body together even as it is ravaged and torn asunder, only when the last drop of blood leaves their body will they die while wearing this armor.

Lastly, the armor has a deep wellspring of darkness within that the wearer can tap into, unleashing a bestial rage and hatred that, for the weak willed, can turn them into a mindless monster. For the strong willed, however, tapping into this darkness empowers them greatly, giving them enhanced physical prowess and regenerative capabilities that can counteract the armor. Should their will waver, the armor's darkness can take over until they can reclaim their mind, are knocked unconscious, or are slain.

The Lands I've Walked (300cp): With this item, you are able to take the lands of the world with you as a warehouse attachment. Effectively, pieces of the world are replicated within your warehouse as extensions and can be entered to hunt, gather resources, or access unique locations that would be lost to you along your chain. You can either keep these lands in their own separate extensions or combine them into a single extension, blending them over time into a new world.

You receive ten "nodes" each jump that you can use to mark an area of land with to take a duplicate of it with you after the jump has ended. This means you must actually go out and reach the lands you wish to claim. The size of the lands taken is roughly equivalent to the size of a decently sized island, large enough to sustain a stable ecosystem, but not so large it crosses multiple ecosystems or biomes.

If you lack a warehouse, you'll be able to access this by willing it, transporting you to these lands.

Shard of Wisdom (300cp): This is a particularly strange item, a piece of the spiritual world made physical and fashioned into a simple accessory worn on the head. While the default for this is a simple band of leather or a bone piercing, it can change form to any facial accessory you may desire. While worn, this item can feed you insights into how to train and improve upon yourself to better reach your goals, effectively acting as a consistent teacher and mentor for you despite the shard not being aware. This improves your rate of learning significantly, by roughly ten times.

This is not its only use. Within this item is a wellspring of power, a Light of Wisdom, that you can draw on while looking at something to gain more information on whatever you are focused on it, be it a person, an activity, a technique, a place, an item or artifact, a culture, or even a piece of historical information. This information will be whispered into your mind by this item quickly and integrate into your mind easily. You can even use it on yourself to refine your ability to learn or open you up to new talents. The Light of Wisdom within this item regenerates itself slowly over time, but can be sped up if you meditate or perform small ritualistic acts to bolster the regeneration rate. Even simple prayer can be enough.

However, the greatest use of this item is its ability to open you up to new avenues of growth. You can snuff the Light of Wisdom within this item out, ceasing its regeneration and using all the Light of Wisdom currently available, granting you access to a power system you'd otherwise lack the ability to use, though this would provide only the bare minimum qualifications to use it. The Light of Wisdom within will come back at the start of the next jump or after ten years have passed, whichever comes first.

You cannot use a Primal Token to gain this item.

The Totem (300cp): Be it a totem pole, a standing stone, or an eternally burning flame, this could be the centerpiece of an entire village, but it holds a more potent power within. By having someone perform a short ritual before this structure, you grant them some of the power of a barbarian, granting similar abilities to those presented in this document. If you instead perform a larger, more elaborate, you can cause it to spread its effects to the entire world, spreading the abilities of the barbarians to the various denizens of the world. If you do, the totem will lose its power until the start of the next jump.

You cannot use a Primal Token to gain this item.

Dragon's Blood (500cp): While the substance this item provides may or may not literally be the blood of a dragon, it has an incredibly potent effect on anyone that utilizes it. This substance has three distinct forms, one that provides a temporary form of empowerment and one that can offer a more permanent empowerment.

The first form of this is easily used, being akin to a potion in many ways, temporarily bolstering the consumer to realize some of their latent potential. This positively enhances all aspects of the consumer to realize that potential, emphasizing their natural talents and characteristics and making them overall better than they normally would be for a time after consumption, proportional to the amount consumed. This comes in a waterskin that has enough of the substance to provide twenty four hours of these benefits and it replenishes once a week.

The second form, however, requires a longer process to use. The specifics don't matter, but it takes at least eight hours to fully utilize and a full twenty four hours to manifest completely and provide their full benefits. Once done, however, the user finds their innate potential greatly enhanced, their latent potential brought out in a manner similar, but seemingly lesser than, the first form. The real benefit, however, is that the user can shape some of their potential into a new ability, allowing them to develop an array of minor abilities or a lesser number of more potent abilities. Moreover, you can incorporate the blood of another creature into this substance to shape the abilities you can form beyond your own potential and development. You gain enough to use this once per year, though an individual can only benefit from it once.

Alternatively, you can use the second form of this substance, even after using it once before, to gain the ability to revive from the dead, though its power will be expended after this occurs and it cannot be used again until the revival triggers. This has the added effect of slowing the aging of the individual, allowing them to live five times longer than they otherwise would. The revival can, if the user dies of natural causes, reverse their death and bring them back to the prime of their life, returning them to the equivalent of their mid twenties.

This substance can be mixed into other things to have a similar effect on them, bringing out dormant potential in, for example, a weapon. The temporary version, used in the production process, would simply result in something of superior quality than its craftsmanship would suggest, while the permanent version would be able to bring out new abilities in an item submerged in it or using it in its creation.

You cannot use a Primal Token to gain this item.

Companions

You may spend your Primal Tokens to gain +100cp per token that can be spent on this section only.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Primal Tokens, that work the same as those you were given. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Barbarian (50cp): This option allows you to create a new companion with 800cp and 5 Primal Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you to start.

Tribe (200cp, Discount Village): This is a group of followers numbering anywhere from fifty to three hundred that share an origin and homeland with you. They collectively possess up to ten 100cp perks of your choice and individually possess two of the 50cp perks each. They are loyal to you, seeing you as close family, and are willing to offer any aid they are able to give. Your own family (spouses and children, specifically) can be inducted into the tribe to gain the benefits of being a part of the tribe, even if they are a companion, gaining the same ten perks all members of the tribe possess. Children cannot be inducted until they reach the age of 15 at a minimum, acting as a rite of passage.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Superstitious (+50cp/+100cp/+200cp/+400cp): You have a number of superstitious beliefs and are uneasy with going against those beliefs, even if they would make your life easier to ignore. For an additional +50cp, you are actively fearful of going against these beliefs, leaving you unable to do so in all but the most dire of circumstances. For an additional +100cp, these superstitions are actually taboos and breaking them comes with a consequence in the form of a malaise or depression that persists for a time before it begins to fade. For an additional +200cp, the consequences of these taboos are more severe and inflict minor curses on yourself each time they are broken, which will persist until broken.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

Short Temper (+100cp): You have a poor tolerance for things that anger you, making you quick to annoyance, irritation, and anger, though it doesn't tend to linger for long. A second and/or third instance of this drawback can make it so your temper is a lingering one that can exacerbate the issues over time and/or a more explosive anger that may result in you lashing out uncontrollably at times. A fourth instance of this drawback gives you a constant undercurrent of anger and a naturally surly demeanor that, while intimidating, makes you difficult to work with.

In Exile (+100cp): Whether through your tribe's death or crimes you have committed (real or imagined), you have been exiled from your people. You are unwelcome in your homeland and must deal with cultures you are unfamiliar with. With a second instance of this drawback, you are marked and other tribal cultures will view you with a similar disdain, keeping you from settling in familiar lands and causing you to experience culture shock as you encounter lands and cultures far different from your own. With a third instance, your exile isn't simply an exile, it is exile on pain of death, and should you return to your ancestral lands, you will be hunted and slain by your own people, if they can manage to do so, of course. With a fourth instance, other tribal cultures will attempt to slay you for the mark you bear. With a fifth, even civilized lands will view your mark with disdain and mistrust, though not outright hostility or lethal intent.

It is possible to overcome this drawback, requiring an increasing level of effort and opportunity to overcome for each instance you have of this drawback. Saving your tribe from certain death is a common example, but with four instances, even that may not be enough on its own.

If you take this drawback, you do not gain the benefits of the Tribe companion option until the start of your next jump.

Bloodthirsty (+200cp): You are one of those barbarians that thrives in combat and finds it difficult to do anything else, you crave combat and fighting and bloodshed, and you will go seeking it out if you can't get it, growing more restless the longer you remain outside the fighting. Without something to fight or fight for, you may even begin to display signs of depression or something akin to withdrawals. Hunting and bar brawls may be able to hold you over for a time and prolong this, but life and death battle is what you crave most of all.

Item Lockout (+200cp): Your items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Primal Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for Fit Survivor, Wild Man, Combat Skills, Hobbyist, Craftsman, Career Path, A Place in the World and whatever freebies you gain from your Primal Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of Fit Survivor, Wild Man, Combat Skills, Hobbyist, Craftsman, Career Path, A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Barbarian (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Primal Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

Raised by Animals (+400cp): You and your mind are far more animalistic and bestial than they would otherwise be, your ability to reason impaired, and your instincts heightened considerably. The biggest hindrance, however, is your lack of understanding of language. You cannot understand any language at the start of this jump, spoken or written, and must be taught it before you can do so. Moreover, your capacity to learn those languages is impaired, rendering you with only a limited capacity for language at all.

As a bit of compensation, however, you gain the Animal Friend perk for free, though for the duration of this jump it only applies to one type of animal; the type that raised you.

Warring Tribes (+400cp/+600cp/+800cp): Regardless of where you go, you'll find conflict, and nowhere is that more apparent than the feuds between barbarian tribes, and those feuds are about to reach a boiling point. Only a small push will set this tension to boil over into a full on war between rival tribes, with alliances and betrayals all coming to a head. If you aren't careful, you may well be dragged into these clashes and the dangers that would result from this war. And if you're part of the tribe, well, you're already a part of it, as far as most are concerned.

For an additional 200cp, the fighting has already begun and you will need to stand with your tribe in the fighting, aid an allied tribe once they become overwhelmed, or attempt to settle the conflict in some way if you don't want it to spread. Or, like many, you can flee the fighting, being labeled a coward and a traitor by your own, likely being exiled as a result, with all that may entail. Even then, you may be caught in the crossfire if the other tribes believe you are part of a rival one.

For a final 200cp, it isn't the tribes you are fighting, but those of the civilized lands, people coming to take your lands for themselves, either for the resources available or simply to wipe out those they consider lesser. Regardless, your foes are far better equipped than you are as a result. And they aren't likely to take you in if you attempt to turn, except maybe to exploit your knowledge then dispose of you when you are no longer useful.

Choices

Now at the end of the jump you have one final choice to make... do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

As with all of [My Generic Jumps](#), you can import items from past jumps into similar items you purchase here.

As with all of [My Generic Jumps](#), if you have questions about specifics, just use what is narratively appropriate for your story, this is a generic jump and it is meant to be flexible and open ended for interpretation by the Benefactor for the story, and thus the writer of the story.

On Simple Living: Just to be clear, the “other household duties” also include sexual prowess. So have fun with that.

On Monster Hunter: This is a reference to the Monster Hunter Series. That is all.

On Wise Man: This is basically the same thing as a genius perk, except it boosts wisdom instead of intelligence. To put it in the simplest terms, intelligence is knowing what you can do and how to do it, wisdom is knowing when to use what you know and which ones are the best options for the moment. Memorization vs. Intuition, essentially.

On Warp Spasm: The original warp spasm of Cu Chulainn was described as formless, large, nigh unstoppable (for the time period, mind you), and boiling skin (as in, the skin was boiling hot, but not that it was literally boiling) that made it dangerous to just be near him. So, this perk’s transformation would be similar in scale and breadth. Another couple of examples if you need them would be a werewolf transformation or the oozaru (wrathful for full mastery) from Dragon Ball.

On Shard of Wisdom: This... is a weird one. It’s meant to grant you the lowest possible qualifiers to be able to use a local magic system, and allow you to keep it going forward through your chain. It is not meant to give you any talent in it or any actual skill, just the ability to access it and learn to use it. As an example, if you went to Bleach, this might be able to make you a very weak fullbringer or quincy (not shinigami as that’s reliant on an item), giving some level of ability with their magic systems at a low level.

On Dragon’s Blood: This is based loosely on the story of Sigurd and Fafnir, where he gained the ability to speak to birds by ingesting Fafnir’s blood. While a lesser example, it is the sort of thing that the Dragon’s Blood item would allow you to develop.

Many of the perks listed above can have additional effects when combined, and below is a short list of some of these combinations, this is not a comprehensive list. If you think a combination of perks should have an interaction, you can use the combinations below as a guide for making your own. These are meant to expand on the perks you take and not grant entirely new abilities or are otherwise equivalent to a 50cp or 100cp perk.

- *Earned Wisdom + Primal Fury:* You find that using Primal Fury comes with clarity as well as focus, allowing you to mitigate and ease some of the downsides. While this doesn’t eliminate them entirely, it does make it easier to overcome them altogether with training.
- *A Learning Experience + What Doesn't Kill Me:* Any improvements or multipliers applied to your learning rate also apply to your physical, mental, or spiritual conditioning.
- *Rider + Lion-Hearted:* Your presence calms any animal you ride as a mount, inuring them to conditions that would normally cause them to panic and attempt to throw their rider.
- *Community + Daily Bread:* You can make meals that carry the effects of Daily Bread, effectively granting those that eat the meal effectively ideal nutrition so long as the calories are enough to sustain them.
- *Superstitious + Take Their Measure:* You can tell when a superstition has something useful buried in it just from hearing it.

- *Lion-Hearted + Cry Havoc*: Your war cries can affect your allies, not just yourself, and you can use the motivational speeches to temporarily grant the benefits of the Lion-Hearted perk.
- *Scars & Brands + Primal Magic*: You can imbue a bit of magic into tattoos, effectively enchanting them to be able to trigger certain spell effects, with a reserve to fuel the effect that regenerates slowly.
- *Daily Bread + Prepare for Winter*: When you eat, any excess to what you need is stored up and can be accessed later, effectively allowing you to go glut yourself then go for long periods without needing to eat.
- *Spirit Sight + Shaman*: Spirits and spiritual beings are more willing to listen to you and offer aid, being more trusting of you. Your ability to bind spirits is also improved.
- *Primal Fury + Warp Spasm*: You can easily trigger your Warp Spasm by tapping deeply into the power of Primal Fury, and your practice with Primal Fury makes it easier to control your Warp Spasm.
- *Animal Bond + Primal Magic*: You can take animals as familiars, granting them heightened intelligence and some of your magical power. In return, you can see through their eyes and gain a small boon from them that grows as your bond deepens.
- *Spanner in the Works + An Ungodly Will/Living Legend*: You are capable of defying fate, cutting through what should have been set in stone through sheer willpower.
- *Warrior Culture + Chieftain*: Your skill of arms is not all that Warrior Culture affects, it also affects your strategic and tactical skills, as well as your ability to train people to fight.
- *Danger Sense + Wise Man*: You can tell just how dangerous something is just by looking at it, regardless what it may be. Even looking at a situation can tell you how dangerous it is. This also gives you an insight on how to avoid those dangers.
- *Mountainous + Larger than Life*: Your physical abilities are immensely boosted with this combination, beyond what would be considered peak human into the levels of legendary figures like Beowulf, and they can grow even further beyond that point.
- *An Ungodly Will + Primeval Apex*: Your will is more effective at neutralizing effects and can be used to break effects that aren't directly targeting you.
- *Slayer + Partake the Strength*: You do not need to perform a ritual to use Partake the Strength, you just need to kill the creature. If you don't kill them, you can still use the ritual if you defeat them.
- *Wise Man + Warp Spasm*: You have complete control over your Warp Spasm and can access its full power without manifesting the physical changes it would normally induce, though this may reduce the effectiveness beyond the physical strength it offers.
- *Warp Spasm + Partake the Strength*: You have the ability to apply the power gained from Partake the Strength to your Warp Spasm form, getting more out of what was taken than if you applied it directly to your base form. This does not work with knowledge based abilities, such as skill, nor for talents, but it does for physical, sensory, and magical capabilities.