



CRUSADER KINGS

The early middle ages started with the fall of the Western Roman Empire in the early 5th century. The earlier part of this era saw the great Germanic and Slavic migrations across Europe, with peoples such as the Goths and Lombards settling in southern Europe, the Franks settling in Gaul, and Saxons crossing the sea and settling in Britain. The Eastern Roman Empire was violently shaken by the pressure from the Goths and Avars, and fought bitterly with the ancient Persian enemy. The rise of Islam saw the Arabs conquering immense amounts of territory in the Middle East and North Africa, and in India several great dynasties vied for dominance, with the Rashtrakutas rising towards the end of the 8th century. In the steppes, the Khazars grew in power, and in Scandinavia things were about to change in a way that was to affect the entire continent...

You will be a native of this era, specifically between the years of 769 and 1444. You can be sure that age will not strip you of your life or faculties. In your time here, you will begin as a ruler of a county-sized realm, and the vassal of a greater liege and realm – you may choose your liege and country freely, and will gain the alt-form of a human of the nationality of your region. And as always, you have

+1000 CP.

Governmental forms:

You will begin by choosing the type of government and laws that will govern your patrimony. You would be well-advised to choose a form of government compatible with that of your liege and the overall area you lay your roots in.

Nomadic-free!: The vast steppe beckons, and you answer. You and your followers are nomadic, moving your settlements as often as you need to, never using the whole of the land you have laid claim to.

Tribal-100 CP: You and your people maintain your traditions and laws, as old as time themselves. Unlike the weak and flabby “civilized” peoples of Europe and Arabia, you value strength and power above all – and frequently show them this strength during your many raids.

Merchant republic-100 CP: Wealth, wealth, wealth – this is your concern. You stand as an esteemed Patrician of a merchant republic, a small nation ruled through rulers elected by a small group of

merchant nobles. These rulers, or Doges, are charged with the acquisition and utilization of wealth from around the world – a charge they have readily answered to, creating the wealthiest nations in the world.

Feudal-150 CP: Yours are the affairs of courts and kings. Your laws are those that govern the most powerful in all of Christendom and the Muslim world. The basic structure, as you know, is simple – an emperor reigns over kings, who reigns over dukes, who reigns over counts, who reigns over barons. This multi-level structure has led to some of the greatest progress society has seen – and some of the most terrible bloodshed.

Religions:

Next, you will choose your religion. Different religions will allow different perks to be chosen, and will create many opportunities and constraints throughout your time here. As with governmental type, you would be well-advised to conform to those you find yourself around.

Catholic: The one, universal church of Christ – it has certainly seen better days. The Mussulman menace presses into Italy and France just as readily as it has taken nearly all of Hispania. Raids by the northern barbarians grow. But with the rise of Charlemagne, and the resilience of Asturias, many believe Christendom yet has a second wind. A new age dawns – the age of the Crusades.

Orthodox: This is the church that Peter made, as much as the Roman fools would be loath to admit it. Today it is only adhered to within the Byzantine Empire, the final wall between the Saracen menace and Europe as a whole. Many believe that the empire shall fall – they are all mistaken, as your arrival undoubtedly heralds a new era of greatness – an era of Rome reborn!

Germanic: The weak and flabby southerners hold on to their weak and flabby gods, praying from deliverance from your longboats and axes – but none shall arrive. This world is for you and yours, to plunder and take as you see fit. Countless conquests await you – and none shall be able to tie down your folk with their own myths, as the old gods yet watch over you!

Tengri: Tengri watches over you and your horsemen in the sky as you gather your horses upon the steppe, and he leads you and your tribe to the greatest hunting grounds and conquests, just as he always has. And if a storm should roll down from the steppe on to the more “civilized” parts of the world, you may be sure that Tengri will ride with you.

Judaism: The oldest church here, founded by Abraham himself. Similarly, you and your people here have endured hardships since that time – from the pharaoh, to the Greeks, to the romans, to the present day – oy vey! It’s nearly a miracle that there are any Jews left. Those that are left are spread out and persecuted – the golden days of the torah are as far away as they can be, though your arrival and the rise of the Khazars may change this.

Islam: Salam, friend. Yours is the rising faith that sweeps away such foolish delusions as the empire of the Greeks, and pushes down those Jewish liars that would lay claim to the holy land. Since the very recent days of the Prophet Muhammad (pbuh), your caliphs have risen and subsumed nearly all in their way, now ruling over a united patrimony from Algiers to Persia. There are rumors that this may not last, however, and some bold emirs seek their independence, but your arrival here all but guarantees a united caliphate.

Hinduism: Yours is a faith far more ancient than any of the aforementioned fools – it was created, after all, at the beginning of the world. Within the Vedas is the truth of the world and its many gods – no matter how much the western barbarians wish to suppress it, it will forevermore reign over your lands. In the name of Shiva, Kali, and Krishna, you shall defend them by force!

Buddhism: Yours may not be a faith as old as those others within India, but it is unique in that it has found the truth, the middle way. A way of peace – not of total peace, for some outsiders must yet be fought – but a way of balance, a way of understanding and coming into sync with the world as a whole and its spirit. This shall leave you far more well-adjusted than those of other faiths that you meet.

Jainism: Yours is the path of total peace, total non-violence, and total love. Though it will lead you to be far less capable when your nation must be defended, this path shall lead to spiritual health in a way that few could dream of, and shall make you a well-respected and loved ruler of your nation.

Focus:

You may choose any one of these traits to focus your efforts on improving. All of them will provide powerful bonuses for your ability to administer your nation, and all provide you with discounts on useful perks. You may only choose one, and this will cost 100 CP.

Intrigue: Ah, intrigue. The stuff of court drama, a few backroom dealings – plots, conspiracies – assassinations, murders, how exciting! Picking this will greatly increase your familiarity with backroom schemes and hidden plots.

Stewardship: The reasonable choice for any responsible ruler. How to administer and extract profit successfully from a nation – both are essential questions for maintaining prosperity. Choosing this increases your familiarity with administration and finance.

Martial: War, what is it good for? Well, pretty much everything – technological progress, raising the youth, monetary gain – and of course, fun. You have devoted your life to the study of war, and now happen to be quite good at it, giving you a familiarity with medieval war and its means of conduction.

Diplomacy: Ah, but true gains are made not through the shadows or bloodshed, but by two men sitting down together and deciding the future of a nation. Through alliance, marriage, or a simple game of change – you have become quite familiar with the conduction of diplomacy with foreigners.

Learning: The greatest instrument one can afford to train in their time on earth is their God-given mind, and you have learned to do so through your study of ancient tomes and dusty manuscripts. You have gained an aptitude for absorbing and retaining knowledge.

Locations:

Roll a 1d8 to determine where you enter this world, or pay 50 CP to choose freely. You can be sure that your patrimony will remain yours in the time it takes for you to return to it from your rolled location.

1-Rome: The eternal city, the seat of the pope and the head of all Christendom ... actually, it's a bit of a dump at the moment. But that will change as Christendom comes to dominate in Europe and overseas, and the city shall grow enormously in size and splendor, as it once again rises from the ashes.

2-Constantinople: The city of the world's desire, the eastern Rome. The last bastion of Christendom in the East and the last remnant of the true Roman Empire, this city stands tall, proud, and prosperous

under its Greek emperor. In time, if left unattended, this city may come to fall – unless you happen to intervene.

3-Mecca: The holy city of Islam, the city of the Imams and the Caliphate. You stand within one of the holiest – and most well-protected – cities in all of the world. Though it is prosperous now, that may come to change due to profound unrest within the Muslim world, unless you should seek to prevent this.

4-Uppland: A cold, northern city – if you can even call it a city. This is one of the northern holds of the Norsemen, barbarian Vikings making a subsistence off of raiding and mercenary work. They hold strongly together within their tribes, meaning that you will likely not be able to find much of a place here as an outsider – though that may change once missionaries start to arrive.

5-Cangas de Onís: A small town in northern Hispania – one of the last that remains unconquered by the Mussulmen from the south. This is the future seat of Don Pelayo, the Reconquistador, and it is the capitol of the small kingdom of Asturias, the one portion of Hispania that shall never fall to the Heathen barbarians.

6-On the steppe: You don't know exactly where you are – but few do, here on the greatest, emptiest flat plain in all the known world. There isn't much food growing – unless you're a horse – so you'd be well-advised to look for a way out. Perhaps those lights off in the distance?

7-Delhi: This is one of the most ancient cities in the ancient land of India. In time, it may be conquered by the ascendant Caliphate, and it may be conquered yet again by other threats. In fact, it should be rare for this city to be truly independent – unless you have a hand in it.

8-Free choice!: Well, aren't you lucky? You get to start at any location on the Crusader Kings 2 map.

The **optimal victory condition**, for all forms of government, is to create a dynasty that lasts for your entire time here, with at least 100 members altogether, and through which the members of your dynasty control at least 75% of the world known to the ancient Europeans. By choosing to pursue this, you will forego the longevity mentioned in the introduction, and instead will resume life after your deaths in the body of a member of your dynasty– the one who would, by the succession law of your nation, be your heir. Failing to have an heir within your dynasty at the point of your deaths, or having a dynasty without land at any point is a failure condition.

Your reward for succeeding in this endeavor will be that each and every one of your endeavours shall be viewed as the beginning of a great new age by the vast majority of individuals. Of course, you may turn this off as you wish. The above-described form of immortality is a one-jump thing.

... Wait, wasn't there ... Oh, right! **Roll 16+1d10 for age. Retain your current sex or pay 50 CP to change it.**

Perks

All discounts are 50% off. 100 CP items and perks are not free after discounts.

Catholic discounted:

The word of mercy-100 CP: If you ever make a serious effort to convert heathens and heretics, you'll have to pay attention to some of their myths – and you'll note a common pattern. Their “gods” are always so angry, so violent. It makes you glad that you know the love of Jesus Christ, whose infinite mercy and compassion for all sinners is unmatched. When attempting to convey this love, compassion, and mercy to others, you will often succeed at coming across as sincere, caring, and your positive message is likely to work wonders.

Christendom united-200 CP: Let there be no mistaking it – there is often war among the Christian realms of Europe. Brother set against brother, father against son – it is as tragic as it is frequent, and it is frequent. But in times of crisis such as the present, when the foreign hordes clamor at the gates, let it never be pretended that such divisions long last. For in such times of calamity, you have become extremely adept at uniting foes around shared ideals for common survival. In times such as the present, this will be extremely useful.

Crusader King-400 CP: Your faith is a weapon. With it, you strike down those that would act to the exact opposite of its doctrines – and indeed, when in combat with a strong faith in your heart, and when following its principles to the letter, you will find that your abilities are quite dramatically enhanced, much to the woe of your heretical foes.

Orthodox discounted:

Ancient traditions-100 CP: Your Empire is the true continuation of Rome, and your church is the true continuation of that created by the apostles. Your traditions and churches are some of the oldest in all of the world, and this has a certain power in itself – others who observe you will attach far more hidden, esoteric significance to your actions, and shall be far more respectful and cautious of you as a result, presuming that you know best.

Assimilation, adaptation-200 CP: Just as many of your emperors have done, and just as many of the roman emperors have done before them, you have become quite adept in the art of assimilation. As they have learned, however, in their efforts to assimilate the Christians and certain other tribes during the years of the present empire – assimilation must necessarily be a process of give and take. You have become very capable, then, at making others adopt your traditions, and adopting those traditions of theirs that may prove useful – twisted to your own ends, of course.

Rome reborn-400 CP: There were those who said that Rome died with the fall of the city, or the splitting of the empire. They are all deluded – for the dream yet lives so long as one Roman draws breath, whether he is in Rome, Constantinople, or anywhere else. As you have become well-accustomed to fighting for the restoration of Rome, so too have you become good at it – and at fighting for past glory in general. Indeed, when fighting for the rebirth of past greatness, you find your capabilities dramatically enhanced, and feel a great sense of fulfillment upon the reattainment of such glories. Esto Perpetua, ad infinitum!

Germanic discounted:

Loremaster-100 CP: Your faith has countless tales – those of Odin and Thor, the Aesir and Jotun. These tales, besides being quite true, provide many explanations for natural phenomena and of course, they provide a path that your clansmen would be well-advised to aspire to. But of course, the paths of the gods and the tales thereof can be quite hard to remember, let alone find meaning in – for most. For you, it is easy to memorize and apply the lore of your tribe, to the point where you can often think of an appropriate tale from those of the Aesir.

Longboats and vikings-200 CP: Your people are, fundamentally, a people of the boat – you travel by boats and live by them. It is fitting, then, that you and yours have become very adept at managing long-term expeditions, both in terms of raiding and plundering, but also in terms of exploration and diplomacy. You know how to manage resources in the possession of your expedition, where and how to find more, and how to keep a general sense of order among an expedition that has been isolated for a long period of time.

Plunder and booty-400 CP: Others may choose to make their wealth through subservience and labor, but such is the path of a weakling and a slave – and you are neither. You shall choose to gain your wealth from plundering and pillaging the weakling southerners, and have become quite good at executing such raids. Very few can hope to hide their wealth from you, as you are very adept at finding it and taking it – as well as taking important persons of prisoners. Make them fear the longboats off the shore!

Tengri discounted:

Solace in destruction-100 CP: As the skies turn gray from the smoke from the buildings, as the rivers turn black from the ink seeping out of the scholars' books thrown therein, and as the ground is stained red with the blood of the innocents, most would feel shock and terror. You, however, have learned to feel an eerie calm when faced with scenes of massive destruction, and know how to keep your head in the middle of massive orgies of violence when all others are losing theirs.

Striking as wind-200 CP: Your people have learned never to stay in one place for too long, lest they attract the ire of the sky-father, Tengri. This is a lesson well-applied to both life and warfare, and it is a lesson that your more stationary adversaries would do well to appropriate for their own ends. You and those who follow you have become experts in the art of hit-and-run attacks, capable of easily striking and withdrawing, over and over, rarely in one place long enough to be truly hurt. This is a strategy for which the world outside the Steppe will not have an answer for a long while.

Blood brothers-400 CP: Few men can truly be called trustworthy in this era. Fewer still actually are. Between all the relentless politics, assassinations, and other such affairs, many Khagans fail to ever maintain control over their patrimonies. You, however, have learned to be different – for if you ever perform a blood bond with another, consisting of a ceremony where the two of you drink from a bowl containing your mixed bloods, you will immediately find a trustworthy friend in that individual. They shall be at your side in nearly every dispute, and can almost always be trusted to support you. The two of you will similarly find that your mannerisms and demeanors shift to match, making you true blood brothers.

Judaism discounted:

Sympathies of the goyim-100 CP: Sometimes, it seems like the whole world hates you and your people – for practically no reason! All you were doing was offering those people some nice low-interest loans... but anyways, it seems that you have become very good at turning your condition into something useful, as you have often managed to rouse the sympathies of others upon your revealing of the true wretchedness of your state. That you have managed to gain the sympathies of your liege is no surprise, and It may indeed prove quite useful as a stepping stone to further power.

I am but a humble merchant-200 CP: You've had to do quite a few things to get by in a world that hates you – you've had to escape captivity, avoid lynchings, and even give up a few potential sales! All because the world hates you for practically no reason at all! Well, you're still here, and it's because you've learned a few tricks along the way – the most important of them being how to escape any given situation through making up some clever little lie or story. You've got a silver tongue, and you can spin a story quite some ways. As far as they're concerned, you're not the Jew they're looking for.

Oy vey!-400 CP: The story is the same, again and again. The Jews build up, become wealthy and prosperous, then out of nowhere and for no good reason at all they are either murdered, or enslaved, or banished! Why, it's hard to imagine that things could ever be worse! But at this point you've been banished more than five times, and you've grown used to it – just as you've grown used to starting again with next to no possessions. You've become quite good at it, actually, and can usually make your way back to your former height a little more than one year after whatever original catastrophe put you among the ranks of the other poor Jews.

Islam discounted:

Absolutely Haram-100 CP: By law, Muslims are allowed to have up to 4 wives – and nearly all rulers attempt to actually take that number, so as to not let others think that they are weak, effeminate, and unable to handle such a number of wives. Needless to say, this system often brings problems with it – namely, the creation of an intolerable amount of drama and intrigue regarding who happens to be named the first, second, third, and last wives (a chain of priority that Muslim law requires the creation of) but also regarding the succession, with each wife promoting their child to become heir. This aspiration for more, of course, is wholly unacceptable, and when you assert your authority, the vast majority of those who follow you (be they your wives or companions) shall simply accept whatever place you designate for them, though a strong lust for power can overwhelm this, and actual force must be used.

The religion of the sword-200 CP: Islam is not a religion of peace – it is a religion that has been spread by the sword at every available opportunity, in all the lands it has conquered in the name of the prophet (Pbuh). That you might further this legacy, you have become quite adept at convincing locals to abandon their traditions in the face of overwhelming force – militarily defeating them will nearly totally ensure their submission and assimilation.

Delectably decadent-400 CP: Usually, when a dynasty gets too degenerate, they become ripe pickings for desert raiders or rivals, and are destroyed due to the lack of the people's faith in them. And of course, the people lose faith in them due to their hypocrisy and refusal to follow the principles of Islam. This, of course, does not apply to you – it seems the people turn a blind eye to this, and grant you an exception from their own moral codes that you might continue to rule. Despite all your transgressions against the faith, they shall continue to assume that you rule to its benefit, unless you should explicitly renounce it or openly attack it. Note that not all individuals will be fooled, and some of the more inquisitive ones may take offense to your heresies. One law for you and another for the plebs, then?

Hinduism discounted:

Truth in Caste-100 CP: The Hindu religion is nowhere near constant, and it changes dramatically from place to place. One of the few items agreed upon is the caste system – by which individuals are granted posts in society according to their natural abilities. You shall find this system working better for you than most, as those you assign to a given class of people shall gain an uncanny aptitude for the associated talents.

Independently religious-200 CP: The Hindu religion is anything but centralized, and while this offers the constraint of preventing you from calling collaborative holy wars, it allows you to maintain an amount of religious authority entirely on your own terms – and avoid most scrutiny over theological questions.

Aspect of the gods-400 CP: Your faith allows you to choose any one of any number of gods to worship – from Shiva, god of destruction, to Ganesh, god of wealth. Furthermore, your worship of these gods shall amplify your mundane abilities with regard to them, making you better at war and handling money respectively in the aforementioned cases. This will apply to any and all deities you worship.

Buddhism discounted:

Satisfied in moderation-100 CP: Yours is the middle way – the sane escape from excess and asceticism. This path allows you to live a healthy lifestyle, free of the desire for more this, more that. And indeed, whims for excess when you have plenty will be practically nonexistent in your life thanks to your training.

Patron of the monks-200 CP: The monastic orders, the preservers of knowledge and learning within Buddhism, maintain a good level of independence from individual rulers and states. Nonetheless, you have managed to gain an amount of patronage and influence over them, and have as such earned their favor, as you have with most religious figures.

The eternal wheel-400 CP: The bodhisattvas have reached their vaunted positions through their vows to bring the rest of the cosmos along with them on the path to enlightenment, showering them in good karma that allows their celestial incarnations. You too can follow in their path and be rewarded for aiding your fellow man. When you are charitable to others, you will find others to be more charitable towards you or causes you support. If you speak out in favor of the unjustly accused, others will stand up to support you against slander in turn, and if you save the lives of the weak, those stronger than you will be more inclined to risk themselves to protect you as well. Thank the Buddha that your negative karma is not amplified like this.

Jainism discounted:

Codes upon codes-100 CP: Your faith has countless codes. Obviously, there are those that center around a peaceful attitude towards all living beings, but there are also those that speak of one's clothing and meals. To the end of personal integrity, you have become much better at memorizing and adhering to personal and religious codes.

The non-violent way-200 CP: Jainism is nearly totally non-violent, and few can stir you from this value. Indeed, you always devote yourself to finding a non-violent way to solving most problems – and even if such a path happens to be far more dangerous, you nearly always find such a way.

A man of peace-400 CP: Your fellow rulers are men of violence, and few could ever consider following the Jain way. They will nonetheless respect you and your own piety – to the point where they regard you and your faith as an ideal to strive towards, and will rarely go against you out of sheer admiration.

Intrigue discounted:

A keen eye-100 CP: One can scarcely spy on others without having the most crucial aspect of a spy – an eye for the extraordinary. This is a talent you now have – the ability to spot anything unusual, whether it is on a finance sheet, in a stable, or even in a bedchamber. Furthermore, it will seem as if you just happen to be drawn to items capable of being used for nefarious purposes, and those that reveal a greater significance. Analyzing and interpreting such items shall, of course, be another matter. If you should prove to be capable of this as well, though, the potential for schemes, blackmail, and conspiracy are limitless.

Socialite-200 CP: Some of the best intrigue, conspiracy, or plots are started entirely by accident – one drink too many, or a simple slip of the tongue can easily provide the knowledge needed to depose a king and end an era. After all, loose lips sink ships – and you will happen to sink a lot of ships during your time here. But of course, it would be hard to engage in such affairs and obtain such knowledge if you were a shut-in, which is why you have become quite the social butterfly. You always happen to know exactly how to get people to trust you, and how to get them to tell you exactly what you need to know in order to pull off your next scheme. In addition, you happen to be quite the webweaver, with a spy network that seems to expand perpetually – after all, once someone trusts you, it's easy to get them to tell you more and more.

Better to be feared than loved-400 CP: The man who would speak these words will only live in a few centuries, but they have never been false. As a ruler, you will have to deal with countless efforts to take your power originating in the nobility and plebian classes – plots, assassination efforts, and worst of all, factions. With this perk, however, you become anathema to such efforts, as nearly all who think of you do so with fear on their mind. Conspiracies fizzle and die, factions struggle to find members, all because people fear that you may find out. Similarly, you easily find people to join your own factions and plots – after all, any offer you make is an offer that can scarcely be refused. Of course, you can turn this off as you wish.

Scheme upon Scheme-600 CP (Cannot be taken with “A modern Cleopatra”): Among all of the liars, conspirators, and spies within the world, few can ever hope to measure up to you. You happen to be one of the best at intrigue – and can always come up with some new perfectly layered scheme, trap, or plot to deal with whatever comes your way. These skills will allow you to neutralize practically any individual in the shadows (Their ultimate fate being up to you, of course), constructing vast, nigh unstoppable plans with just the smallest shreds of information, which you will nearly always correctly interpret.

A modern Cleopatra-600 CP (Cannot be taken with “Scheme upon Scheme”): You're good at doing what you shouldn't be doing – at least, according to those prudes in the church. After deciding to embrace your more hedonistic side, you've made yourself into a master seducer, and now have the skills to make all but the most well-disciplined individuals in the multiverse fall for you, watching as their resistance melts away as though it was never truly there. Furthermore, you can choose at will whether these will be merely flings or whether you would take these individuals as your lovers – and you become extremely skilled at balancing countless lovers at any given time, as well as being discrete with all of them. The benefits for intrigue here are clear – apart from the countless territorial claims granted by having a child of your dynasty with some foreign empress, having said empress as an accomplice to your schemes will serve you well.

Stewardship discounted:

Good with money-100 CP: Many of your fellow sovereigns are often criticized for their attitude towards money. Most are well-known for whimsically spending it on urges, to the point where their wives often take it upon themselves to hide it from them so that it may actually be spent on useful purposes. When they do spend it, they spend it on the least efficient and most expensive items that could be dreamed of. Thankfully for all of your kingdom, you have learned a far better attitude towards money, and maintain good discipline and habits when dealing with it. You save that which you do not need to spend, and when the time comes to spend you often manage to find extremely good deals on items and human capital. This has lead you to take a very personal hand in your kingdoms' finances, and you are held in high regard by your subjects thanks to your limitless business sense.

I am the state!-200 CP: Not in a literal sense, of course, but historically, rulers such as yourselves have had trouble getting the respect they deserve. Whether it's a steward pinching a few coins off of the state's budget, or a chief theologian overcharging you in terms of Tithes, or any number of things – people will incessantly hit you with small slights and pecks, and why wouldn't they? After all, it's not like you're going to take personal offense to the overall national revenue falling slightly. Now they know better, however – and will not break the laws against the state in any way unless they would be totally comfortable with openly doing the exact same against you. In general, this can be summated as an effect that will make people far more reverent with any law that you yourself stand for – provided you are seen as a figure of strength.

Beating the Bureaucracy-400 CP:Endless clerks, servants, and equipment – it seems that if someone wants to get anything done, it has to pass through countless individuals before it actually happens. Even then, important items happen so slowly that they might as well not happen at all – the Eastern Roman Empire being famous for its deficiencies in this regard, with “Byzantine” becoming a byword for convolusion. Not for you, however – as whenever you seek to undergo an endeavor, bureaucracy seems to speed up and act far more efficiently so that you can get it done. You will nearly always be able to get pretty much everything done in a reasonable amount of time.

Jumper the diligent-600 CP (Cannot be taken with “Money is power”): You have worked for years in the areas of statecraft, and have devoted your entire life to your nation. While others may have left this work to their council, you have taken it into your own hands – and it has rewarded you greatly. You are extremely adept in every way when it comes to leadership and organizational capacity, able to turn nearly any group into a well-oiled machine through gathering close and promoting the best people, working tirelessly to bring groups back from the brink. Your diligence and competence in administration are all but unheard of in this age.

Money is Power-600 CP (Cannot be taken with “Jumper the diligent”): And you're determined to get as much of both as possible. Efficiency aside, you and your council are some of the best around at making money through use of trade, investment, and other commercial tactics. Where others fret money away, you pick it up – and make fortunes out of it. You can turn nearly any enterprise into a profitable one, and can expect a return on your investments that would make most hedge fund managers cry, as you have a tendency to know which ones are worthwhile and which are not – and you will be presented with many offers to invest in. You will also know how to efficiently structure economies for maximum collective utility.

Martial discounted:

The basics-100 CP: It is said that every journey of a thousand miles begins with a single step. That is especially true in such a matter as martial training, where a single error could easily be, and often is, the difference between life and death. You have taken your time and have started slow, and after much painstaking practice, it is now safe to say you understand the very basics of personal combat. You know how to actually use nearly every weapon within your armory, and to do so effectively. This will furthermore lead to you gaining and retaining knowledge of other weapons at such a level with much less effort required.

Duelist-200 CP: Some fools would settle things over a game of chance, others would be stupid enough to start an entire war for some petty squabble. You know the facts, though – there's one way to settle strong disputes like men, and that way is through a straight up one-on-one duel. You will gain a significant amount of training in one-on-one duels, and opponents will agree to face you once challenged far more often than they usually would. Further, your abilities and skills will be enhanced once in a duel, proportional to what happens to be at stake on the duel.

Strategist-400 CP: Duels are one thing – you happen to have experience in the field of war. And they are worlds apart – one single warrior cannot hope to make a difference in the course of a war, when hundreds of thousands of soldiers march across the marshes and mountains towards the battlefield, where countless different skills must be employed to defeat the many varieties of foes they shall face. On the way, they shall face logistical challenges, medical challenges, and many others. Once there, these soldiers must have the greatest tactician on the field leading them if they hope to survive. Fortunately for your own men, you happen to be one of the greatest strategists and tacticians living, capable of surmounting any number of challenges to lead successful campaigns. You have the talent needed to outwit and ensnare your opponents at every turn.

A born warrior-600 CP (Cannot be taken with “Living for the hunt”): It's one thing to hold a sword, and another to know how to use it. A similar gulf exists between you and the vast majority of those who claim to be soldiers – you know how to totally outclass them with your skill with a blade, weaving their innards as a tapestry. Further, this skill translates to greater ability in warfare as a whole – you will find that for every increase in personal combat ability, your ability in conducting wars and executing strategies will increase proportionately, and vice versa.

Living for the hunt-600 CP (Cannot be taken with “A born warrior”): Or perhaps you desire a more traditional focus? In that case, you may now have a grand increase in your skill in hunting, with a great ability to track down and kill nearly any prey. Though certain prey will naturally take longer, you will nearly always find a way to kill your quarry. Further, you will gain great prestige within your communities if you should happen to call a grand hunt and display your kills accordingly. And yes, this does apply to the most dangerous game – man.

Diplomacy discounted:

A sense of decorum-100 CP: In your time, due to your diplomatic and outside-focused nature, you will be interacting with hundreds of foreign dignitaries and rulers. Some will seem entirely alien – coming from the other side of the continent, or perhaps from another continent entirely. The difference in customs may make effective communication, let alone courteous discourse, entirely impossible – and it can, as it has, started wars on its own. To you, however, this notion seems entirely ridiculous – you are very familiar with most foreign customs, and you learn them quite fast. Furthermore, when you come across customs that you are entirely ignorant of, and you fail to act accordingly, your blunders are rarely interpreted in a hostile manner.

Likable-200 CP: Many sovereigns that you are familiar with happen to be very dark, brooding, and downright unapproachable. Others happen to come across far too strong, and end up pushing diplomats and others away. In these cases, a monarch's singular personality can alter the fate of a nation, or of a continent. You, thankfully, are entirely different, as you nearly always come across in such a manner as to endear you to whoever you meet. Do be sure that this does not change your actual personality, just your ability to hide it under other layers, and others' interpretation of it.

A dependable ally-400 CP: In this age, you'll not find many people you can trust to get a job done. Your allies may abandon you, your own family may betray you, and you might be left to face down some of your worst foes entirely alone. You yourself might not normally be dependable – but with this, nearly all others will be sure that you intend to and will fulfill whatever terms you agree to in any contract you agree to, unless you happen to have a history of going back on them. Mirroring this, your own allies will be glad to help at your moments of need and your darkest hour, practically never abandoning you when such would lead to significant cost.

The great Jumpsby-600 CP (Cannot be taken with "Dynastic dominance"): There are few more capable ways of endearing your fellow nobles to you than this, Jumper – you have become one of the best in all the world at throwing parties and social events. While this may do nothing to address the underlying causes behind social tension and diplomatic crises, you'd be surprised what you could accomplish by sitting down with foes at a midsummer's feast. Indeed, your parties always seem to make everyone get along and if not forget their grudges, at least rethink the causes of them. Who would've thought?

Dynastic Dominance-600 CP (Cannot be taken with "The great Jumpsby"): Quite a few people in the world don't get along with their families at all. They hate their wives for taking too much money, they hate their fathers for not giving them better tutelage in their youth, and they hate their brothers for trying to take their crown from them and not just dying already. Frankly, you don't see how people can get by like that – and you live totally differently. You, and members of whatever dynasty you found seem to always get along, with your talents and skill sets working quite well together. And in general, you always seem to like your family, and can easily get up to fun times with them, your similarities far outweighing your differences, making it rare for you to actually get into a fight with a member of your dynasty, even a distant relation.

Learning discounted:

Dedicated student-100 CP: Many try to penetrate tomes and gain true knowledge, but most fail. The ability to truly grasp the core of an argument, and to stick with a study for a long period of time eludes the vast majority of individuals. To truly spend countless hours reading, understanding, and knowing – that is the task you have dedicated yourself to. As an aide in that end, you have a set of habits well-suited to learning and analyzing – namely, dedication, a real thirst for knowledge, and an extreme disinclination to become bored when acquiring said knowledge.

Knower of the unknowable-200 CP: While there are scarcely any unknowable secrets, not meant for men in this world – no matter what that one madman claims –if there were, you would be one of the few able to grasp them. After all, many of the arguments of scholars and theologians appeal to concepts that seem downright impossible to grasp, but you manage to cut through them extremely easily and make sense of the downright nonsensical with nearly no effort. Your abilities of comprehension are matched only by your ability to analyze the hidden meanings and truths within extremely thick and dense texts, leading you to become one of the greatest scholars alive.

Pilgrim power-400 CP: Far too often, your ability to figure out the true nature of things will be limited by your location. As such, most would simply accept their limited nature and move on – but such is not an option for a dedicated scholar such as yourself. As such, whether it is to observe a natural phenomenon with your own eyes, or whether it is to truly understand the struggles of the saints, you will often find yourself in need of a pilgrimage. When you take such academic trips, you shall find your understanding greatly enhanced and will very easily gain access to the most important places/events.

Terrific Theologian-600 CP (Cannot be taken with Salacious scholar): Your understanding of your religion and the religions of the world, and the principles that guide all of them is close to unmatched. A true scholar of Theology, you quickly impress and make friends with any and all of your faith, and even gain the respect of those scholars of other faiths. Furthermore, you become the very embodiment of its principles: You walk as a living beacon of faith, easily converting others to the light and having exactly those traits that are idolized within your holy texts. Your actions mirror those of your most revered prophets and saints, and you may easily one day be a saint in your own right.

Salacious scholar-600 CP (Cannot be taken with Terrific Theologian): Or perhaps you'd prefer a more secular understanding? Others may fumble about in the darkness of tradition and religion, but you have managed to see the light that is natural philosophy and the beginnings of science. You seek an answer to every phenomenon that is, and with time sufficient you may find the answer to nearly all of them. While some take longer than others, and the nature of things from truly strange aeons may take centuries to unravel, you are all but guaranteed to find a true scientific explanation for the mysteries of the multiverse – except, of course, for those mysteries surrounding your dashing benefactor.

Nomadic discounted:

Waste not, want not-100 CP: Herds can often be hard to find on the steppe, especially during the lean months. And when one herd can make the difference between the survival and death of the clan, you'll rarely want to waste anything to be found on, or to do with, the precious animals. Thankfully, you and your clan are extremely capable of utilizing all portions of that which you hunt and kill, with every single tendon of the animals being put to use in some form. Post-jump, this extends to anything you hunt down – you will be able to find a use for each and every bit you can get your hands on.

Horsemaster-200 CP: A nomadic tribe is only as fast and as capable as its horses and its horsemen. And on the steppe, all young children are raised nearly from birth on horseback. If one of them should fail to learn how to ride a horse, or if they should prove unable to ride their horse well, that child shall become the butt of countless jokes well into adulthood. You, thankfully, have escaped this fate, as you not only know the basics of horseback riding but also the far more advanced techniques. You are capable of riding your horse like few others could ever hope to, and you and your horse can almost instinctively feel each other's desires and needs. Even in the middle of a sticky situation, your horse rarely panics. All told, you are one of the best at horseback riding, and this talent applies to practically any creature you are capable of mounting.

Clan coordinator-400 CP: The clans of the steppe each ride under their Khans, and the Khans each ride under their respective Khagan, who acts as the leader of 4 or 5 clans. Actually getting the clans to act in a unified manner, however, is almost impossible, making the Khagan's control mostly insubstantial. That is, unless you happen to be riding with him. For you have the metaphorical ability to herd cats – to bring together several different, fiercely independent people and convince them to pursue a common agenda, even if it does not happen to be to their direct benefit. Of course, there are some individuals who will be just too free-spirited even for your talents, and will require more forceful means of persuasion.

Salvation through destruction-600 CP: Your people have learned never to build cities like the other, more "civilized" peoples do – for you see them come and go in front of you. One day they are raised up, the next, they are burned at your hand. Many of their inhabitants that claim to be monks complain to you about the loss of knowledge – an item that would be regrettable, were it not for one peculiar quirk of yours. For every repository of knowledge that you totally destroy (and this must be done to the whole of the repository – a library, not a tome), you will be able to make significant scientific or technological breakthroughs in any one given field. Further, this knowledge will be nearly instantly applied to the structure and practices of your civilization or faction. Note that this only applies to repositories of knowledge that you had no part in building.

A storm builds on the steppe-800 CP: Such have been the fearful words of many Europeans and Muslims throughout the centuries – when the hordes inevitably unite, and there is no more room for them to conquer on the Steppe, they find room elsewhere. You have an uncanny knack for starting such events –for throwing the first snowball that becomes an avalanche, for kicking up dust storms, for calling hordes to war. Such storms are rarely sustainable and often fizzle out, but before they do so they nearly always leave untold devastation in their wake – and now this power is in your hands. Note that this becomes far less effective after being used more than once in each jump, as your enemies will learn to batter down the hatches.

Tribal discounted:

A show of force-100 CP: There are so many problems in the world, who would ever have time to deal with them all? Even the problems in your own, individual life are far too complex and numerous to be dealt with in a desirable manner. Thankfully, your culture offers a solution, even though some may call it primitive – a simple show of force can solve most problems. Indeed, though it might not be the most straightforward or readily apparent method for complex problems of finance and statesmanship, such methods are all but guaranteed to exist, and to be exploitable if you should put the effort into it.

Favored son-200 CP: Tribal realms are not governed as the realms of Christendom or Islam – upon a ruler's death, his patrimony is split evenly amongst his sons, whom are all expected to be equal and cooperative in fulfilling his desires and avenging his death. At least, that's how it is in theory – in reality, the dead king usually favors one of his sons dramatically, bestowing him with a wealth and tutelage that allows him to succeed in the inevitable quarrels between him and his brothers. And now, this favored son is you – for you happen to be nearly always considered as the prime heir by those of your superiors that are looking for one, and are groomed as such from a young age. The advantages this shall provide you are innumerable.

Of servants and slaves-400 CP: In your plundering, you'll capture many individuals. Some, you'll just kill. Others, you'll sell back for a hefty profit. Yet others will be talented, and as such, you'll put them to work – and this presents a problem. Now, while some jobs are easy enough to force – just get out the whip if you're sending your slaves to the quarries – others require the consent of your new slave. If you want a very intelligent individual to raise your children, or if you desire that a captive perform a more sensitive role, you will require their loyalty. And with this perk, you shall have it – for any individual that you capture as a slave shall be very willing to perform whatever tasks you ask of them to the height of their abilities, out of fear of retribution, within reason. If, of course, you cease to appear as a capable slave master, they themselves shall cease to act as loyal slaves. No one shall see anything wrong with this. And yes, you can use this to propagate your dynasty, you sick fuck.

A reformer-600 CP: As much as you may hate to admit it, those bastards you raid have some good ideas. Codified laws and religion do lead to complacency, but also to stability, which is something your lands could use a lot more of if they intend to stay independent. However, any and all efforts to introduce new technologies is often resisted by Tribal leaders who scarcely wish to see the old ways go. You, however, have become extremely adept at introducing new ideas and technologies, as well as making sure they are accepted, with minimal outcry. That being said, some reforms will be just a bit too much, and you should be careful that you do not try to go too fast in terms of social change. You are also very good at handling that instability which does arise after these reforms are put in place, though again, you have your limits.

The old gods-800 CP: But perhaps you do not desire to let go of the old ways quite so fast? You and yours frequently host a feast in which you toast to the gods, sacrifice captive prisoners, and initiate another round of raiding. Under your lead, both you and your soldiers become bloodthirsty berserkers while fighting those who view their current ways as uncivilized and unbecoming of them. You will be capable of taking and dishing out far more damage, and even when not active, your soldiers will be fanatical, bloodthirsty adherents to their ideals – no missionary will have any hope of converting them.

Merchant republic discounted:

Quite patronizing-100 CP: A new age dawns, and with it, new methods of art emerge. It would be quite unworthy of you to allow such new horizons to simply slip you by, and to not have any part in them – indeed, you have become quite good at identifying those artists and methods of art that have real talent, and at giving them the resources and patronage they need. Countless works of art are created in your name, with your money – and a good number are in your image. Before your time here is done, you will likely have countless works of priceless art in your warehouse – and who knows who you’ll be able to sponsor post-jump?

The trademaster-200 CP: Managing merchant republics is a task beyond all but the most intelligent and diligent of individuals. To know how exactly to find resources that will be in demand, and to manage their transport and sale – circumventing hostile nations, pirates, and of course competition – this is an endeavor beyond the vast majority of patricians such as yourself, and has led to their republics going bankrupt quite frequently. You, however, have proven to be above this – and have proven to be very capable at locating goods and ensuring that they reach their destination with minimal losses and trouble along the way.

Soldiers of Fortune-400 CP: Your nation is likely never to be one of the biggest – and that’s okay. After all, when you control nearly all the trade within the eastern Mediterranean, and your city is the wealthiest in the world, the emperors of the grandest realms in all the world will have to come to you. However, lacking land, you will similarly lack population – a great problem if you should seek to raise an army and secure your investments, something you must do to maintain trade. The Italian merchant republics have the solution, however – soldiers of fortune, mercenaries paid by the vast coffers of the merchant republics. Sadly, most of these men prove to be cowards on the battlefield, rarely actually risking their lives (Which they hold to be worth more than their pay). Unless, of course, you have paid them – for it seems that every man you hire is more than willing to give it their all, and they will even risk that which is worth more than their pay. While this will not actually enhance their capabilities, it will make them put in every ounce of effort when otherwise they might have been quite apathetic to the job.

The supreme Patrician-600 CP: Merchant republics are at the mercy of a select few families, creating dynamics and politics that center around the interpersonal relations between a small number of individuals with egos that happen to be larger than the whole of the republic. Such patricians and their personal desires often prevent nearly anything from getting done within merchant republics, as each and every one has conflictory desires. And if an elected Doge should happen to put effort into resolving them and actually putting an agenda into place, they’ll simply kick him out due to the risk of him being a tyrant. You, however, have a set of skills to deal with individuals such as these, and have become an expert at conducting backroom deals and bargains. Indeed, few are your equal in terms of power-brokering.

Commercial Empire-800 CP: It’s one thing to have a company, or riches, and another thing to have actual power. That being said, some of the greatest states presently in existence were founded on private wealth – Venice, which will come to own many parcels of land, and Genoa, which will maintain fortresses as far away as Crimea. You, too, have become familiar with the art of turning money into power – of creating states out of nothing but one’s own riches. A privately-constructed fortress here, a private army there, and before you know it you are regarded as a superpower. Furthermore, opportunities will often present themselves for such to occur – business propositions and the like. With sufficient wealth, you would likely be able to set up a major empire in all but the blink of an eye.

Feudal discounted:

Duty and honor-100 CP: Within your lands and your world, there are countless codes of honor that one is expected to live by, regarding a multitude of fields – from the obvious codes of marriage and state servitude to the chivalric codes of the knights and monks. While the utility of such codes is obvious and readily apparent, their effectiveness at aiding society is limited by the fact that it seems no one wants to follow them. Unless, of course, they happen to be following you – for you will note that those who follow and serve you value the notions of duty, honor, and countless other such codes much higher than others, and generally make efforts to avoid dishonesty and dishonor in their dealings. While there are undoubtedly some who are too serpentine for this to effect, and the vast majority will have limits in how far they allow themselves to go, this will make them extremely likely to at least hold the idea of honor in good regard.

Capable council-200 CP: As a sovereign, you will unfortunately be forced to rely on others and their abilities – specifically those in your council – quite often in order to get things done in the realm. If you intend to expand the military, you must rely on your marshal, if you wish to gain more money you must rely upon your steward. And of course, any and all of these individuals might just be totally incompetent, leading to severe difficulties in the realm as a whole – a frequent occurrence for others. You, however, happen to be quite adept at getting the best out of people and getting them to act with at least the bare minimum of competence required for their post. And in general, you will notice an increase in competence in the people that you choose to rely upon.

Splitting Heirs-400 CP: Families are essential in this age, and to neglect the family unit is in effect to throw away any chance you might have otherwise had to attain power. As a ruler, you will be expected to get married and produce heirs – anything else would be inexcusable, and might just lead to ruin. Indeed, you will find it quite easy to find a capable bride/groom for the continuation of your dynasty, and shall very easily be able to find one with the particular genetic traits you are looking for – those that would proceed into your offspring. Further, you shall in general find it easier to raise such children, and their tutelage will in general help them to cultivate their traits and make them ready for the throne. Finally, any and all of your descendants will very visibly carry your ancestry in their aesthetic traits.

Divide and rule-600 CP: The feudal structure, unfortunately, is such that your own power is totally outclassed by that of your inferior vassals – in their own way, kings are subject to the will of dukes, and dukes are similarly subject to counts. Indeed, if the vassal nobility of a nation should unite, there are few kings that could possibly hope to prevent their total rule. You, yourself, will have to suffer through various efforts to undermine your power by faction and conspiracy within your nation – or at least, you would have, if you were like most other kings. You, however, have gained something of a talent for setting your underlings against one another, and distracting them from opposing you in any way through such actions. Furthermore, you will note that this enhances their capabilities – after all, who can thrive without competition?

The sun jumper-800 CP: Some kings come and go like the dew – so frequently and so insignificantly. You are, naturally, the exact opposite of this idea – and every action you take is that of a total sovereign, whose word is absolute and final. Your willpower and strength in enforcing your decisions are close to absolute, and the men under you will only very rarely ever think to undermine you or disregard you, and instead will seek to serve you totally in all things.

Items

Nomadic discounted:

Horses and bows-100 CP: You can scarcely have a nomadic tribe without horsemen, and you can scarcely have horsemen without horses – the most valued animals on the Steppe. This, then, will help you and your clan get started – 100 of the best horses to have ever lived, they will remain capable for far longer and under much more stress than most others. Furthermore, their unusual hardiness will be passed into their descendants. Additionally, you now have the greatest weapon of the steppe – the bow. 100 bows, in fact – all produced from slain beasts on the steppe. Both sets of supplies will replenish weekly at the warehouse if damaged or destroyed.

Mobile cities-200 CP: You shouldn't imagine that you'll be spending too long in any one place – that's what it means to be a nomad, after all. To that end, you and yours will move your entire settlements quite frequently – and to make that more convenient, you will receive a set of highly portable tents and dwellings. While normal mobile tents and homes would be quite portable indeed, these, once contained in their moderately large boxes, will be able to be set up extremely easily. Furthermore, the amount that you possess will increase in a similar manner as your tribe – and will always contain enough materials to house them with all the comforts of your age, while always being compact enough that your tribe will be able to move them easily.

A meeting place of the khans-400 CP: Coordination among the tribes of your patrimony will rarely be possible, Khan, but with this tent, meetings of the various Khans and Khagans shall be quite possible. Indeed, whenever you call for a meeting at the place where this grand tent is deployed, all who agree to meet there shall be capable of doing so, and those who do meet here shall find their abilities to come to a deal and terms extremely enhanced. Such deals shall more often than not be the foundation of positive and proactive action.

Torches and explosive powder-600 CP: Horses and bows shall vanquish countless armies upon the steppe, but the titanic fortresses of the west shall require a different solution. For their destruction, you have these – torches and explosive powder that are strangely easy to deploy on horseback, and that shall be able to destroy nearly all medieval structures and fortifications. While they are extremely useful for destruction, you have also noticed that any structures you destroy with them are also quite easy to rebuild.

The standard of the clans-800 CP: There shall come a day when all must unite, and the petty divisions that now plague the clans must forevermore be done away with. To that end, you are given this standard – though it now bears the iconography of the Mongol nations, you may change it to whatever heraldry you desire. Any who view it at your side will almost instinctively see you as the embodiment of whatever the symbols upon it are meant to represent, and if they claim to value that which is represented as well, they are highly likely to unite under you accordingly while feeling a fanatic inclination to promote those ideals.

Tribal discounted:

Runestones-100 CP: While the more “civilized” people of the world may extoll the value of ink and paper, you and yours have learned how to record information in a manner that befits your much harder, more vigorous, and all around manly lifestyle – the runestone. You and yours take a truly massive boulder, and inscribe upon it all the glories of your clan and kin. To help you get started, you now have your own such stones – and they shall automatically carve the tales of your past glories upon themselves, new stones being supplied when old ones have been totally filled up. All who read them will not doubt their truth, and will feel a sense of awe upon seeing them.

Expedition map-200 CP: Your people are (most likely), people of the boat – explorers, who set out in desire of new frontiers and lands to conquer, such as the indomitable Eric the Red. Following their legacy, you have been given this map – a map that has the recorded travels and discoveries of all your people upon it. If you should happen to discover more new lands and areas, this map shall contain them – and it shall expand to contain knowledge of any and all areas you discover.

Longboats-400 CP: Your travels in search of gold will take you far away from home – and you can scarcely be a raider, nor can you and your companions call yourselves a raiding party, if you do not possess some means of long-distance transport. To that end, you and your companions shall find these longboats quite useful, as the 3 of them can contain 200 men, all told. Furthermore, they quite strangely are more resilient than the vast majority of others, requiring only a minimal amount of maintenance.

Your very own star-600 CP: You navigate as your fathers did, and as their fathers did – not by some petty instruments, nor by complex longitudinal calculations, but by starlight, the gift of the gods. The North Star and the constellations are all necessary for navigators of this age – and now you have one of your own. While it is no more than a point of light in the sky, and does not represent any actual celestial body, for you it will nonetheless be the most significant star in the sky – as you can be sure that whenever you go towards it, it will lead to adventure, plunder, and riches. It will hang low in the horizon, and beckon you towards your next voyage.

War horn-800 CP: When the cold winter has arrived, and war beckons, many of your fellow lords will be foolish enough to actually attempt to raid and invade the most powerful forces in all the world on their own. You know better – such wars, the wars that extinguish the flames of their so-called “empires” forever – these wars require preparation and collaboration. And to such an end, you have been supplied with this war horn – upon its sounding, with the intention of bringing war against an empire, any and all factions that are even loosely aligned with you will express their desire to join in this war. This empire will experience its darkest hour, as nearly all of its enemies crowd around it. All but the most heroic and resilient empires will buckle and collapse under the pressure, and none will be able to escape a period of prolonged chaos. Be warned that you can only use this once per jump.

Merchant republic discounted:

Gold-100 CP: The patrician families of the merchant republics are some of the richest individuals to have ever lived. They possess manors and villas beyond imagining, and in some cases are richer than actual kings. While this purchase will not put you on their level - as even one such as you should have something to aspire to – it will be a significant amount of gold nonetheless, possibly enough for a small villa, or a large investment in a business.

Goods-200 CP: But of course, no true business can be founded on mere gold – true trading companies are founded upon the trade and production of commodities. And now, you have quite a few tons of several rare commodities – from rare spices and ales to artisan-produced steel and glass. You will find that every effort to sell these goods nearly universally ends with commercial success and can very easily be the foundation for greater business – do be careful, however, that when demand for your goods inevitably rises, that you find a real source for them, as they will only replenish once per year.

Family palace-400 CP: Ah, this is the true home of any real patrician family – a home with hundreds of thousands of square feet, and hundreds of rooms, this is the same sort of manner that countless commercial empires will be run from in search of profit and power. This is a true palace, with decoration in a style that will vary through the ages, always in keeping with contemporary ideas of beauty and grace. Within its walls, you will find your decision-making abilities and strategic decision-making greatly enhanced. It is self-maintaining, and can remake itself in about a week if totally destroyed.

Commercial fleet-600 CP: In the olden days of trade, many problems were had – the ancient Silk Road was well-known for being a road that one could only take once in their life. Nearly all of these troubles stemmed from the inherent difficulties in attempting to create an overland trade route – an idea that will thankfully die a long-awaited death not long after your arrival here, as the crusades and technological advancement help to bring about the rise of sea trade routes. These routes shall be far more efficient and more high-capacity than any of the ancient overland trade routes ever could have been, and this purchase will help you get ahead of the game. Included within this purchase are 80 cargo vessels, capable of conveying hundreds of tons of cargo. They shall incur minimal costs and require little maintenance, and shall nearly always be able to get your cargo where it needs to be.

A city of canals-800 CP: So many cities are overrated in this world – cities such as Rome and Constantinople are nearly totally pedestrian, with no real technological innovations at their cores. Such is the fate of cities created by banal sovereigns and terrible theological figures. True innovation and beauty can only be created by private investment and capital – and nowhere is this clearer than Venice, the greatest city in the world. It is a city raised upon a set of countless canals, with travel by boat becoming extremely popular and viable. Indeed, this city happens to attract trade to it, and will later become home to the most powerful of Merchant republics. Post-jump, it will upgrade itself to the technological level of whatever happens to be appropriate, and it will continuously attract the type of innovation and trade that made it the great city it is today.

Feudal discounted:

Family tree-100 CP: You will undoubtedly follow in the footsteps of many of the greatest kings from the greatest dynasties while you are here – and if you wish to maintain your power for generations to come, while following the usual medieval traditions, you shall certainly be wise to “be fruitful and multiply”. Indeed, your family tree is likely to eventually become so large that few can plot it in its totality – unless, of course, you have this. For with this item, a single wall of your warehouse shall be converted into a vast mural, containing you and all your familial relations. It shall be plotted as a tree – with each of your family members having a roughly 1 square foot portrait of them at their prime, with brief biographical information such as dates of birth and death, most noteworthy accomplishments, etc.

Scepter-200 CP: Many kings have an image problem – people fail to ever truly conceive of them as the true king. Understandably, this can lead to major calamities within a realm – as it has many times. You, thankfully, can avoid the worst of these issues by holding this scepter – a small staff, adorned with religious iconography and with the symbols of your nation etched into it. When you hold this, it will be as though few can conceive of you as anything other than the king, and anything you say will be treated as though it holds a far greater degree of authority.

Ornate armor-400 CP: Some sovereigns would prefer to stay off of the battlefield – craven fools that they are, they cannot see the value in a ruler leading his own armies to glory. You, however, know the value of such actions, and often do take to the field – though you are aware of the risks. Obviously, you should scarcely desire to throw your kingdom into chaos with your death, and as such, you are outfitted in this set of armor – it is strangely flexible, and it manages to be quite practical in all sorts of environments. It is quite ornate, with small sculptures of religious iconography all over it, and the heraldry of your nation and dynasty etched in in numerous places. Furthermore, it repairs itself once damaged.

Duchy-600 CP: Good news, jumper – you no longer have to start off as a vassal count. You now have a much higher responsibility – that of a Duke. Throughout medieval times, Dukes served as the intermediaries between Kings and Counts, ruling over the latter and subservient to the former. They ruled over moderate-sized realms, varying in size from realms the size of Wales to those on the size of Finland – such flexibility was mostly due to the fact that Dukes were often the second-most powerful men in their kingdoms, a flexible role in itself – and a role that you now inhabit. For whatever kingdom you have now chosen to pledge your allegiance to, you have now taken the position of administering the single largest vassal realm. This is a role that you may take up again, if you should so choose, in any future jumps.

The castle-800 CP: Now this is a castle worthy of a king, Jumper. It comes attached to your warehouse, and encompasses several hundred thousand square feet – with various self-maintaining rooms. Of particular notice is the court, where you may receive advice from whatever individuals have taken a position under you in the past – though they can do no more than advise. Furthermore, you may call forth a manifestation of any member of your dynasty that you have met, for various purposes – though again, no summoned figure may leave. Within it, you shall find your abilities at governance to be dramatically improved. If you so wish, it may instead be placed in the physical world, where it will have countless guards and safeguards such as NPC guards and moats, and you shall legally be its owner.

Undiscounted

Jingles of Jumpchain-50 CP: Perhaps sitting in darkness, alone isn't too exciting, and neither is planning the administration of your newly-acquired territories. That is, until you purchase this – upon which point, your everyday actions will be accompanied by thematically appropriate and inventive music. Of course, you can turn this off at any point that you desire.

Aesthetic-50 CP: It'll be quite jarring to go from a medieval world to a sterile, modern warehouse. This will help – a setting that will allow your warehouse to exist in an aesthetic modeled after either your government type, or your religion. Of course, you can switch this back to normal at any time you choose.

Companions

Companion import -50 CP: Import any companion with 400 CP, a free origin and focus. Maximum 8 companions imported through this method.

Ghenghis Khan-300 CP (Discount Nomads):The one and only, Jumper – this man is one of the world's premier conquerors, and has put together history's single largest empire. Now he rides with you, to bloodshed and conquest!

Timur the lame-300 CP (Discount Nomads):After Ghengis and his empire fell, centuries passed with nothing even close to his level. Then, Timur arrived – and while he could not recreate the lands of the Khan, he created an impressive new empire – and killed 5% of the world's population while doing it. Now, he rides with you, to once again make an effort to restore these past glories!

Eric the red-300 CP (Discount Tribal):Some may wish to cast the Norsemen as uneducated savages – this could not be farther from the truth. As Eric the Red himself displayed on his voyages to Greenland, the tribal peoples are extremely capable explorers and pioneers. And now he sails with you, to see what the horizon has to offer around the multiverse.

Rurik Rurikid-300 CP (Discount Tribal): The Rus was in chaos, and law and order was a distant dream. Then Rurik arrived – and everything was changed. The discipline of these so-called barbarians was unheard of as they restored the Slavic lands to order, and created the foundations for future glories. And now, he comes with you, to see what new lands can be brought to order.

Petro Orseolo-300 CP (Discount Merchant Republic):It is said that victory has a thousand fathers and defeat is an orphan. The life and times of Petro Orseolo, the second Doge of Venice to bear his name, is a great testament to this – while hundreds of patricians would take credit for the expansion and golden age of Venice, it is his quiet moves that secured it. In search of further gold and glory, he has joined you – do be sure to keep an eye on this one.

Saladin the Victorious-300 CP (Discount Feudal):It was said that the Third Crusade would almost certainly succeed, and that Muslim resistance was hopeless. Then came Saladin – who broke the Christian armies, retook Jerusalem, and secured his place as one of History's greatest conquerors. Now, he has joined with you, that the word of the prophet may be spread by the sword.

William the Conqueror-300 CP (Discount Feudal):Originally a member of a small dynasty of dukes in northern France, William proved to be far too ambitious to be contained like that – and conquered the entirety of the English. In time, his descendants would conquer the rest of the isles, and would rule here for almost a thousand years, firmly securing his place in history. And now he has joined with you – for adventure and conquest.

Holdings

These structures and belongings will be placed in your realm to ensure its stability and prosperity. In future jumps, you may place them where you wish. Their defenses and materials will not update, though their décor and aesthetic will. Maintenance will be handled by NPCs.

Shrine-50 CP: A small shrine where no more than 10 people may worship, slightly increases devotion to your faith in that area.

Small church-100 CP: A relatively small church, this place can host up to 50 people in worship. Consists of no more than one prayer hall. Causes a small increase in faith where it is placed.

Large church-150 CP: A much larger church, nearly 100 people can worship here. Contains prayer hall and several side rooms, moderately increases faith where placed.

Cathedral-200 CP: A massive church that can host nearly a thousand devotees – think Notre dame. Causes a large increase in faith where placed.

Grand cathedral-250 CP: The height of churches – think San Pietro, or the Al Haram Mosque. This place will dazzle thousands and thousands with its splendor, and will cause wherever it is placed to become a pillar of its faith, attracting countless pilgrims.

Outpost-50 CP: A small outpost capable of hosting some guards and raising alarms, this place will increase law and order, as well as your knowledge of enemy forces approaching – but only slightly.

Stone fort-100 CP: A stone fortress, this place has a few small buildings and walls, and is capable of hosting 50 soldiers. Causes a small, but notable increase in order and awareness in the area it is placed.

Keep-150 CP: Now we're talking – this stone keep is a large, fortified structure that causes a moderate increase in law, order, and security in the area it is placed. Can host up to 100 soldiers.

Castle-200 CP: This structure is truly massive, and is the size of a couple city blocks. It can host 1000 soldiers, and will massively increase law and order where it is placed. Your enemies will rarely attack this place unless they are truly mighty.

Grand castle-250 CP: This is the height of medieval fortifications – a fortress the size of a city, which could play host to tens of thousands of defenders. There is little chance that disorder will have any presence in its proximity, and your enemies will nearly always think twice before assaulting it.

Hunting lodge-50 CP: A small lodge, this place will never be able to host more than ten or so hunters, and will be able to bring in a small amount of wealth, increasing local prosperity slightly.

Trading post-100 CP: A moderately-sized trading post, this place has ample reserves and space to host around 50 traders, and a decent amount of goods will circulate here, notably increasing local wealth.

Trading port-150 CP: A good-sized trading port, this place will usually have hundreds of traders running around and selling their wares, and can often have several ships in its docks. A good amount of goods will circulate, causing a moderate increase in local prosperity.

Trading hub-200 CP: This place will attract thousands of traders from around your realm, and a large amount of their goods will be traded here, causing a large increase in local wealth.

Grand bazaar-250 CP: This will be one of the premier places for trade in the world – tens of thousands will come here to peddle their wares from around the world, making the local area truly wealthy.

Drawbacks

No drawback limit.

+100 CP-Uncaring liege:No matter where you are, gaining the attention and admiration of those who see themselves as your superiors is of paramount importance. It is a pity, then, that you happen to be overlooked and uncared for by all of them. Should you ever attempt to gain a council position in the court of your liege, or to rule a larger portion of your liege's land, or convince the pope to call a crusade – for whatever reason, they will downright refuse to make time for you.

+100 CP-Bizarre limitations:You have him as your prisoner. You have proof, thanks to your spymaster, that he led a conspiracy to murder you. Why, then, would killing him make you be viewed as a tyrant? Alternatively, why is it that after you reinstate the jews that your father banished, you automatically gain sympathy for them? No matter what you do, it's as though this world is so limited that you can't get most of what you'd like to get done, done. As you take this, you swear you can hear a swede laughing in the distance.

+100 CP-I'm surrounded by morons:As a ruler, you will be required to rely on others, such as your vassals and councilors, to administer your realm effectively. A pity, then, that it seems you cannot rely upon anyone in this age – nearly all of them are totally incompetent to a criminal degree. This does not apply to your companions, but you shall find your capabilities highly limited if you rely solely on them.

+200 CP-Mania: You've seen things they can't believe. Things they couldn't understand. Eldritch horrors, ancient evils! You know that which they cannot know – plots, everyone is in on them! Maybe the stress got to you, or maybe you're just crazy – crazy? They're the crazy ones for telling you that "all is well"! You will be in this state for all of your time here – good luck convincing your vassals and council that you deserve to rule. If you refuse to give up the crown, after all, some of them might take things into their own hands...

+200 CP-Mauled:Maybe it was battle, illness, or a bad hunt – whatever the case, you now have an incredibly grievous injury that others will come to know you for. Whether you are one-eyed, one-legged, or just quite disfigured – this injury will remain constant for all of your time here, and if you choose to pursue the optional victory condition, you will reacquire it shortly after you take your new form.

+200 CP-Unattractive:Gaining wives and concubines is one of the most critical activities in your age – for how else is one to perpetuate their dynasty? You will find, however, that you are just not very good-looking, and will find only a very few number of people willing to take your hand in marriage – mostly due to some promised incentives. This will persist through all your descendants.

+300 CP-Depowered!: Fantastic powers? Extradimensional warehouses? Bah, my liege – merely stuff of a dream. You have lost access to any and all powers from the rest of jumpchain, and removes all equipment from your warehouse. This also applies to your companions.

+400 CP-Incapable: You were just fine one day. Then bright colors, fuzziness, muffled noises – and then it all went dark. At some point in this your time here, you will fall into a coma – entirely at the mercy of assassins and enemies, leaving your subjects to rule your kingdom on their own. The timing will be entirely random, and the coma will be perpetuated for at least ten years. Better hope your council can't do too much damage in that time!

+400 CP-Jumper the cruel: Those rulers are greatest that happen to be feared by their subjects, but failing that, one should at least be loved by them. You, unfortunately, are neither – and your most important subjects will never truly serve you, constantly looking for ways they can undermine and weaken you. Why? Because they hate you, all of them.

+400 CP-An unholy man: Each and every sovereign desires the allegiance of the church, and the loyalty of their subjects based on religious grounds. Many of them achieve this, but you continuously fail. For it seems that no matter what you do, the chief figures of your faith never trust in your devotion to your religion, and you will always suffer for this in peoples' eyes – no one will ever see you as a man of god.

+600 CP-Great defensive war: You now face a threat that is conventional, but is also unprecedented – a massive invasion, unlike anything you have seen before. You and the faithful of your religion are on the back foot, set against a massive crusade that acts as an existential threat. The enemy is totally determined to destroy you, and will not rest until the war is definitively resolved, one way or another. No matter what religion you are, any and all of another faith in close proximity to those lands of your own faith will display this unbridled hostility for you until you have defeated them all. In order for victory here, your faith must have control over all of its holy places at the end of your time here.

+600 CP-Sunset invasion!: From beyond the seas, strange men have approached western Europeans, asking to buy land, and exploring the continent. Now, they have arrived – a horde of one hundred thousand soldiers, with millions of colonists surely to follow. They are the jaguar warriors of the Aztec, with hard steel and technology that outclasses that of Europe. While they may never manage to conquer the continent, as they undoubtedly seek to, their sheer numbers all but ensure that they will have a lasting foothold on the continent – unless you do something about it. Any surviving Aztec presence in the old world will be treated as failure for jumpchain purposes.

+600 CP-Hell on earth: You may not know who will be to blame for it, and you will most definitely not be able to prepare for it – but at some point during your time here, the gates of hell themselves will open up. The spawn of Satan shall emerge, led by one of his mortal children, and a vast army of demons led by witches and heretics will sweep forth across Europe. This army shall undoubtedly require your intervention to keep at bay, let alone destroy – and if you should fail to totally destroy it, you shall be sent back home, Jumper.

Post-jump

~quit: Your time here has only made you value that of your own era that much more. You miss real chivalry, toilets, and the idea that all men are created equal. You return home, with all your effects and talents.

~set_end_date: Dec31_99999: Ah, but who could miss this age? An age of intrigue, plots, and real fun. Back before endless rules and regulations choked everyone to death. As such, you've decided to stay – and you may choose whether technology progresses accordingly.

~reboot: But perhaps you desire to see something new? Arriving in this time has seen you many beginnings, and now you get the chance to see where they all end up – who would pass that up? You continue on, all the richer for your time here.

~export: Or perhaps you should see things progress? You progress to the Europa Universalis Jump, and watch history unfold further.