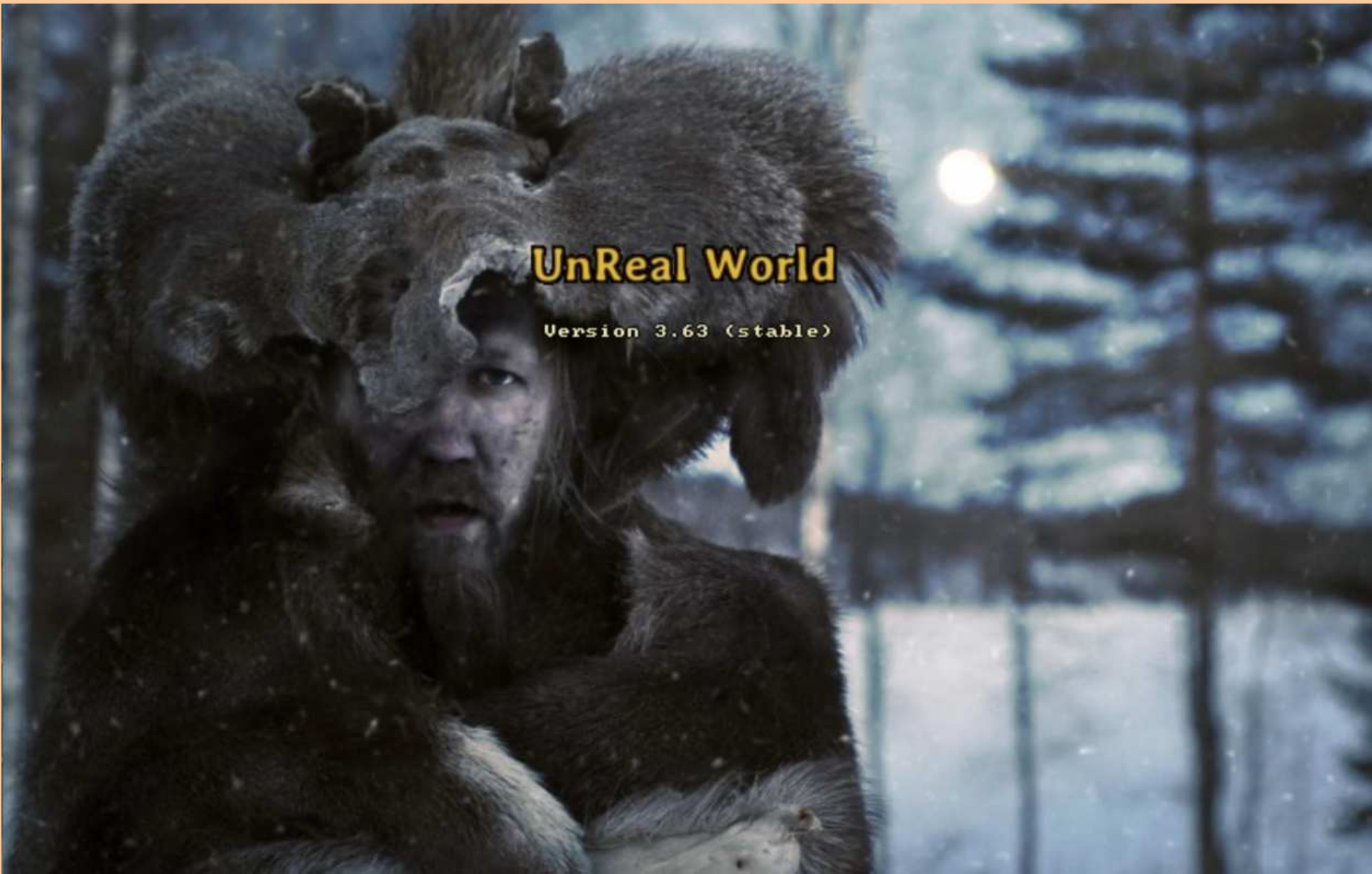




a jumpchain by acheld, v1.2.

There are countless stories, legends and myths about the first Winter. During The First Winter, the Inehmo became many.

Men, wives, children, the heroes and the wise ones walked the Earth. The heroes made the fire, they made the bow and the arrow and they hunted.

They made clothes, they made tools and shelters, they made skis, and they made drums and the kantele.

When The First Winter was over, Inehmoes could not understand The Wind singing, nor The Bear and The Forest humming.

The wise ones among the people said that The World was no longer real.

The World was unreal.

Into the far north you will go, a version of Iron Age Finland, where the spirits of the forest and the water are real, and can be appealed to and placated. A place of harsh living, harsher winters, and vibrant summers. You will have to make your livelihood in the world, whether that means remaining in a village and contributing to the communal good, or striking out into the wilderness to claim a place of your own to build a cabin, or kota.

Here are **1000 CP** to help you on your way.

Culture

As The Inehmo spread on the surface of The Earth some of them felt an urge to travel far into the north, as the others settled down near the great lakes and watercourses. Some never left the forests they were born into. The places they started to populate had a major influence on the people. It affected their thoughts, their look, their physique, their habits and their source of livelihood. Thus were the different kinds of tribes and cultures born.

In this land, there are ten sub-cultures, or tribes, all considered Inehmo. Your chosen tribe determines your starting location, and which skills you are likely to be skilled at. You can select any of the ten tribes freely. By default this comes with a history and integration into the tribe, but any can also be made ‘Drop-In’, in which case the tribesmen still recognize you as one of their own, but you have no memories or connections with anyone in the tribe; this does not affect perk discounts. Two other groups exist: the Njerpez foreign raiders who come from the east, and the wealthy Foreign Traders who come from the south.

The **Kuikka-Tribe** is one of the Northern Peoples, and they have kuikka (black-throated diver) as their totem animal. They live in small cottages, earning their daily life by means of fishing, hunting and small-scale reindeer rearing.

Owl-Tribe tales tell that they have been born out of the echoes of a shriek of The Owl. And indeed they still do travel like echoes in the forests, bare mountains and bogs of The North. They live mainly on nomadic reindeer rearing. They travel twice a year, since they have their summer camps up in the extreme North, and southern winter camps in the vast forests.

The **Seal-Tribe** lives in the Extreme North, on the northern coast of the UnReal World. They do have small reindeer herds, but their main source of daily food is the sea. The Seal is their totem animal and also their most important prey animal. So they have developed various rites to maintain a good relationship with The Seal.

Kaumolaiset live in the vast forests. The families don't live next to each other, so instead of proper villages their houses are scattered around sparsely. They tend to be tough, tall and strong people who are proud of their freedom. On their hunting trips Kaumo men can spend weeks alone in the wilderness, tracking and stalking prey. They are well known for their kaumolais spear, which is specially designed for hunting big animals. The Kaumo region is rich in game, providing fine quality furs.

Kiesseläiset have small, loose villages, usually located near lakes or rivers. Kiesseläiset earn their daily living mainly by the means of fishing, hunting and slash-and-burn agriculture. Typically they cut down a small area of forest each year, burning the trees, which yields them fresh fertile land for cultivation. This kind of field is exhausted in five or six years. After that the area is left as a pasture for animals. They like to joke about everything, to tell stories and to avoid fighting.

Reemiläiset live in the south-east part of the UnReal World. They have prosperous villages and they earn their daily living mainly by means of agriculture. Regular fishing, passive hunting and trading adds a steady flow of wealth. Reemiläiset like to build big, protected houses. They have a deep respect for the spiritworld and their ancestors.

Driikiläiset live on the south-west coastal area. They live in villages and towns, which are usually protected by walls, watchtowers and fortresses. Driikiläiset are traders. They send their ships abroad, they trade with inland peasants and with the fishermen of the archipelago. From time to time are attacked by foreign pirates and bandits who may sometimes sail from a great distance to attack Driik coast. Driikiläiset can be considered to be more organized than rest of the peoples of The UnReal World. They have differentiated professions - merchants, soldiers, sailors and so on. If needed, Driikiläiset can afford crossbows, metal armours, swords, battleaxes and full-metal shields. This does mean, however, they are less rugged, and less suited to living in the wilds on their own.

Sartolaiset have their home in the western coastal area of the UnReal World. They have settled to live in small agricultural villages, farming for food and trapping for furs. Sartolaiset trade mainly with Driikiläiset, trading furs for salt, tools and luxuries. They are proud of their wealth, which they display by building big houses. They like wrestling for fun. And if the situation gets serious, they draw their knives.

Islanders inhabit the archipelago in the most south-western part of the UnReal World. They live on fishing and hunting seals and birds. They are skilled carpenters.

Koivulaiset are farmers. They have considerably large fields, cattle, sheep and horses. They have their homes near the lakes and rivers in the mid-west part of the UnReal World. Twice a year they might spend a couple of weeks in the wilderness, hunting, trapping and fishing, returning home with dried fish, smoked meat and furs. Otherwise they don't travel so much. They trade with the peddlers regularly visiting the Koivula.

The **Njerpez** (100 CP) are a culture with fearsome warrior raiders, come from the east to pillage and kill the people of the UnReal World. They are not of the Inehmo, and are hated throughout the land, for good reason. They lack a strong connection to the spirits of the land. As Njerpez you would be a member of a village on the eastern edges of the Unreal World, either a warrior raider or a supporting figure for them.

Foreign Traders (200 CP) come from the south, analogous to early Viking traders. They are poorly suited for surviving in the wilderness alone, but better equipped with a more developed martial culture. They also lack a strong connection to the spirits of the land. The Inehmo, primarily the Driikiläiset, trade peacefully with them for the most part, giving furs in exchange for weapons and other fine crafts. As a Foreign Trader you would have just arrived on the western coast of the Unreal World with a small party of your fellows, with the goal of establishing a more permanent trading post.

Companions, Old & New

Imported companions can choose any of the Inehmo tribes for free. If you chose Njerpez or Foreign Trader for your background, they may choose the same for half price, but must otherwise pay full for those backgrounds.

- Import a single companion with 300CP for a cost of 50 CP, or with 600 CP for a cost of 100 CP, or with 900 CP for a cost of 150 CP;
- Import **up to** three companions with 300CP each for a cost of 100CP, or with 600 CP each for a cost of 200 CP, or with 900 CP for a cost of 300 CP;
- Import **up to** six companions with 300CP each for a cost of 150CP, or with 600 CP each for a cost of 300 CP;
- Import **up to** ten companions with 300CP each for a cost of 200CP, or with 600 CP each for a cost of 400 CP;
- Import **up to** fifteen companions with 300CP each for a cost of 250CP;
- Import **up to** twenty-one companions with 300CP each for a cost of 300CP.

Alternatively, in any imported companion slot, you can create a new companion built using the same rules, who has a history with you in this world.

Basic Skills

The Peoples that were once the Inehmo mastered many skills to flourish in the Unreal World. Agriculture, Trapping, Fishing, Timbercraft, and many more.

And then, too, the skills of war. Fighting with the spear, the sword, the bow.

Below are the basic skills you'll need to survive in the Unreal World. Any of these can be learned normally, but the ones you select you will start with an experienced level of that skill that never rusts. It can still be honed and practiced further, however. Purchase any skill a second time, at no discount, to be a master at it. None among your people would be your superior at it.

Agriculture (100 CP; discounted for Kiesseläiset, Reemiläiset, Driikiläiset, Sartolaiset, Koivulaiset)

The ability to grow crops and harvest wild plants for seeds and leaves. Commonly cultivated plants include turnips, broad beans, hemp, rye and barley. However, it is possible to grow any plant as long as you manage to obtain its seeds. Agriculture consists of tilling, sowing, harvesting, threshing and grinding.

Herblore (100 CP; discounted for Kuikka, Owl, Reemiläiset)

The ability to recognize individual plants and their properties. The most common plants are known to everyone, but knowledge of the rest depends on Herblore. It is used not only to recognize unknown plants but also to know their properties, including medicinal effects and any danger.

Fishing (100 CP; discounted for Kuikka, Seal, Kaumolaiset, Kiesseläiset, Driikiläiset, Islanders)

Fishing is a significant source of livelihood and commonly practised by all the cultures of the UnReal World. There are two kinds of fishing methods, active and passive. Active fishing means using a fishing rod or certain weapons to catch a fish. Passive fishing is practised with nets. This gives you skill with both.

Physician (100 CP; discounted for Kuikka, Owl, Seal, Sartolaiset, Foreign Trader)

A skill to treat wounds, injuries and medical ailments. A successful wound treatment will improve the healing.

Tracking (100 CP; discounted for Kuikka, Owl, Seal, Kaumolaiset, Kiesseläiset, Koivulaiset, Njerpez)

The ability to recognize and follow tracks, as well as recognize details of the creature that left them. Determine general scale and type of animal activity in an area.

Cookery (100 CP; discounted for Reemiläiset, Driikiläiset)

Cookery is the ability to prepare and preserve food. The simplest cooking methods, such as boiling and roasting, are often used when preparing food in the wild and can be used for practically any kind of raw food: meat, fish or a wide variety of plants. More complicated recipes use more advanced cooking techniques, a larger range of ingredients and more cooking implements, though they also produce a much larger variety of food.

Hideworking (100 CP; discounted for Kuikka, Owl, Seal, Kaumolaiset, Kiesseläiset, Njerpez)

Hideworking is used to skin animals and process the resulting hides. Success in hideworking determines the quality of the hide produced. Poor quality furs and leathers are worth only a fraction of the good quality ones and hides of some animals are more valuable than others. Hides of fox, lynx, beaver and pine-marten are for example very sought after. Furthermore, a thick winter fur is most valuable.

Timbercraft (100 CP; discounted for Kiesseläiset, Reemiläiset)

Timbercraft is a general ability to cut down trees and produce rough lumber like logs, boards, firewood and such. You start with a free Woodsman's Axe.

Weatherlore (100 CP; discounted for Kuikka, Owl, Seal, Sartolaiset, Islanders)

Weatherlore is the ability to predict and observe the weather, in the short term and in anticipating seasonal changes. A winter storm will not catch you unawares.

Trapping (100 CP; discounted for Kuikka, Kaumolaiset, Kiesseläiset, Reemiläiset, Driikiläiset, Sartolaiset, Koivulaiset, Njerpez)

Trapping is a skill that not only covers your ability to construct various traps, but also determines your success in setting said traps. This includes everything from loop snares to pit traps.

Carpentry (100 CP; discounted for Kuikka, Islanders)

The ability to work wood in order to make various handcrafts, utensils and tools. As well as being useful, it is also a decent source of livelihood.

Building (100 CP; discounted for Kiesseläiset, Reemiläiset, Driikiläiset, Sartolaiset)

Building is the ability and knowledge to construct forms of shelters and housing. Durable wooden buildings are usually for permanent occupation, but you can also construct other dwellings such as kotas, and more simple, temporary shelters, as well as other structures like fences. Building will be much less effective without the Timbercraft skill, or another way to get the base materials.

Climbing (100 CP; discounted for Kuikka, Owl, Seal)

Used to climb the mountains and the trees. Everyone can climb a bit. This will help ensure you do not slip from a precarious position, and that you climb swifter.

Swimming (100 CP; discounted for Islanders, Foreign Trader)

Simply the ability to swim well and swiftly. Without this, you do not start with any inherent swimming ability at all.

Skiing (100 CP; discounted for Owl, Kaumolaiset)

Skill in especially cross-country skiing, by far the most effective method of transportation in the winter.

Stealth (100 CP; discounted for Kuikka, Owl, Seal, Kaumolaiset, Kiesseläiset, Reemiläiset, Njerpez)

The ability to move silently and without being detected. This is especially well attuned to moving through snow and forest, and tricks on masking your scent.

Dodge (100 CP; discounted for Owl, Kaumolaiset, Sartolaiset, Njerpez, Foreign Trader)

Your ability to dodge melee attacks from warriors and animals. Essentially for one planning on combating frequently.

Barter (100 CP; discounted for Driikiläiset, Foreign Trader)

Your skill at bartering and trading goods, and knowing whether you are getting a good deal.

Boating (100 CP; discounted for Islanders and Driikiläiset, free for Foreign Trader)

Skill at navigating waterways and the sea with a boat. Ability to craft basic sailing tools. In combination with Carpentry can make excellent small boats.

Pottery (100 CP)

You have a relatively rare skill among the Inehmo tribes, skill at working clay, forming and firing pottery. A practical skill, and a source of good trade items.

Metalworking (200 CP; discounted for Njerpez and Foreign Trader)

Metalworking is even more rare among the Inehmo tribes, but the knowledge has trickled through, here and there. You know how to gather and extract bog iron, and how to form it and work it into weapons, armor and tools. The process is slow and hard, but you have the skill.

Combat Implements (100 CP; see text)

You are fairly skilled in the use of one weapon or a shield, as much as an experienced warrior. The choices are Unarmed, Knife, Sword, Axe, Spear, Club, Flail, Bow, Crossbow, Shield. You also begin with a decent (but not exceptional) example of each thing you choose. If you choose Unarmed, you can instead have one basic tool from the items section for free. This skill may be chosen multiple times. Each tribe has discounts on different implements, as detailed below.

Kuikka: Bow.	Owl: Unarmed & Bow.	Seal: Spear & Club.	Kaumolaiset: Unarmed, Knife, Spear & Bow.	Kiesseläiset: Axe.
Reemiläiset: Axe & Flail.	Driikiläiset: Sword, Crossbow, Shield.	Sartolaiset: Unarmed, Knife, Flail.	Islanders: Club.	Koivulaiset: Flail.
Njerpez: One for free, discount on all others. <i>Excludes</i> crossbow.	Foreign Trader: Any two for free, discount on all others.			

Weapons that Njerpez & Foreign Traders start with are of much higher quality.

Basic Abilities

The Inehmo could not hear the voices of the spirits any longer, but still they carried many strengths of form.

By default, you are a typical member of your tribe in terms of physical and mental abilities. If any of the following would be below average, it is instead increased to average. You may also spend 50CP on any of these to boost your ability in it significantly, or 100CP to make it near the peak of the Inehmo peoples.

You gain **+200 CP** that must be spent in this section.

Intelligence - Cleverness and wit. Improves skill with fine crafts and with rituals.

Will - The ability to keep going without sleep, or while injured. To focus through pain and adversity.

Strength - Pure, physical might. Affects how much you can lift, and how damaging your blows are.

Endurance - Ability to carry large loads over time, and to survive damaging experiences.

Dexterity - Ability to use your hands and arms skillfully. Affects melee combat and many fine crafts.

Agility - Ability to dodge and evade, and to balance on boats, ledges and trees.

Speed - Generally the speed at which you can move, and your reaction time.

Eyesight - Simply the ability to see far and quickly, and to discern things that are camouflaged or hidden.

Hearing & Smell - Boosted as one ability, enhancements to these will allow you to perceive things you might otherwise miss.

Rituals

Rituals involve asking the spirits for their aid in a specific task. If you use them too frequently the spirits will become angered with you, though this can be mitigated through sacrifices and appeasement. Without any purchases below, you start without knowing any rituals. They can be learned from sages in setting, though the information is considered to be valuable. With purchase, you can use it more frequently, it's a bit more potent and, most importantly, it will continue to work post-jump. There are other in-setting rituals not covered here, but nothing that would be particularly useful in future jumps.

All backgrounds except Njerpez and Foreign Traders receive **+100 CP** to spend in this section.

Permission (100 CP)

Ask the leave of the spirits to perform an action that would otherwise anger them. This includes actions like felling trees or extensive hunting (which would anger the forest spirits), and extensive fishing (which would anger the water spirits). Negates the negative effect that the act would otherwise have on your relationship with the spirits. Like any ritual, this cannot be used without limit. If you go and deforest a square mile in a day, this is not going to help. In future jumps, can help ease the anger of any spiritual being, but only if performed before the action that would anger them.

Fisherman's Request (100 CP)

Ask the spirits to bless your upcoming fishing, to lure fish to your rod or nets, and to ensure that they remain there.

Blood-Staunching Prayer (200 CP)

Ask the spirits to help with a wound, ceasing the bleeding immediately, and aiding somewhat in long-term recovery.

Hunter's Request (200 CP)

Ask the spirits to bless your hunt, to make your tracking swift and true, and help your blows against your quarry find purchase. In future jumps this can work against things that are not animals, but it must be something you are hunting (i.e., it would prefer to avoid you).

Appease the Spirits (200 CP)

Lets you know how to sacrifice, and what rituals to undertake, to either reduce the anger, or increase the approval, of the spirits. In future jumps, this gives the knowledge of what will help appease any spiritual being in order to make them more favorably inclined to you.

Oath of Iron (200 CP)

This ritual strengthens your weapons for a period, ensuring they will not break, sharpening their edges, and helping them strike true.

Bear Skull Rite (200 CP)

Ritually place the skull of a Bear, or any beast greater than a bear, where the spirits may claim it. You earn their favor for a month, being blessed with good fortune. Roughly speaking, random good things are twice as likely to happen, and random bad things are half as likely to happen. It must be a creature that you slew, or contributed to slaying. The same skull cannot be re-used for this purpose, nor can you reclaim it for any other purpose. It belongs to the spirits, now.

Favored Trap (200 CP)

Blesses a trap so that animals will be attracted to it, and likely to succumb to it. This works on all kinds of traps, but is somewhat less effective in luring people.

Other Abilities

These go beyond the abilities normally attainable in the Unreal World, but they are thematically fitting. These abilities do not function until after the jump is over.

Cold Resistance (200 CP; can be chosen twice)

Handle the cold much more effectively. With one pick, you can essentially treat the temperature as though it were 20C / 36F warmer than it is in terms of its effects on you. With two picks, you can exist in the coldest temperatures of Earth's surface without harm indefinitely.

Firestarter (200 CP)

You are able to start a fire under almost any circumstances, such as with sodden wood in the pouring rain. In future jumps, you'll find that things that would otherwise be resistant to your fire-based abilities are far less so.

Go Without (200 CP; can be chosen twice)

Lets you survive on a much lower amount of nutrition than you'd otherwise need. With one pick, one quarter of the normal calories is sufficient, and the nutritional balance is not important. With two picks, you no longer need to eat, and your body will maintain itself as though consuming perfect nutrition at all times.

Items

Clothing & Food (one free for all)

A serviceable set of clothing of mixed hemp, wool, and birch-bark, along with some worn leather boots. Enough food for a few days and a water skin.

Basic Weapon or Shield (25 CP; one free with corresponding weapon or shield skill for all but Njerpez and Foreign Trader)

A fine, but not exceptional, example of a knife, sword, axe, spear, (metal-headed) club, flail, bow, crossbow, or shield. Bows include three dozen arrows.

Fine Weapon or Shield (50 CP, or upgrade a free Basic Weapon or Shield to this for 25 CP; one free for Njerpez and Foreign Trader with corresponding skill)

An exceptional example of the corresponding item. The finest craftsmanship that can be found among the Inehmo peoples. Bows include three dozen arrows.

Basic Tool (25 CP; one free per non-combat Skill for all but Foreign Trader)

A fine, but not exceptional, example of a tool, such as a metal shovel, a woodsman's axe, or a set of sewing needles.

Fine Tool (50 CP, or upgrade a free Basic Weapon or Shield to this for 25 CP; one free for Foreign Trader per non-combat skill)

An exceptional example of the corresponding item. The finest craftsmanship that can be found among the Inehmo peoples.

Fur or Linen Clothing (50 CP)

A full set of expertly made fur clothing, enough to keep you warm in all but the worst of the winter, or fine linen clothing good for the summer months.

Boat (50 CP)

A small fishing boat or similar, sits two comfortably. Or, a larger raft. Includes paddles.

Fisherman's Bundle (100 CP)

A collection of all the tools a fisherman would need. A small fishing boat and paddle, a fishing rod, two nets, and a small fisher's knife. All of these things are of "basic/standard" quality. Upgrade any one to Fine quality for 25CP, or all of them to Fine quality for 100CP.

Lamellar Armor (100 CP; discounted for Njerpez or with Metalworking)
Well-made steel Lamellar, covering your torso, upper arms, and down to your knees, along with a metal cap. Unlike in-setting armor, this repairs itself over time.

Iron & Leather (100 CP; discounted for Foreign Trader or with Metalworking)
A well made metal chest-piece and helmet, along with expertly made leather and chain to cover the rest of you. Unlike in-setting armor, this repairs itself over time.

Livestock (50 CP)
You get a healthy cow, or three sheep, or two pigs, or two domesticated reindeer. They are of excellent pedigree and will breed true, or simply offer an excellent source of food if needed. You get a new one at the start of each jump, or other livestock of roughly equivalent value more appropriate to the setting.

Hunting Dog (50 CP, or 100 CP for a team of three.)
Excellent, well trained hunting dog(s) exclusively loyal to you or those you indicate. Includes hunting horn, as well. Need to be fed, but would starve to death before attacking you (your livestock may be a different story if you don’t feed them). Makes hunting far easier if used correctly. If deceased, you get a new dog(s) at the start of each jump, though they can be of other breeds, and don’t *have* to be used for hunting.

With the purchase of any building item, you begin with “ownership” of a piece of land near (or far, if you want) to one of the villages of your tribe. Your buildings are established on this piece of land. It’s easy to “claim” land even without a building, though. Overpopulation is not a problem here, to say the least. In future jumps, buildings can be add-ons to a warehouse, or they can be placed in a (reasonable) location of your choosing in each new jump.

Building: Sauna (150 CP)
You begin with a fully constructed log-sauna, including a stone sauna oven, benches, and tubs. Roughly two hundred square feet inside. It is solidly made. If you have the Building skill, it is expertly made and especially resistant to the weather.

Building: Smoking House (150 CP)
You begin with a fully constructed smoking house, including a stone smoking oven, and enough tying equipment to fill the smoking house with meats once. Roughly two hundred square feet inside. It is solidly made. If you have the Building skill, it is expertly made and especially resistant to the weather.

Building: Cabin (200 CP)
You begin with a fully constructed log cabin, including a central stone oven oven, several sleeping benches and a table. Roughly five hundred square feet inside. It is solidly made. If you have the Building skill, it is expertly made and especially resistant to the weather.

Building: Trap Fence (100 CP, discounted with Trapping skill)
You begin with a fully constructed trap fence, lined with a few pit traps, around one kilometer/0.6 miles long. It is expertly made and highly resistant to the weather.

Drawbacks

You may receive up to +600 CP with drawbacks. You may not choose more than one “Start” drawback. If you take a Start drawback, you begin without the company of your companions. If you escape the initial difficulties/danger, you will soon meet up with them. Companions may optionally have one Start drawback, in which case they begin, alone, in their own predicament. This adds to the CP that they can use. If they do so, and they fail to get out of their situation on their own, then they are unavailable for the rest of the jump and lose any purchases they made in this jump. They may not choose other drawbacks.

Start: Runaway Slave (+100 CP)
Having been a slave to Njerpezit for years you finally take a step to escape from your captors. You begin in the middle of a camp of Njerpez with a knife, or a basic tool of your choice, and a few pieces of clothing. Your captors will soon notice that you are free. Your know where the supplies are kept, though, and that is where you will find your purchased items.

Start: There Be Robbers (+100 CP)
You begin in the wilderness, alone, having just run into a band of Robbers looking to “acquire” your goods for their own.

Start: Unfortunate Hunting Trip (+100 CP)
Your (in-setting) father lies dead on the ground, and the bear who killed him is still present, unharmed.

Start: Hurt, Helpless, and Afraid (+200 CP)
You begin in the wilderness, alone, and very wounded. A normal person would surely succumb to the wounds. Until you have recovered to the point of at least stability, you have no access to any abilities or perks that would speed or aid in the healing of these wounds. The exceptions are abilities purchased in this jump.

Unfamiliar Tribesman (+100 CP; requires Inehmo background)
You and your companions begin unrecognized by any of the peoples of the land. Though you are still recognizably Inehmo, no one (other than companions) knows you personally, nor do they recognize you as one of their particular tribe. You can still build relationships with them from there, and perhaps even become accepted as one of their own.

One Hand Tied Behind Your Back (+200 CP to you, +100 CP to all companions)
Any exceptional powers or abilities you have are locked for the duration of this jump. Nothing beyond the **potential capability** of a normal human being in the “real world” is retained. Access to items from previous jumps is restricted to that which would be entirely mundane in this setting. If you have a prior sword, you can use it still, but it won’t have any magic powers. No magic spells, no superhuman thinking, no superhuman shagging, no extra lives, nada. The same applies to any companions that accompany you. The exception to this are perks purchased in this jump, which provide benefits as normal. Any memories or skills that are lost as a result of this drawback are restored at the end of jump.

Both Hands Tied Behind Your Back (+200 CP to you, +100 CP to all companions)
This drawback adds onto One Hand Tied Behind Your Back. The CP from this does not count against your 600 CP limit.
Your powers, and those of your companions, are further restricted. Skills and abilities are fully reduced to those of an **average human being**, other than perks purchased here. Further, you have zero access to any items from previous jumps, mundane or not, purchased with CP or not, and you cannot access your warehouse. You and your companions retain your memories of self, and past experiences, but somehow cannot bring them to bear in this jump. For example, you may remember that you have used guns in the past, but you have no capability to introduce gunpowder into this world. Any memories or skills that are lost as a result of this drawback are restored at the end of jump.

The Spirits are Angry (+100 CP; additional +100 CP if combined with either of the “Behind Your Back” drawbacks)
Your entire stay here you will find yourself fighting a constant battle just to keep the spirits from hating your guts. Your actions anger them twice as much, and your appeasements offer only half the benefit. There is a regular and constant drain on their mood just by your very presence. If not constantly sacrificed to, your fishing lines will regularly break, your meat will spoil, your footing will slip, and the beasts of the wild may attack you in fury.

Neolithic (+200 CP; additional +100 CP if combined with either of the “Behind Your Back” drawbacks. You cannot be Njerpez or a Foreign Trader)
Metalworking has not reached the lands of the Inehmo. Well, other than the metal weapons and armor of the Njerpez that are still as viscous as ever. Expect to find no other metal tools or implements, nor to be able to trade for them.

Bear Rush (+200 CP)
Bears are far more numerous, and they are particularly interested in you. They tend to migrate to be closer to you, and think that you and your companions look tasty. Expect to deal with a bear attack every two weeks, and once or twice a year several will attack at once. They don’t even seem to hibernate properly!

Little Ice Age (+300 CP)
A minor ice age is taking place for the duration of your time here. Expect temperatures to be 5 C/9 F colder on average. That may not sound like a lot, but it makes a tremendous difference in making the winters longer, the growing season much shorter, and much of the land permanently snow covered. Game will be thin on the ground, and you best become an expert at ice fishing.

Njerpez Rush (+400 CP. You cannot be Njerpez.)
The Njerpez are far more numerous, and looking to take all the land of the Inehmo for their own. Without your intervention, they will overrun all the tribes within the ten years. You have a new victory requirement: drive out the Njerpez from the lands of the Inehmo entirely.

Scenarios

Scenarios are optional alternate rules to the jump. You may choose **up to two**. Each offers some form of reward if you complete it. If you fail to complete the terms of the scenario, but do survive the standard ten years, you don't fail your chain. Choosing any scenario removes the ten year timer, though any time after the ten years you may choose to abandon the scenario and move on from the jump normally. You do not get to choose another scenario in this case.

Go Forth, and Multiply

To succeed at this scenario, you must have fifteen living descendents simultaneously. This includes all children, grandchildren, great-grandchildren, etc. To count toward this number the descendents must be in a secure position in life, where they are either providing for themselves, or provided for. If you die after the ten year timer, but before this scenario is complete, you may choose to continue on as an ancestor spirit until you either give up, or meet the requirements. As an ancestor spirit, you can observe any of your descendents at any time, and speak to them when they invoke you, or think about your memory. As a special benefit to this scenario, neither you, nor those you procreate with, nor any of your descendents or those they procreate with, will be inherently infertile. If you succeed, then all your descendents will retain the mentioned fertility benefit. Further, each descendant is a bit more capable than they would otherwise be, receiving the equivalent of 100CP in the “Basic Abilities” section. This applies to currently living descendents as well.

To Hunt The Wild Beasts

To succeed in this scenario, you must become famous among all the Inehmo people as a great hunter and warrior, slayer of Njerpez and mighty Bears alike. If you succeed, you will find that your reputation as a warrior often precedes you. People will spread rumors of acts that were done in previous jumps, as long as they make sense for the current setting. If they don't make sense, the rumors may be modified to fit.

A Land of Trade

To succeed in this scenario, you must ensure that there is a permanent settlement that is far and wide considered the preeminent location for trading with and among the Inehmo peoples. The most obvious location to do so is on the west coast where most trade occurs anyway, but it does not have to be so. If you succeed, you are far more easily able to set up trade relationships in the future, whether between you and another party, or mediating between two groups. These relationships will tend to be more profitable for both groups, as well.

To Bring About A New Age

To succeed at this scenario, you must ensure that writing becomes widely practiced among the Inehmo people. You do not have to make everyone literate, but every village should have scribes, and information that is stored and relayed via writing. If you succeed, then in the future you find that you have more fortune at “uplifting” pre-modern tech levels, with adoption occurring twice as quickly, or among twice as many people (whichever measurement is more beneficial).

A New Village

To succeed at this scenario, you must establish and help build a new settlement, which you are either head of, or one of the heads of. The settlement must contain at least one hundred people. You do not have to be the only one whose effort goes into it, but no one should have put more effort in than you. If you succeed, then in the future you are better at bringing people together into cohesive social groups, and to work together for collective benefit.

End

If you survived ten years, you can move on to the next adventure, stay here (heh), or head home. Any property that you heavily developed with abilities appropriate to this jump can come with you into future jumps. This includes, for example, your farmstead, cabin and surrounding property, but not a factory you may have built with out-of-jump abilities.

Notes

In UnReal world, you start in a season of your choosing, Summer being the easiest at first, but Spring usually having the most potential for preparation before winter. Choose whatever season you want, though.

Special thanks to PlotVitalNPC for a lot of very useful feedback and suggestions.

v.1.1: One Hand drawback increased to +200/+100. “Other Abilities” section not occur until post-jump. Skills can be taken a second time for mastery. New skill: Pottery, Metalworking. New Items: Food & Clothing, Livestock, Hunting Dogs, Sauna, Log Cabin, Smoking House, Trap Fence, Fisherman’s Bundle, Boat. New Drawbacks: Neolithic, Unfamiliar Tribesman, Little Ice Age, Bear Rush, Njerpez Rush. End section added. Notes section added. Reward that after the jump you can take land you’ve developed with you into the future jumps. Added option on making new companions. Scenarios section added.

v.1.2: Added Appendix 1: Items of UnrealWorld. Removed duplicate “One Hand...” drawback. Hands Tied drawbacks now give the bonus CP to all companions, including newly built ones. Let companion import CP go up to 900 for smaller numbers of companions.

Appendix 1: Items of UnReal World

To give you a sense for what items are common.

Clothing in UnReal World is made from several different materials. Cheapest and most readily available are various kinds of birch-bark coverings which provide little in the way of protection or warmth. Next are hemp linens, which can range from very coarsely made to very fine. These tend to be the best clothing for hot weather. After that is wool, which provides much more warmth, and leather, which isn't as warm as wool but much more protective against blows. Fur is the most valuable clothing, as it provides as much protection as leather and the most warmth of any clothing. It cannot be worn easily in summer months, however.

Armor in UnReal World, beyond the protection that leather and fur provides, is rare. If a warrior has any metal armor it is most likely to be a helmet, but other pieces of metal armor can be found, especially in the Driikiläiset territories, or in trade with Foreign Merchants. Chain hauberks, coifs, cowls and leggings are the mightiest metal armor that you will find, but very heavy, and very expensive to acquire. To the east, the Njerpez often wear Lamellar armor crafted from metal plates sewn together. This armor has the advantage of being more easily repairable than chain or solid iron. Shields, on the other hand, are fairly common, usually wood with metal bindings. Shields are the most effective defense against arrow fire.

Axes are a reasonably common weapon and tool. The two-handed Battle Axe is one designed purely for combat, and thus is the most effective at it, but it is far less useful at utility applications. The Broad Axe is perfect for carving logs and building walls; the Splitting Axe is ideal for splitting a log into boards; the Woodsman’s Axe is designed for felling trees; and the Carving Axe is best for fine work. Axes can be used for things they are not designed for, of course, but they will not be nearly as efficient. An experienced settler will want to have one of each. There is also the Handaxe which is light for travel, and does an ok job at most tasks.

Swords are very rare outside of the Driikiläiset territories, and even there they are uncommon. They are frequently carried by Njerpez and Foreign Traders, however, and are, on average, slightly superior in melee combat than other forms of weapon. Starting with Short Swords and Scimitars, which are the weakest of the swords, there is then the cultural Njerpez Scimitar and Broadsword, which are much more deadly. All those are one-handed. For two-handed swords there is the Bastard Sword and the large Battlesword, the latter of which is the most effective melee weapon in the game, though having to use two hands neglects a shield.

Spears are the most common melee weapon for combat, with a wide variety favored among the many tribes. The Ango is used by Islanders and used for fishing and self-defense, while the heavy Kaumolais spear is suited purely for combat. The Northern-Spear is a favored weapon in the winter, as it doubles as a ski stick, and various forms of Tridents are also not uncommon.

Knives are essential tools for most trades, and any hunter, fisherman, trapper or warrior will generally have at least one knife of some sort. The Skramasaksi, Northern Knife and Kaumolais Knife are all culture-specific knives, but share the properties of being heavy-duty knives, suitable for combat and actions such as cutting thin branches. The Hunting Knife is similar, but is found throughout the tribes. Broad Knives are the ideal knife for skinning and tanning, the use of the Fisher’s Knife is obvious, and the Small Knife is the best for fine details.

Bows are fairly common, and surely every hunter will have one. They range from the shortbow to the longbow, with some cultural variations, though all function more or less the same. Crossbows are rare, generally found only among Foreign Traders or the Driikiläiset. There are, of course, arrows to go with, of three general varieties. The standard piercing arrow, blunt arrows which are less effective but do not damage creatures’ hides, and broadhead arrows to induce heavier bleeding.

Other common tools include sickles, grainflails, metal pots, wooden tubs, leather skins, nets, fishing poles, cups, bags, bowls, shovels, skis, paddles and punts (small boats). Tools for smithing, pottery, and sewing/knitting are less frequent, but found in every tribe.

To give you a sense for the setting.

