Historical Rome Jump

Version 1.0

Rome. From Kingdom to Republic to Empire to Fall. It covered a long period, especially if you include its eastern half. It's a space for hundreds if not thousands of stories, and now you have the chance to make your own story within it.

That's right, you're going to Rome. Not necessarily the Eternal City itself, though that's certainly an option, but to the Roman state in its historical period. While this is (probably) not your original world, barring drawbacks or the influence of your own perks or items it is a carbon copy of its past. And you arrive at some point in this past, as an inhabitant of Roman territories.

The path you will take is your own choice. Whether plebeian, patrician, or even emperor is up to you. But the stage is one familiar from any history of Western Civilization, and so too are its principal actors.

But first a gift, take these

+1000 CP

Got to let you have some influence on this world. And now for some choices.

Age and Gender:

You may freely choose your age and gender at no cost as long as it makes sense.

Location:

Really where matters a lot less than when here, but you begin at any location within Roman territory you find appropriate. No rolling here, too many locations rise or fall in prominence, even the Eternal City itself, within the scope of this jump.

Era:

Rome lasted a long time. Founded at some point in the 8th century B.C.E. and continuing in some form until 1453 C.E. when the city of Constantinople finally fell. Or

roughly 2200 years. That's a long time and during that time Rome went from being a minor kingdom in Italy and subject state of the Etruscans, to a republic which unified Italy under its control and then conquered the Mediterranean, to an empire that held most of Europe and significant holdings in Africa and the Middle East, to two allied Christian empires, to a long fading eastern empire which finally faded during the Ottoman conquest.

Depending upon which period of Roman history you arrive in things are thus wildly different. This choice also comes with discounts on both perks and items based on the Era, meaning it is one of the more influential ones. You may begin at any point in your chosen era, up to 1444 C.E. (if you chose the Eastern Empire)

Regal Era: The mists where history and mythology blur dominate this period. From Rome's founding by Romulus and Remus and their band of shepherds, outlaws, and bandits to the reign of Tarquin who so poisoned the kingship that king would remain a dirty word till the fall of the Western Empire.

Republican Rome: Stretching for about 500 years, from the foundation of the Roman Republic till Augustus's consolidation of power under himself, the Republican period sees Rome's rise in power and prominence to the foremost power in Italy, and then the superpower of the Mediterranean. This period will see many changes in the city of Rome and its people, and a theme of class struggle between the plebs and the oligarchy, and the increasing disparity between them.

The Early Empire: Beginning with Octavian claiming the title Augustus in 27 BCE and ending - for the purposes of this jump - at the end of Hadrian's reign in 138 CE, this period could be seen by some as a golden age for Rome. It is during this period where the Pax Romana held sway and where a Roman citizen could walk from one edge of the empire to another without fear of attack on the grounds that he was a citizen of Rome. It also sees revolts in Judea (though that was a pretty constant thing), the persecution of Christians and their early martyrdoms, the conquest of Britain, and early on the devastating defeat of Roman forces in Germania which would see Rome give up on the idea of conquering Germania forever.

Late Antiquity: Beginning with Antonius Pius's reign and ending with the fall of the Western Empire… whichever date you want to use for that, this is the decline of Rome in the west. In the east the empire continued to function fairly well in this period, though it would never truly recover from the loss of its western half. This is a period that sees 2 major plagues (the first the Antonine Plague hitting during Antonius Pius's own

reign), the empire breaking into 3, Attila the Hun, and more ravage the empire breaking it again and again until it is irreparable. Perhaps you wish to change things lest darkness falls, perhaps you just want to experience this end for yourself.

The Eastern Empire: Lasting approximately a thousand years from the fall of the empire in the west, perhaps best dated in this section from when Emperor Xeno formally abolished the western empire in 480 CE, all the way to 1453 CE this is the single longest period and sees the Eastern Empire go from being ruled by Latin speaking Imperator Caesars to Greek speaking Basileus, from struggling to retake the western empire, to suffering an early example of the Bubonic Plague, to losing its east to first Persia and then after retaking it from Persia in the final war between these two empires which had clashed for as long as either could remember only to lose it again to the rise of Islam. And then slowly losing more and more land, but always showing some attempts to rise again until it finally fell in the 15th century.

Background:

Select one

Plebeian: You are one of the common people of Rome. Not necessarily a plebeian of the city Rome itself, but potentially. You probably have experience in the legion, you may have your own family farm, and you are generally one of the 'little people'. Unless you take **The Purple** where you are likely a newcomer to the Imperial purple who came from relatively humble origins.

Outsider: Rome was a melting pot of cultures, drawing in people from across the known world. You are potentially not even a Roman, very likely if you are a member of the Roman state you are not actually a citizen of Rome, but a native of one of its subjugated provinces not yet granted citizenship. Though potentially you're just part of one of its fringe provinces. If you take **The Purple** you are most likely in this last category.

Time Traveler: Well you're not from around here. Anywhere around here. You are from the future, sometime close to modern times, and have simply somehow reached the past; maybe a time machine, maybe you somehow reincarnated in the past. This can optionally be a **drop-in** if you'd prefer. If you take **The Purple** you have likely somehow mentally projected yourself into the emperor taking over their life.

Military-Commander: You are part of an upper class family with a military tradition. Politics and military service never really fully separated in Roman history; military success was the fastest route to political prestige in the Republic, and even in the period of the Byzantine Empire the powerful political families were such because they were the families from which military commanders sprung (and who had support of enough people to raise substantial armies). You are every bit as much a politician as a military-commander. This or Priest is the most natural background to couple with **The Purple**.

Priest: Of course there was a religious role in politics throughout history. The Pontifex Maximus was a position of political authority that Augustus saw great importance in taking for himself. They were generally drawn from the patrician families (though not always). Of course in later periods Christianity would become an increasingly influential power base in the empire, especially the eastern empire. You are now counted among the priests of the Roman state whether pagan or Christian. If you take **The Purple** you are likely a particularly religious emperor, or one particularly interested in using religion, like Augustus, Constantine I, the Empress Irene, or really most Byzantine Emperors.

Perks:

All Eras and Backgrounds get discounts to their respective perks with their 100 CP perk free.

Undiscounted Perks

Politically Corrected History (-100 CP/-300 CP): Normally modern social and cultural norms and the past are rather at odds. What would now be considered extremely sexist or racist behavior would be considered progressive at many times in the past. By taking this perk you will find that you - and your companions - are immune to discrimination based on your gender, skin color, or sexual preferences. This won't protect you from the reactions people might have if you are a wolf-person, or if you flout other social norms and actions, but you will never be culturally or legally barred from say holding political power due to being female. This will hopefully keep you from being killed by your own son due to a struggle for imperial authority (as Nero killed his mother), or having your own son executed to protect yourself from the threat he represents to your imperial authority (as the byzantine empress Irene may have done to her son, or else he simply died due to complications when she had him blinded for this reason). And while this will mean that skin color is not a factor, coming from an enemy's country still can be.

For **an additional -200 CP (-300 CP total)** instead of only applying to yourself and your companions you can apply this to a single society or culture as a whole at the start of each jump (though it will apply to yourself and companions when dealing with other societies still). Applying modern values upon them by fiat. While this won't change events in the past - beyond making people forget that they held different values a few moments ago - this will likely make major changes to dynastic inheritances if nothing else.

The Purple (-200 CP/-600 CP): Who wants to just be some minor noble or plebeian in ancient Rome? If you want to take the civilization and re-write its fate isn't it better to be in a position of power and authority?

For -200 CP you may change your background in this jump so that you insert as the King/Emperor of Rome in your chosen era. You may choose to insert as a specific historical figure gaining their political and familial position but not gaining any of their specific talents or skills (inserting as Augustus Caesar does not give you his political acumen). If you are in the Republican era instead of King/Emperor you may choose to be

a newly appointed Consul soon to come into your consulship, or a newly appointed dictator, and you will have the same general political prestige and legitimacy in the eyes of your peers as Cicero. Unfortunately this only applies to **this jump**.

That is unless you pay **an additional -400 CP (-600 CP total)** in which case in all future jumps you may choose to insert as the head of government or head of state (or both if they're one and the same) of your native country in all future jumps. You do not become the canon head of government/state with this, unless there's already a self-insert toggle, but instead replace them in that position. Note that while this will get you into the position, with the necessary backdrop to have obtained it legitimately in setting, it won't guarantee you aren't removed from it, or grant you any special protection or authority that a normal ruler would not possess in the political system (i.e. just because you were elected the president of the US it doesn't mean you'll be elected for a 2nd term, or that you can unilaterally ignore a hostile congress).

A God Unnoticed Among Men (-300 CP): So this is a mundane world, albeit with some nods to mythical aspects. You are likely to be some sort of out of context god in comparison. And it can be inconvenient to have people making a big deal of it every time you use supernatural powers that really shouldn't exist. So I can't not offer you this.

By taking this perk you create a certain level of weirdness censor around you and your powers. People will simply accept your uses of superhuman and supernatural power and might as if they were mundane and regular parts of the world as long as you wish them to; though to turn this off for 1 person is to turn it off for everyone. This won't make them ignore threatening displays - you approach someone while brandishing lightning and they will react as if you're approaching them while brandishing deadly weapons - but it will make them strangely accept the supernatural portion. Sure you can turn into a giant lizard monster the size of mountains, but you're still just a legionary/priest of Mars/Emperor or whatever you happen to be. They will still actually recognize its existence, this just makes it strangely uninteresting and seemingly normal when you do it.

Saturnalia (-600 CP): Once per year you may declare a reversal of roles across a society. For 1 day the highest becomes the lowest, and the lowest becomes the highest. During this period masters wait on slaves, and slaves are pampered by their former owners. There are some limits. No orders that would have lasting effects beyond the period will be followed out (so the slaves can't order their masters executed for example or order themselves freed), and a pressing emergency will have people return to a hierarchy based on who actually has the skills to deal with the emergency at the moment.

Regal Era

Bandits and Herdsmen (-100 CP): Supposedly those are the people who founded Rome. Now you have the skills needed to survive in Iron Age Italy as either one. You know how to tend goats, sheep, swine, and other similar animals, how to keep them safe at night, how to play some basic musical instruments for entertainment, to clean and prepare their meat, and make use of their fur, skins, and other body parts.

You are also a skilled bandit able to find shelter in the wilderness, elude pursuit from authorities, fight (though not up to a trained legionary), and have a general basic proficiency in all aspects of banditry.

Mists of History (-200 CP): A lot of Roman history during the time of the kings is more mythical than anything. We simply do not have the sources or knowledge to say just exactly what happened. We can make guesses: Romulus probably didn't ascend to godhood via thunderbolt; several of the kings are probably more fiction than not; the number is likely to be wrong; etc. But these are just that, guesses. We do not have the facts.

Now you have a sort of license to make guesses about things not covered explicitly in canon. Whether it's aspects of personality, or of the background of the setting as long as it is not directly opposed to canon or something that grants you an overwhelming advantage you can fudge reality towards it. If something is too unlikely it probably still isn't happening, but this gives you a gentle force to guide background events to match your perception of a setting.

This means deciding details of the background not shown on screen; whether it's minor character quirks and personality points (perhaps a certain character you like enjoys the same type of tea or card game as you do giving you a chance to bond), or just minor historical or social details not important enough to make it onto the screen.

Rape of the Sabine Women (-400 CP): In Rome's mythical foundations they were sorely lacking in women. So they convinced a neighboring tribe to hold a grand festival together with them, and then abducted hundreds of their young women. Come a few years later when the Sabines wanted revenge for this severe breach of conduct, the abducted women - now wives and mothers - objected to their fathers and brothers murdering their new husbands.

This is obviously a very abridged and oversimplified version of the myth that misses a lot of the point. But still it gives you an idea of what you can do. You find it easier to

convince others to forgive your misdeeds, and breaches of social conduct, as well as easier to be considered to legitimately hold what you take by force. Even people you take by force are more likely to accept your new authority; whether talking about individual slaves, or conquered tribes. This doesn't mean no one will react poorly at all - this still caused multiple wars - but you definitely get away better with it than you should.

Apotheosis (-600 CP): When Romulus's senators grew understandably tired of his increasing tyranny they murdered him, cutting his body into little pieces, thus ending the first king of Rome. Or maybe instead he disappeared, taken up to heaven to join the gods as Quirinus either by a whirlwind or thunderbolt. While I won't venture to try and answer as to Romulus's fate, yours is somewhat clearer.

Once per jump if you die, or simply choose to shed your mortal skin, you can continue to exist as a disembodied spirit. In this form you are technically a god, though with just this you'd be a rather low powered one, more akin to a family's genius (personal protector god) than Jupiter Optimus Maximus, but you are technically a divinity for whatever that is worth. In general you are able to observe the mortal plane without being affected by it; it would take something magical to affect you, or for you to somehow pushing yourself to interact with it. You are however able to push to interact with it. While physically you may be able to interact with it through supernatural powers you may possess from other sources, they will be noticeably reduced in this form. Your main influence will come in the ability to nudge the unconscious minds of animals, and those who follow you. This isn't full fledged mind control; more minor guidance. You might trigger an animal's flight reflex, or put an idea in someone's mind while they are dreaming, but used well it could still allow you to have a major impact on the world while 'dead'.

This spiritual form does, however, have to be anchored somehow. Your legacy must still persist, whether it is your kingdom/empire, your followers, or your children you must maintain some legacy in the world to maintain this form. If it is completely destroyed you will fade away as well.

Republican Rome:

Politically Informed Citizenry (-100 CP): A republic or democracy can only thrive as long as it has a politically active and informed citizen base. Now you will always contribute to that health; unless you actively seek to undermine it. You have a general knowledge of any political system you are a part of. Its major players, the checks and balances which are part of its function, and general way it has changed since its foundation. This isn't a comprehensive inside knowledge of all the plots and schemes, but the information a well-informed citizen could acquire. This does help you sniff out fake news, propaganda, misconceptions (whether honest or engineered), and lies which may be floating around the information base; these have all been problems since before even the earliest days of this jump.

Bread and Circuses (-200 CP): King was a dirty word in Rome, but there was one king who the senate and emperors both had to acknowledge: that is King Mob. Now you are particularly skilled in playing to the lower classes and the common plebeian. You know how to read their mood, present your actions favorably to them, and placate them. This isn't flawless, you can still upset them, but you'll usually be able to do so in ways that you can play off as your friend being a drunk ass and get the common people to accept that you didn't really try and get yourself crowned king.

You're also a particularly skilled aedile, able to figure out how to fund and throw the games that the roman people love so much.

Politics of Empire (-400 CP): The Republican period might not have been ruled by Emperors, but it saw the foundation of the empire through territorial expansion after the 2nd Punic War. And it was a time of political maneuvering arguably unrivaled in other period of Roman history, with power not held by a single family and overt military control, but a shifting consul system, and various powerful oligarchs scrambling for supremacy.

This is now an environment you thrive in. Whether it's rhetoric or playing the crowd, manipulating the senate, or predicting who will come out on top in a civil war you have the political acumen needed to potentially rise to the consulship. Who knows you might even manage to maneuver your way into being granted dictatorial powers. This alone won't make you an instant match for Julius Caesar, but you'd be a good enough player of the game that he'd have to factor you into any plans he made.

Imperator (-600 CP): Is what the troops will call you as they call for your triumph. Before it was a title jealously held by Roman emperors, it was a title awarded by the troops to successful generals and part of being qualified for a triumph.

This perk doesn't make you automatically authorized for a triumph, but it will help you rise to such a position in a civilization where any general must be a statesman and any statesman must be a general. You will find that the better you are at battle the better you become at politics and statecraft and vice versa, the two disciplines seeming to synergize and feed into each other more for you than they would otherwise. This applies primarily to large scale functions, skill at war being increased over skill at personal combat and skill at managing an empire translating over better than skill at one-on-one interpersonal relationships, but it does apply at a reduced rate to such tasks at a reduced scale as well.

Early Empire

Roman Boldness (-100 CP): You have the necessary character to overcome anxiety, hesitation, and fear. While not better at making the right decision at a moment's notice, you won't freeze up when the worst decision is to spend time deciding. This helps most with immediate reactions, and personal short term decisions; you should still probably think about your long term strategy.

You do find that when you act decisively people find it a little charming, slightly boosting your charisma.

Discipline and Duty (-200 CP): This was Rome's golden age and the discipline of its legions had not yet declined as they would during the later centuries of the empire. Like the legions of these days you are able to act as a paragon of military discipline. While this doesn't give you the skills of a front-line warrior you have the strength of will necessary to carry out your duty even if it means putting your personal safety or desires at risk, and the discipline to act in the face of danger without flinching.

You also have a deep understanding of military discipline and its nature. You can easily instill it in others and find yourself talented at training and drilling men for group action. This works best with interchangeable soldiers (similar gear etc), though can be used for the ancient equivalent of combined arms tactics, but it will do little to nothing for training a team of individuals with wildly varied powers and capabilities or to help synergize such capabilities.

The Golden Age (-400 CP): You were born at the height of the Roman Empire, a citizen of Rome. While for others this age might be a mixed blessing, but for you this is a time where the quality of life is higher than it has been or will be again in Europe for centuries perhaps more than a thousand years. What could this be other than luck? And you carry this luck with you in all things.

Your day to day luck is simply better than it would otherwise be. Serendipitous meetings are a thing you can simply expect to have happen to you. The occasional sudden windfall. Finding a marvelous deal on a piece of clothing you just found out you needed. Winning at games of chance often enough you're suspected of cheating, or could make a modest living playing roulette at casinos. This will do more to keep you from getting into a fight than to help you win one, but in general events go just a smidge better for you than they would otherwise.

This effect is strongest in your personal life, but it will have a sort of trickle down effect on any properties you own, or organizations (or nations) you lead. Don't expect it to be huge for them, but it will be mildly noticeable throughout your empire.

Princeps (-600 CP): While Imperator is the title that we'd come to associate most with the Emperors, Augustus preferred the title Princeps indicating his position as first among equals within the Roman system.

Now like Augustus and his heirs, you find it easier to present your authority and position of control over a system as *merely* being the first among equals, no greater than others except by a little bit because someone has to be. More than that it helps you to take on an aspect of Augustus's legitimacy in the eyes of the common people. The more well known you are to them, the more famous your family, and the more of a celebrity you are the more the common people will support you. You could declare war on the English Channel, elect your horse a senator, and declare yourself a living god and while the elite and upper class who had to directly put up with your behavior might object, you would find the common people still clinging to you and your family as their protectors and leaders. This isn't absolute - Nero eventually found it ran out - but in general the populace loves you and you can get away with a **lot**. And the more you work to make the populace love you the more they will support you and the more you can get away with. This support doesn't just let you get away with acting like a fool, you can use your fame to escape legal ramifications for your actions; the more beloved you are the harder the system will find it to deal with you.

This also gives you a basic level of fame and name recognition in future jumps. People might not know what you do other than live a celebrity lifestyle, but you're now famous for being famous (unless you have something else to be famous for).

Late Antiquity

Survivors (-100 CP): The Crisis of the 3rd Century, Attila the Hun, the migration of germanic tribes, several major plagues. This was a hard time for the empire and many died. So many that they could no longer fully staff the legions without pulling in more and more barbarians. Enough that proto-feudalism began to take shape. Those who lived in these days were survivors.

Now you too are a survivor. Proper imperial control of the territory has fallen and barbarians regularly sweep through the territory in raids? You'll find hiding places to shelter and survive in, build strong keeps, and learn to fight a losing war. You find yourself skilled at finding ways to if not prosper, then survive even in miserable situations. You are skilled at finding hiding places to escape the attention of your enemies, surviving on meager amounts of food, and simply finding the will to continue on against the odds.

Saint-Emperor (-200 CP): Constantine I would make Christianity the official religion of the empire, and later be canonized as a saint. He also continued to make sacrifices to pagan gods after the battle which led to his conversion, followed the Unconquered Sun until his death bed, had his eldest son (with a consort) and heir apparent executed for unstated reasons followed soon after by his wife, and generally was the sort of hard, sometimes sinful, and always political, man you'd expect from a Roman Emperor.

Now like Constantine I you find that by providing a religion with material and temporal aid you can vastly improve your reputation as a man of virtue and piety. Not only does the more you provide them with aid the more they sing your praises, but the more people seem to believe them as if in some karmic fashion helping religious figures really does make you a person who can simply be recognized as better by those around you. This even has an effect on deities, causing them to be more prone to accepting your aid in material and temporal matters in lieu of (or addition to) true spiritual devotion

Military Reformer (-400CP): It may seem odd to see this *here* when the Roman military began to collapse, but this period saw it facing the greatest external pressure in the form of highly mobile assaults across the border, while dealing with a declining population shaken by a series of plagues which did not allow the old strategy of attrition. So the (successful) emperors of this time adapted, reformed, and survived if only for a few centuries more.

You are a military commander easily the match of Gallienus, who reorganized the army to have a quick acting mobile corps that moved out of the capital of Milan to strike where

needed, or Aurelian whose military successes halted the empire's disintegration and gave it a chance at another 200 years of life. Hopefully you're better at avoiding assassination than them (this perk won't help with that), but you definitely have not only their skills on the battlefield, but also a talent for recognizing what your military needs are and how you can best reach them with your current military resources, and how to adapt your forces and strategies for that purpose.

Augustus (-600 CP): Majestic, venerable, or great. During the Tetrarchy it was the title used by the 2 senior emperors as opposed to the junior Caesar. It is a title that seems to imply wisdom and authority, and while you may or may not have the latter you will have the former. You have the makings of a philosopher king, like an idealized version Marcus Aurelius, While this does nothing for your charisma or tactical acumen, you could become renowned for your wisdom and foresight. You have great skill and insight into administration and philosophical matters, the sort of mind to see what issues might be present in a land you ruled and how to head them off before they strike, and not simply kick the can down the road to your successors until everything comes due at once. You may not be the emperor that Rome deserves during this period, but if you can hold power in this civil war prone system you might be the emperor it needs.

Eastern Empire

Center of Culture (-100 CP): With the fall of the western empire, Roman culture did not immediately lose value in the west. Besides the kingdom of Rome that tried to hang on in France, the eastern empire was still seen as the pinnacle of culture for some time. Charlemagne worked to change this - to claim to be the heir of Roman culture while labeling the eastern empire as the Greek Empire - but even so Constaninople was considered a center of culture for some time before it began to break; and its final fall is often listed as sparking the Renaissance when the Roman culture and learning they had preserved was imported back to the west.

You now have a wide-breadth of shallow knowledge about elements of high culture: Greek philosophy, Christian theology, classical art, and more. This information updates each jump to include its high culture elements. More than that you have skill as an artist; again mostly low level talent and training but of a wide breadth of both performance and physical mediums.

Codex Justinianus (-200 CP): In the 6th century Justinian I reformed the Roman legal system. Strictly speaking this was not a new legal code, but simply a gathering of all the laws in the system, and a publication of expert opinions on them. But the Code of Justinian would become one of the most influential legal works in Europe and the west; used as reference during the founding of the United States of America and designing its legal code, and only superseded as the basis of **law** in Western Civilization when Napoleon performed a similar legal reform.

Like the jurists who compiled and commented on the code, you are an expert on all matters of the law. More than simply being a renowned legal expert, you find it relatively easy (that is to say still a monumental challenge) to identify what parts of a legal system no longer work, work, or never worked in the first place and come up with ideas and means to make them work. If you put your mind to it you could create a legal reform which would still be the go to for a functional and comprehensive law code in a thousand years. Though even it would be dated well before that point.

Solid as a Solidus (-400 CP): Despite Rome's mixed success with economic reforms, from the time of Constantine I to the debasement of the currency in the 11th century, a time of about 700 years, the solidus or nómisma remained the gold standard of coinage across Europe. While it wasn't the officially currency in most of Europe during this period it was the standard they were measured against.

Like the Eastern Empire you have a talent, or perhaps luck, for sound economic decisions. You have intuitive skill with economics, understanding them on an almost unconscious level. This isn't an absolute mastery of economics, but simply a tendency towards making sound long term economic policy and choices.

Basileus (-600 CP): One could claim the writing was on the wall for the Eastern Empire the moment it lost its eastern territories to Persia before Heraclitus led the Great War against Persia to reclaim them. It certainly never wholly recovered from the effects of those two wars and the rise of Islam in the resulting power vacuum when the two great empires were exhausted from them.

And yet it was more than half a millennia before Constantinople fell. It would retake portions of the eastern territories and regions it lost in the west and see a new age of prosperity under Basil II the Bulgar Slayer. You have the potential of the greatest of the emperors of Constantinople, the ability to bring a kingdom back from the brink of destruction and help it stabilize while beset by superior enemies, finding a way to weather their assault and recover. You are in general a competent politician and head of state, but when you really shine is when you are outgunned, and things are looking bad at which point you will find your competence, ingenuity, and charisma all skyrocketing. Whether it's finding new allies abroad, turning enemies against each other, restoring hope to the people so that they will hold through a seemingly hopeless siege, ou are at your best when the empire seems primed to burn all around you.

Plebeian

Legionary Experience (-100 CP): You have experience as a Roman legionary. Your body is fit enough to serve in such a position, and you will find that this physical readiness is surprisingly easily maintained, needing no exercise or physical conditioning as long as you don't live a particularly hedonistic existence (or one that is particularly harsh); though this only slows aging so much. Similarly you will find your martial skills never degrading beneath the standard of a Roman legionary.

Military Engineer (-200 CP): Every legionary had some engineering knowledge, but you put most of them to shame. You are a highly talented engineer in any technology present in your chosen era. You know how to lay roads, build earthworks, construct walls, siege engines, and churches that can go down in history, with a skilled hand in blacksmithing, carpentry, stone carving, and architecture. Name a mundane form of construction in the era in question and you have a knowledge of it that would make it easy for you to make a living at it.

Virtues of Old Rome (-400 CP): It seems like Rome was always trying to reclaim the virtuous nature of their forebears. Whether it ever existed or not you are now a fount of this lost, olden Roman excellence. Those around you are simply better. More honorable. More virtuous. Stronger, hardier, and more capable of facing hardship and overcoming it. The more you influence someone's life the more effect this will have, but don't expect to be turning ordinary people into peak human saints with this; they will become better but the effect is fairly minor.

As for yourself, well you might be a peak human saint. Your willpower is significantly stronger, especially when it comes to making the honorable or virtuous choice. Your mind is sharper and more cunning; you won't match Einstein in science (at least not with just this), but you are smarter than most, with an emphasis on common sense and wisdom. You are also mildly superhuman in your physical fortitude, and strength, able to run longer and faster than a human should, like some idealized forefather of a lost golden age. This doesn't put you too far superhuman, and it doesn't do much for your looks or charisma, but you stand noticeably **better** than your peers.

This also comes with a special luck and skill for farming. Like the people around you, your crops just grow better and more easily, and you always seem to know what plant goes with what soil, season, or condition, as well as how to tend to a plant.

Roman Adaptability (-600 CP): If Rome as a society had a strength it was adapting elements of other societies and cultures, taking what made them work and incorporating

them into their system. Now you, and any culture you call your own, are capable of the same talent. On a social scale this is similar to historical Rome, any society you call home will become adept at social scavenging, adapting elements of other cultures and imprinting their own cultural image onto them making them something that is distinctly of their new culture while retaining the strengths of their old.

On a personal scale this makes you particularly skilled at learning by emulation, greatly speeding your attempts to do so. This helps you to copy even supernatural powers if you have the proper power sources and abilities to do so. And in any skill you have you find it easy to incorporate elements of other styles or methods. This won't always have all the strengths of each method combined, but you are good at figuring out how they can synergize and work together, and when adding something would just not be worthwhile.

Outsider

Noble Savage (-100 CP): The concept of the noble savage, the half-wild man who is virtuous and noble enough to be potentially civilized, but has some virtue due to their barbarism is not a new trope. Rome was known to have it in their depictions of the Gauls, and now they have it in dealing with you. You will find that when you are perceived as an outsider you are more likely to be accepted as an outsider that can be made part of the group, and you will find that your more 'barbarian' traits - as long as they're only mildly foreign and not really that savage - are even seen as 'cool' or appealing in some way.

Steppe Archers (-200 CP): Not all outsiders benefited Rome. If there was one group which proved to be a deadly danger to them it was the super weapons of ancient warfare: the steppe nomads and their archers. The finest horsemen and unrivaled mounted archers, they would be the most feared and destructive force in warfare almost until modern warfare. Russia was still having difficulties with them in the lead up to WWI.

Now you have the skills and capabilities of a steppe archer. Your skill in horsemanship is such that you could claim to have been born in the saddle and people would be inclined to believe you, and you are truly deadly with a composite bow shot from horseback. While normally these skills would have a tendency to fade quickly if one ever abandoned a life of constant mounted migration and practice you will find that you remain impeccably among the best of the best in horsemanship, archery, and especially mounted archery.

Skilled Merchant (-400 CP): As far as paths to power are considered, Romans had very little respect for the merchant or wealth. Crassus was the wealthiest man in Rome, the equivalent of a multi-billionaire, and despite all the power it bought him he was seen as relatively low compared to those who had military claims to fame. This just leaves more room for profit to those from outside the system.

Whatever path you've chosen to power, you definitely come from a society more friendly to merchants. You have all the skills needed to be a very successful merchant in this era. You can haggle, have a grasp for the value of goods, know how to organize a caravan and captain a ship, and a good sense for where you can find a demand for what you have a supply of. It may not be the most revered position, but you can make a tidy profit off of these skills.

Iberian Emperor (-600 CP): Many of the finest Roman emperors would come from places seen as the fringes of Roman society. While not truly outside of it, they were

usually Romanized for generations beforehand, they were still considered somewhat outside of the main system. It didn't stop them and it won't stop you.

You find it surprisingly easy to rise in power and authority as a relative outsider to a civilization. Beyond people simply accepting you despite being 'foreign', you will find opportunities for advancement and alliances opening up to you as if by face, and chance aligning to make it advantageous in some way; perhaps you are seen as a compromise candidate or while outside the main political ladder it is a place associated with military prestige and the political pendulum just happens to be swinging towards a strong military dictator. Moreover, you will find this outside perspective proving to be useful and grant you insights that can help improve your new power base.

And just to be clear this doesn't apply only to political systems. You might find yourself turning from mercenary to a highly favored general, being accepted into a guild or secret society and quickly rising to its innermost chambers of power and authority.

Time Traveler

Foreign Customs (-100 CP): Rome was a melting pot of cultures and societies. While everything within it would eventually become 'Romanized' it was not uncommon to find foreigners from far off lands with quite unusual foreign customs and unlike in some places throughout history foreigners were mostly allowed to continue to practice their foreign customs.

Now you carry an element of this with you. You will find it easy to have your strange behaviors written off as just some foreign customs. While this won't protect you from people questioning why you can fly, you might be able to explain away your strange clothes as from far off Kush, or your odd fixation with drawn images of girls as just regular behavior in Britannia and have them mostly ignore your behavior and forget about it. This won't protect you from any **too** serious cultural taboo, but short of major breeches you should be fine.

Evolved Immune System (-200 CP): So one problem with time traveling back even a mere 600 years is the massively reduced quality of sanitation and general health services. Not to mention the diseases that existed then. Now some of these diseases you would be somewhat resistant to, because they killed so many people that the species developed a resistance to them, but given the constant gain and loss of resistance and the arms race of biology generally speaking the most likely thing to happen to a time traveler is a very quick and painful death by disease.

Thankfully somehow your immune system has evolved in a way that defies the process of evolution. You find yourself extremely resistant to all diseases. You're not quite immune to mundane diseases, but even those plagues which can be argued to be the greatest killers of humanity in all history - such as the Black Death, Smallpox, and Malaria - will prove extremely mild in you, so much so that an outside observer might never notice you were sick, and lesser diseases you will fight off with greater ease. Now supernatural diseases will still affect you, but you'll be a fair bit more resistant there too. It might not save you, depending upon how much the disease would be overkill on a normal human.

Lest Darkness Fall (-400 CP): Knowing the engineering and construction of the time is nice, but you have reason to want something more. You are aware of the basic principles of most technology older than the Communication/Digital Age, and the basics of how to produce it. This still won't let you make a telegraph system with 4th century tools, but you might manage to instruct a craftsman how to make the necessary tools to do so. Or introduce movable type printing. This also helps you understand the practicality of

technology in a system; such as why a steam engine is unlikely to catch on in Roman times or why while flintlocks are much better than matchlocks their production might be prohibitively difficult without an improved industrial base.

This also comes with a decent knowledge of history. This won't put you as a PhD on any given subject, but you probably have the equivalent of a minor in History from a decent college. This information updates with each new jump to be history of the setting as it might be taught 1500 years later; so expect much of it to be vague, and parts to be downright wrong, but to have an idea of the broad strokes of what will happen. Unfortunately the scientific knowledge doesn't update this way.

Influential (-600 CP): You know normally one guy in a non-leadership position with knowledge from 1500 years in the future and very few resources wouldn't actually be able to do much to change the course of history. But you? You find that any societal change you try to introduce, or any new technology or methodologies you try to introduce have a surprisingly large impact and are much more readily adopted than one would ever expect. It is as if your every action ripples in the pond of history with a force that should not exist, magnifying your attempts to change the course of nations. Simply put you are influential on a cultural and historical scale, your changes having far more impact than they have any right to have.

Military Commander

Upper Class Education (-100 CP): You have received what passes for an upper class education in Roman territory during your period. Perhaps you attended the Academy in Athens, perhaps you were privately tutored. At the very least you know how to read and write unlike some others, and the remaining skills a member of the senatorial class would be expected to be able to learn.

In future jumps this ensures you have the equivalent of an average middle class education in the setting even if you drop-in. Yes, average middle class; by modern standards the Roman education system was not very good.

Legion Method (-200 CP): You have the knowledge of battlefield tactics and strategy of a military commander of your era, and if you have a background in this jump some experience in it. This won't put you at the level of a consul all on its own, but more of a trusted lieutenant or aid to one. This is enough to make you a competent but not exceptional commander on its own.

But a modicum of military experience and skill is not the true power of this perk. It's a minor benefit. The Roman legions were often imitated by their enemies, and yet this never went well for their foes. There was some essential part of the system that just was difficult to copy. Now you carry an element of this. Enemies will be more prone to attempt to copy your methods and tactics, and should they not have the requisite skill, ability, or resources you will find it easier to notice the flaws in their replication and exploit them. In addition you are skilled at realizing when you **should** emulate a foe's tactics, though it doesn't make you particularly gifted at doing so just in telling when it might be a good idea.

Divide and Conquer (-400 CP): Throughout Rome's history there was probably no single tactic more popular or successful than dividing and conquering. While this was sometimes done on the battlefield, it was usually done on a more geopolitical scale, determining where the fracture points in a neighboring society was, who was enemies with who, and turning things around so that Roman conquest was seen as an alliance against their enemies until there was no remaining power bloc that could come together to successfully oppose Rome.

And now you are a master of this. You can easily figure out a geopolitical system, figure out where its weak spots are, and how to turn its major players against each other all while presenting yourself as the lesser of two evils. While this naturally has some limits, you are skilled at pushing to them.

The Die is Cast (-600 CP): In Roman history many of the best emperors, and generals, can be defined by their ability to take bold and decisive action where others would have hesitated for more information. While their gambles do not always pay off - Justinian's may have doomed the eastern empire to decline - they would often transform the history of the empire.

Now you possess this same capability for bold action. You are a talented military commander, with a special eye for when normal military traditions can be flaunted and when they cannot, as well for when opportunity is presenting it. This goes beyond military action, though; any Roman general was a politician too and you are no less skilled in noting when you have a political opportunity or in seizing it. An expert at brinkmanship, you have a good eye for how far you can press your luck in any situation, and how far you can press your political allies as well. This isn't foolproof - Julius Caesar and Aurelion were both still assassinated and the Justinian plague and Justinian's overreach crippled the empire - but you are better at such things than the majority of world leaders throughout history, and the vast majority of other people.

Priest

Theologian (-100 CP): You have an education in the religion of Rome in your time, and those of its neighbors enough to be counted as a religious scholar. You are well versed in their religious dogma, doctrines, and tenants, and you have training in religious debates. You are especially talented in this last, showing a real skill for religious debate.

In future jumps you gain a similar understanding of the local religions.

Signs and Omens (-200 CP): You are skilled in reading divine omens and signs, especially the art of augury from the actions of birds. This skill goes beyond just knowing what the signs would normally be read to mean, but how to influence the readings, how to use these signs and omens to the greatest political effect, and how to actually discern the future from them.

Yes, the last one is supposed to be there. While your auspices will be far from 100% accurate, you find that when you perform an honest attempt at augury it is correct (if still vague) more often than not. Maybe 60% of the time or 70% if you're lucky. This carries over to other similar methods of divination like tarot cards, or asking God for a sign.

Constantinople Calls for Aid (-400 CP): The Crusades are a contentious part of history, and their effectiveness was questionable, but the fact that they managed to even for a time unify Europe in a purpose, gathering a mass of humanity which was truly massive for its day and age and moving it to a single cause is still impressive.

Now you have a similar ability. Once per jump you can will all the enemies of a certain individual, group, organization, or nation to decide to act against them in a great flood of humanity. This will take a little time, they may not coordinate, and they may not be the most dedicated (someone who mildly dislikes their neighbor is unlikely to put themselves at risk of arrest for murder due to this effect, but they might publicly snub them) but you will find that across the world those who would oppose them are willing to act at the earliest available opportunity. This of course is most effective the more enemies someone has and the more they would seem to be a threat; use this on your sweater wearing neighbor who is generally beloved and you will see little to possibly no effect, use this on the big bad evil guy who is poised to conquer reality and you will see the world suddenly coming together for the singular goal of defeating them.

The Will of (the) God(s) (-600 CP): Remember how Theologian gave you a skill for religious debate? Well this blows it out of the water. You are extremely skilled at presenting the will of the divine, whether one God or many, and making sure that the will

of the divine also happens to align with your desires. You are a skilled religious demagogue and politician, able to find ways to weaponize theology to trap your political opponents, or to twist the tenants of a religion to support almost any position you should choose, and to do it slowly and subtly enough that many if not all people will accept it. You are also capable of finding how to use religious faith and belief to encourage others to actions you desire; you might manage to stir up a crusade to help solidify your control of the church when it has been divided by an antipope opposing you with this, or legitimize an empress-regent as a saint through the creation of iconoclasm (and do a thorough enough job it's hard to tell how much it was brewing beforehand and how much it was simply backdated by propaganda).

And since you may be going to some worlds where gods would potentially take offense to this, this does help you to decipher the actual will of divine individuals enough to help make sure that you don't do something in their name that will get you smote. This isn't completely foolproof, but you'll at least have an idea that a god will smite you for declaring war in their name while ignoring several of the rules and commands they have given.

Items:

All Eras and Backgrounds get discounts to their respective items with the first copy of their 100 CP item free.

Like items can always be imported into like at Jumper's discretion.

Undiscounted Items:

Roman Aesthetics (-50 CP/-100 CP): Your warehouse (or some property you possess if you do not have a warehouse) now possesses a button which when pressed will change your warehouse, or any CP backed property you possess to match the aesthetics and architectural styles of Roman culture from your starting era in this jump. For your warehouse this change is instantaneous, for your property this change happens in 24 hours, though it does include a certain weirdness censor effect to make it so that people don't realize it has changed.

For -100 CP instead you get a button for each era of Roman history, not just your starting era. In case you want your temple to be the height of Byzantine design one day, and have the comparatively rustic charm of Regal Period the next.

Rome (-400 CP): You possess the Eternal City. This comes with the benefits of the 200 CP version of **The Purple** for free (and you can buy the upgrade for only -400 CP without buying the base 200 CP version again), and in future jumps you will be recognized as the natural ruler of the city. This is only the city of Rome itself, but it will follow you from jump to jump.

When you purchase this item you may choose to have it retain modifications and its own singular timeline from world to world, or to have it automatically modify itself to fit into the new setting, working itself into its setting and incorporating aspects of the setting into itself for the jump.

Kingdom of Rome

Pomerium (-100 CP): The pomerium marked the sacred center of Rome, the only part of the city which was truly Rome. One could not go armed within it, to enter it was to give up military authority (except when entered as part of a Triumph) and for a soldier to become a civilian, no enemy of Rome was allowed admittance within its boundaries, no one could be buried within it, and even consuls could not order executions within it. It marked the original defensive walls of the original city, or the original limits as plowed by Romulus.

Now once per jump you may walk around a portion of a city to mark it as its own sacred pomerium. Those who are part of the city's society and culture will find going armed within this area to be taboo, and the same with acts of violence - even legally sanctioned violence - or exertion of military force or authority within this region. These limitations can be lifted in times of emergency - as a dictator could order executions even within the pomerium and did not give up their military authority - such as within a siege, and some will be willing to ignore even the most sacred of social rules, but in general you will find most people from within the society in question unwilling to carry weapons or perform violence within this region.

Bandits (-200 CP): This small group of armed brigands will appear from hiding in your location when called. They will aid you in a single battle before fading back into the nothing from which they came, at which point you must wait 1 month before calling them again.

They will be equipped - and trained - appropriately for a group of bandits from the time and place you currently occupy. They replenish any losses each time they are called.

Palatine Home (-400 CP): You possess a sprawling home on the Palatine Hill. In addition to being a mansion, for which all basic expenses (maintenance/general repairs, taxes, etc) are paid by Jumpfiat, this is on the Palatine Hill marking you as coming from one of the prominent families of Rome. By possessing this home you are recognized as being from an old and well-established family, considered honorable and prestigious by your fellow Romans even if you have possibly fallen on hard times.

This mansion will follow you in future settings and it will always have the option to appear in the most prestigious and restricted housing areas. Whether it does or not it will always mark you as old money, and give you the respect that an ancient and well established family name demands.

The Ancile (-600 CP): This oval shield once fell from heaven as a meteor before King Numa the priest-king of ancient Rome. Legend said that as long as the shield was kept in Rome, the capital city would never fall. Well whether the legend was true or not you will find that as long as you keep this shield in a city while the city may be sacked, looted, and invaded it will never be destroyed, or kept under permanent enemy occupation. And even attempts at sacking, looting, or invading the city will find the task substantially harder as if luck and fate were against the deed. This only protects whatever city it is kept within, so if it's kept in an impenetrable pocket universe it will protect the pocket reality instead.

Republican Rome

Bread Dole (-100 CP): While the bread dole would be a **major** influence in the Imperial Era (and its failure part of the end of the western empire) it began during the latter part of this period. You now have your own personal bread dole in the form of two jars. One of them has enough bread and simple food for 9 people to eat each day. The other has enough watery wine for 9 people to drink each day. Far from an upper class lifestyle, but it's enough to keep you - and 9 others - alive.

Cliens (-200 CP): Well not true cliens, you'll not see these individuals ransoming you if you're captured in war, providing you with an entourage of hanger ons for your prestige, or joining you on campaign, but they will aid your political life and you don't even need to support them in law courts or give them money. In fact you probably won't see them at all.

These shadowy half-beings will however act as 1% of the general voting population (any voting population that includes at least all adult male landowners or an equivalently large demographic; so not in the senate) to vote in your favor in any public elections, and they seem to spread word of you like a fairly dedicated word of mouth supporter base of a similar size… even though you will never see one in the flesh. In settings with social media you will find posts from them supporting any political campaigns you have begun.

Triumvirs (-400 CP): These two individuals are your… well not friends, but political allies. In this, and all future settings, you will find that you possess 2 highly influential individuals, about on par in future settings with Pompey the Great and Crassus's influence in the Roman political system, who are inclined to see you as a potential political ally and form a pact of mutual self-interest. While ultimately they will remain motivated by their own political ambitions, you will find that they are more loyal to you than Caesar's triumvirs were to him, and their interests more likely to align with being merely the 2nd and 3rd most powerful men in your new political system.

Crass Wealth (-600 CP): Crassus's title as the Richest Man in Rome is no longer an accurate one. You are every bit as wealthy as Crassus, and a little more so though the difference is almost just a rounding error. You possess wealth roughly equal to 200 million sesterces or the equivalent of the entire annual budget of the Roman Republic. This is perhaps only equivalent to $200 million to $20 billion today, but it is also the equivalent of the entire annual budget of the local superpower nation. This is enough money with which to change the local world.

At the start of each jump this replenishes to roughly the equivalent to the annual budget of your home nation for the jump.

Imperial Era

Statues and Busts (-100 CP): You possess a series of statues and busts of you, and those important in your life, enough to decorate your warehouse and any CP backed properties you possess. These statues and busts have no particular supernormal properties but they are all exceptionally well made.

Imperial Propaganda (-200 CP): Virgil's *Aeneid* and Ovid's *Metamorphoses* still read today, and both written under Augustus's patronage to help encourage his imperialistic ideals and virtues. Now you too find that you have some skilled poets in your corner writing propaganda to make you look **good**. This won't be anything too overt, but you will find in every world that you have been the patron of some successful works of art that work to subtly (or sometimes not so subtly) cast you in a favorable light for posterity.

Roads of an Empire (-400 CP): This network of roads will appear 1/jump in the nation of your choice. These are extremely well developed and surprisingly durable roads of the current technological level and era. In the Roman era they are stone or concrete made for foot or horse and wagon travel, in the modern era they would be asphalt and designed for cars. They will spread across the nation of your choice, as a well maintained and well-integrated infrastructure aiding it in connecting the furthest reaches of its borders into a single cohesive whole.

In future jumps where roads are technologically obsolete they will appear as the nearest equivalent; in Star Wars they might appear as an extensive and well-charted set of hyperspace lanes connecting the entirety of the Republic, in Larry Niven's Known Space they would be a well set up network of transporters, in F-Zero they would be roads for hover vehicles, etc.

Grain Ships (-600 CP): Egypt was the breadbasket of the Roman Empire, its grain shipments feeding much of the empire and allowing it to grow and function. Now you possess a series of ghost ships which appear and disappear in ports of your choosing, staffed with simulacra humans, and carrying grain equal to all that produced by Egypt. In future settings they will be setting appropriate ships (sea, air, space, etc) though still with the property of more appearing where needed than traveling between them, with the equivalent production of food of a major breadbasket in that setting and era; in the modern day they might be the equivalent agricultural production of the American Corn and Wheat belts, or in Star Wars or a similar galactic setting a major agroworld.

And unlike the actual grain shipments from Egypt these are guaranteed not to be carrying rats infected with the bubonic plague. Wouldn’t want a second Justinian plague to happen.

Late Antiquity

Triumphal Columns (-100 CP): Whenever you win a substantial military victory you will find a column appearing in some region under your legal authority depicting your victory. Any who observe the column can intuitively feel the immensity and impressiveness of this victory. Were you to stop Attila the Hun's hoard they would be able to tell simply by looking at it how impressive this was. Of course how impressive a victory will be will vary from setting to setting.

You only gain 1 column for each major series of conflicts. In the Attila example above you'd not get a column for each battle, but for the entire military campaign, and then only 1 column representing it.

The Hippodrome (-200 CP): An equal to the Hippodrome of Constantinople, this is a massive (for its time) stadium for horse and chariot racing, though it can be used for other displays. You will find that any sporting event you host in this hippodrome is more popular than it otherwise would be, drawing more attention and more crowds. In addition the larger and more extravagant the events held within it the more your personal reputation will be increased by virtue of serving as their host and patron. Not directly related, you will find that any violent spectacles - such as gladiatorial matches, mock naval battles, or executions - you hold here are perceived as more acceptable than they normally would be by the public.

If you'd prefer something more like the colosseum than a hippodrome you may have this be another form of stadium.

Hadrian's Wall (-400 CP): Yes, I placed this era starting immediately after Hadrian, but in many ways Hadrian's Wall still marks how Rome was placing its final borders. You now possess a wall that you may place along any one border between a nation you own or are a citizen of, and a single other nation or territory (this is not the Great Wall of China it won't go all the way around only a single border). This will be a wall appropriate to the tech level of the nation it is possessed by, and will have a minimal garrison of 'NPC' followers, individuals who have no real life outside of manning the wall and providing protection of the chosen border. Once chosen for a jump the choice cannot be changed, and while the garrison will respawn over time (taking a year to resupply the full garrison) and will repair the wall to the best of their abilities the wall will not instantly repair or respawn if destroyed or damaged.

Capable Successor(s) (-600 CP): Perhaps the single most valuable asset to an emperor, and all too often one that was lacking. The possession of this was often enough to make

an emperor count as a good emperor all on its own, and the 5 Good Emperors are known as such largely because forgoing hereditary heirs (which none of them until the last had) the first 4 chose capable successors.

Now you at least will have this rare and precious resource. Whenever you prepare to leave a position of authority you have held for at least 6 months, a highly capable successor will present themselves. This successor will not surpass you in the position, but will be as close to your equal as possible while remaining a mundane human (at least for the setting) and will lack any perks or fiat based leadership benefits, and ultimately their competence is capped at what at human peak, but if you were sufficiently good they may still appear rather superhuman in their capabilities (just by being human peak in an absurd number of aspects). They are also guaranteed not to die of natural causes for at least 10 years after taking over as your successor.

You have no special control over these successors' personalities or actions, beyond that they will generally follow the same political agenda and moral stances; they will be someone you would accept as a successor but they are their own individual still.

Eastern Empire

Bureaucratic Posting (-100 CP): Once per jump you can use this item to get yourself hired into the governmental bureaucracy of any nation you are a citizen of. This won't be a top tier post necessarily, but it will skip you above entry level; you might end up the head of a post office instead of a mailman, but you'd not end up the chief of personnel in the White House.

Hagia Sophia (-200 CP): The center of the Orthodox church for nearly 1000 years, a church that was said to be so beautiful it led to the conversion of Russia to Orthodoxy. You possess your own copy of the Hagia Sophia without the construction flaws introduced by Justinian's rushing its completion.

Beyond being an architectural wonder renown for its beauty for 1500 years, this church grants prestige to whatever religion you (re)dedicate it to in a jump. This church will attract pilgrims from across the world, and they will speak of it, and when they do it will passively increase the amount of faith people have in whatever religion you choose to have it represent. This won't immediately turn a minor cult into a major world religion, but it will steadily increase its influence over time.

Diplomatic Corps (-400 CP): Roman diplomacy was almost an oxymoron at times. Sometimes it was stupidly successful. Sometimes it was simply stupid. After the decline of the empire had really began, however, Constantinople found itself more and more reliant on diplomacy and where the earlier western empire was rather hit or miss, the Byzantines were actually typically very successful given their limited resources.

You now possess a highly competent diplomatic corps all your own. Its size and resources will expand based on your own resources. If you control a kingdom it will be an abnormally large and competent group for a kingdom of that size but still feasible for one. If you control a city it will be large and competent for a city-state of that size, but still feasible for one. If you controlled a galactic empire it might include several planets dedicated purely to it. If you are simply a private citizen living on your own family farm it is probably a single highly skilled diplomat in your personal employ. As your personal holdings change from jump to jump so too will the size of this corps.

Constantinople (-600 CP): Rome has been lost to the East, the Eternal City is no longer the City. No, now Constantinople, Constantine's New Rome, is **the** City. And for periods in the Eastern Empire's life it really is the only major city. Protected on three sides by the sea and on the last by the almost legendary Theodosian Walls, the city would see the

largest cannon in history used to breach them. That is hopefully not for several more centuries.

You possess the city, and in future jumps it will be in a similarly defensible position. This comes with the benefits of the 200 CP version of **The Purple** for free (and you can buy the upgrade for only -400 CP without buying the base 200 CP version again), and in future jumps you will be recognized as the natural ruler of the city. This is only the city of Constantinople itself, but it will follow you from jump to jump.

When you purchase this item you may choose to have it retain modifications and its own singular timeline from world to world, or to have it automatically modify itself to fit into the new setting, working itself into its setting and incorporating aspects of the setting into itself for the jump.

Plebeian

Legionary's Equipment (-100 CP): Here, the armor and weaponry of a Roman soldier of your era. This does not have to actually be a legionary's, they weren't always in use after all, and can be other forms of Roman soldiery. For example you might have a full set of kataphract armor and weaponry in the Eastern Empire era, or hoplite gear in the parts of the Republican Era.

This gear will self-repair over a few hours if removed, will keep itself perfectly maintained, and will never break from the basic force of your attacks… at least in ways they aren't designed to. Some Roman projectiles were designed to break in a way as to catch in enemy shields and render them useless after all.

Peaceful Farm (-200 CP): You've achieved the Roman dream, your own personal family farm to retire onto. This is a farm for a single family working subsistence farming. Nothing too impressive or stand out even in this period, which is why it has a little something special. As long as you peacefully retire to it, you will find the world seems to work to allow you. Weather will be relatively pleasant for the climate and location, your crops will grow easily with less work than they should need and better yields than they should have, unless they absolutely need **you** people will find a way to live without your help, random disaster won't strike it, and only the most persistent, aggrieved, or drawback enforced enemies will seek you out here, most preferring to just let you remain here in peace. Of course this all only applies when you are going here to peacefully farm and live a simple life. If you're secretly building an army to re-arm for conflict in the farm's cellars all these protections are void.

A Riotous Mob (-400 CP): You possess your own angry mob. This mass of several hundred people - of the average makeup of the local lower class - will gather over an hour when you call them and go on a violent rampage in the general direction you point them. They will act as a disorganized, disconnected to the point of open rioting, mass of most likely drunken people who are pissed off at the target of your choice, continuing to do so until knocked out, dispersed, you dismiss them causing them to fade into nothingness over the course of 1 hour, or a week passes.

Once you have summoned this mob you cannot do so again until 1 year has passed.

Tribune of the Plebs (-600 CP): You now hold the position of Tribune of the Plebs, at least if you're in an era where it exists and is relevant (mainly the Republican Period); though you can still have it when it is no longer politically relevant if you want the title.

In addition to the normal elements of the position, you will find that people respect your sacrosanct status further afield than 1 mile outside of the city of Rome. Any Roman (regardless of the era) will consider physically harming you to be taboo and something of a sin. This won't necessarily stop them if sufficiently provoked, but for a Roman to harm you will be recognized as an act of harm against the entire lower class as you are their representative. If you prove yourself to be sufficiently an enemy to the lower classes this protection is voided, but you would have to work to do so. And this grants no protection against non-Romans.

In future jumps you hold this status in regard to the lower classes of whatever society you hail from; being their symbolic representative. To harm you is to declare an act of war against the lower class and common people.

Outsider

A Fine Horse (-100 CP): You now own your own horse. Not just any horse this horse is a horse fit for a jumper. It never tires (unless overburdened) and is always at least 10% faster than when you are on foot but only when **you** are riding it.

Contacts (-200 CP): When you are a traveler from a foreign land it's always nice to have some people that if you do not *know* then at least a friend has given you a letter of introduction to. In this jump you will have some contacts prejudiced to be well-inclined to you in both Rome and your homeland. In future jumps you will have some

Silk Farm (-400 CP): Silk was one of the most valuable imports of this era. Hailing from far off in the east, the Silk Road would prove a major artery of commerce for the Persian Empire, the Caliphate, and the Turks, channeling Roman resources through their perennial enemy to obtain this valuable material. While Constantinople would eventually manage to get its own silk farm, it would be low in production and of strictly inferior quality. You however have your own fully functional silk farm complete with an NPC staff which will provide you with a continuous stream of this valuable trade commodity. While it's not up to the immediate value of **Crass Wealth** in most worlds, unlike it will provide a continuous and steady income.

In future jumps this Silk Farm will adapt to instead provide a similarly valuable exotic commodity which can be sold or traded in your starting region.

Riders of the Steppe (-600 CP): Your own elite unit of steppe archers. Although much fewer in number than **Jumper's Legions** available below, this is a group of highly trained, highly experienced steppe archers, the sort that would form the core of Atilla the Hun's army, the initial forces of the Seljuk turks, or several other of the most threatening forces that Rome would face during this period. While this force alone is probably not enough to get them to pay exorbitant funds to bribe you to leave them alone, it is enough to make you a noticeable mercenary force if you desire.

It takes 1 week to summon this cavalry when you need them, and they will fade over the course of 1 week when you're done with them. You may only summon them 1/year, but when summoned they will always be fully resupplied and have all loses replaced. And while this calls them steppe archers, you actually get equivalent troops of the era in question, or in future settings a force roughly equivalent to these steppe archers by its standards of military equipment and numbers. These will be a relatively small force of highly trained operatives with the best of the line equipment. In a modern setting they might manifest as your own small, personal air force of a few dozen fighter jets for

example. In Warhammer 40K they would be Space Marines (and with numbers relevant for space marines).

Time Traveler

Modern Conveniences (-100 CP): Sometimes you just miss modern goods. Well now 1/day you will find some modern item spawning in your warehouse or place of residence. This will usually be something like a bag of potato chips, or candy, or other processed food stuff, but on occasion it will have something more substantial like hygiene products (maybe a toothbrush and toothpaste), or even an article of modern clothing. Never anything really big or important, or valuable, but just some little things to make your life easier.

Smartphone (-200 CP): This is a smartphone. Hey in the 5th century that's pretty impressive. Fine, it's a smart phone which recharges itself if turned off for 8 hours. You really want more? It also has access to a limited version of the internet. You will only get a few sites, places like Wikipedia and similar quality sites; you won't have access to any really in-depth scientific sites for example, you might have some hobbyists forums but don't expect to be using it to talk to professional engineers. But even limited, wikipedia is a powerful tool in Antiquity, and it doesn't just get our world's Wikipedia. It gets a similar Wikipedia-esque site for each setting you have visited post-jump. So if you've been to Star Trek you could visit the Federation equivalent of Wikipedia, for example. And in settings with working internets it can access them fully.

Means of Communication (-400 CP): Communications may be the most powerful technology for an empire to possess. Now you have a very special telegraph pole. If you plant it in a country then it will spawn advanced communication systems throughout that country. Throughout the period covered by this jump it will be a telegraph system, with enough engines to allow for minimal use, but in other settings it will always be more technologically advanced than the native communication system in some way. In the Modern Era it might be some form of high bandwidth relay system which gets full national coverage even in mountains and tunnels. In Star Trek it might be a system of communication towers that send and receive messages from the furthest reaches of the Alpha and Beta Quadrant with absolutely no time lag.

Time Machine (-600 CP): So apparently you didn't just wake up in the past. You have a way back to the future. Or elsewhere in the past. This device, of aesthetics up to you, can transport you and maybe up to a small room worth of others through time. It can take you back 1 hour, or a week, or 1,000,000,000 years, or forward in time to the modern era or beyond. But it has one tiny problem. It's one use and thus one way. Now you'll get another use next jump. But each jump this time machine can only be used **1** time, so make it count.

Military-Commander

Stately Wardrobe (-100 CP): You have an extensive wardrobe fit for a member of the patrician caste. This wardrobe seems to self-update to match changing styles and fashions both with time and with geography so you'll always have something fashionable to wear, and updates in future settings as well.

House Slaves/Servants (-200 CP): You now possess your own helpful house staff to do basic cleaning, gardening, maintenance, and cooking/food serving for you and yours at any CP backed property you possess. These are only the basic staff for such things and they won't do anything beyond these basic tasks, but they will still free up your time for more important tasks.

Now this calls them slaves, and in periods where that's socially acceptable they will be recognized as such, but really they're more philosophical zombies, or simulacra of people. They have no personalities to speak of, no thoughts beyond their duties, no wants, no desires, or even basic needs. They are fake humans that exist to serve you.

Real Estate (-400 CP): Your own extensive plantations and farmlands run by slaves. I mean NPCs. These individuals certainly have no life, will, capacity, or needs beyond working these extensive farmlands. These plantations are enough to make you a significant landholder in your current era, or in your nation of residence in future jumps, and provide you with a steady income as well. Not as much as a **Silk Farm** might, but they come with the prestige of possessing substantial real estate in the Roman system. Land is real power.

Jumper's Legions (-600 CP): Your own loyal legions of soldiers; enough to be a major force in the era of your choice, but if you want to cross the Rubicon and take Rome you'd need more than just these legions. Roughly they are equivalent to the legions given to Julius Caesar by the Senate when he was made Proconsul (as in not including the additional legions he raised himself), though the exact numbers and composition will vary with the era of your jump.

It takes 1 week to summon these soldiers when you need them, and they will fade over the course of 1 week when you're done with them. You may only summon them 1/year, but when summoned they will always be fully resupplied and have all loses replaced. And while this calls them legions, you actually get equivalent troops of the era in question, or in future settings a force roughly equivalent to these legions by its standards of military equipment and numbers. These won't be any super elites, for that you want Steppe Archers, but they will be a sizable army. In a modern setting they might be a large

contingent of the US Armed Forces mixing infantry, tanks, and other vehicular support. In Warhammer 40K they would be a sizable force of relatively well equipped Imperial Guard but not Space Marines. The only aspect that does not scale to the current setting's norms and standards is discipline; these legions will always have the disciplinary standard of legions at the height of Rome, if not higher closer to the idealized image left behind to those for whom Rome's heights were but a memory.

Priest

Sacrificial Herd (-100 CP): This is a herd of 12 sheep, swine, or goats which are particularly favored as sacrifices by any beings that ask for such, and work better than usual as such for magical rituals. The entire herd can be sacrificed to act as a replacement for a human sacrifice; either to particularly bloody and un-Roman gods, or in black magic rituals. The herd respawns at a rate of 1 member/month.

Should you not need sacrificial lambs, you will find that the herd's members are particularly delicious if you decide to just eat them instead. Perhaps you can feed them to the poor.

Priestly Position (-200 CP): You have the legally recognized position of a priest in a legally recognized religion of your choice. This comes with a job that has relatively non-demanding hours and duties, and extreme flexibility in them, while also providing you with the social prestige and standing of a priest as well as a tidy stipend of cash. Depending upon how non-demanding the hours are (you may only need to work 1 or 2 days a year) this may not be enough to live on just it, but the pay is exorbitant for the work required. You may choose a new religion to be a priest of each jump.

Monastery (-400 CP): Much of the learning of the later portions of this period was done in monastic holdings by monks who worked to copy down learning by hand for posterity. Now you are a the proud abbot of your own monastic order. Or you have a follower who is. These monks follow whatever religion you choose for them (changeable each jump), and work to perform their religious and scholastic duties.

They also farm the monastery's extensive tax-free farmlands. While not up to **Real Estate** in scale, they make more than enough to provide for the monastery even without donations from the outside. This won't be making you or the monastery particularly wealthy, but you could more than live off of it, or funnel it into charitable giving.

The Blessing of (the) God(s) (-600 CP): One could almost forgive the Romans for believing their successes, or in the Christian Era Christ's birth in their territory to preach to the gentiles (i.e. them), as a sign that they had the favor of the divine. Whether they did or not, you now can grant a single civilization each jump the blessing of fate. Things will just go better for them than they might otherwise. This isn't a guarantee that they will never suffer or fall - this alone wouldn't be enough to keep the Western Empire going for much past the start of the 6th century for example - and individual citizens might never notice it in their day to day life, but events for the empire/nation/society as a whole will be **better**.

Do note that this doesn't actually grant the blessing of any divinity. It warps fate to provide the simulacrum of it. If there are deities they may object to such a manipulation of their domain, or not; it really depends upon the setting and the gods, but this does not give any protection against their potential objection.

Companions

Companion Import (-50/100/200/300+ CP): For 50 CP import 1 companion with an era of your choice (though they'll still appear in your current era, this is only for discounts), a background of choice, and 600 CP to spend. For 100 CP import up to 3 instead. For 200 CP import up to 8. For 300 CP import as many companions as you want.

If you want a companion to have more than 600 CP you may transfer CP to them at a 1 CP to 1 CP ratio; this is done per companion (so if you want 2 companions to get 200 additional CP each it will cost you 400).

Historical Companion (-50+ CP): For 50 CP you can recruit one figure from Roman history. They will have their historical capabilities and abilities.

Augustus Caesar (-100 CP): This is not the historical Augustus Caesar (use **Historical Companion** for that), this is the idealized version of Augustus Caesar. He possesses all perks from the Early Imperial perk tree as well as **Augustus**, **Theologian**, and **Upper Class Education**. More he has the charisma to turn a republic into an empire and have it stick, the ability to gain public support, and the foresight to build an empire which will last 500 years and perhaps even longer with how he is simply **better** than in historical fact.

Cleopatra (-100 CP): Not actually a Roman, but she had a big impact on it as its sometimes ally. This is not the historical Cleopatra, but the pseudo-mythical one. While she possesses all the political acumen, expansive intelligence, and quick wit which made her enemies spread tales of her beauty to undercut how impressive she was as a person and dismiss it as pure physical appearance, she now actually possesses the nearly mind-melting beauty that could only actually exist in stories, as well as any perks from this jump you find appropriate to her. Oh and that political acumen, intelligence, and wit are all enhanced as well.

Heraclius I (-100 CP): This is not Heraclius as he was in history, a reign bookended by sloth and indolence, who first retook and then loss half the empire, but the Heraclius of his own historians who accompanied him on his war with Persia. He possesses all the perks from the Eastern Empire and Military-Commander perklines (even though most aren't wholly appropriate), as well as **Legionary Training**. Beyond this he is an impossibly impressive warrior, able to survive being pierced by many arrows and to win duels against giants two or three times the size of men. His strength, stamina, and durability are all beyond human limits, pushing into the superhuman.

Julius Caesar (-100 CP): You can still recruit the historical Julius Caesar with the option above, but perhaps you want something more. This allows you to recruit Julius Caesar as a romanophile fan might see him, or his own propaganda would present him. He possesses all perks from the Republican Era and Military-Commander perklines (they're all inspired at least in part by Julius Caesar anyway), as well as **Theologian**, and **Roman Boldness**. Beyond these perks he comes with military skill to make him a legendary master of the battlefield who might very well win outnumbered 20 (or more) to 1 if he has an advantage in discipline and training, and the suave charisma that one might believe he really was descended from Venus.

Marcus Aurelius (-100 CP): The nearly fabled philosopher king. While his historical self made some ill-thought out decisions (pushing his son who has gone down in history as a strong contender for the worst emperor in Roman history and who had no taste for governance to the imperial throne), this is the memetic and idealized version. He possesses all of Late Antiquity perks, as well as **The Golden Age**, **Theologian**, **An Upper Class Education**, **Center of Culture**, **Codex Justianus**, and **Solid as a Solidus**. In addition he is a master philosopher and wiser than even these perks would suggest.

Constantine I (-200 CP): The idealized version of Constantine the Great. He possesses the entire Late Antiquity perk tree, as well as **Upper Class Education**, **The Die is Cast**, **Theologian**, and **The Will of (the) God(s)**. In addition to these perks he has all the powers to be expected of a saint that is the equal of the apostles.

Romulus (-200 CP): No mere mortal, nor even a demigod, this is Romulus who has undergone apotheosis to join the gods. Possessing the entire Regal Period and Plebeian perklines, as well as **Imperator**, and **The Die is Cast**, he has something far better as well. No minor god-being as the **Apotheosis** perk would normally grant, he is able to ascend or descend from divinity almost at will, acting as a minor god of war when he is in his divine state, and having the physical prowess of a demigod (though not one on Hercules's level) when in his lesser mortal state.

Rome-Chan (-200 CP): Erm… So this is the anthropomorphic personification of the Roman people as a whole. Her appearance is up to you (and they can be a he if you prefer), as is her opinion and relationship with you, and you have some leeway in her personality as long as it remains Roman. As far as powers and abilities go they can draw on the knowledge, skills, and talents of any historical Roman; during this jump this is limited to ones who have died (and have not been revived) to stop her from having detailed information of every future event and potentially 2000 years of technology, but post-jump this applies to every Roman in the history of the real world. And during a jump

she can draw on the knowledge, skills, talents, and powers of any Roman from its history who is not currently alive; this does not apply to you, your companions, or followers who are not native to the jump in question should you be currently not alive.

Other Memetic Roman (-100/-200 CP): You want some significant Roman not listed here in their memetic/idealized version? Go for it. Most cost 100 CP, but for one with outright supernatural powers the cost is 200 CP.

Drawbacks:

No limit.

Stay Extender (Toggle): So 10 years not long enough for you when exploring almost 2200 years of history? Fine, stay as long as you want up until the latest of 1453 CE.

An Honorable Man (+100 CP): That's what you are. You will find yourself unable to lie, deceive, or act in any way against the virtues expected of an honorable Roman citizen. You will always act in an upstanding way according to the morals of your era, even when - especially when - it is disadvantageous for you to do so. You might find a kindred spirit in Cato with this.

Civil War (+100 CP): A perennial plight for the Roman state. You find that whenever you arrive it happens to be the start of some civil war which would not happen in traditional history. If in the Imperial Era (or the Regal Era) this will be a succession crisis as well. If taken with **The Purple** you will not be the reigning emperor but only one of the claimants and have to consolidate your power in the war yourself.

Evil Stepmothers (+100 CP): Whether Rome invented this trope or not, Rome loved it as a storytelling device. Look no further than the rumors of Livia as the master poisoner, but in general Rome made heavy use of it. And now you have one. Or if not an evil stepmother, an evil mother-in-law. You have some older female to whom you have a family connection who is generally malicious, cruel, and evil and who has a special hatred for you. If you manage to escape their influence you will simply find that older women in your life tend towards cruelty, malice, and evil, and take a general disliking to you.

Just in (i)a(n) Rush (+100 CP): Like a certain emperor who retook Rome after the fall of the western empire you have a tendency to rush your projects. You are plagued with a tragic impatience which leads to whatever tasks you undertake or oversee being pushed forward at often unsustainable rates. Forcing the construction of a church before its foundation has completely set, or hastening from Rome to retake Spain before Italy has been firmly grasped would be completely expected behavior for you.

Political Enemies (+100 CP): There are powerful men who have taken a dislike to you. In the Republican Era these will be senators, in later ones they will be those who hold power in that time. They are not necessarily as politically connected or powerful as you (depending upon your purchases) but they have a personal interest in undermining and

destroying you. If you manage to get rid of them you will find yourself developing new enemies within a year or two.

Behold, the Man (+200 CP): Not the Michael Moorcock book about a man traveling back in time to meet Jesus only to become the historical basis for Jesus, but your basic power lock drawback. By taking this drawback you lose access to all powers and perks from other jumps, being reduced to just your purchases in this jump and body mod.

Sacked! (+200 CP): Your warehouse, and all your out of jump possessions, have been sacked and looted. While no one in the jump has these items and you will get them all back at the end of the jump, you will have no access to items or possessions from outside of the jump during it. Hopefully you can deal with that.

The Jumpernine Plague (+200 CP): An outbreak of plague would be a **serious** problem for the Roman state more than once during its history. Now you're adding at least one serious plague to the mix, possibly more. During your time here Rome (or whatever society you find yourself aligned with) will be rocked by a major plague. While not necessarily as severe as the Antonine Plague, it will be severe enough to be talked of with it, the Plague of Cyprian, or the Justinianic Plague. And if you stay longer than 20 years there will be another one for every 20 years of your stay past your first decade. Hopefully civilization will survive.

The Scourge of God (+200 CP): Rome would be hard pressed by military foes at several points in its history: when it was sacked by Gauls, Hannibal, Attila the Hun to name a few. Now you have added another, possibly more. During your time here Rome (or whatever society you find yourself aligned with) will be pressed hard possibly to the point of destruction if you do not intervene, by a military foe which would normally simply not exist. This is an existential threat to the civilization in question which should it manage to survive will leave it substantially worse for wear and taking years or generations to recover. And if you stay longer than 20 years there will be another one for every 20 years of your stay past your first decade. Hopefully you can rise to the occasion to prevent the worst of it.

Overly Patriotic (+300 CP): You take perhaps a bit too much pride in Rome and its people. You are blind to the faults of Rome as a nation, and will view all non-Romans as inherently less capable and competent. You will be prone to massively underestimating non-Romans and barbarians, and you will find yourself slavishly devoted to Roman ideals and causes.

Slave (+300 CP): Did you notice the lack of it as a background? Slavery was a major part of Rome (and the world in general) during this period, and now you get to experience it first hand. You are a slave. And because it'd be easy for you to use your powers to end this and you **are** getting CP for this, you find that you cannot kill, control, or leave your master, instead having to obey their orders within reason (they can't make you kill yourself). They do not know about your jumper nature, nor are they necessarily a particularly nasty owner, but if they are removed from the picture they will be replaced by someone worse who holds the same control over you.

Scenario - Rome Eternal

Your mission, if you choose to accept it, is to maintain the Roman Empire into the modern day. You will begin at the beginning of whichever Era you choose to start in; and you do not need to maintain both the western and eastern empires, simply having a Roman Empire which never fell is sufficient.

However there are limits and additional requirements to this.

You, and your companions, will not be remaining throughout this entire period. You will be sent into the jump for 10 years, at the end of which you may choose a future date to return to the jump for 10 years, existing in decade long periods throughout the period of the jump. If your starting era is the **Eastern Empire** you gain 5 such periods, if it is **Late Antiquity** 7 such decades, if it is the **Early Empire** 8 such decades, **Republican Period** 9, and **Regal Era** 10. You may not end any of these periods later than the historical end of the Eastern Roman Empire in 1453 CE, though the empire must stand until the current year.

Next this must be the **Roman** Empire, not **Jumper's** empire. While you **may** rule the empire during your active periods (serially incarnating as the emperor if you took **The Purple**, **Rome**, or **Constantinople**) during the rest of the period it must be governed by natives to this world who have their own free will and are not acting under your direct control. A **Capable Successor(s)** is fine, leaving written instructions is fine, your super advanced AI you've programmed, or a mental clone of yourself imprinted over someone else's mind is not. The society must be governed by Romans making their own decisions.

Continuing on this, it is the Roman Empire and if someone from our timeline was transported to it, it must be able to plausibly pass as a result of an alternate history and not from the intervention of alien or supernatural forces. You can still use magic and advanced technology to help them, but an observer from the modern day who reads the history of this world you create must be able to believe that it was a natural flow of changed decisions or events and not intervention of a god-like being.

A final means of preserving some form of challenge here is that events in each era will go somewhat worse for the Roman people than they would normally in history, though this is at its worst when Rome had its historical darkest moments. If you do nothing, Rome will fall at some point during each era, most likely at the time of its darkest hour in that period. This won't make success impossible, even if this were your first jump, but consider it a bit of a counterbalance to your actions.

Attempting this scenario and failing has no negative repercussions. You simply do not gain the reward.

If Rome, however, lasts into the modern day whether as a kingdom, a republic, an empire, or some other governmental system you gain the ability to bring the Roman state with you into future jumps which take place on (a version of) Earth. It won't be the exact same, instead a version of that setting's Rome as if it had survived into that setting's modern day with a roughly equivalent reach and influence. But you preserved the Roman state and for that it will be preserved in any setting you wish to see it have continued in.

Outro

All jumps come to an end, and now this one has to. As always you have a choice to make:

Cincinnatus Returns to His Farm: You have done your duty as a traveler of worlds and a Jumper and now it is time for you to retire. You are going home Jumper, your chain is over and those worlds you visited resume in time. You retain all you have gained, but you can now be with your loved ones and original life once again.

Roman Forever: Or maybe you'd rather hang onto whatever power you have grasped in this world? Maybe you've settled down into a life you love here? Whatever the cause, Jumper, you have chosen to stay in this world. As with the above option your chain is over, and those worlds suspended in time by it resume the flow of events. You retain all you have gained and may continue living in this world until events ensure you cannot.

Veni, vidi, vici: And now conquest done it is time for you to move onwards. This world was but a stepping stone. You have enjoyed the trip into the past and now you will continue onward to another world.

Notes:

Jump by Fafnir's Foe

I don't exactly know why I made this jump. I guess I was trying to indulge my Romanophile. I tried not to whitewash the past too much, or go too far into historical minutiae (I have but an amateur's passing knowledge of history after all), while remaining mostly on the pro-Roman side of things. I may have missed one way or another.

In general I just wanted to make a quick jump that worked for the breadth of Roman history and gave jumpers who wanted more historical settings a good option. I think that's what I wanted. Maybe I just had an idea that needed out. And yes this was made pretty quickly so… I probably should have edited it more before posting it but I might take after Justinian a bit.

I actually really love the Rome (TV Series) jump Epicureanon. It's very well done. But it's for the HBO series and even with the historical toggle it's for a pretty specific period of Roman history, and so I figured one for the wider breadth of things was sufficiently different.

With the scenario the amount worse things are for Rome is mostly up to you. It's enough you have to try and put effort in, but that things should be doable with effort and good decisions. Maybe it scales with you. Maybe not. Mentally I'd put it as sort of like a reverse **Blessing of (the) God(s)**, where if this was your first jump applying that item could negate it, but really it's a tool to be interesting for your chain and your story.

The other requirements are mostly because 'conquer this country' scenarios are common. I wanted to make something that gave a unique adventure, and a challenge of some sort. It's easy for a god-like being to conquer a country and as its immortal ruler keep it functioning and relevant. This might give a jumper a new challenge and it should still be doable (hopefully even as your first jump).

Changelog:

Version 1.0: Posted. Probably has a lot of flaws.