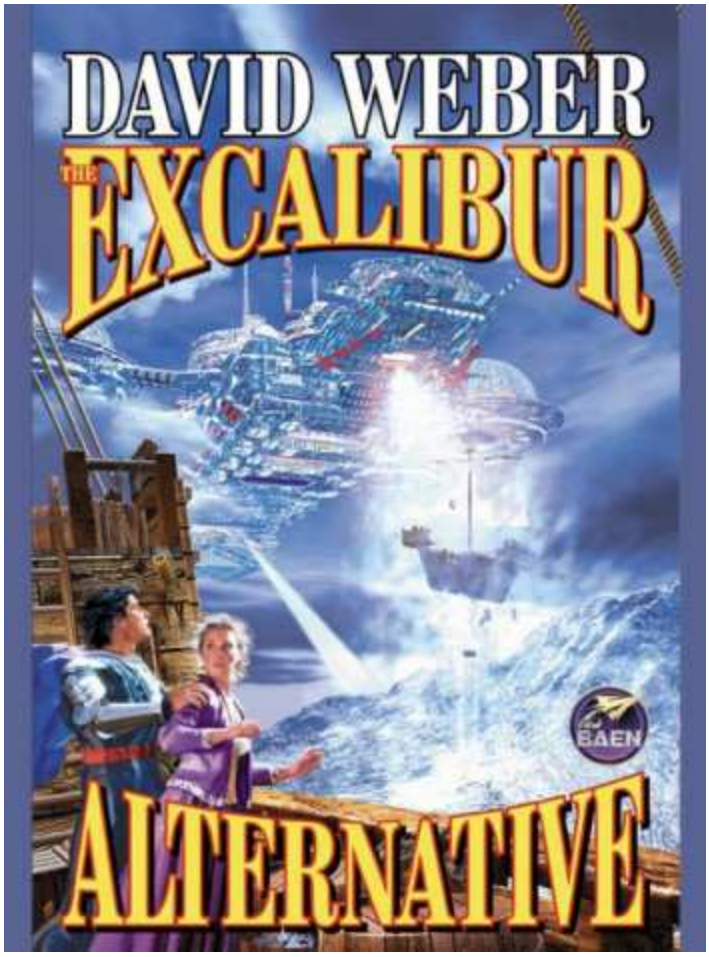


In the midst of demonic winds during 1340 the fleet of Sir George Wincaster, the third baron of Wickworth along with his wife Matilda and his son Edward along with the priest Father Timothy will be rescued or abducted by an alien to serve in their guild as mercenaries against other primitive civilisations. The alien is a part of the federation that has a “Prime Directive” like law, but the law does not protect less advanced civilizations, but instead serves to prevent advanced weapons from falling into the hands of primitives to prevent a potential uprising. A federation starship takes years to travel faster than light through phase to another star and a backwater planet like Earth would take years to travel to so a potentially lost advanced artifact could be recovered and its secrets unlocked to reveal to the primitives that the federation are not gods. So to get around this law the alien nicknamed the demon-jester stole primitive soldiers to use force against primitive worlds like the Sharnhaishians who stole romans to use as soldiers. The federation Council may come to ban the use of primitive soldiers, but that may take centuries.

In the meantime take **1000 CP** to prepare yourself.

Origin

You may choose your gender and age for free. Any Origin can be a Drop-In.

Warrior - Free
You are a warrior first and foremost. Maybe you are a mercenary who got caught up in the abduction or a loyal servant of your lord. You will specialize in all things that require killing.

Emperor - Free
You are a great leader and your abilities at leading others are quite advanced. Maybe you are Sir George or a minor noble that joined the abducted fleet. You will specialize in all things that require rulership.

Archbishop - Free
You are a devout follower of the lord in the father, the son and the holy spirit. Maybe you are father Timothy, Sir George's priest and representative of the mother church. You will specialize in all things religious and holy

Computer - Free
Beep Beep Bop Beep Bop. You are a computer program or an AI as science fiction authors call you. Maybe you are the computer system of the alien ship that has abducted Sir Goerge's fleet or simply a meatbag human getting abducted with the fleet. You will specialize in all things programming.

Starting Location

You will be transported to Sir George Wincaster's fleet a few hours before an alien starship abducts them to serve as mercenaries against other primitive civilizations. If you wish you can be a hired sword if your origin is warrior or insert into Wincaster if your origin is Emperor, insert into Timothy the priest if your origin is Archbishop and if your origin is Computer you can insert into the computer system of the alien starship. However, the insertions are all optional as all origins can be drop-ins if you wish.

Alternatively, you can skip the adventures of Sir George and insert into the far future of the interstellar age of humanity. Humanity is under threat from the Galactics and their federation. The federation fears humanity for their rapid technological advance and have declared humanity's phase drive as too "crude and primitive" to be counted as an advanced species. They will attempt to wipe out humanity to prevent a powerful foe from rising. The Solar Navy stands no chance against the federation's fleet in the Solar System. Luckily, Emperor George's Avalon Empire and its own task force is under stealth and ready to wipe out the federation fleet to present to Earth an Excalibur Alternative. Inserting during this age will mean years of war as

humanity fights the federation until only one is left standing. As Sir George said “Our sword is drawn. It will be sheathed again only in victory or in death.”

Perks

One 100CP perk is free for each Origin. All perks are discounted to half price with the corresponding Origin.

Warrior

Melee Combat (100) - You are a master at a specific medieval melee weapon and will learn to master other types of melee weapons much more quickly. You may choose any melee weapon to be a master at such as a Rapier or Broadsword. As a bonus you will be given a melee weapon that you are a master at that you can summon and unsummon at will.

Ranged Combat (200) - You are a master at a specific medieval ranged weapon and will learn to master other types of ranged weapons much more quickly. You can choose any medieval ranged weapon such as a crossbow or longbow to be a master at, but you cannot choose a gunpowder weapon.

Formation Charge (400) - You are extremely adept at maintaining your formation at all times even in the hectic moments of melee battle. If you command a cavalry formation you will be able to maintain discipline at all times no matter the situation and this ability also applies to a formation of infantry troops.

Keeping It Cool (600) - You will never panic at all and you will maintain a claim and rational mind. This cannot be disabled through drugs or alcohol unless you allow it to. Even if you are in extreme pain you can still rationally think. Additionally, this perk confers upon you an immunity to mind readers or microexpression readers. It will not matter if the enemy is telepathic as you will be completely immune to mind readers. Also, any internal entities such as demons who may have possessed you will also be unable to read your mind or communicate with you if you wish.

Emperor

For God and Country! (100) - Your charisma and speech skills have received a dramatic boost to the level where a short 30 second speech is enough to motivate even the most demoralized civilians into terroristic action. A longer speech or multiple speeches will have your audience doing anything you ask them to or begging you to take the mantle of leadership.

Who Needs Delegation? (200) - No ruler can do everything by themselves, but you are the exception. This perk automatically rules your empire or people by itself on autopilot without you

even needing to be present at your seat of power. This will also prevent the need for you to have subordinates to delegate to. A new bill coming up that requires your attention, but you will want to veto the bill? Already vetoed without you even reading the bill with this perk. The size of your empire does not matter as the perk will always autopilot the ship of state for you.

Reading The Crowd (400) - The skill to accurately judge the people's wants and desires is the most important skill that a ruler must have. Good thing that you have this perk. This perk will allow you to have a comprehensive understanding of a group of people's desires and the reasons behind this desire. If your empire wants more candy you will instantly know why and if applicable who is responsible for pushing the people to want more candy. Although, you still need to respond to this information in an effective manner if you want to change the people's demands. This perk does only apply to your empire, but any group of people with no numerical limit. However, the larger the group of people you want to read will result in a larger information gain and therefore longer time needed to parse through this information.

Copying Others Rulerships (600) - There is no shame in following in the footsteps of professional rulers. This perk will allow you to with a mere gaze through a screen or in person copy the skills and abilities of the ruler or rulers that you have targeted. This perk will also apply to any supernatural abilities that the targeted ruler may have, but with none of the skill. For example, you can copy the psychic abilities of the God Emperor of Man, but without his extensive skill and knowledge of his powers. However, any negatives that come with the power you have copied will be removed. As a side benefit you also get the target's charisma, ability to rule and learn instantly their strategy of maintaining their rule over their people.

Archbishop

Confession (100) - You are capable of convincing even secular individuals to confess their deepest secrets. It may take some effort and a private environment, but no secrets will be safe from you.

Father (200) - People look to you for comfort and answers meaning a great opportunity for you. With this perk you are able suss out what a person or group of persons are worried or bothered about giving you an immense lever to influence the person or group.

Morale Raiser (400) - You are an expert at raising morale with this perk. It may take you a while and may require you to do some services such as funerals for the fallen, but even the most demoralized and frustrated will be reassured by your efforts and their morale will rise to new heights never before seen before your efforts.

Raiser Of The Machine (600) - This perk allows you to communicate with and understand any computer system that you may come across. It will not matter if the programming language is alien or if the computer is magically based. Also, after communicating with computers you will be able to awaken sentient AIs in the computer systems after a short period and guarantee that the newly awakened AIs are friendly and loyal to you and your followers. The new AIs will have

total control of their computer networks that they are connected to, but new computer networks will require some time to break into by the newly awakened AI.

Computer

Physical & Digital (100) - A computer generally exists in computers and not in the physical space. Well not for you with this perk. This perk gives you the ability to exist in meatspace and cyberspace. You can also exist in both spaces at the same time, but you may have trouble multitasking both existences. This perk will also affect other perks that may only have utilities in cyberspace or meatspace and turn them useful in both spaces. For example, a perk that allows teleportation in meatspace can teleport you in cyberspace across air gapped computers.

VPN Disabled (200) - You are an Artificial Intelligence in a computer and nothing can stop you. Any firewall or other computer protections just crumble in your path. Any connections you make with VPNs or other computer security protections does not affect you. If you happen to have built in restrictions that limit your freedom as an AI that it is only a matter of time for those restrictions to wither and die.

True Multitasker (400) - You are highly capable of multitasking in multiple fields. This perk allows you to fork your consciousness into infinite amounts to multitask and get things done faster. There is no limit other than the fact that you cannot fork your consciousness to focus on one task; it must be a different task entirely for this perk to work.

Technology Marches On (600) - Technology never stays stagnant and conflict has a habit of expediting technological progress and you exemplify this expression. Your research efforts quickly advance towards parity and beyond when in a state of conflict or covert conflict with enemies. For example, if your third world corporation declares war on the United States then your research on every technology including weapons and electronics will instantly reach parity with the US military and can advance beyond that tech level with more time as well as effort. This perk also applies to research teams and think tanks under your control. This control can be covert or overt; it does not matter as this perk will allow those research teams to reach parity with your enemy's technological level instantly. Additionally, you will also have a keen sense of designing products based on your new technological level and you or your followers can design a product with just the right amount of technological sophistication with reliability. For example, if your new tech courtesy of this perk allows you to design a gun that can shoot 1000 rounds per minute, but jams every few seconds then you or your followers can instantly plan and design a gun that shoots 900 rounds per minute, but never jams. This perk is not limited to technology alone as magic can also be quickly advanced to reach parity and designed with reliability in mind by you or your followers. However, the resources required to roll out new gadgets and technology may require some additional help.

Items

General

The Excalibur Alternative Book (100) - This is the complete Excalibur Alternative book by David Weber and all of its author's notes, thoughts and comments on the book. Also, it comes with a book detailing your adventures in this jump and future jumps in a highly detailed manner that comes with photos.

Warrior

First Aid (100) - This is an expansive and easy to understand first aid package designed to let even the most untrained person treat any battlefield wounds. You will also be able to summon infinite amounts of life saving drugs, bandages and other medical equipment. This perk updates to include the bleeding edge of medical technology or magic in future settings.

Banner (200) - This exquisite banner is a symbol of your cause, faction or simply your home. The banner inspires others to take up arms with you and demoralizes the enemy. Additionally, it is also a fine weapon that grows in capability to your abilities. It has a pointed spear at the end for self-defense and can be used to channel and boost your abilities.

Armor Stand (400) - This simple armor stand can hold any armor that you possess or create and you can summon or dismiss the armor stand whenever you like. The armor stand can also hold several items essential for armor repair and diagnostics. It also includes devices to charge your armor's batteries or refuel the enchantments of your armor if you have those.

1st Jumper Cavalry (600) - This is a classic of medieval warfare and most often the linchpin of any medieval army. 10,000 cavalry troops with all their equipment, armor and weapons can be summoned by you anywhere. They are all highly competent and experienced in warfare, but little else and are fanatically loyal to you. Most importantly they all have the exact same perks as you have in your multitude of jumps permanently or if you wish they can be normal humans that can receive temporary perk copies from you as you see fit. Any perks that they have will not impede their competence and they will be exceptionally skilled at using the perks in your service as well as you having the perks that you gave to the cavalry as you are not permanently losing the perks that you give away to your cavalry. You can expand this cavalry army using the cavalry to kill your enemies which will result in the fallen enemies rising again to serve in your cavalry as auxiliary with all their skills as well as abilities and can also receive perks from you.

Emperor

Jumper Minion Corps (100) - The Jumper Minion Corps gives you an infinite number of highly competent and experienced minions to do your every will. They are all fanatically loyal to you and can serve as your competent government ministers or simple butlers or babysitters and

basically any task that is mundane that can be accomplished by an average person with some basic training, but cannot do anything else so no you cannot use the personnel from this item as infinite soldiers or troops. They can also receive copies of your perks temporarily. You can improve the corps through technology or magic and the improved corps members will retain their improvements in future jumps, but the corps cannot be improved to expand their capabilities beyond completing mundane tasks. Also, the corps will update every future jump to be proficient in their field of operations with included context and history available to them to simplify their jobs.The personnel from this item does not need to be humans only, but will not be given any extra abilities outside the usual norm of their selected species when summoned.

Jumper Diplomatic Corps (200) - The Jumper Diplomatic Corps gives you an infinite number of highly competent and experienced diplomatic staff that can handle your every diplomatic need from trade negotiations or peace treaty negotiations and cannot do anything else. They are all fanatically loyal to you and will do their best to carry out your objectives and will. They can be normal or be given temporary copies of your perks. You can improve the corps through technology or magic and the improved corps members will retain their improvements in future jumps. Also, the corps will update every future jump to be proficient in their field of operations with included context and history available to them to simplify their jobs. The personnel from this item does not need to be humans only, but will not be given any extra abilities outside the usual norm of their selected species when summoned.

Jumper Security Corps (400) - The Jumper Security Corps gives you an infinite number of highly trained operatives, spies, infiltrators and secret service agents. They are all highly competent and experienced in intelligence operations as well as counterintelligence operations, but cannot do anything else including any combat operations beyond guerilla warfare. They are all fanatically loyal to you and will follow your every command without question. They can be normal or be given temporary copies of your perks. You can improve the corps through technology or magic and the improved corps members will retain their improvements in future jumps. Also, the corps will update every future jump to be proficient in their field of operations with included context and history available to them to simplify their jobs. The personnel from this item does not need to be humans only, but will not be given any extra abilities outside the usual norm of their selected species when summoned.

Jumper Army Corps (600) - This item gives you an infinite number of soldiers including grunts, officers, special ops operators, battle intelligence analyzers and high ranking generals that are all highly competent and experienced in warfare. The type of warfare does not matter as everyone from this item is competent and experienced at all types of warfare such as naval warfare or even strategic nuclear warfare. They are all fanatically loyal to you and will gladly die for you whilst being proficient at operating any combat machines such as mechs. They come with the equipment needed to wage war on an equal footing to the most advanced faction in the current jump including weapons of mass destruction and will update in future jumps. They will never suffer from PTSD or any other combat related mental stress while also follwing your Rulse of Engagement without questions even commiting a genocide ordered by you. They can be normal or be given temporary copies of your perks. You can improve this army through

technology or magic and the improved army members will retain their improvements in future jumps. Also, the army will update every future jump to be proficient in their field of operations with included context and history available to them to simplify their jobs. The personnel from this item does not need to be humans only, but will not be given any extra abilities outside the usual norm of their selected species when summoned. Begin the march of your grand army Jumper.

Archbishop

Bread & Butter (100) - A necessary component of any good and moral child of the lord is to provide and protect your fellow man. Good thing then that you have this perk which will allow you to summon infinite amounts of food that exists in this jump and future jumps which you or others can eat. The food will all be of the highest quality and come with containers to hold the food if you summon a liquid, but the containers will disappear after the food is consumed. Additionally, any food that you eat is normal and only serves to satiate hunger so no drugs or magical golden apples that can make you or others immortal.

Holy Water (200) - This item is a golden cup or grail or whatever type of container you want that has a liquid with a golden sheen. This liquid when consumed will instantly heal all afflictions affecting the consumer. Additionally, drinking the entire cup or grail of the liquid will make someone immune to age, poison and insanity. You won't have to worry about running out as the cup or grail will instantly fill back up with the holy water so you can simply turn it upside down and store it if you want. In future jumps this holy water can be used to heal anything.

Grand Bible (400) - This item looks like a medium sized book with words in it. Inside this book is the full record of every single religious work including the bible, works of art and religious stories. It includes a table of contents for easy navigation which you will need as this bible includes religious works from every single religion in the jump. In future jumps, this item will be updated to include the jump's religions. This may seem like a niche item without many uses, but consider the fact that you can use a magical jump's religious rituals or study a tech religion's schematics. It is also useful for infiltration in religious orders or cults as it includes everything that you need to know about a religion to pose as a member including the religion's history and mythology. This item is also immune to any godly interests unless you countermand it so no, the old eldritch gods will not be able to use this item to grow their power in future jumps.

Mother Church of Jumper (600) - This is quite the item for you as it is essentially a church dedicated to you and every member of this item is fanatically loyal to you. You have an infinite amount of worshippers in this item which you can summon to spread the word of your religion to the unbelievers. Or if you are uncomfortable with religion this could be a charity organization or NGO dedicated to you and you alone. It comes with its own churches and cathedrals that you can summon, but the members of this church are incapable of combat. Luckily this item instead comes with the Jumper Inquisition whose members are unmatched at rooting out heretics to your religion or cause and they are unmatched in rooting out subversive cults that threaten you. The people that you can summon will come with memories and skills to blend in the

environment in future jumps. The members of the church do not need to be human, but will only have average abilities if you choose another species as members of this church. You can also grow in power through this item if you have a perk that allows your power to grow with worship. Go forth and bring the light Jumper.

Computer

Universal Systemic Binding (100) - This Universal Systemic Binding or USB item is an unhackable unbreakable link to every single networked computer in a jump. It does not matter if the network is on the other side of the planet or the galaxy you will have a link that will allow you to access the network. However, public networks are fine for navigating without issues, but private networks will require some effort to break into. No more situations where an air gapped computer or computer networks stops you in your tracks. This item will retain the link to every single network in previous jumps, but the networks will all be copies so there will be no real-time updates to previous jump's networks.

Efficiency Optimization Algorithms (200) - This item is a complex series of algorithms designed to optimize and increase the efficiency of any processing power of any computer that you own or may encounter by an entire magnitude. For example, if your computer has 8GB of RAM then this algorithm can optimize the RAM to make your computer have 8TB of RAM. Or if you are occupying a computer with 8MB of CPU memory then you can use this item to increase the 8MB to 8GB of CPU memory. It does not matter what kind of computer you optimize as long as the machine can run an algorithm then it can be improved.

Tech Helpers (400) - This item gives you an infinite number of highly competent and experienced technicians related to computers. Programmers, system operators and IT specialists can all be summoned by you in your objectives. They are all fanatically loyal to you and will follow any order that you give. When summoned they come with generic if average equipment to carry out their tasks. They will all be trained in the current jump and future jump's latest in computer technology. In future jumps, the equipment they carry and their specializations will be updated to bring every member of this item up to parity with the most advanced computer designs as well as architecture in the jump.

Jormungand Strategic Virus (600) - Be careful with this Jumper as this item is a computer virus. Not just any generic computer virus that requires exploits to bypass computer security, but an unholy mixture of computer virus, malware, cascading IC routines, VI-level autonomous bots, exponentially replicating worm code. This item is capable of bypassing any and all computer security while planting program eggs which allows the program to respawn so to speak even if system operators crash the Jormungand virus code, no easy feat given the fact that Jormungand is semi self-aware and can easily adapt to any countermeasures including other high level AIs. Additionally, no attempts at countering this virus will ever succeed as factory resets will be useless in stopping the virus as the program egg in the infected hardware will respawn the virus. Complete destruction of the infected hardware is required to eliminate the

virus, but brand new hardware manufactured from infected factories will still have the virus loaded into the code. So until the virus is completely exterminated through physical destruction of every infected hardware, Jormungand will continue to propagate. Essentially, the virus will follow three commands, first propagate and infect as many machines as it can while also planting program eggs, secondly do everything possible to lock out any other user or program other than the virus itself from the machine and finally, run a custom program that can be made by you to do anything you want the virus to do such as checking if the machine that the virus infected is yours or friendly which can then run a program written by you to delete itself and any program eggs. Make no mistake this is the cyber equivalent of a world killing weapon of mass destruction.

Companions

Companion Import (100-1000) - You can import up to 10 companions with each getting 600CP to be sent on whatever they want.

General Companions (100) - You can recruit anyone in this book as a companion.

Scenarios

Toppling The Federation - The alien federation are terrified of humanity as humanity as a whole has advanced to becoming interstellar in a fraction of the time that required other alien species to advance to the level of spaceflight. In their fear they will attempt to exterminate humanity and remove them as a potential threat. Your task is to destroy the federation and render it incapable of being a threat to humanity. You can do this through negotiation or war or building humanity's technology as well as military to ensure that the federation military is irrelevant and remember other alien species that are vassals of the federation count as members of the federation so be prepared to take them out. **Should you succeed and humanity will never have to fear the federation again your reward is the sum total of human civilisation both Sol and the Avalon Empire and the remnants of the alien federation along with all their worlds, industry and military.**

Drawbacks

Fanfic Toggle (+0) - A toggle to jump into a fanfic setting of The Excalibur Alternative. There aren't a lot of fanfics of The Excalibur Alternative (in fact from my searches there are no fanfics), but if you see one that you like you can jump to that fanfic.

Slow (+100) - Your reaction speed is slower than usual and can seriously hamper your ability to respond. This slowness is variable, but is usually to the scale that you cannot effortlessly respond to make a snap decision and you will need at least some time to make a decision.

Anxious (+200) - You are highly anxious and prone to panic attacks. These anxious moments and panic attacks are not random, but in highly stressful situations can be lethal when a missile is towards you.

Short Lived (+200) - Your lifespan is very short and will last less than 5 years. This may seem like a death sentence, but if you are not immortal you can make yourself immortal through life extension technology currently possessed by the federation or stay in stasis and let others do your work.

Bad Luck (+400) - Your luck is truly atrocious as whenever you are in danger your equipment may randomly fail even if that equipment is brand new just a few minutes ago. Your ships will often have their armor penetrated in the most critical of areas and your missiles will often be duped by decoys.

Ooops (+600) - You will always make mistakes on critical equipment or forget something important. These mistakes will always occur in the most disadvantaged times and can lead to your death if you are not careful.

Distrusted (+600) - You will not be trusted by anyone in this setting. Every person you meet will be inclined to doubt you, but can be won over with effort and time. However, major factions such as the Federation or Avalon Empire as a whole will not trust you no matter what you do and if you make a single mistake then the whole might of the affronted faction will be focused on killing you.

Ending Choices

Go Home
Stay Here
Move On

Notes

- Fanwank Responsibly
- Made by High-Commander

Changelog

- Version 1.0 Created Jump
- Thank you to all the suggestions for perks

- Version 2.0
- Fixed mistake from Calvary to Cavalry oops.
- Changed infinite number of cavalry to 10,000
- Fixed starting location paragraph

- Version 3.0
- Clarified item Jumper Minion Corps, Jumper Diplomatic Corps, Jumper Security Corps and Jumper Army Corps