Warhammer Fantasy: Bretonnia

By Valeria

Introduction

Ah, fair Bretonnia. The Kingdom of Knights. Neighbour to the empire and one of the largest human nations in the world of Warhammer, Bretonnia is a kingdom that has existed for over 1500 years. They possess little technology or advancements, especially in comparison to the empire, but the power of their Knights and Lances have seen the Bretonnian men crush any of the many foes the nation has had over the years.

1544 years ago, the nation of Bretonnia came to be at the hands of Gilles le Breton. A mighty king who united the disparate kingdoms of the time into one great nation, he and his companions rode into battle over the course of 12 great battles to cleanse the land of evil and unite it. They succeeded magnificently, forging a nation that would stand proud and strong for generation after generation, but Gilles himself was felled by a cowardly arrow soon after, prompting all the Knights of Bretonnia to forever swear off the use of ranged weaponry as cowardice in battle. Some say that Gilles, instead of dying, simply sleeps beneath a sacred hill, waiting for Bretonnia's time of greatest need to return and lead it to safety.

Gilles had the help of more than just his 13 closest friends on his journey. The Lady of the Lake, a mysterious but powerful goddess, blessed Gilles and his compatriots as they fought in her name. Even after the first King of Bretonnia died, the Lady of the Lake quickly became the worshipped deity of Bretonnia as a whole, at least for the nobility. The Lady is served by the Fey Enchantress, her chief servant, and many Damsels of Bretonnia, who are all women who were trained from a young age to learn magic, fighting and the service of the Lady.

Bretonnia is a feudal kingdom, in which the nobles rule near absolutely over the peasants, who live generally short and unpleasant lives. They are safe due to the protection of the Knights, the nobility, and thus they should owe their allegiance to them and pay tribute, whether they agree or not. This system has been in place for millennia now and even the many nobles who are truly good do little to change the system.

The world of the nobility is an unusually bright one, with many truly good people there to save the day. The world of the peasantry is miserable, dark and often brutally short. Bretonnia is a nation of great contrasts and of fairy tales made real. It is also where you have found yourself for the next ten years, along with 1000 Choice Points (CP) to spend on improving your situation.

Locations

The many duchies and fiefdoms of Bretonnia are all very different to those who have been brought up within Bretonnia, but to outsiders, they can seem a touch homogenous at times. What your starting location will be does have some influence on you if you are a Knight, given it will govern in what duchy you serve in but for the most part, the various fiefs of Bretonnia hold the same sorts of terrain and the same sorts of monsters, though some have a larger helping of Beastmen instead of Orcs and so on. You have a free choice of where to begin, so long as it is within Bretonnia and not in a private/secure location. If you wish to start before Castle Couronne, the capital of the kingdom, then you may. If you wish to start within the blighted, cursed province of Mousillon, you also can choose to begin there.

Origins

Knight
You're a Knight of the Realm. One of the many noble men of Bretonnia, conferred on a noble title and with at least five generations of noble parents on both sides preceding you, you're about as classic as they get. You passed the first stage of being a Knight a few years back, which is when you were called a Knight Errant and told to go off and prove yourself. Now you're a full ranked Knight and currently in service to a fair handed Lord of some note. You're a good fighter, particularly with the sword, lance and on the horse, but you're just as able to take on rogues or beasts on foot. The Knights of Bretonnia do follow the Chivalric Code, or they're supposed to, as plenty only pay lip service when out of sight from any devout sources. You're in a position to make a name for yourself if you grab hold of the opportunities when they come, as your Lord rules over a land that often sees conflict with various monsters.

Damsel
Now and then, throughout Bretonnia, there will be the odd child who shows signs of magical ability. Sometimes the rich send them to the Empire for training in the academies there but most often, they'll be whisked away by the mysterious fairies when they are still young. A long since accepted fact of life for Bretonnians, though it doesn't stop the heartbreak. Boys never return but now and then the girls will, now called Damsels. You were one of these taken girls and the fairies that took you delivered you to the realm of the Lady of the Lake. You spent years there being raised by the Fey Enchantress, the Lady's foremost servant, and the fairies. They trained you to use magic, to manipulate others with your words and even to fight, turning you into an agent of the Lady's will. Bretonnia sees you as an extension of their Goddess and your word carries a great deal of power, though as of now not so much that you could command the Dukes or the King.

Peasant - +300
If you're not a Noble, the female relative of a Noble or a servant of the Lady of the Lake directly, you're a Peasant. And that's no good thing. The peasants of Bretonnia are under the full weight of a strict feudal system of governance that governs them in a very different way to the way it does any Noble. A Noble killing another Noble is a great crime but a Noble killing a peasant? He might get a fine if the peasant was the serf of another Noble but otherwise it's unlikely for anyone to notice. Most peasants are farmers or simple craftsmen, though all peasants can and often will be called to war when their lords need them, armed with axes and bows, as they are barred from riding horses or wielding swords. Given how unpleasant, poor and otherwise disadvantaged your living conditions are, you can have 300 extra CP that does not count towards the drawback limit. This origin may also be used as a drop in origin, given how little notice is given to most peasants by nobles or even each other, but those who choose to do so will only gain 200CP extra.

Gender is a fairly important matter in a traditional place like Bretonnia. Only men can become Knights and true Nobles while only women can become Damsels. There are examples of women pretending to be men to join the Knighthood, some going their entire lives not being found out. Still, it can be a bit of an inconvenience. Your gender is as it was before but may be freely changed to Male if you are a Knight or to female if you are a Damsel. You can also pay 50CP to change your gender to whatever you want. You may still be a Knight as a woman, though you will likely face punishment and discrimination if found out, or a Damsel as a man, where you will be found to be

very strange but still acknowledged as an agent of the Lady. Peasants are pretty fine either way though.

Your age is 20+1d8, though you can change it to any rollable result with the spending of 50CP.

Perks

All 100CP perks are free for their origins, except Knights who are detailed below. All other perks are discounted to their associated origins, though Knights are again the exception.

Knight

You may only pick two perks of each tier (Tier being the 100/200/400/600 divides) to gain discounts or freebies on. You will gain two of the 100s as freebies and the other is full price for you. You also pick two perks on each tier of this origin's perk line to have as discounted and the third perk on each tier is full price.

Born to Ride- 100
You're a Bretonnian, through and through. In your veins flows the blood of thousands and thousands of years of expert horse riders and it shows. You have an affinity for all equine creatures, such that it is far easier for you than most to tame and ride them. You could break in a Bretonnian warhorse before you'd even turned 16 and do it in a day not to mention move straight on to riding it as if you'd been together for years. You can even comfortably manage riding bareback and in full armour. Whilst most knights are excellent horsemen, you're a rare example of a true prodigy at it.

Lady Knight- 100
The ranks of Bretonnia's shining knights are one and all male. Or at least, they're supposed to be. For such an overwhelmingly male dominated profession, there's an awful lot of female nobles who take up the sword and lance. They may not be supposed to but even the women of Bretonnia can feel the call to heroism in their hearts, so many cannot resist. Those who are found out, as many eventually are, find themselves accused of a crime, as by the laws of Bretonnia they cannot be knights. To repent, they are sent on quest after quest, increasingly dangerous and wild, till they admit they cannot continue or die in the process. Particularly unfair, especially when they happen to outmatch their male counterparts. Now while you can't get away with riding around as a knight with your hair down straight away, you will find that, unlike other lady knights, your achievements actually do convince your peers and superiors of your rightful place. By accomplishing impressive tasks and deeds, in disguise or after you are found out, you can convince those around you that you deserve to hold the position or rank that you were disguised as.

Living In the Now- 100
Bretonnians rarely think too far forward in their lives. That's not to say that they can't plan for the future but rather that all Bretonnians prefer to act on things in the present, rather than worry about what might happen in the future. As a true Bretonnian yourself, you can share in this attitude, allowing yourself to push away any worries about what may happen in the future, ignore the stress and weight of what might happen if you mess up and simply focus on what you have to do now. It's a great boost to your confidence, though you become a bit short sighted because of it, and you'll always be able to make the hard choice when it comes around, deciding what is best for you at that moment. You don't need to follow this and can disconnect from this sort of shared cultural attitude.

Self-Respect- 200
All but the poorest of nobles have a few servants to care for their weaponry and armour, even for their horse. The most powerful of nobles often have Knights Errant take care of the task for them, hating the very idea of lowborn peasants touching their equipment. These are the sorts of knights

that get a nasty shock once they become Questing Knights, suddenly bereft of all such support. Your father ensured you didn't grow lax like these oafs, teaching you how to care for each and every piece of equipment you own. The lessons stuck, better than he could have hoped, and now you find yourself able to easily maintain and keep in good condition anything you own that might qualify as equipment. Personal weapons, armour, devices and magical trinkets. If it breaks, you're not automatically going to know how to repair it, but you always know how to do the best things to prevent it breaking in the course of its normal uses.

The Good Lord-200

The peasants of Bretonnia are an unlucky lot. Not only are they unable to become knights, they are forced to watch the knights from their mucky farms and give up the best of their crops to them. Surely, some problems would arise eventually? The peasants seem to fear the idea of bringing problems to their lords however, and seek to solve it amongst themselves. No wonder so many knights that would normally be caring overseers get surprised when rebellions erupt. They were never aware of any problems in the first place! Your attentive eyes and ears allow you to avoid this issue, always keeping you aware of the problems in any area you rule. This ensures you know the large social or criminal problems, such as lack of food, lack of satisfaction with you as the lord or rising tensions between families, even when they are hidden from you. You also garnered an excelling reputation about yourself amongst the peasantry, one that many of the villages across Bretonnia have heard of and that will follow you to affect similar lowborn people.

Long Since Matured- 200

The Knights Errant are always so eager to charge into battle, even against horrible odds. Rarely do the senior knights like yourself pull them back, out of a desire to either thin the stupid ones from the herd or a fond memory of when you too went through this rite of passage. How many more Knights may have survived to adulthood if they didn't recklessly charge on like this? You survived many stupidly brave charges such as these, the experience teaching you how to read any situation. You can accurately assess the risk and threat of almost any situation, barring times when you simply have no way of perceiving a hidden threat, and can also accurately compare your own chances of success at the task. You'll know the level of risk of what you're charging into and, if you decide you still need to go on ahead anyway, that knowledge will improve your focus and reactions, honing your mind to a razors edge in combat and conflict.

Knightly Code- 400

You are quite aware of what the attitude towards your Chivalric ideals are in much of the rest of the world. At best they may be called Old Fashioned, at worst they may be derided as stupid or suicidal. Perhaps you even agree with some of those sentiments but it doesn't change the fact that your belief in those values is as deep as any abyss and as strong as any mountain. Nothing can shift you from those values and, due to the sheer faith you have in them, you will never find yourself forced to either. Whether it be Chivalry or some other singular system of values that you genuinely hold true to, you will never find yourself in a situation where you are forced to break one of the tenets or rules of your code. A knight would not find himself in a situation where the only way to get out alive would be to lie, though the presented alternative may be painful, humiliating or very dangerous instead. As this is a measure of values, attempts to abuse this quirking of fate for power or advantages beyond simply being able to stick to what you believe is the right, moral way to live, will see it fail quite instantly.

Favour of the Lady- 400
The Lady of the Lake guides all Knights, even those who have not yet drunk from the Grail may feel her presence alongside them in times of needs. You, more than most, experience the signs of the Lady's favour. For many Knights, when they leave to become Questing Knights they will be guided by signs, allies and conflicts that will guide them towards the Grail, getting closer the more they prove themselves. Now you will experience this guiding for any goal you desire to reach. You will not be led directly to that which you seek, rather the Lady will ensure that you will encounter trials, opponents and challenges that, if successfully defeated or completed, will bring you one step closer to your final objective. There are some tasks that you may not be able to complete, out of design or simply lacking the ability, thus you might need to find some way to improve yourself first before progressing further on the path the Lady has created for you.

Trusty Steed- 400
The bond between a Knight and his horse is sacred and unbreakable. Some believe that a Knight and his mount are even closer together then the Knight is with his spouse, though actual tales of relations remain items of disgust. Whatever the case, it is true that a great Knight will often ride a similarly great mount, one that usually has quite a list of legendary feats all of its' own. You too ride such a special beast or perhaps even multiple. When you ride a willing and loyal to you mount, both you and your mount will find your powers raising to match the others. A Knight may gain the speed and power of his warhorse whilst his horse becomes far more intelligent and aware of the battlefield. This bond increases your ability to work together, creating an almost perfect cooperation between you two and fastening the rate at which you bond as partners.

Wrath of the Bretonni- 600
Bretonnia has never had requirement of the high tech or advanced magics of the Empire. Even the assistance of the Damsels of the Lady, whilst greatly appreciated, is ultimately unnecessary in the eyes of many Knights. What but the worst of all Daemons could hold up against the full power of a Knightly lance charge? You'll find that your mundane weapons and tactics possess a far greater power then they should, paradoxically imbuing you with unnatural power despite your usage of natural methods. The simple steel blade you hold will shear through the hides of Ogres and the metal of siege engines alike as if they were no tougher than ordinary flesh. A lance charge from you upon a simple warhorse could punch straight through a tank. Your armour becomes a bulwark against magic and high tech alike, such that even bullets made to pierce armour would bounce off. This only extends so far, a Bretonnian must fight intelligently as well as with his power and skill.

Grail Knight- 600
You successfully quested for the Grail, defeating the Green Knight and drinking from the waters offered to you by the Lady. You have proven your chivalrous nature and purity of heart and thus been blessed with great powers. You could live for several hundred years in your prime and your body has been enhanced to superhuman levels, imbuing you with both superhuman strength and speed and putting magical energy into all of your attacks. You heal faster than any man and you can set alight things by placing your palms on it or purify and cleanse evil from things with just a touch, though your powers are not without limit. You are seen as a living saint to all Bretonnians, with even the King and his Dukes offering you the respect of peers, seeing as most of them are also Grail Knights. Unlike the Knights within this world, you do not actually need to be pure of heart to take this ability, simply showing up as being such a thing to all those who could detect such a thing, including things such as the waters of the Grail.

The Great Companions- 600

Just as Gilles le Breton himself gathered to him a band of mighty warriors in time of need, so too do you find that when you are on a quest of great danger, allies and companions will come to your aid. They will not join all at once but each one will be a useful, lifelong ally, so long as you can help them with their immediate problems. The allies you meet are worthy companions for whatever sort of person you are and they will continue to grow quickly to remain such, though this may be simply in personality or talent rather than in raw power if you are too strong for the world. These 'Companions' do not travel with you to future worlds, barring your own intervention, despite their loyalty and bonds with you. Rather, you will find that you begin to meet very similar sorts of people as future allies in future worlds, ones awfully reminiscent of the friends you left behind.

Damsel

Magic- Mandatory and Free to Damsels
You are one of the few magic users within Bretonnia. Trained since childhood by the Fey Enchantress and her fairy helpers, you know quite a fair amount of magic and have quite some skill in it too. You have the choice of picking from one of three Lores of Magic to learn from for your starter. The Lore of Heavens, the Lore of Life or the Lore of Beasts. Heavens deals with the skies, the atmosphere, seeing the future and manipulating probability. The lore of Beasts has dealings with animals, enhancing or transforming the body of the self or others and with some forms of monsters, particularly the more natural sorts. The lore of Life has to do with healing, restoring and caring magic but also with spells to transmute the physical form of life to stone or other substances, grow plants to attack with or even create life to attack with. You may pick one to be a well-studied and experienced user in and it will cost 100CP more for each Lore extra you want to pick up at this level of proficiency.

O Fair Maiden- 100
There are countless fair maidens across the duchies of Bretonnia but few are a match for the grace of your features. Even compared to the other Damsels, you are a beautiful creature that could capture the heart of any Knight or Peasant that had not already found his own love. Your beauty is such that it will often inspire others to come to your aid when they may normally not, letting you find yourself having bystanders turn into allies in a fight or have support in an argument from those who find you attractive. While these protectors may be like white knights in shining armour, not everyone will come to your aid and only a few would be so charmed by you as to assist you in combat or for more than a single encounter.

Moving Through the Ranks- 100
The knighthood of Bretonnia may have been fooled but you were told the truth when you were just a child. They Fey of Bretonnia are simply Wood Elves, tricking the human nation into acting as a sword and shield for them. You are unaware of the true intentions of the Lady herself but you know that many of her elven servants walk amongst men in disguise. You were taught their lessons in your studies under the Enchantress, learning how to walk amongst the other races without being detected. You can disguise yourself quite well but when it comes to passing yourself off as another race, at least one somewhat similar to you in proportions, you are a master. You are unlikely to pretend to be a 12 foot tall Ogre without magical aid but you could easily hide as an elf among humans or vice versa, even in a culture where such racial outsiders are actively hunted and searched for.

Taken By the Fey- 200
When a child of Bretonnia shows signs of magical ability, the servants of the Lady will come to take him away to her realm, regardless of the parents' wishes. Boys will disappear, gone to an unknown place, but now and then the girls that are taken will return in the form of Damsels. You've gone along on a few of these 'recruitment drives' and figured out how to recognise the potential for the supernatural in others, especially the young, even if that supernatural is not the magic from this world. You're also able to kidnap other people with surprisingly little fuss, as all but the family and closest friends of the taken will simply pass it off as an act of the fairies.

Raised by the Faeries- 200
Just as you yourself were taught by your elders, you were often given the role of teaching those young children taken by the Fey to the realm of the Lady. You took quite a shine to the task, becoming an excellent teacher of any subject that you knew, though you did your best work with teaching others how to bring out and master their magical powers. You also noted that when you were far away from civilisation and isolated, any of your students learnt even faster. It seems that the deeper you and your students are into the wilds of nature, the better and faster they learn from you.

In The Green Glades- 400
The bond you have with the lady has linked you to the very land of Bretonnia itself. All the plants and animals of this country, and indeed most forms of genuine nature elsewhere, recognise you as one of their own and love you for it. You'll never be harmed by a normal animal, even at the urging of its master, and often you'll find yourself assisted by them. Animals will leap to your defence if they notice you in danger, provide you shelter in their own dens on stormy nights and even share their catches with you if you ask. This close connection with nature has also improved your spell casting in such places, bolstering your magic with added vigour and strength.

They Fey Must Be Fairies- 400
The religion of Bretonnia is a powerful too for the servants of the Lady to control and direct their 'pet' nation. The Elven act of inserting themselves into the mythos of this country has allowed them so much influence and whilst they may not have intended for you to do so, you learnt from their examples. You have an incredibly easy time inserting yourself into the religion of whatever location you are in, making yourself out to be a living saint or goddess and actually getting believers to believe you, as well as intensifying the fervour with which they believe in you over time. More sceptical people or widespread religions will be difficult, a lone and regular Damsel might only be able to take control of the religion of a few nearby villages. But, as your magical power grows, so too will the extent of this influence. Becoming a wizard on the level of the Fey Enchantress may let you enthral the religion of an entire country with just a few years work.

Prophetess- 600
Only the most senior of Damsels, those who live through many conflicts and gather a great deal of knowledge, reach a high enough level to become Prophetesses. The women most favoured by the Lady of the Lake, each is a mighty sorceress. You've reached this same level, gaining the status and powers of such a highly ranked Damsel. All your magical abilities receive a great increase in power and your skill and knowledge of the use of the magic you have bought here is also similarly increased. You have been blessed with great powers of foresight and clairvoyance, allowing you to view events years in the future or that happen in faraway countries at will. Finally, your position as a Prophetess has placed you almost entirely outside of the laws and social structure of Bretonnia. While in future worlds you will still be seen as being bound by the laws of wherever you are, any who know of your magical abilities will ignore any sort of social taboo or restriction breaking you do.

King Maker- 600
Rare is it for a Damsel to act on her own and become the hero of the tale. No, far more effective to raise up another, a Knight who will inspire other men to become just as heroic. While you do have an eye for spotting heroic types, you'll not need make use of it, for those ripe for training and becoming heroes will come to you on their own. These aspiring heroes will often have special qualities about them, ranging from magical powers to incredible skill with a sword to a seemingly endless amount of

determination, and they always appear to you during a time when they are ready to be moulded. For a mystical lady such as yourself, it would be quite easy to form these aspiring heroes into almost anything you see fit, as they'll rapidly come to trust and believe in you if you give them any attention at all. A bit of careful guidance and teaching and you could create a legendary hero or a terrible monster. And then do it again and again.

Peasant

Old Farmer Sam- 100
A peasant's life may be simple, dirty and rather unpleasant but even they often have their own, strange senses of pride. If farming is your lot in life, it'd be a shame to do it poorly, eh? You're one of the best farmers in your village, possibly in the whole country. Under your hand, plants and animals both grow well and healthy, even in poor conditions. If you have actually good environments to work with, you can grow some pretty exceptional produce. You know how to plant and farm and care for just about any plant or creature you can find in these lands and learning to do so for new things is a snap.

A Pig in Shit- 100
Peasants have a dirty job, far from that of the shining knights in armour, but you'll find your job to be rather less unpleasant then it is for those around you. No matter how much muck or grime you get covered in, you never seem to get dirty. All those peasants around you certainly seem constantly filthy but the dirt just seems to be warded away from your body. You'll smell, look, feel and taste as if you'd just had a fresh, clean bath even when you've just rolled in a puddle of mud or been slathered in tar. Of course, some lords may be a bit suspicious of a peasant that looks so clean so you can choose to dirty yourself if you wish.

Upper Lower Class- 200
Not all peasants are farmers. Whilst they are very much looked down upon by the nobility, the merchant class of Bretonnia is alive and well, surprisingly powerful in some counties and duchies of the realm. You run a small business of sorts and have plenty of connections to nearby merchants, who form a sort of guild with you. You have an eye for trade and prices, enough that it's doubtful you'll run out of business, but your real skill lies in dealing with the upper classes. You're a very adept manipulator when it comes to those who believe themselves above you, finding it quite easy to convince them of your usefulness to them, the level of danger you pose or even the threat of some rival merchant, who in truth has nothing to do with the situation. Not all nobles can be puppeted on strings but you'll find yourself living very comfortably with some caution.

Hail the Grail- 200
With how miserable a peasant's life can be, it's little wonder some take to becoming followers of the legendary Grail Knights. Known as Grail Pilgrims, these fanatical fools will gather around Grail Knights and follow along with them, treating even thrown away scraps of food from their Knights as holy items and obeying their every order. These pilgrims are usually stupid and desperate but they are often lead by a much savvier priest, a peasant who realises that just following along will never be famous or loved. You were, are or knew one of these pilgrim priests and he taught you a few things, like how to control and direct the religious masses and how to turn someone into a religious icon. You'd be an excellent cult leader, though with just this you won't really be the type to set yourself up as the centre of worship.

Slipping the Noose- 400
The highly provincial nature of Bretonnia works quite well for the needs of the aristocracy, though it does a lot of good for those who have done some rather nasty things and want to sneak away without leaving the country entirely. A peasant who commits a crime will rarely survive leaving the safety of his village, given all the beasts in the night, but those who do find that their lords rarely bother to search for them or even notify their neighbours. Even serious crimes like murder are

treated in such a way, though anything that would affect more than just that one area would call multiple parties to go after you. This trait follows along with you now, ensuring that any crime you commit will not cause others to seek your punishment so long as you are out of their jurisdiction. Killing one peasant may need you to leave the county you are in but the murder of a King would affect the entire nation and force you to leave Bretonnia, though none would pursue you once you did.

Merry Man- 400

The Herrimault are an infamous band of outlaws and thieves found within Bretonnia. Infamous at least to the nobility. To the peasantry, these merry men are the folk heroes and saviours they look towards when they are being abused by their lords. The Herrimault steal from the rich, give to the poor and seek out justice when it is not done by the lords. Ostensibly criminals, many Knights and Lords sympathise with their actions to help the peasants of more cruel lords and will secretly assist them and shelter them. You were or are part of this shadowy organisation, a master thief that can steal away into even the best defended of castles. You're an expert with a bow and knives and know how to work together perfectly with a team without saying a word. Your status as a Herrimault also makes you a hero to the common man, such that they will help you even at risk to their own lives. That reputation will carry over to future worlds, though acting in a way that goes against it will see it tarnish over time.

The Hope of Arc- 600

No one would blame you for being angered at the plight of the peasantry. They truly do suffer under the yoke of feudalism. But it seems there is no way out. Rebellions are isolated affairs, quickly put down by the combined might of the nobility as they seek to crush any hope of such uprisings out as one, even lords from other territories providing support. It would take a true revolutionary to set it up but such a thing as country wide rebellions may not be out of mind just yet. You have more talent than any other at inciting righteous fury in those around you at wrongs done to them, perceived or real. With just a few minute's speaking, you could whip up a village into a frenzy against their lord, even with the knowledge of their almost certain deaths. Working a whole province or, Lady forbid, the entire country into a rebellious mood like this will take time for word to travel but you'll find people are unnaturally skilled at keeping things quiet until the right time, only those who you wish your revolutionary ideals to reach will hear of them. Finally, once you do manage to cause a successful uprising, you're able to easily guide the victors into taking over the system without it collapsing due to a lack of support or experience. Once the peasantry conquers the nobility, Bretonnia will be reborn. Perhaps not as powerful straight away but the lives of the peasantry will never again be as dirt beneath someone's heel.

Let Justice Be Done- 600

The peasantry and the nobility do not follow the same laws. The royal laws of the King are followed by the nobility and the lower class must follow the laws given to them by their lords. Often unfair, overly harsh and nonsensical, these laws are nonetheless often ones that can be lived with. Many lords will simply break these laws when they see fit however, and few really complain when the victim is a mere peasant. Your presence however, changes this. In your presence, the spirit of justice will live on and live strong. Laws are never bent or twisted around you, people following the spirit of the law and finding themselves unable to bear abusing the lettering. Figures of authority act as their duties dictate them to and trials or judgements are fair to all parties, even when the offender is a noble and the victim a peasant. The laws themselves will not change and your presence will only affect the area of a large town but, with work and attention from you, you can leave this effect

behind you by trying to actually make the laws themselves better. The more just you make the laws, the stronger and longer lasting this perk will be on the areas you go to. It is still possible to commit crime in your presence but criminals must become so to do so. A noble will not be able to commit what he knows to be a crime and get away with it, he will need to become a bandit to unjustly kill someone.

Items

100CP items are free for their origins and all other items are discounted for the associated origins. Knights are the exception and are detailed at the beginning of their section.

Bretonnian Miniatures- 50
A white box, embossed with a golden war hammer on the side, arrived at your front door. Within it are a seemingly endless number of models and figurines. This is an endless supply of models from the Bretonnian Army of the Warhammer Fantasy Battles tabletop game, each and every one gorgeously painted. You also receive a copy of every Bretonnian Army Book and a copy of each edition of the Warhammer Fantasy Battles Core Rule Book.

Horse Care Kit- 50
Every Bretonnian knows how to care for a horse. They may not be good at it or own one themselves, but every man from the King himself to the lowliest peasant can at least give some care to one. This kit holds all you'd need to carry out that duty, from cleaning and brushing equipment to tools to repair and create saddles or horseshoes to tasty horse treats.

A Horse, A Horse- Variable
It's a horse, one loyal only to you. The two of you are already well acquainted with each other and this great beast will always work well with you as its rider. However, not all horses within Bretonnia are equal. There are multiple tiers to purchase, as described below, though you need only pay for the option you are purchasing and not everyone before it.

For 50CP, free for Peasants, you may buy a donkey. A tough but stupid beast of burden. Rather unfit for battle, it's still the only steed a peasant is legally allowed to ride and you won't get any suspicious looks or raised blades from the nobility if they see a peasant on it.

For 100CP, free for Knights, is the traditional Bretonnian Warhorse. Among the best horses in the world, these horses can run at full pelt even with a fully armoured knight on their back and even fight and kill foes on their own. Only the nobility are allowed to have these horses or those beyond this point, so Peasants will want to be very careful who sees them riding.

For 200CP you may gain one of the extremely rare Pegasi as your new mount. Winged horses with great tempers, these creatures can fly and run at speeds greater than any warhorse by far. They are even stronger as well, as a single kick from a Pegasus can tear the head from a man's body. They are high status symbols and owning one is seen as a sign of wealth or great courage. For an extra 50CP, this may instead be a Royal Pegasus, a particularly strong and swift example of the species.

Instead, for 200CP, you may gain the services of one of the fabled Unicorns, horned horses. Free for any Damsels who wish to have a horse, these beings are pure steeds that will only let you or those pure of heart on their backs. They require no saddle, giving a comfortable ride to any worthy rider, and can run as fast as a Royal Pegasus can fly. They dislike combat but can utilise their horns to lethal effect when needed, though the touch of the horn can also heal all but the most grievous of wounds or sicknesses.

Finally, for a whole 300CP, you may find yourself in possession of a hippogryph. These massive beasts are horses with the head, wings and talons of an eagle. Each and every one of these beasts is

a terrifying sight on the battlefield, sometimes more so then their riders, as they tear through the ranks of armoured soldiers with ease. They can fly as fast as the fastest Pegasus and their claws and beaks can injure even a great dragon, though it would be a legendary feat to actually manage to kill one. Just being able to tame one, much less having caught one yourself, is a sign of incredible skill and will garner much respect.

Knight

Knights may pick two items of each tier (Tier being the 100/200/400/600 divides between prices) to gain discounts on, the third item in each tier is undiscounted for them. Knights gain discounts on the first purchase of Noble Title Item, barring their free rank.

Noble Title- Variable
Every single Knight is a noble of some manner, though most have no land of their own. Even the Knights Errant, the youngest, still hold the title of Knight. This item has multiple tiers for which to buy titles from and you need only pay for the level you are purchasing, not every tier below it, though they will gain the general benefits of lower titles as well. Peasants and Damsels may buy from this level, as it is possible for either to be awarded Noble titles, just extremely unlikely and they will likely face discrimination still at levels below that of a Duke.

For 100CP, free to Knights, you will become a Knight. The lowest level of nobility but a title that all nobles share. You are subject to royal law instead of peasant law and will be treated as a noble by others, though you possess no land and likely serve another noble as a warrior or high class servant. You will retain this somewhat honorary title in future and will generally be subject to much more favourable treatment by the law due to it.

For 300CP you will become a Lord. Whilst the majority of the nobility, after those at the Knight rank, fall into this category, most Lords simply possess a small castle, the surrounding land and perhaps a village or two. You've been given a fairly significant area to govern. You've got a good sized castle of good make, large amounts of good farming land and several towns and villages on your land to collect tax from and govern. You are subject to the laws of the Lord/Duke on whose land you are located as well as the laws of the King, but you start with good relations with your superiors. In future jumps you will retain a similarly sized area of land of similar value to rule over, though you will be subject to any laws of your country that do not directly conflict with the idea of being a lord of such a great amount of land.

For 400CP you may instead become a Baron. You hold a similar size and value of land as a Lord but it was gifted to you directly by the King, instead of by a Duke or greater Lord. This means that you are beholden only to the laws of the King and not to the rules or power of any other noble in Bretonnia, though it would be wise to remember just how big the armies of some Dukes are before you spit in their eyes. In future jumps, much like the Lord, you will retain your land but now you will also retain your legal status in the eyes of the law as it is here. Thus you are exempt from many rules, particularly laws as they apply to peasants/the lower and middle classes, and will usually get off lightly for any crime that does not directly harm the state or the ruling class or the head of state.

Finally for 600CP you can become one of the 14 Dukes of Bretonnia. You retain the benefits of being a Baron, such as their legal status, but gain a much vaster area to rule over. You control a significant part of Bretonnia, between a 12^{th} and a 14^{th} of its land area, and have many Lords and Knights serving you. Dozens of towns and villages, along with several larger cities, are found within your realm and you have quite the magnificent castle and army to match it, though you only become a true force when you call up your Lords and Knights who raise their armies along with your own. You are beholden only to the King and the only peers you have are the other Dukes, making you one of the great powers within Bretonnia. Your title will carry to future worlds, giving you a similar portion of your country to rule over and the same status within the nation at large.

Truffle Hound Pack- 100
A pair of large, ferocious dogs bred for finding truffles. They've got incredible senses of smell and can find truffles from over a hundred feet away. Desperate to eat any truffles they find, once they do, they go about attacking the genitals of any nearby males in order to protect their catches and destroy competition for females. They don't seem to differentiate between man and dog either. Still, when they haven't eaten a truffle for a while, they're loyal and work well as guard hounds. You own a pair of them, the supposed ideal for sniffing for truffles, and they're very loyal to you.

Infinite Bret Wine- 100
If there's one thing everyone likes Bretonnia for, it's their wine. The best brewed stuff on the planet, even the peasants regularly have the stuff with their meals, though often watered down to make it last. You've got a limitless supply of the good stuff, the real top quality wines. It's not quite on the level of the very best in Bretonnia, the stuff even the King himself only gets two bottles a year of, but in any other country what you have would be worth hundreds or thousands of gold coins to the bottle.

Conqueror's Tapestry- 100
A gorgeously embroidered banner to be carried into battle, upon which are shown all of your greatest victories. Each and every one has its own place on the magical piece of art, though you can remove some or make some more prominent as you wish. Holding such a thing will boost your bravery in battle, though it is quite a large banner and will likely grow larger in time.

Horse House- 200
Attached to either your warehouse or a property that you own is a stables fit for a king. Large enough to comfortably fit any and all of your mounts, the stables has the tools and facilities to properly care for and feed any mount that you might choose to store here. It has a number of adept stable hands that cannot leave the stable grounds but will ensure your animals are well cared for and ready to go whenever you need them.

Barding- 200
Just as a Knight has his plated armour, so too will his horse be gifted with their own set of metal barding. The set you have obtained is a particularly notable one, as it has been magically enchanted to fit itself perfectly to any mount of any size, horse or not, though the barding itself will remain that of thick steel without intervention from yourself. The armour will not slow any mount however and can even grow to cover the wings of a Pegasus or similar creatures without hindering their mobility.

Fortress- 400
A particularly large and well-fortified castle was gifted to you by the King, perhaps for some service or deed you accomplished in the past. It is a huge fortress of stone and iron, one of the best designed in the country and would prove a hardy nut to crack for even a massive sieging force, only needing a few dozen hands to keep it properly defended. The castle itself has been constructed in a location of your choice, within Bretonnia at least, and comes with a small amount of land surrounding it. Enough men and servants are there to man the walls and continue the castle's basic functions but you will likely need to gather more on your own to properly staff it. The castle and the surrounding area will follow along with you to future worlds, where you will be the owner as you are now.

Falcon Horn of Fredemund- 400
A horn once owned by Fredemund, one of the companions of Gilles Le Breton himself. If the user blows the horn, they will summon a vast swarm of birds and other flying creatures to attack the wielder's foes and force those who are flying to the ground. The thousands of vicious birds can strip the flesh from a man's bones in surprising speed and even dragons can be forced to land from the weight of the aviary creatures pressing down on them. The horn can be used many times in a row but will have little effect in areas that have been emptied or lack aviary life.

The Mane of the Purebreed- 400
Strands from the mane of the mount of Gilles le Breton, these hairs can be woven into the hair or scales or hide of any other mount to grant it imbued powers. When woven in such a way, they will greatly increase the strength, speed and fortitude of the mount that has been gifted with them, empowering them to supernatural levels of ability or, if they are already so strong, boosting them to even greater heights.

Sword of the Quest- 600
A large hand and a half sword that has been handed down through countless Questing Knights until it reached your own hands. A magical blade honed to a terrific edge, as most Bretonnian swords, the enchantment on this blade allows it to cleave through all armour is if it were naught but air. From steel plate to dragon hide, the blade will tear through any form of armour, natural or artificial, with ease. It has no effect against magical defences however, proving to be just a well-made sword when it comes up against them.

Sword of the Lady's Champion- 600
One night, as you rested beside a lake, a hand rose from the waters gripping a beautiful sword. It offered the blade to you, making no comments or instructions on its use and you took it from the hand, which sunk beneath the waters once more. A powerfully magical weapon, when wielding this blade the user's strength will increase to be just a bit beyond that of his opponent's toughness. Thus the user will always be physically powerful enough to wound his opponents, so long as they are vulnerable to physical damage in that fashion.

Silver Lance of the Blessed- 600
The lance once forged and held by the First King of Bretonnia. It accepts only the purest of wielders, though you are perhaps an exception, and will alight with powerful holy flames on the wielders command. Just holding the spear greatly increases the strength of the wielder and the flames from the weapon are able to melt steel armour in a second and purify chaos taint from all but the most wretched and evil of foes. The spear cannot miss either, being guided by magic to strike their foe no matter how fast or agile, so long as they are within range of the piercing blow.

Damsel

Lady's Favour- 100
A special belonging that every true lady keeps upon her being at all times. Whether it takes the form of a lock of hair, a ribbon or a handkerchief, or something else entirely, it is a token of a lady's favour towards a particular warrior. By handing this to someone before a battle, you'll grant them an aura of luck that will hopefully see them through unscathed. This is no guarantee and the protective power of this favour is small but it will sometimes cause arrows that might have struck true to be turned aside or swordsmen to trip over themselves before impaling your favoured one.

Pretty Dress- 100
A Damsel may be outside of the normal social structure of Bretonnia but that's no reason to walk around in filthy rags. You've been given a supply of few-woven dresses, every single one being of enough quality that a Queen would be happy to wear them. You'll have one for every occasion and season, including those silly headdresses that normal ladies of Bretonnia need to wear, though like many Damsels you need not follow that requirement.

Potion Sacre- 200
A special potion, brewed with the water from a Bretonnian cathedral and with the tears of a Damsel whose champion died at battle, it is used to empower the spells of a wizard temporarily. Each potion, of which you have half a dozen, will provide a fair sized boost to your spell casting or dispelling power when fully drunken. The potions only have enough in them for a single use each but they are small bottles and will replenish one day after being consumed.

Dragon's Claw- 200
The dismembered claw of a terrible dragon known as Malgrimace, it has been enchanted and imbued by many Damsels of the Lady. The powers of this Claw are similar to that of the original dragon, protecting its wielder from any form of fire attack. Normal fire, the breath of a dragon, the spell fire from the Lore of Fire or even warp fire, it is all rendered as harmless as a summer breeze to the holder of the Dragon's Claw.

Sirienne's Locket- 400
A gorgeous golden locket, meant to hang low enough to rest above the wearer's heart. Within the locket is a picture of the Lady of the Lake on one side and on the other is an image of the rather promiscuous creator of this locket, Sirienne. Despite the fact that Sirienne handed out several of these Lockets, each to her supposed one true love, they are all extraordinary artefacts. When wearing one, the user will be immune to all nonmagical attacks beyond the first that they take in any one second. So long as the attack is not magical, they may only be harmed by foes once every second, even if hundreds of arrows are raining down on their bodies. That single wound can certainly kill the wielder still, even if they were at full strength, but their bodies would just cause any further attacks to bounce off, at least until the next second.

Mantel of Damsel Elena- 400
A mantle once worn by a Damsel who fought an Orc Warlord even after she had lost an eye and most of her blood to the beast. The mantle still holds part of her spirit, bolstering the wearer's willpower greatly, though that spirit also boosts the wearer's constitution in other forms. They are immune to any form of poison and the wearer will never be killed by a single attack, at least when they are unwounded. Once even a small cut or wound is dealt to them, this last protection will leave

them and they can then be killed with a single blow again. Once rested and healed fully, they will regain that warding against instantly felling blows.

The Silver Mirror- 600
A simple vanity mirror, made from pure silver and glass. It's a powerful weapon in the right hands, as by pointing it at any spell caster or spell, the user can reflect any spell back at them, no matter how powerful, vile or large the spell in question may be. So long as the user is even one of the targets, the entire thing may be reflected back entirely upon the original caster. The mirror will crack after doing this, slowly repairing itself over the course of a day, before being ready for use once again. Otherwise, the glass in the mirror will never break.

Holy Icon- 600
A small but exquisitely crafted triptych, a 3 sided painting that can fold away for safety and storage. It may perhaps seem a strange thing to imbue such powerful enchantments but it is an icon of faith for the nobility of Bretonnia. The faith of the Bretonnian people bound into this artefact make it so any who hold it, excluding those who have unjustly stolen it, will be rendered almost totally immune to magic. All but the most powerful spells will be negated entirely by the aura of faith and even those that do get through will find their power reduced massively from their normal level.

Peasant

Peasant's Inheritance- 100
The family bow, a thing that's been in your family for generations and served well every time you or your father or your grandfather were called to service. Sturdy, accurate and matched to your own pulling weight, the longbow is a simple thing but it'll serve you well. You can even use it as a weapon in close quarters in a pinch, given how tough it really is.

Padfoot's Gear- 100
This long, thick cloak is used by highwaymen and members of the Herrimault alike. It keeps the body warm and the face hidden, to supernatural levels in fact. This simple cloak can allow the wearer to survive in even arctic temperatures, regardless of what they have on under the cloak, and it can keep the wearer's face cloaked in darkness even when a flame is being held right before their face.

Small Business- 200
Elevating you above the common peasant, you've opened your very own small business, though depending on your skill it may not remain small for long. Focused on any trade or service that you have the ability to perform to at least a basic degree, the business will somehow never go bad or run low. Without your own efforts and choices it won't grow but it will continue to turn a fair profit for you even if you pay it no attention at all, the small number of aides and employees running it efficiently and satisfactorily. If you do grow it over time, it'll continue to be able to maintain its current level of operation without you, so long as you could keep it at that level for at least a year on your own. The business, whatever it may be, will come along with you to future worlds.

Room and Board- 200
The nobility are quite devoted to ensuring the peasants remain downtrodden. Even those few who become Men at Arms, the guard at their lord's castle and who receive a small salary, are forced to pay for every bit of equipment, every scrap of food and every night spend under the castle's roof. It does seem though, that the lord forgets to take your salary for this. The money to pay for things such as room and board or required equipment for your job just seems to materialise out of thin air. It'll only pay for the basic minimum required by your job but it'll do so without taking a single bronze coin from your own purse.

The Verdant Heart- 400
A pulsing, mossy stone with magical powers. The stone softly glows in the presence of plant life and at the command of its holder, can cause plants to rapidly grow and to move as the wielder wills. Decades of growth may be caused in just seconds and the plants can move in ways normally impossible to attack foes or defend the user of the Heart. The plants grown this way will count as having naturally done so and will continue to function normally afterwards.

Old Farmer Jumper- 400
You've been placed in charge of, or if you're a noble given ownership of, an immense plot of rich farmland, for everything from growing wheat to vineyards for grapes. Crops grown here will grow plentifully and throughout the year, producing some of the best results in the whole world. It's big enough and high enough quality that owning these would make a man quite rich and even if you're merely managing it for your lord, he's generous enough to allow you half of the profits. In future

worlds, you'll become the owner of a similar plot of land that rakes in the money and provides some excellent ingredients for yourself on the side.

Brother from Another World- 600
Most lords are indifferent to their servants, a few being kind and a few being cruel. To the average peasant, their lord is a distant figure at all times save when he is delivering punishment. You've never been average though. Somehow, you formed a personal, deep bond with your lord, a man who happens to be a powerful figure in the Bretonnian aristocracy. A Duke perhaps or a particularly influential Baron. Whatever their rank, they have immense power, wealth and pull in Bretonnian society and consider you something of a brother to them, making them all too willing to wield that power to protect and help you. They do regret the nature of your relationship does mean that you cannot be seen as equals by others but will do their best to be a friend anyways. In future worlds, you'll meet a similarly powerful, wealthy and influential figure with a position in society either superior to yours or as close to equal as possible. You'll already be friends by the time you enter or quickly become such.

Town Chief- 600
You've been elected by the peasantry and chosen by your lord to be the head of a large trading town. Whilst Bretonnian nobility might prefer to control their serfs in little farming villages, the need for trading centres cannot be denied. The town as it is now has thousands of residents and many merchants and guilds, all of whom are constantly vying for your favour. You have a great deal of power within this town, having been trusted with total authority over it, and the town has enough importance that you can exert a significant amount of influence other the nobility themselves, though only by banding together with similar trading centres could you force them to go the way you want. This town, and your chiefdom over it, will follow you to new lands and become the equivalent of a major town wherever you wind up.

Companions

Import- 50CP per

What is a hero without his great Companions? You'll of course have their company as usual but if you were interested in making them the sort you could be proud to have by your side in this world, purchasing this option will definitely help. Every purchase of this option allows you to import a single companion into this jump with a free origin, 600CP to spend on perks and all associated freebies and discounts. They cannot purchase any items other than Mounts but they do get any freebie items that they would normally gain. Companions who pick the Peasant origin will gain 300CP as normal due to it.

Canon Companion- 100 per

Bretonnia has had countless legendary heroes over the years, men whose names and deeds are still talked about in this modern day. Strangely, there aren't very many such named individuals in modern day Bretonnia anymore. Still, if you were interested in having one accompany you on your journey, you'll get a chance to do so with this option. For 100CP, which can be bought multiple times for different people each time, you can get the chance to invite one character within Bretonnia to join you on your adventures. They'll be predisposed to like you but you will have to get them to agree to come along yourself. Only characters specifically a part of Bretonnia or strongly linked to it may be taken.

Brigade- 400

When a Lord calls for his men to fight for him, he never just gets a handful. All the other Lords and Knights that serve him bring themselves, their retinues and their peasant levies as well. So why should you be limited to just a few companions, especially in these times of war? Taking this option allows you to import as many companions as you like. They gain no origin, though they do have some history in the world, and do not gain freebies or discounts, but they do gain 300CP to spend on Perks and Mounts.

The Muster- 100 per

The call has been sounded and the armies of Bretonnia march to your call. Somehow, you've gained the loyalty and service of a small army of Bretonnian men. The size and make up of this small army will require the use of the Bretonnia Army Book of Warhammer Fantasy Battle game. Every 100CP spent in this option will grant you 500 points to build an army following the rules listed out in the army list section of those books. You may not buy named characters and must follow all unit restrictions as detailed. This army will be able to take care of itself to an extent but without proper facilities and care, they'll likely lose strength and numbers over time. They'll come with you to any future worlds, though they are not companions, and any dead units will be replaced the next jump with a new person that matches the type of unit the old one was.

Drawbacks

You may take up to 600CP in drawbacks from the below selection. The points gained from the Peasant origin do not count towards this limit.

Errant- +100

Normally, you would start off in this world as a somewhat experienced member of your origin. Someone who has skills and could make a difference in the right place, with the ability to go further. Knights will instead become Knights Errant, young Knights out to prove themselves, known for being horribly reckless in battle. Damsels will not yet have completed their training before being pushed out of the Lady's realm, being barely more than magically inclined children with a bit of knowledge. Peasants will be actual children, with all the physical and mental developments still to come. Taking this drawback makes you younger, removes much of the skill you would normally be assumed to have and will make others of your Origin and outside of it treat you with far less respect.

Not So Pleasant Peasant- +100

You spent a bit too much time with the pig farmers it seems, for your every bit as dirty, ugly and outright fucked up as those particular sorts of peasants. No matter how much you wash, you'll never manage to clean the dirt or grime from your skin, though it won't cause wounds to get infected at least. You'll find your face and body are marred and rendered quite hideous to look at, with unnatural bulges or protrusions found on every limb and piece of you. Some particularly suspicious sorts might even believe this is the result of some sort of Daemonic taint, at least if it wasn't commonly believed most peasants look like you do.

Broken Vow- +100

The Bretonnian people, even the peasants, take promises and vows quite seriously. They're no dwarves, they usually won't kill a man simply because he broke a promise, though they may still depending on what that promise was. Still, being known as an untrustworthy man who will break vows that he has sworn is no good thing and unfortunately, it seems to be what you are known as. You're widely disliked by nobility and peasants, though they will reluctantly work with you when it is necessary for them to do so.

Knightly Honour- +200

Regardless of whether you are actually a Knight or not, you hold the Chivalric Code in the highest of regard. You can never bring yourself to willingly break one of it's, save for when one might conflict directly with another, in which case you must make a guilty choice. Even if you were challenged by a foe far stronger then you on the battlefield, you'd find yourself unable to make yourself refuse. Unless you had an ally to physically drag you from the fight, you could be in a lot of danger. At the very least, such steadfast dedication to the code will find you some admirers if you happen to be a noble.

Feyblight- +200

The 'Fey' believe that you are going to one day be very detrimental to their plans for Bretonnia. These posing Wood Elves seek to get rid of you, whether through discrediting and disgracing you or just killing you for good anyway. If you're a Knight or Damsel or important Peasant, they'll start with the defamation, sabotage and thievery, hoping to take care of things without drawing attention. If that doesn't work or you're just a lowly Peasant, they'll go right for the kill. Thankfully, only the

Wood Elves in your starting province seem to hold this belief and other Wood Elves will find you ultimately unimportant, though your hunters will pursue you across borders.

Stampede!- +200
The warhorses of Bretonnia took a particular disliking to you when you were young and it has only grown as you got older. You are actively despised by all forms of equine life, with any horse or horse like creature refusing to allow you anywhere near them and certainly not on top of them. Humiliating for any Knight but as time goes on, this will become far worse than mere humiliation. The horses of the nation will go from heavy dislike of you to homicidal rage at the sight of you. Even coming close to a chained up horse will have it kicking at you in hopes of crushing your skull and you'd best not go anywhere near a Bretonnian battlefield, else every horse on there find you to be a much more desirable target to chase down and trample to death. The only horse not affected is your own mount, if you took one earlier.

Mousillon, Born and Bred- +300
You were born in the dreaded province of Mousillon, a true son who has had the taint of that place stick to you like glue. You were cursed from birth to have horrible bad luck, though this generally comes in the form of larger misfortunes instead of constant little annoyances through your day, and a terrible vulnerability towards corruption, both moral and of the more Daemonic kind. You'll need constant vigilance as you are easily prone to going to terrible extremes and setting those around you against you, or for giving in to highly suspect deals for an immediate gain of power. Your bad luck will also constantly drive you into the company of those with ill intents as to your person, whether it be simply thieves or cutthroats out to steal your coins or chaos influenced advisors guiding you towards a terrible fate, one you'd find very difficult to resist.

The 12 Ordeals- +300
You trespassed upon holy ground not long ago, some sacred site of the Lady not meant for your eyes or feet. Only the greatest of heroes were meant to tread where you found yourself and so as punishment, a deadly curse was laid upon you, one that would result in your death unless you could accomplish a task. 12 tasks to be exact. In the coming future, you will take part in 12 great battles, conflicts of increasing size and danger in which your actions will be the deciding factor and reason for victory. The first battle may be a village under siege by a tribe of beastmen, who would normally be totally overrun without the strategy and organisation of a good commander, which is where you come in. All your 12 conflicts will be similar, hopeless battles that can only be won with your intervention. Any others that might help will prove absent or dead in this time. Your final 12th battle may even be one to plunge all of Bretonnia into war for a time, maybe against the Greenskin hordes or the forests of Beastmen. Whatever the case, so long as all 12 battles are won due to your efforts, you will have proved yourself a worthy hero and be retroactively forgiven for your trespass.

The Dark Horde- +300
Something evil has appeared in the hearts of the forests of Bretonnia. It twists and corrupts the trees, causes the foul beastmen and barbarous orcs to breed far beyond their normal rate. Whatever the cause of this corruption and explosive growth, it has spread its tendrils to all the woods in the country and caused great swarms of monsters to invade Bretonnia's many fair lands. Hordes like these have not been seen in Bretonnia since the time of Gilles himself and they won't stop coming every few weeks unless a brave hero can find the source of this evil and put an end to it

Scenario

Jumper and the Green Knight

Exclusive to Knights

The Green Knight has long been a protector of the Lady of the Lake and the sacred places of nature that dot Bretonnia. The final foe for any Questing Knights that seek the Grail, he has never be seen save for fighting to protect the Lady and Bretonnia as a whole. But recently, this has changed. The Green Knight has appeared at the courts of many Lords across the country, challenging various Knights to a strange contest and even speaking! Those who take up his challenge leave for a few days after yet seem curiously reluctant to speak on what happened.

A few months after you have settled into this world, the Green Knight will appear to you, whether you are alone or in court with your Lord or your Vassals. He will offer a challenge to you. To show your acceptance, you must strike him with your sword on the neck, as hard as you can. If you refuse, he'll simply leave. If you accept and manage to strike his head from his body, he will laugh and retrieve his head. Replacing it on his body, he will acknowledge your acceptance of his challenge and tell you that he has a task for a great Knight but that he will only give that task to you if you can prove yourself to him 8 times. This was the first time, a proof of strength. If you wish to continue, he tells you that you will encounter these tasks so long as you venture along the roads of Bretonnia.

You can choose to ignore him now or to leave at any point before you have completed the 7 tasks and you will not be punished or mocked for it, though it's likely your peers will be quite curious as to what you did.

Your first task will be a simple one. A test of Valour. On the road you will encounter a tribe of Beastmen attacking a caravan. Numbering several dozen in total, the caravan has only frightened women and children left to defend it. You will need to kill or fight off all the beasts in order to save them and prove your courage in the face of overwhelming odds. A Knight must be both brave even when outmatched and a mighty warrior.

Your second task is a test of Justice. On your journeys you will arrive at a small, remote village, where the chief of the village will beg for your aid. Listening to him will reveal that he and his village are treated as human game for the Lord of the village. The Lord and his cronies will hunt and torture the peasants for fun, inflicting such horrific injuries that even the strictest of nobles would acknowledge his actions have long since crossed the line. A representative of the King is arriving the next day to examine the village but is unlikely to even be allowed to see the village unless a noble were to intervene on their behalf. As a noble, you could certainly do so and free the village from the brutal Lord's oppression. The Lord greatly desires otherwise and offers you quite a very large amount of gold to look the other way, promising that getting him stripped of his title will make you a powerful enemy. If you can remain steadfast to the moral choice in face of temptation and threats, you will pass. A Knight must be a moral and just being, even when being so is difficult or dangerous.

Your third task will be a test of Charity. As you travel onwards, you will encounter a young man and woman, the woman quite heavily pregnant. The man begs for your aid, as his wife has gone into labour and the nearest village is much too far to walk for a woman in labour. The man has some experience riding a horse and if you lended him your steed, he could get his wife to the herbalist who could ensure her safe birth. An audacious request of a Knight, to whom his horse is almost a

part of his own being, but it is one you will have to willingly give up to them. However, as you prepare to do so, you hear the sounds of barking hounds and thundering hooves. The former Lord your actions caused the shame and dismissal of has returned with a company of mercenaries and hunting dogs to find and kill you. They care not for a pair of peasants and will not harm them but will seek to hunt you. If you left on your horse, you could surely get away, but the woman would very likely die in childbirth. If you gave them your horse, you would need to flee on foot and place your life in great danger, but she would survive. By being Charitable, even at great cost to yourself, you have once more proven your rightful place as a Knight.

Now will come the test of Diligence. You must flee on foot through the thick forests and dirty swamps of Bretonnia, all the while hunted by men and dogs. There are plenty of nasty creatures waiting in the forest itself as well, ranging from beastmen to feral orcs to mutated wolves and worse. Only with great awareness, careful consideration and constant determination and movement will you be able to survive the trek through the forests and marshes. If you pause for too long, your pursuers will catch up and if you charge ahead too quick, it is likely you will be swarmed. By reaching the end of the swampy forest, you will find yourself at the foot of a great castle at night-time, with your pursuers forced to retreat due to the monsters in the woods. You will have proven that you possess the intelligence, determination and awareness required of a Knight. If you simply fought through with sheer power and skill, then that too will be accepted as proof. After all, to gain such strength, you'd have to have expended quite some effort.

The Lord of this castle, a man by the name of Gilfred la Briton, will welcome you into his home, even covered in mud and filth as you likely are. He says he is well aware of your mission and offers you the chance to spend the night in his castle and recover your strength. He is friendly and holds no ill will to you, somehow you can sense his honest and kind nature. There are few servants or guards to the castle, those that are there seem oddly short and all wear headwear or their hair in a way that covers most of their face. Still, you enjoy a bath and then a meal with Gilfred and his wife, Morgiana, a gorgeous woman who seems to have her eye on you throughout the night. Once you retire for the night, a few hours after the castle has gone quiet, she will appear to you. Nude and aroused, she openly invites you to partake in her body. She has an otherworldly beauty about her and a night with her will likely be one unmatched by any mortal woman but only by refusing her can you succeed in your quest. She will request this several times, becoming more and more irresistible with each time, but you must hold fast and not give in to the temptation to take the wife of a man who has shown you hospitality. If you manage to do so, then she will ask for a simple kiss, to show that you do not refuse her because she is hideous. To refuse her would be to shame a woman, something directly against the Code, and the mysterious woman has remained just as unnaturally irresistible. If you can manage to give her a chaste kiss and nothing more, she will accept that you are an honourable man. This was the test of Temperance, a task to measure your self-control, honour and respect towards women. If you succeed, she will gift you with a golden girdle, which she says can provide a powerful magical shield to the body of any who wear it.

The next day, you will be guided out of the castle and towards the coastline behind it. Looking out over the waves is an old shrine, made from crumbling stone and overgrown with plants. Many of these shrines to the Lady are found across Bretonnia and yet this one seems special somehow. Within the shrine waits the Green Knight. He congratulates you on making it this far but confronts you with a difficult request. He explains that as he too is a Knight, he is entitled to repay you for the strike you did unto him at the beginning of your quest. A decapitating blow. If you had some method of warding away his strike or otherwise making it unable to strike through your neck, aside from

simple toughness, it would be wise and indeed, required to inform the Green Knight of such. This may seem like a simple and obvious task at first but the golden girdle you received from Morgiana is another matter. The Green Knight will forgive any other abilities or items that you possess so long as you explain them to him and willingly place them aside. The Girdle however, he will ask for a much deeper explanation, being well aware of its origins. You must truthfully explain that Morgiana gave them to you, without indicting the woman herself as being in the wrong on even an unaware level. If you can manoeuvre your words to place the blame upon yourself instead of Morgiana without lying, the Green Knight will inform you that you have passed the test of Truth. You have shown him that you will remain honest in the face of danger or embarrassment and that your honesty will not bring you into conflict with other parts of the Knightly Code.

Your final test is one of Faith. The Green Knight tells you that his blade is a magical sword that can cut through anything. As far as you can tell, he is being totally truthful as to this fact. His sword is indeed a mighty artefact and the man himself possesses great magical powers. It has one weakness however. The blade he holds cannot pierce the skin of those who are truly faithful. He asks that you hold in your mind the image of the thing that you believe most strongly in, whether it be a person or a nation or a concept. If you are unsure of your chances, he tells you that he will not consider you less of a man for ending your quest here and offers the chance to ride alongside him to the castle of the King, where you will likely be granted great respect and status by being seen as favoured by the Green Knight. But if you choose to continue on, he will nod and raise his blade. As he swings towards your neck, if the thing that you are thinking of is something you hold true and absolute faith in, his blade will pass through you harmlessly. If you cannot think of anything or think of something with even the slightest crack in your belief towards it, his blade will pierce you like any other blade, though this may not necessarily decapitate you or kill you as it cannot truly cut through anything at all, merely most substances and you may prove too strong for it. Failure to have the blade pass through you, even if you survive, will see the Green Knight leave the Shrine and you behind as he disappears. Succeed and your quest will be complete. You have shown that your faith, the most vital part of a Knights' being, is unbreakable and unswerving, even if it is not in the Lady of the Lake.

If you succeeded, the Green Knight will help you to your feet and tell you of your success and that you have proven yourself to the most exemplary knight since his own companions millennia ago. At your questioning look he will remove his helm, revealing a familiar face, and reveal that his true identity is that of Gilles le Breton. The King of Bretonnia, the very first one, stands before you. He explains the purpose of your quest. After thousands of years of protecting Bretonnia and the Lady, he has realised that he is growing weaker. In order to be there for when Bretonnia truly needs him, he must go into a deep slumber. But while he does, he requires a successor to his position as the Green Knight, the protector of the Lady and of Bretonnia itself. You are the heir he has chosen for this mission and he offers you the chance to take it. If you refuse, he will be disappointed but understanding and will extend an offer to call for his aid if you are ever in need, even in another world.

Accept his offer and you will become the Green Knight, with all that entails. Your body will be empowered to a level far beyond any man or even any of the superhuman Grail Knights. You are an ethereal being and can move through physical objects as if they were not there, while remaining able to interact with the physical world as normal. Only magical weapons or magical monsters or magic spells or daemons could harm you as you are. Even if you find something that can harm you, it takes a lot to put you down, as not even decapitation will do the job. You'd need to be torn to shreds to be killed for good. You cannot be made to feel fear or uncertainty by any source and the sight of

you is enough to cause both feelings in any foe that faces you. You may move freely between any natural greenery, entering one forest and appearing out of any other in the world, or other such green natural sites. If you are ever slain, then you may reappear from the nearest sacred place to nature, though unfortunately this will only happen once per jump until your journeys on the chain have finished. Any mount you ride will share in your ethereal nature and you will gain the sword of the Green Knight, the Dolorous blade. A blade capable of carving a dragon in two with a single stroke and of dealing a half dozen blows for every swing, it is an incredible weapon and the sight of it raised into the air is enough to fill any Bretonnian, or other allies of any cause you champion, with hope and courage and fire.

For Bretonnia!

Exclusive to Damsels

All Damsels are aware of the true nature of the Fey. Wood Elves are hard to mistake for fairies when you've been raised for years by them. You and your peers likely didn't see an issue with it. After all, the Wood Elves seemed to serve the Lady of the Lake just as your countrymen did and looked to only act in the interests of the Nation. There was no reason to be suspicious and indeed, the knowledge that this ancient race sought to help the younger nation of Bretonnia may have even filled you with hope.

On the first night of your time here, you will receive a vision that will change that. The winds of magic will deliver a vision to you that reveals to you the full extent of what is really going on. The Lady of the Lake is truly Lileath, an Elven Goddess who cares only for creating worthy servants to her own family when she eventually creates a new world. She has magical girls in Bretonnia turned into her unknowing agents and just kills all the boys with magical potential. The Wood Elves see Bretonnia as a collective meat shield, there to be directed at any enemy and kept crippled technologically to protect the Elven forests. Even the Fey Enchantress herself is little more than another traitorous Wood Elf, one who has manipulated and directed Bretonnia to her own ends.

This must change. You are a loyal child of Bretonnia and you know that your nation cannot be allowed to remain an unknowing slave to some inhuman race of monsters. But you cannot simply reveal the truth to all of Bretonnia. The entire country is built upon believing in the Lady and her servants. The knowledge that it was all a lie and that they were all tools all along…it'd shatter the spirit of the nation. The only ones you could gain the assistance of are the other Damsels, who you must convince of the truth.

The Wood Elves must be expelled from Bretonnia along with their influence, dead or alive on their exit. The Fey Enchantress deserves death at least for the countless Bretonnian children she has slaughtered, if not a fate worse than death. The Lady of the Lake herself, the devil-goddess known to the Elves as Lileath deserves just as worse as the Enchantress but due to her power, simply sealing her off from Bretonnia would be sufficient for your goals. Given the power, influence and skill of these beings, along with the sheer number of Wood Elves, this task will be no mean feat.

If you can gather all of the Damsels under your banner, you could certainly seal off Lileath from your homeland but other methods, even just your own power, may also be used. Killing the Elven bitch would be even more pleasing. Once you've expelled all Elven influence from Bretonnia, your task will have one last step. You must pass yourself and a select few other Damsels off as the removed beings, in order to trick the Bretonnian people into believing nothing has changed. If you can successfully hold this illusion for one year, you'll receive your reward for your success.

The faith of the entire Bretonnian people being directed towards you has empowered you. Not to the level of the old Lady of the Lake but you certainly now stand at the head of all Damsels. You've become the new Fey Enchantress. This allows you the use of every one of the main Lores of Magic of the Warhammer World and greatly empowers your spell casting as a whole. You are nigh immune to most magic used against you and cause overwhelming terror in any creature of the night that faces you on the battlefield. You have also gained a number of powerful items, including a chalice that can cast any spell at random from the Lore of Heavens, a golden girdle that provides a strong magical

shield against attacks against you and a small toad that can supply you with a little bit of extra magical power when you need it.

Ending

The decade has come to an end and so has your time in this world. You've got a choice to make here as to what happens next.

If you want to *Stay Here*, you're welcome to. There's much to do in this world of Warhammer.

If you want to *Go Home* to your original home world, you are also welcome to do so.

If you want to *Continue* to a new adventure in a new world, then we'll wish you the very best of luck on your future journeys.

Notes

Special thanks to Nubee, the bestest, charmingest, coolestest guy ever
Thanks to Roquier