Game Of Thrones

Version 1.201

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Based on the popular television show Game of Thrones, which is in turn based on the popular book series A Song of Ice and Fire, this jump takes place in a world of high fantasy called Planetos. It starts as the King of the Seven Kingdoms comes north to make his old friend Lord Ned Stark, Hand of the King. It is a world of fire demons and ice demons, of old gods and new, of the undead, and of mildly modified dryads called children. But don't take this as a light hearted tale of good and evil, for *all men must die.*

Take 1000cp with you for your adventure.

The Jump's default start date is 294 A.C, three years before Dany's marriage to Khal Drogo. The Jump's default end date is ten years after the start date, 304 A.C. unless drawbacks modify it for you.

Backgrounds

Age and Gender

Can be any age between 15 and 60. By default you start with the social standing of a Knight.
50CP to change your gender from your last jump, or flip a coin for free.

Drop In

Hmm? Well it seems you've chosen to simply pop out into existence at the location of your choice. As a result, you'll have no memories of this place to distract you but you'll also be alone in a foreign land without any native allies or friends for that matter.

Administrator

Some men fight wars on the battlefield, some fight them with words, you fight them with coin and bureaucracy. You found your talents lie in the art of coin counting and Stewardship and so that's where you went, and it has taken you places. You're a middling level administrator within either a Free City of your choice or the Seven Kingdoms.

Diplomat

Some use a sword to grab the power they wish, yet many of them disregard that a clever tongue can lead to the same gains. Often much more easily, as you can demonstrate; you are a competent diplomat and your smooth-talking has managed to earn you a decent position.

Mage

Unlike many in this Age you have a talent for the arcane, as a result, your magic based abilities are able to grow faster than normal and you can grasp magical theory and knowledge at a faster rate than others.

Warrior

You, like many, have dedicated your life to the art of war. Whether you're a Dornish spearman, an Essossi sellsword, a Southron Knight or a Braavosi water dancer, you are a warrior.

Location

Choose freely, or Roll to gain 50CP.
Rolling: First roll a d2. 1 gets you Westeros, 2 gets you Elsewhere.

Westeros	**Roll a 1d10 for your location.**
1. The North	Last civilised bastion of the First Men, and the Old Gods, ruled by House Stark of Winterfell
2. Iron Islands	A kingdom with a dearth of resources beyond iron, stepped in a culture of piracy, ruled by House Greyjoy of Pyke
3. The Westerlands	Rolling hills and mountains, rumoured to have gold under every rock, ruled by House Lannister of Casterly Rock
4. The Riverlands	A most fractious people in a most fertile land of rivers and hills, ruled by House Tully of Riverrun
5. The Vale	Since the Andal Invasions this kingdom of valleys and mountains has had House Arryn of the Eyrie ruling
6. The Crownlands	The lands once ruled by House Targaryen, currently ruled by House Baratheon of King's Landing
7. The Reach	Kingdom of Chivalry, of Summer Knights, and Plenty. Currently ruled by House Tyrell of Highgarden
8. The Stormlands	Kingdom of the Stormlords, of Martial Might. Currently ruled by House Baratheon of Storm's End
9. Dorne	This desert kingdom melting pot of Andals, First Men, and Rhoynar, ruled by House Nymerios Martell of Sunspear
10. Beyond The Wall	Congratulations for starting in hard mode. This area includes the unknown regions beyond the Five Forts. Take +300cp for doing it rough.

Elsewhere	**Roll 1d6 for your location.**
1 Western Essos	From Braavos in the north to Valyria in the south, the Narrow Sea in the west, and Qohor in the east. You are a Western Essosi, most likely from the Valyrian Freehold, but Andals, and the Rhoynar also hail from this area.
2 Central Essos	From Omber down to the Painted Mountains, across to the Bone Mountains, and everywhere in between. This area covers Ib, the Dothraki Sea, Slaver's Bay, Lhazar, and Qarth.
3 Eastern Essos	From the Bone Mountains to the Grey Wastes,the Shadowlands, and everywhere east of the Jade Gates. This area covers Yi Ti, Leng, Asshai, Great Moraq, the Thousand Islands, and the great plains of the Jogos Nhai.
4 Sothoryos	The Unknown and Uncharted Sothroyos, Basilisk Isles included.
5 Summer Sea	The Summer Isles aren't the only islands in the Summer Sea. There's also Naath, the Basilisk Isles, and the infamous Stepstone archipelagos.
6 Free Choice	Anywhere you want, including Westeros.

Races

Free - Human
Whether you are an Andal, Dothraki, First Man, Rhoynar, or Qartheen, you are a bog standard human. For an extra 50 cp, you can be a pureblood Valyrian.

Free - Brindled Men
The Brindled Men are the native inhabitants of Sothoryos. Somewhat hoglike in appearance, massively muscled, big-boned creatures with long arms, sloped foreheads, huge square teeth, heavy jaws, coarse black hair, flat noses that suggest snouts, and thick skins brindled in patterns of brown and white.

They appear to be an entirely different species from humanity, as any attempts to breed with them lead only to stillbirths - many of them hideously deformed.

200cp - Giant
Standing at 10 to 14 feet in height, Giants are one of the original inhabitants of Westeros. Capable of great feats of strength, Giants are covered in a shaggy pelt of fur which greys as they age. Giants tend to have somewhat poor eyesight, relying more on a mixture of smell supplemented by their sight. A giant's body is somewhat triangular, with sloped chests and a lower torso which is twice again as wide as their top half. Females look very similar to male giants, with both being bearded.

200cp - Old Ones/Merlings

Merlings are half human, half aquatic beings found all over Planetos. As a species, there is an extraordinarily wide range which a Merling's aquatic characteristics can take. Common manifestations include the traditional top half human bottom half fish as well as a more frogman-esque look with long limbs, webbed digits and a human face. When submerged, Merlings gain a massive amount of dexterity, flexibility and speed. By default, you will be capable of living on land, however water rich environments like rivers, oceans, or extremely humid jungles will always be more comfortable for you.

If separated from water for a long time, Merlings wither, though they do not die. After a sufficiently long time has passed, the sight of a Merling has a maddening effect. This is what has occurred on Leng, and is the cause of the legends of the Old Ones.*

400cp - Dragon
Dragons on Planetos are fairly similar to most of their fellows in fiction. They possess a long, serpentine body with four limbs (two short back legs and two wings as forelimbs), scales, horns, a large colour variation, firebreath and reproduction through the laying of eggs. In addition, dragons never stop growing - the largest dragon dragon on record, Balerion the Black Dread, had a head the size of a carriage when he died at nearly two centuries old - as well as their incredibly powerful magic which is mainly displayed through their nigh-unstoppable firebreath and their ability to hibernate inside the egg until awakened. Unlike most dragons, you will be fully sapient if you choose this option.

500cp - Children of the Forest
The other of the original inhabitants of Westeros, the Children of the Forest are the original worshippers of the Old Gods, and the creators of the Others. The Children are humanoid 4-fingered beings roughly the size of children, with disproportionately large eyes and soft, rounded faces. The Children have wrinkled, pale grey-green skin, indigo blood, bright green eyes, and only possess hair on the tops of their heads, with no eyebrows or body hair.

The Children also possess incredibly long lifespans, with some having lived for at least 12,000 years. The wise men of the species are known as Greenseers, who have enormously powerful magics at their disposal and eventually bred with humanity to grant some descendants of the first men this ability.

500cp - Others
You are a member one of the White Walkers. You were created before the Age of Heroes by the Children of the Forest in order to protect them from the First Men. The magic used was, however, highly unstable, and you broke free and, under the leadership of the Night King, you destroyed your bonds and went South in order to wreck your vengeance against both your former masters and their new human allies.

Wielding great necromantic powers and control over winter weather, you are able to bring winter with you wherever you go. You also wield great swords or lances made of ice, able to pierce even dragon scales and shatter all but dragonsteel, which, along with dragonglass, are your only weaknesses. You are immune to dragonfire. You are also immune to time, able to remain living as civilizations are born and crumble around you. You are also inhumanly strong and fast, being barely weaker than a Giant and far more agile. Or you can be one of the Others, ethereal, beautiful, and terrifying.

Perks

First 100 CP perk for your origin is free, the rest of your Origins perk tree are discounted to half price.

General Perks

100cp - Musical Skill
The art of Song and Instruments, one you're quite talented at, to the point that many would compare your skill to the late Prince Rhaegar Targaryen. Weaving new songs and music comes as easy to you as winning the hearts and minds of your audience and you'll find that you seem to never run out of inspiration; drawing ideas from your experiences and

environment. To think, with this alone you could indeed make quite a lot of coin; though do be careful, not every King or Lord enjoys a good song.

Free/200cp - Start When You Want.

Don't want to start your jump when the jump document says? Well then, start whenever you want, but you'll still have to either complete at least ten years here, or survive right up to the default end of the jump, when drawbacks say you should have ended, or as long as you want past when drawbacks say you should have ended. Whenever you enter another world, however you enter another world, you can choose the time period you land in. Pay **200cp** to keep it beyond this jump.

Free/200cp - Start Who You Want

You may insert as any canon character to your jump, regardless of whether you have the perks to do so. With this perk you gain all of their abilities, power, knowledge, and skills, as if you simply wake up as them at the start of the jump. However, you lose anything you gain through this, if you haven't also picked up the appropriate perks to carry on. For example, if you were to insert as Rand Al'Thor, you would be Ta'veren, with the power of the Dragon, but in future jumps, would be as powerless as anyone else without perks to become more.

Free/200cp - Start What You Want

You may insert as any race from the jump setting that you choose, with all of their abilities and weaknesses, social or inbuilt. However, after the jump you do not get to keep this race as an alt-form. You may be a Czarnian in Teen Titans, an Asgardian in Spider Man Trilogy, and so on.

100cp - Frey Pies

You are a world class chef capable of making any material taste delicious, and masking any flavour. Literally any flavour.

100cp - Golden Rule

Do Unto Others is a pretty good rule, and those who abide by it tend to be honourable, which you are. However, a full understanding of this rule is that the way people treat others is how they wish to be treated. If you deal with an oathbreaker, a kinslayer, a traitor, or some other dishonourable monster without being honourable, well, people just see it as a sign of your wisdom, and their comeuppance.

100cp - A Reyne of Terror

You are a very intimidating person. How this presents depends largely on what you are doing. If you're acting honourably, they will see you as someone truly noble. Alternatively, if you're acting with ill intent, they will see you as someone to be scared of. This comes with a willpower boost whenever you are doing something you believe necessary.

100cp - Tradecraft Skills

You have skills in a mundane trade of your choice which someone of Planetos of your political standing,geographic location and time could conceivably learn. This includes being a Myrrish glassmaker, a carpenter, a brewer or other such trades.

100/200cp - Linguist/Linguist Unparalleled

You can speak any human language as if you grew up with it. For **200 CP**, you can speak the language of any sapient being.

100/200/300cp - Social Climber

Lord: Your house controls a portion of a kingdom. Examples of this are the Umber of the Last Hearth, the various Khals of the Dothraki Sea, or the ship captains of the Iron Islands.

Great House: The leaders of your kingdom, your house holds sway over an entire section of your country. Examples of this are the Starks of Winterfell, the Martells of Dorne, or the Good Masters of Astapor.

Royalty: The Big Kahuna, yours is a lineage which sits on the throne. You are probably close in line to ascend it yourself.. Examples of this are the Sealord of Braavos, the Emperor of Yi-Ti, The Baratheons or Targaryens of the Seven Kingdoms. Interestingly though, this counts if people have good reason to believe you're in the Dynasty. So Joffrey, Myrcella, and Tommen all count, as do Viserys, Dany, and Young Griff.

200cp - Resistant to Magical Area Effects

Does an area seem too cold to be natural? Is an area still volcanically deadly even almost five hundred years after the area was blighted by an unspecified doom? Perhaps being too long in an area will cause grayscale to latch onto you. Well, no longer. You are resistant to the effects of magical environments, be the source of a curse, damnation of fourteen gods, or just a shroud worn by the White Walkers. Now, it takes a bit longer for the effect to affect *you*. As long as you're moving through the area, the magic won't take hold on you, but the moment you stop with the intent of staying, the magic will very slowly start to work, 1% per ten minutes until you start leaving the area again. When it gets to 100%, the magic works on you as it would any other person.

In future jumps, you'll be highly resistant to magical area effects, and can train it up to an immunity.

200cp - Smith

You are a skilled blacksmith, capable of forging most things seen on Planetos. Items forged by you are better at their intended function in some way, with swords being sharper, ploughs ploughing more easily, armour blocking blows more easily, or decorative items being more eye-catching. Whilst by default you cannot forge Valyrian Steel, if you also purchase the Valyrian Steelsmith perk further down, you will no longer need access to dragon fire to create such works and will be capable of working with starmetal.

300cp - Born of the Divine

There was a divinity in your family history, and no matter how many generations the benefits have skipped over, they are shining through you now. You're a little taller, a lot smarter, a little more attractive and charming, and a fair bit stronger and faster than you were before. You will live maybe half again as long as others of your kind, and be in full vigour until the end of your years. This works as a capstone booster, boosting all of your perks slightly, but most especially all of your capstone perks. The enhanced version of the perks are in the notes, as are the height differences.

Racial Perks

300cp - Giant's Strength (Free Giants)

The children of stone, one thing all giants have above all else is strength. You are a true paragon of your race, with a strength similar to that of any three giants. This is enough to casually lift literal tonnes, and also provides a small height bonus, making you a head taller than the average of your race, or you were before.

300cp - Aqua Affinity (Free Old Ones/Merlings)

When submerged in water, a merling gains an overall boost to everything about them, from their physical attributes to their spirit and intelligence.

300cp - Blessing of Valyria (Free Dragons)

As perhaps the closest there is to magic given form, dragons are given many abilities. The chief amongst these are their intensely magical fire breath, their flight and their continual growth throughout the entirety of their lives. Dragonfire, whilst a dragon is young, is barely capable of lighting straw on fire, yet as they age, this quickly changes till eventually, a dragon's breath may melt stone and steel, or incinerate a man to ash. Dragonfire also has intensely magical properties, with it being involved in some way with the creation of dragonstone, valyrian steel, and a vast array of artefacts created by the Valyrian Freehold before its destruction. A dragon's ability to both fly, and grow continuously throughout their life in violation of the square cube law is tied again to their intrinsic magic, with their bodies being made of magically infused materials which are far lighter, stronger and more durable than any non-magical material could hope to match. Truly, dragons are magic's most beloved.

For jumpers who take this perk without being a dragon, your body becomes intensely magical, with everything from your skin to your bones, blood, organs, breath, bodily fluids or hair being so imbued with magic that they count as top tier magical reagents. Quenching a freshly forged metallic object in your blood might transform it into Valyrian Steels whilst simply breathing on a rune might be enough to power it for several days. Fires, and heat of any kind, will not burn you.

300cp - Songs of the Earth (Free Children of the Forest)

Those who sing the songs of the earth have many gifts. Chief amongst these is the ability to speak the True Tongue, a great affinity for magic, and a deep spiritual connection to nature which increases potency of nature based magics. The True Tongue is based on the sounds of the world, including things like wind on leaves, rain on water and the sound of stones in a brook. By binding themselves to a weirwood, an earthsinger may live for far longer than any other of their kind. There is evidence that some of the Children currently alive today were amongst those who created the Others 12,000 years ago.

300cp - Winter's Children (Free Others)

More than any other beings, the White Walkers are the children of winter. This manifests in their immensely powerful winter magic, as well as their ability to reshape ice into any form they wish. At first, all you will be able to do is create crude forms out of ice, and affect the weather around you towards the cooler side. But as you gain experience, you will learn to create weapons of ice capable of cutting castle forged steel like butter as well as alter the weather on a large enough scale to plunge an entire continent into a decades long ice age. As one of the others, you also possess the ability to raise vast armies of the dead as wights. Other species can do this if they practice, however White Walkers have a greater affinity, and are capable of simultaneously raising hosts numbering in the thousands with a bit of effort. If you also purchase Necromancy, this increases to tens, or even hundreds of thousands at once, and dramatically reduces the cost of necromantic abilities.

Drop-In Perks

100cp - Way of the Land

As wanderers move they pick up knowledge of the lands they visit and now so do you. Whenever you take a jump you immediately gain a basic understanding of the world's history and languages as well as the important figures with it.

100cp - Traveller's Hospitality

A hearth to rest one's feet at, and a table to eat and drink at, something we all desire and something many travellers don't always get, is something you can get with ease. You have a bit of an aura that makes people open their doors to allow you to stay and rest for a bit so long as you aren't a problem. Of course this can always be undone if you're a monster who rapes and pillages his/her way across nations but then why would you be looking for fellowship?

100cp - The Adventure Never Ends

The life of a wanderer can be boring at times for many but fortunately this isn't a problem for you. You're constantly being pulled into events wherever you go. For instance, if you wander into a town you may be asked to help deal with some bandits or, if in a nation's capital, you may be pulled into a conspiracy to kill the King. If ever you tire of adventure, then this ability will fade until your wanderlust ignites once again (OOC: Toggle option)

200cp - Strands Of Fate Are Meaningless

This world shares a very important trait with your world that many others lack, the fact that death can be right around the corner and when your luck has run out and you've been surrounded it is the end. For this is the power you hold, anyone who you clash with has any protection from fate/plot armour removed and is thus forced to face you like a normal person with only their abilities. This is also applied to plans and such of yours which would normally fail due to the intervention of obscene luck or fate allowing you to be a threat to even the greatest heros.

200cp - The Onion Knight

You are an amazing smuggler. This may not sound like much, but it comes with a host of benefits. You are a master sailor, capable of taming the fiercest of sea storms, and in addition, are truly superb at hiding things. When hiding things, you seem to be exceptionally good at causing people to overlook you, which stops officials and unwanted individuals from noticing your concealed cargo. This SEP field shorts out if A) your hidden items are physically discovered (eg. falling through a hidden door), or B) you rely solely upon it for protection. Finally, if you are ever caught, officials will be far less likely to hit you with the full punishment. You will still be punished, but the punishment itself will be drastically reduced in severity.

300cp - Cold Hands
It is common for men to break when they come eye to eye with the Dark. You are made of far stronger stuff. Even tortured to the brink, isolated and abandoned, you will never forget your beliefs and purpose. If you are part of an organisation, that organisation will always recognize you as one of them, as long as you abide by their rules to the best of your ability. In addition, your adamantine will grants you immunity to possession or trickery based magics such as warging, mind control, glamours or shadow binding.

400cp - Sellsword for Hire
Despite the feudal nature of this world, you have no trouble travelling the land, and can easily be hired by competing factions without them killing you. Want to work for Tyrwin, then go live in Sunspear? Go ahead. Want to live as a free folk then join the Umber's household? Sure. Want to be a Night's Watchmen, then leave? I guess. Essentially, despite anything you might normally expect, you may freely join or leave an organisation without consequence.

500cp - She just kind of forgot..
Napoleon said not to face an enemy too many times, or you will teach them your entire art of war. This is no longer a problem for you, as once per year, you can guarantee an oversight on their part. How many times can an enemy fall for the old "ship full of wildfire" trick? Well, how many years will they be fighting you at sea?

Administrator Perks

100cp - Well Read
An educated man is a valuable thing at any time. In addition to basic literacy in the local language, and common trade languages, you have a wide yet shallow general knowledge appropriate for a learned person of Planetos. The basic literacy updates every jump whilst the general knowledge does not.

100cp - Littlefinger School of Persuasion
You are great at convincing others to do things for you which probably aren't in their best interest. This works best when used against those you dislike, are somewhat opposed to and yet still capable of talking to in the first place. Obviously, as this perk relies upon talking to people to persuade them, it won't work on those who you can't sit down and convince in the first place. Examples of this would be sworn feuding enemies, people on the battlefield, or quick decisions. It also takes you time to convince someone - generally at least an hour or two unless they already agree with you.

100cp - First Choice
When someone is considering who to appoint for a position you desire, you will be the first name that comes to mind. Whilst this won't stop them from choosing someone grossly more qualified and experienced, it will give you an edge if it's a choice between you, and someone of a similar or slightly greater competence.

200cp - "Trustworthy"
Ordinarily, when a single group or faction gains a monopoly, people start to get a bit... antsy. Thankfully, you don't have this problem! When it comes to you and your business, people tend to gloss over any unsettling details which in any other person would send alarm bells ringing. "I've been seeding malicious rumours about myself and your wife? No, you can trust me." or "I'll definitely help you expose the secrets of the people who keep me in power." always seem to work no matter how suspect they really are. This doesn't work on anyone who you've out and out declared as an enemy though.

200cp - Light Touch
Sometimes, when engaging in any endeavour, you don't necessarily want people to link that activity back to you. This perk makes such connections far less likely to occur. For example, if you were to become the accountant of an organisation, then suddenly the money situation drastically changed, people would most likely not link it back to you. Alternatively, you could slowly gain monopoly over a market through shady strong arm business practices, and be undetected by any save your competitors. Be aware that this perk does have its limits, and if you are making large scale

changes which are either suspicious, or not in line with what people would expect, people are far more likely to realise and take action.

300cp - Maester of the Citadel
Whether you are a Maester, or simply have the accreditation, you have studied enough to have forged a full chain, and are the equal of any Maester of the Citadel in academic knowledge. This knowledge stretches from healing to scholarly knowledge, science and the training of ravenry, who carry messages in the Seven Kingdoms.

400cp - A Coin in Little Fingers
You have a way with money that most don't gain in their lifetime, for you're able to turn investments into entire enterprises and find money in industries no one else would and how to manage your economy with ease. For this extends to cover all avenues of trade such as seaborne and others and you'll always be the first to find out about new and more importantly wealth inducing trends. In the right position, you can sink an entire empire into dangerous levels of debt. You can easily do the opposite as well, and make the kingdom flourish, creating trade opportunities that wouldn't have existed without your expertise.

500cp - True Nobility
You're actually a ruler worth the name. Every day you are slightly superior to what you were before, and you walk with dignity that lets anyone see you are nobility, even if you were dressed in rags. You can lead skillfully and with great prosperity, because you have wit, wisdom, and an unerring sense of justice. Under your reign, the lands you rule will experience a golden age as great as that of Jaehaerys himself.

Diplomat Perks

100cp - Old Blood
Within your veins pumps the blood of one of the Great Houses of Westeros, such as Stark or Lannister. As befitting of your blood, people give you more attention than they normally would when you demand it and are far more likely to bend to your demands or orders than normal. This also gives you a bit of divine right to rule causing vassals to be far less likely to betray you, after all your family has ruled well for centuries.

In future worlds this manifests by making you a part of a Great family of whatever worlds you visit, examples would be the Barthomeloi of the Clocktower or the Carolingians.

100cp - Guest Rites
By taking this perk, those with whom you make promises or agreements in good faith are far more likely to hold to them. This is strongest in promises not to attack you, but even then, sufficiently motivated or honorless individuals may break them. To break agreements made with you would generally require someone to hate you with all their being, be single mindedly devoted to whatever cause motivates them, or in some other way find breaking the oath to be the lesser problem

100cp - Beautiful (Eye Catching Drawback mandatory with full points)
You are a beauty alike to that of Shiera Seastar or Ashara Dayne, beauty that turns heads and makes men do anything to obtain it. Alternatively, if a man, you can be as handsome as Prince Rhaegar Targaryen or Jaime Lannister were said to be.

200cp - Advisor to the Throne
It is a sad but common fact amongst those who seek to advise kings, that their leaders do not always take it very well. Luckily, you will never share those unlucky souls' fate, as, no matter your personal relationship with someone, their mental state or the particular news, you can be safe in the knowledge that they will both take it on board and won't harm you for doing so. This only works if you are sincere and faithful in your attempts to help however, inciting rebellion amongst their subjects or undermining their rule would still get you arrested for treason.

200cp - Silver Tongue

You are a skillful orator, storyteller, and performer, capable of great snark and japes. As a side effect of this, you are a truly brilliant liar and incredibly persuasive as a general rule.

300cp - King Beyond the Wall

Much like the many Kings Beyond the Wall who have existed over the years, you are a prodigy when it comes to convincing disparate groups and factions to work together. When it comes to creating cooperation, you could unite a people of a thousand kingdoms, bridge a divide of hatred which has stood several thousand, then keep the resulting alliance together long enough for the factions to first learn to work together, then, with lots of work, forge that alliance into a cohesive whole - though that would probably take decades, maybe even generations if the hatred was as strong as that between the Night Watch and the Free Folk.

400cp - Breaker of Chains

When you make a decree which is unpopular, the people damn well follow through with it, because you are their leader! With this perk, any orders you give to your followers, subordinates or subjects are actually followed in both word and spirit.

500cp - Words of the Father

It's said that Words are Wind, that they're as reliable as the men who speak them, and as such they've no more value than the currents of the air. Yet you know this to be false, for the words you speak are as good as gold. Whenever you speak truthfully people will listen and believe: a Night's Watchmen could walk into King's Landing with naught but the hand of a slain Wight and return with the combined armies of the Seven Kingdoms at his back or a proud King could be convinced that his children are in fact another man's and be spurred into action.

Mage Perks

100cp - Divination

Whether you do it by looking into the heart of the flames, communing with the weirwoods, or simply have it as an innate gift, you are capable of seeing other events. At first, this gift will manifest as fleeting glimpses of important events occurring to those close to you, but with practice, you will eventually be able to see first the past, and then later, the future. The limitation on only being able to see the fates of those who you know will go away as you get stronger.

100cp - The Blood of Kings

For most maegi of Planetos, the main struggle of magic is creating a large enough sacrifice. Thankfully, thanks to this perk, a weaker sacrifice can be used instead, with no loss in power. If the magic calls for mass human sacrifice you may get away with a single human sacrifice and a whole lot of animals. If instead it calls for human life, human flesh should work. If it needs a single animal sacrifice, or human blood, you may scrape through with pure willpower. Nonetheless, for whatever reason, when it comes to you, magic seems just a touch cheaper.

100cp - Mummer's Farce

At least in Westeros, magic is commonly believed to be dead or faded. This makes it harder for an aspiring mage to gain the patronage often necessary to get reagents and artefacts with which to do magic. Thankfully, you don't have that problem! You are an expert in getting people to believe in your prowess, and can get them to sacrifice things on your behalf to power your magic. Yes, you too can convince a man to burn his own daughter!

200cp - Beloved of Magic

Ordinarily, the overall strength of magic on Planetos is related to the tides of the earth, and the existence of magical creatures such as dragons. This means that in times of great magical power, the least of magicians could cast complex and powerful magics limited only to the strongest in times when magic wanes. Of course the flipside of this is that in times when magic isn't strong, magicians can barely cast, with that same magician from before barely being able to summon sparks of fire with an ignition source. You gracefully avoid this problem, as magic seems to favour you, preventing any such environmental factors affecting your power negatively.

200cp - Magical Tradition Can be purchased multiple times.

Aeromancy: Primarily practised in Asshai by the Shadows, aeromancy is the use of magic to manipulate the air. This magic can be used to create a variety of effects, including creating gusts of wind, creating vacuums, sucking things close

through strong winds, flight, the summoning of scything winds to flay your enemies, and sucking the breath from a man's body. Quite frankly, aeromancy can, with enough magic and effort, do whatever you can imagine wind magic as being capable of.

Alchemy: Alchemy covers a diverse array of disciplines relating to the creation of substances or materials with magical powers. The two main effects of alchemy are the refinement or transmutation of things into better versions of themselves, and the infusion of magical properties into objects. Known effects include the transmutation of base metals into gold and the creation of wildfire. In addition, the Alchemist's Guild of King's Landing have long maintained that there are vast secrets to the practice, so in time, you can learn to create things like an elixir of life, a panacea, a universal solvent, various potions or the infusement of a magical effect into another material.

Glamoring: A specialty of the Faceless Men, though used by various other groups, glamoring is the use of magic to create an illusion. Glamors do not actually change the appearance of an object - to do that requires additional work which is also covered by this perk - and work best when built or worn close to the target. Glamors can be anchored to objects such as rubies or moonstone which can then be set into jewellery to create wearable illusions Whilst worn, these masks cause the wearer to look exactly like the deceased including any broken teeth or other injuries, though they themselves will be unable to tell the difference, sensing only their own face and features. When first applied, the wearer may experience some of the memories of the deceased, and may dream those memories as nightmares.

Pyromancy: One of the more widely practised magical disciplines, Pyromancy is the use of magic to manipulate fire. Known uses are the use of flames as weapons, engulfing weapons, as items of spectacle, and as mediums for other abilities - such as the priests of R'hllor using flames to perform divination. Pyromancers also have skill in other ways of creating and controlling fire, including the use of powders, walking the hot coals and making fiery symbols in the air.

Rune Crafting: A dying art in this day and age, runecrafting is the act of anchoring a spell and making it permanent by binding it to carved runes. Runecrafting excels in magics related to defence, strengthening, and enemy specific wards. Within their purview, a runecrafter can enhance fortifications to be capable of surviving several thousand years, defences designed to hold off non-human entities such as white walkers or gods as well as enchanting near weightless, ever sharp weapons or indestructible armour.

Skinchanging: You are a Skinchanger, known to the First Men as a Warg. By reaching your mind out of your body and into an animal's, you may control it.

Water Magic: The magic of the Rhoynar, water magic is considered to be the gift of Mother Rhoyne (the main goddess of the Rhoynar, and the River Rhoyne). This magic is most common amongst the Dornish in this age, and allows for a number of powerful abilities, including the raising of enormous waterspouts, fog, "watery walls" and flooding of rivers. It is also suggested that water magic can be used to find water, stop drought and perhaps even cause greyscale. Water magic was also used by the Children of the Forest's hammer of the waters to attempt to shatter Westeros in two. Whilst it didn't work, it did shatter the Arm of Dorne, and flood the Neck.

Valyrian Stone Shaping: Far stronger even than steel, granite or diamond, dragonstone is an ancient material used by the Valyrians in much of their constructions. By purchasing this perk, you have the magical ability to shape the material into any form you may wish. You can transmute regular stone into this with intensive magical effort, or slightly less exhaustingly create it wholesale similar to cement. Whilst it is possible to alter the shape of the stone by using dragonfire to melt it into a liquid, then shaping and fusing it from there, this magic is far faster and easier, as well as safer.

Valyrian Smithing: You have all the skills of a Valyrian Master Smith, able to forge and reforge Valyrian Steel And craft Items of power, particularly those related to dragons or fire.

300cp - Blood Magic

Blood magic, or blood sorcery as it is sometimes called, is commonly considered to be the darkest and possibly most powerful of magics, capable of nearly anything with enough sacrifice. Examples of it's abilities include healing, the merging of animals of different species into one, the changing of physical appearance, enchantment, artificing, resurrection and all manner of other abilities. The greater the magic, the more which must be sacrificed. Sacrifices must be personal or valuable, with greater sacrifices granting greater power. You instinctively know how much you need to sacrifice in order to get what you want.

400cp - Necromancy [requires the drawback Lore Friendly Resurrections, for no points]
The magic of life and death, necromancy is a fell magic used by many,including Qyburn, the Others, some Qarthian Warlocks, and the Bloodstone Emperor. By purchasing this perk, you have gained the ability to raise groups of undead wights bound by your will and life force, as well as the ability to perform a true resurrection once per year.

500cp - Power Overwhelming!
For most mages on Planetos, the greatest barrier to being a powerful mage is sacrifice. Specifically, the fact that all magics known to Planetos require some degree of blood, soul or human sacrifice to function. You neatly sidestep this issue through your innate connection to a powerful natural network of magic like the Weirwoods, instead powering your magic through that. You'll even be able to craft items using this connection. This natural network of magic will appear in future worlds, and provides you with enough power that you could cast high level magics near trivially. This does not give you the power to pull off spells like the Hammer of the Gods by yourself, but by working with others, such powers may be within your grasp.

Warrior Perks

100cp - A Proficient Warrior
You are the equal of any knight in swordfighting, jousting and riding, as well as capable of caring for your armour and weapons without the aid of a squire. You have a weapon you are slightly more skilled in, than your average knight, whether that is a greatsword, a warhammer or something different.

100cp - "The Tall"
You're just about seven feet tall. If you were already about that, or taller, then add another of your heads worth of height. This is a proportional size increase, and you've a powerful build to go with it. If you bought this as a giant, then you will be pushing 20ft in height, and have a proportional build.

100cp - Always Armoured
For whatever reason, it's a fairly common practice in Westeros for nobles and important characters to fight without all their armour - rule of cool maybe? Nonetheless, now you can too! As long as you are wearing some kind of armour, you will be protected by the concept of armour to the same extent that what you are already wearing would protect you. Finally, you too can run around the battlefield without a helmet like all the other morons - and as a bonus, you won't die doing so!

200cp - Master of Arms
You are a skilled teacher, capable of imparting a mastery of five weapon types and a martial philosophy over the course of a few years.

200cp - Unparalleled Rider
It's as if you were born in the saddle, for you are able to ride any kind of steed better than anyone in a few generations. You are also truly capable of caring for your steeds, as well as make them easily follow your commands. This also works on dragons and other exotic animals as well as vehicles.

300cp - Unsullied Grit
You have unbreakable will, easily equal to that of the Unsullied Legions from Astapor, able to stand through extreme pain and hardship. You are also capable of completely controlling yourself, no longer falling into a bloodthirsty rage in the case of a battle, only to then commit atrocities.

400cp - Genius Strategist
You are now a strategist unparallelled on Planetos, rivalling the likes of Napoleon and Alexander the Great, with a strategic mind that can, with enough resources and determination, change the face of the world. You can now win a battle whilst greatly outnumbered if only you have the time to prepare.

500cp - Sword of the Morning

You are one of the greatest warriors to grace the face of Planetos in a generation. Your mind and body are in perfect sync with combat. You could easily analyse a battlefield to create an imaginary version of it in your Mind's Eye to easily predict the movements of your opponent until they stop being a threat... or if they play dead. You could fight 10 men, perhaps even 20 by yourself, and come out without a scratch. Against truly skilled opponents on the level of Ned Stark in his prime, this number goes down to 4-7. This is quite straining to a baseline human, but it is possible to expand the limits of your predictions with training, unnatural modifications or perks from another Jump. You also gain a substantial increase in skill to dual wield your preferred weapon with the same level of mastery that you wield one.

Items

First 100 CP item for your origin is free, the rest of your Origin's items are discounted to half price.

General Items

00/50/100cp - Bag of Groats

You also have a small leather bag with two hundred groats, you also have a small box with a hundred silver stags, and a thousand silver stars.

For **50cp** you instead have a small leather bag with two hundred silver stags, and a couple of chests containing a total of ten gold dragons, a thousand silver moons, and ten thousand silver stags.

Finally, for **100cp** you have a small leather bag with two hundred silver moons, as well as a large chest with a thousand golden dragons, and a hundred thousand silver moons.

The money refills every second month if any is taken out.

100cp - Title of Land

A title of land equal to what someone of your station would expect. Regular warriors may have a small block for them and their family, a lord may have a castle, and the surrounding area, a lord paramount may have a massive castle, and an enormous area around as their personal domain, and a royal may have not just an enormous castle, but also an area near equal to the other kingdoms as their land. In future jumps, you can choose to have this be a warehouse attachment, or for it to seamlessly insert itself into the world without anyone but you noticing.

100cp - Ship of Some Sort

Every man is the king of the ship he captain's. Now you too are a king (of your own ship). This ship can be anything that would make sense for someone of your social standing, position, geological location and time, but otherwise, have fun.

200cp - Animal Companion

In this land, it's somewhat common for people to have animal companions by their side. Whilst this item won't get you a dragon, a sapient creature or anything which has absolutely no basis in this setting (such as trying to get a legend of zelda cucco as a pet), there are few real limits on size or species of animal. Examples of what can be gained through this item include a direwolf, mammoth, lion, eagle, hawk, viper, horse, war elephant or raven. Animals gained through this item are smart, loyal companions with a near human intelligence. The default is whatever would make sense for your origin, such as a Stark having a direwolf, a giant having a mammoth or a golden company member having a war elephant. If you have any animal based magics such as warging, this animal is far better suited for it and slightly boosts the effectiveness of such abilities.

300cp - The Game of Thrones

It wouldn't be much of a game without a throne to win. Now you have a throne of a style which matches your aesthetic and theme. If you're a conqueror king, then perhaps you have an iron throne, whereas if you're a humble king, you might have a simple wooden bench. Your throne emits an aura which conveys the kind of king you are. If you are a harsh, cruel king, then your throne might feel cold and stark like the seastone throne, whilst if you are a knightly king, then your throne might create a sense of chivalry and honour. Whilst you sit on your throne, any subjects you may have will be far more subservient, your lands will be more efficient, and none will doubt your kingship.

400cp - Weapon of the Warrior

This weapon kills and cannot be killed. At the start of every jump you decide what it looks like, including what in-world material it is made of. This weapon turns the immortal, mortal, and as vulnerable to harm as any normal human would be. That is, against this weapon. You can import any weapon you own to take in this weapon's features.

Drop-In Items

100cp - Travel Supplies

A leather satchel which, when opened, contains the minimum needed to survive in the wild, as well as enough food for the day. Each day, the contents of the bag will change to cover this, with, for example, an arctic biome providing (among other things) warm clothes, firewood and a tinderbox, whilst a desert locale might provide thin, light, covering clothes, extra water and a tent. Once a week the perishables are replaced.

100/200/300/400cp - Accommodations

When travelling, it is a common problem that you don't have a place to bed down at the end of the night. By buying this item, you don't have this problem.

100cp Every town you stop at will at least have a terrible room in an inn (or room in the stables) for you to sleep in.

200cp Every town has a nice room, with no chance of being robbed whilst in it.

300cp Every town has a luxurious room, fit for a high lord.

400cp Your own set of apartments in every High Lord or Kings castle, with a welcome for those who travel with you, and all of the above.

200cp - Armour of the Laughing Tree

Despite its name, the Armour of the Laughing Tree is not necessarily an armour. Instead, it is an upgrade you can apply to any piece of clothing or armour you wear. When activated, the wearer will be near-impossible to unmask or capture, whilst people's memories seem to gloss over any attempts to connect the unmasked and masked forms.

300cp - Black Cloak

When worn, this item, not necessarily a cloak, grants you easy and instant admission into any organisation, no matter what requirements may normally be in place. To be clear, this item allows admission to ANY organisation including things like a rebellion as the person they're rebelling against, the Maesters as a woman, the Seven Kingdoms as a wildling or other such ordinarily impossible to join groups. If you perform any actions against that organisation whilst a part of them (for example, sabotaging the rebellion you joined), then the protection of this item is revoked, and they'll treat you like they would any other betrayer.

400cp - Senpai Has Noticed Me?

A pin showing your favour that can be given to anyone, and will make them see you as their senpai. They will be utterly loyal to you. Oh, they'll still be whatever version of fucked in the head they already were, if they were at all, but they'll obey your reasonably worded commands, and never try to fuck you over. This can only be given to one person and will continue working unless you give it to someone else, at which point the magic fails and they go back to normal. How they see you from then on, depends on how you treated them.

500cp - Baby Dragon

A single baby dragon that you've hatched and has bonded to you. This beast while small will grow at an incredible rate and eventually become a medieval superweapon easily able to lay waste to armies of men. Beyond this jump the dragon will grow with you becoming more powerful as you grow in power so that it may forever stand by your side. Alternatively, it could be an egg that hatches whenever you want it to, and can rehatch each jump. The dragon comes with the Blessing of Valyria perk.

Administrator Items

100cp - Valyrian Steel Dagger

You are the proud owner of a Valyrian Steel dagger. Or not. See, this dagger is special beyond just being made of one of the strongest metals on the planet and worth an exorbitant amount of money. Anyone who you try to hoodwink or bamboozle whilst wearing this will be far more likely to believe whatever bullshit you're spinning. Those with tricky minds, or strong will can break through its effect however.

100/200/300/400cp - Agents Non Companion NPC's

A loyal menagerie of agents to run your operations, and keep your businesses running well. Every agent is literate, undyingly loyal and skilled in their respective roles. Roles include Accountants, who manage your money, Enforcers who ensure that the peace is kept in your businesses/your desires are met, Taxmen who collect any money owed to you, Scribes who keep the written records of your operations sorted, and Managers who ensure the others are doing their jobs, and direct everything so you don't have to. Depending on your actions and behaviours, the exact form these agents may take will change, with lawful individuals gaining agents to help them in enforcing the law (such as taxmen, town guards or foremen), whilst criminals may gain agents to help them in their illicit activities (such as conmen, leg breakers, money launderers or other such individuals).

100cp 20 Accountants and a Manager
200cp 75 Accountants, 25 Scribes, 25 Enforcers, 5 Taxmen and 2 Managers
300cp 250 Accountants, 200 Scribes, 500 Enforcers, 10 Taxmen and 10 Managers
400cp 500 Accountants, 500 Scribes, 1000 Enforcers, 50 Taxmen, 20 Managers

200cp - Iron Bank's Cheque Book

You've got Iron Bank's Cheque Book, the ultimate credit Cheque Book and personal identification as needed. This cheque book can take whatever form, colour, size, shape, or design you want. While it can't exchange currencies for you it does have access to everything you own. Any time the Iron Bank's Cheque Book is used in a transaction process it can pull from your stuff and facilitate the transaction.

No one can use this without your permission. All transactions with the Cheque Book are validated by fiat. Due to its capabilities, it can facilitate any transaction or barter in any environment.

If the other party doesn't have the goods you'll know instantly and Iron Bank's Cheque Book won't pay up and you will be notified that the other party has the goods but was planning to cheat you, Iron Bank's Cheque Book will enforce the transaction.

300cp - Safehouse

Sometimes, a man of wealth has to simply drop off the radar for a little while. Now you can do so in style. This lavishly appointed town house in a foreign city comes with servants and a fiat backed guarantee that as long as you actively are trying to hide, that your enemies will not find you. This can also be used as a handy way to hide people - such as your crush's daughter who you're trying to turn into your sex slave - where they will never be found. Sadly, it does not come with anything stopping anyone from escaping.

400cp - Brothels

You own a shop chain of some kind which caters to some form of vice. By default, this is a brothel, but whatever it is, the business provides you with a stable source of income in the range of 500 to 700 gold dragons a year. The main benefit of this item is the blackmail it provides however, as whatever the type, your chain attracts the patronage of the rich and powerful. Thanks to this, you will regularly discover blackmail on various high profile individuals, as well as evidence to corroborate this. Sadly however, you cannot control *who* you gain blackmail on, so if you're aiming to extort a particular person, you're shit out of luck. You can freely import businesses to gain this effect if you wish.

500cp - Mountain of Gold

Much like the Lannisters of Casterly Rock, you now own a truly impressive gold mine. This gold mine could be mined for centuries - millennia perhaps without running dry. In addition, you own a mint which will print valid money for you from now on. Please be aware that this does not come with inflation protection, so you could truly wreck the economy if you spend too much.

Diplomat Items

100cp - Great Manse
As a diplomat, you generally represent some powerful faction. As such, you have been provided with a great manse to show off your (and your faction's) status. This lodging is almost decadently luxurious, coming with fine furnishings and an array of servants to look after it.

100/200/300/400cp - Courtiers Non Companion NPC's
A loyal network of spies, agents and courtiers who report directly to you, no matter who you may be sworn to or your personal rank. They are well trained in their role, and drilled in espionage, infiltration and intelligence gathering. Little Birds are slum dwellers, and give a general understanding of the working class's problems, Courtiers specialise in learning the going ons of the nobility, Foreigners specialise in learning the intricacies of foreign powers, whilst a Spymaster is someone who collates the intel, and transforms it into an understandable report for you.

100cp 50 Little Birds and a Spymaster
200cp 200 Little Birds, 50 Foreigners, 20 Courtiers
300cp 2000 Little Birds, 500 Foreigners, 200 Courtiers, a small, suborned spy network of a rival
400cp 10,000 Little Birds, 5,000 Foreigners, 1,000 Courtiers, a large suborned spy network of a rival

200cp - Dirty Secrets
It's truly a wonderful thing when people decide to work with you of their own free will, but unfortunately that isn't always reality and so "motivation" may need to be given. Well you seem to have just that, located within a locked safe in your possession is a decent amount of blackmail for a number of middling Lords/officials in your nation. While it may lack material for the High Lords or Magisters it will provide you with a number of "contacts" who will only be too willing to use their influence to your benefit.

300cp - Hand of the King
This object when worn grants the wearer the authority of the highest leader of their local area (or if they're actually representing someone, them). By default, it takes the form of a golden pin held by a hand, but after this jump it can take whatever design you wish.

400cp - Tribute
When the barbarians are battering at the gate, sometimes you need a little something to pay them off. This provides you with that. This item provides a non-specific array of precious goods and items which, when given to another, generate far more good will than they should. It also enforces a geass which ensures that any deals sealed by the trading of these items will be kept. Examples of what could be provided by the Tribute include gold, jewels, food, livestock, slaves, horses, good quality weapons, and other precious goods. The contents of the tribute changes to be whatever the second party would consider to be a good tribute. The item refills once per jump.

500cp - The King's Ear
Not literally of course, but figuratively and far more valuable. The King or whoever would be equivalent to them in your starting nation, whether that be a Wildling Magnar or Triarch of Volantis now trusts you and sees you as a close confidant and even friend. They'll always lend an ear to whatever proposals you have in mind and will consistently ask you for advice on major decisions that must be made in the nation, so while you may not be King you certainly can wield a great deal of influence over one.

Mage Items

100cp - Dragonglass Candle
A candle made of obsidian, Dragonglass candles are magical artefacts which when burnt, allow the mage using them to see across mountains, seas and deserts, give men visions and dreams and communicate with one another half a world apart. Light behaves bizarrely around them, with whites becoming as white as freshly fallen snow, reds like flame,

yellows like gold and shadows so black they look like holes in the world. Ordinarily, to light the candles requires magic to be strong, but given that you've paid good CP, you may light them at will.

100/200/300/400cp - Slaves Non Companion NPC's

Magic is often a tricky business in Planetos, more often than not requiring flesh sacrifice or human sacrifice to work. The unscrupulous Essosi have found a way around this: killing slaves. After all, who cares about slaves?

100cp 200 Low Quality Slaves, 1 Slavemaster

200cp 2000 Low Quality Slaves, 200 Skilled Slaves, 20 Slavers

300cp 20,000 Low Quality Slaves, 2000 Skilled Slaves, 200 Magically Potent Slaves, 400 Slavers

400cp 100,000 Low Quality Slaves, 20,000 Skilled Slaves, 2000 Magically Potent Slaves, 1000 Slavers

200cp - Crate of Weirwood, or Black-Barked Saplings

Ten of either. They grow to full maturity within a year. Every ten years, another crate of twenty arrives.

Weirwoods are sacred trees grown by the Children of the Forest and used as places of worship for those who follow the Old Gods. They have white bark, red sap and red leaves. The children often carve elaborate faces into the trunks as well, which the sap will swell up from, giving the appearance of tears.

Black-Barked trees on the other hand are the trees Qarthian Warlocks use the leaves of, to make the Shade of Evening. Black-Barked trees have black bark and inky blue leaves. Both may have magical properties yet undiscovered, but will most likely relate to the two's mystical properties. May be purchased multiple times.

Both types of tree will create a mystical connection to trees of their fellow species, and can be used as a network to divine anything that has happened in their presence in the past or present. They can even be used to communicate through, over vast distances, as long as you have skills in divination.

300cp - Valyrian Link

Maesters of the Citadel frown on magic, not because it takes power out of their hands, whatever you may have heard, but because it so invariably requires human sacrifice to carry out. Proof of your mastery of magic, this Maester's link will work as a form of certification of your magical technique in future worlds.

400cp - Surprise Teleporting Fleet

What's that? Actually have to have your forces travel the distance to fight your enemies? Oh no no no... no no. With the purchase of this fleet of ships, in times of need your army will seemingly teleport far closer than they should be, ignoring distance and physical barriers. This ability works best when you are on the ropes, and may turn the tides of battle for you. The fleet comprises roughly 80 ships, 50 of which are warships, whilst the remainder are trade ships. All are crewed by NPCs, however anyone who travels on it will be unable to remember how exactly they got from point A to point B.

500cp - Dragonbinder

A priceless relic of Old Valyria, this horn has the unique ability to bind dragons and their kin. Whenever blown any draconic creatures within earshot will be forced to kneel to you, completely incapable of going against you and entirely submissive.

Warrior Items

100cp - Weapons and Armour

Weapons and armour suitable for your station, profession and location. If you are a Stormslander knight, then you get heavy plate armour and your specialty weapon. If you are a diplomat from Dorne, you probably have leather armour and a poisoned dagger. This gear respawns in the warehouse a day after if lost or destroyed. This gear is generally about average for what your social position would expect.

100/200/300/400cp - Sworn Swords Non-Companion NPC's.

These are your personal men, sworn directly to you, no matter who you may be sworn to, or your personal rank. They are well trained in their role, and rigorously drilled to battlefield formations. The Heavy infantrymen are in brigandine,

riveted mail, and gambeson, with the Archers in brigandine and gambeson, and the Knights and squires are in full plate, riveted mail, and gambeson.

Your knights need not actually be anointed knights, merely heavily armoured cavalry if you desire.

100 20 Heavy Infantrymen, and a personal squire.
200 200 Heavy Infantrymen, 50 Longbowmen, 20 Knights with their squires.
300 2,000 Heavy Infantrymen, 500 Longbowmen, 200 Knights with their squires, and two noble vassals with their own retinue and small forces.
400 20,000 Heavy Infantrymen, 5,000 Longbowmen, 2,000 Knights with their squires, and twenty noble vassals with their own retinue and forces.

200cp - Legendary Weapon
Within your possession is a valuable weapon, although it need not be a sword. This weapon is made of either valyrian steel or star forged steel as one might imagine and as a result is a fine weapon far superior to anything but peers of the same make, thus allowing you to eventually cut through steel swords and armour cutting men open like tomatoes.

Furthermore, the weapon scales with you becoming more and more powerful as you grow in strength. Another weapon can be imported into this option for free.

300cp - Qyburn's Scorpion
Repeating scorpion, range of several miles, hits what it's aimed at in a straight line. You will not need to adjust for either distance, curvature of the earth, or weather.

400cp - Valyrian Steel Armour
By purchasing this armour, you have gained one of the greatest personal protections available in this entire setting. At first pierceable only by another Valyrian Steel weapon, as you grow in power, this armour will scale with you. Be aware that it only protects the parts it covers, so if you're shot through your visor, you're shit out of luck.

500cp - Great Fortification
You have a full Westerosi castle. This is a fortification comparable to Winterfell itself, being capable of holding several thousand people, enchanted with to be immune to offensive magics, and to keep out a single sentient species which is defined at the start of each jump.

Companions

100/200/300/400cp - Import Companions
You can import or create 1/2/4/8 companions for the duration of this jump. Each companion receives 600cp to spend as they please. Companions can take a maximum of 600cp more in drawbacks, but cannot take any global effect drawbacks.

100/200/300/400cp - Canon Companions
At the end of this jump, you may take 1/2/4/8 canon characters as companions. These companions gain 600cp to spend on the jump as extras to their base form they get from now on.

Scenarios

Put Your Family On The Iron Throne
Do you think that all these families are deserving of the rulership over Seven Kingdoms? Lannisters? Baratheons? Starks? No! None are deserving of the title. Your goal for this scenario is to put your family on the Iron Throne in any way possible. You need to have all realms pledge allegiance to you and your family and then proceed to keep hold of the Iron Throne for 100 years to consider this scenario complete. Pledging of

allegiance does not have to come out of desire to see your family on the throne and may be coerced (through force of arms). For achieving this goal, you will be allowed to take the whole Westeros along with you on the chain.

Throw Off The Yoke of Oppression [Can only be taken with the Smallfolk drawback]
For long people have toiled for their masters in their castles. Those fat pigs with no interest in the way of common folk have no right to control your destiny. Your goal in this scenario is to remove the feudal system from Westeros and establish Westerosi Republic. This will be quite hard because there is no tradition of republican ideas amongst Smallfolk. Not to count the extreme reaction of nobles, if your rebellion grows too big. As a reward for achieving this feat, you will gain greater skill at upending established regimes in other jumps and rouse the public to rise up against their rulers.

Drawbacks

You can have as many drawbacks as you want.

+0cp - A Game of Ice and Fire
The jump is now Games canon compliant.

+0cp - A Jump of Ice and Fire
The jump is now Book canon compliant.

+0cp - A Fanfic of Ice and Fire
You're in a Game of Thrones fanfic of your choice. If this fic begins before or after when you would ordinarily start, then you may choose to start when the story starts.

+100cp - Smallfolk
You are the commoner of the world of Planetos. Whether that be the Westerosi Smallfolk, the Ironborn Serf, or the Essossi commoner, you will be expected to live, fight and die by the nobleman's decree. Taking the Social Climber puts you two ranks down until the end of the jump. Noble becomes Hedge Knight, Great House becomes Landed Knight/Masterly House, and Royal becomes Lesser Nobility.

+100cp - Taint of Bastardry
You were born on the wrong side of the sheets, and everyone knows it. Without special dispensation from the King, you will never be able to inherit your father's lands, or any lands. You also cannot inherit his name, and people will treat you poorly due to your status. You're essentially just a well connected member of the smallfolk.

+100cp - Distance Takes Time Cannot use any movement perks or powers that are faster than peak human movement. You may use animals, mounts, or vehicles to overcome this.

+100cp - Unreturned Love
You would do anything for them, your love for them ensures you will not want another, but they don't want you.

+100cp - GRR Martin's Character Death Planning Method
Flip a coin for every companion you have. Every one which lands on heads will die over the course of this jump, and cannot be revived until the end.

+200cp - Swords are Anti-Armor Weaponry
Your Armour is now just for show. Swords ding off a bad hit, but a good thrust can cut right through plate. Everyone else's works perfectly fine.

+200cp - Slave
You are a slave, or the local equivalent of it. As such, you are the property of your owner, and can be used as they see fit. For the most part, the laws are against you. This is slightly different on the Iron Islands, where serfs are fully covered by law, but are essentially still slaves in every other way. If you start somewhere which outlaws slavery (Westeros, Braavos, etc.) then you are a slave in all but name.

+200cp - Lore Friendly Resurrections
Any time you use a resurrection power, perk, or item in this jump, you will find that you or the person you resurrected will come back with scars from the fatal wound, and a part of your memories or identity missing.

+200cp - Compulsive Liar
It physically hurts to tell the truth. It's not like you can't, you just never really feel like it. When you really need to, well, you still can't tell the truth, but you can change it to a whopper that might just point them at the truth.

+200cp - Amongst Heroes
You begin the jump not at the original starting date, but at the beginning of the original Long Night, thousands of years beforehand. Rendering your metaknowledge useless.

+300cp - Crippled Can be taken multiple times
You have blindness, or deafness, or dwarfism, facial scarring down to the bone, having lost a limb, having crippled limbs, having your genitals removed, permanent muscle atrophy, and possibly dementia. Well, one of those, or something similar. You can get another one if you want.

+300cp - Suicidally Trusting
Oh, we're all friends here. You treat them right, they treat you right. You're pretty sure that's how it works and trust everyone you deal with, no matter how often you get fucked over.

+300cp - Eye Catching
You are gorgeous, utterly beautiful. You'd think this would be a good thing with all the gifts, favours, and positions it'll open up for you. But this is Planetos, where being eye-catching means catching people's eyes, and that is rarely a good thing. Expect bandits, mad princes, bastard rapists, pimps and whoremongers to take a great deal of interest in getting you alone and helpless. Because they will.

+300cp - Gods Old and New
Ordinarily, the gods of Planetos are fairly subtle beings as far as gods go. They tend to avoid directly getting involved, and are mere whispers on the wind even to their greatest followers. This is no longer the case. The gods, no matter whether they be the Seven, the Old Gods, the Black Goat, R'hllor, Mother Rhoyne, the gods of Valyria, The Great Other or the Drowned God, all exist and affect the world in real and tangible ways. This manifests in a myriad of facets. Their priests tend to be more akin to DnD Clerics, Champions appear semi-regularly, disasters can be wrought by their rage, and whenever they wish, they can take physical form upon this land. Watch your step because you may not be the biggest fish in this pond anymore.

+300cp - Before I Piss Myself
You're past your time, obese, and have a generally crass tongue. You'd better hope you've got something going for you so people ignore it.

+300cp - Sword Swallower Through and Through
You're utterly unattracted to women, preferring their more masculine counterparts. Everyone knows this. You'll never be able to sire an heir on a woman and are less politically valuable as a husband. If you're a woman, you prefer women, and will fight any attempt at being bedded by a man. If you were already homosexual, then this will not affect your preferences, as the drawback is more that everyone knows and reacts in true westerosi fashion.

+300/500cp - Exile
If you return to your home, they will kill you. As long as you stay gone, you won't be arrested and executed. Higher level of this drawback has them sending assassins or commissioned adventurers after you. There will be a new person on your trail each year.

+400cp - Targaryen Madness
You are mad. Completely and utterly mad. Your insanity takes the form of an obsession with fire and dragons, as well as extreme paranoia, megalomania and a dash of psychosis. This is guaranteed to make your closest allies turn on you.

+400cp - Unsullied
You are Unsullied. As an unsullied, you are a merciless killing machine without personal will or manhood. Servitude was beaten into you from a young age, and any attempts to fight back were mercilessly halted. During this jump you will be unable to recover from this state, save being bought and intentionally released by a master.

+400cp - Greyscale
You have been infected with a particularly virulent and dangerous strain of Greyscale. Symptoms include the stiffening, cracking and greying of skin, numbness, loss of sensation and eventually madness. By the end of your 10 years here, unless you have managed to cure yourself (which nothing is stopping you from doing) you will most likely be either near death, or wish you were dead. When it comes to curing this disease, be aware that it is more than a simple disease, being a manifestation of Mother Rhoyne's vengeance on those who enslave her people. To heal it, you need to be able to go head to head with a goddess and come out on top whether in combat or through negotiations, or perhaps through a mythic level spell.

+600cp - Gaze of the Three Eyed Raven
In the early days of the alliance of Children and Men, there was a powerful Greenseer known as the Three Eyed Raven. When he died, his soul went into the Heart Trees and through the millennia began taking over budding greenseers to manipulate events in planetos, with the purpose of eventually becoming the ruler of the world.

His power of sight is such that he has noticed your arrival in this world, with all of your power, and sees you as competition he must kill in order to achieve his goals. He will be immune to many of your powers, and able to mimic those you use on him.

He cannot be convinced that you are no threat to him.

+600cp - Powerless
Perks and Powers not from an ASOIAF setting are suspended for the jump, and you are reset to bodymod (unless a perk from one of these jumps renders you above that). The warehouse is blocked, but any items from previous ASolaF jumps will make their way to you in one way or another.

+600cp - The Long Night
No matter what other drawbacks or perks you purchased, you start this jump outside Winterfell, just as the Long Night begins, and the Princess that was Promised, Arya Stark, is nowhere to be found. Show canon is in force.

+600cp - War of The Dawn
The White Walkers are the single greatest threat to the living that exists upon Planetos. Now they truly live up to that premise, being a threat which could conceivably match a united Westeros. You may believe that you can avoid this by being a white walker yourself, but if you do so, humanity is now united, the Children have returned, magic has blossomed once more and the Others fight a war which they have little chance of winning.

If you are in the books canon, then the enemy faction (the living, or the Others) are akin to a high magic fantasy faction. White walkers have gigantic armies of wights, frost dragons, and other such magical creatures, whilst the living have large numbers of incredibly powerful sorcerers, are united as one, and seem to have supernatural leadership.

+600cp - You Just Kind of Forgot
For an inexplicable reason, you will occasionally be fiat backed to forget some crucial information. Even if a fleet has ambushed you several times and cost you dearly, you will just kind of forget about it during your counter attack, giving them the chance to ambush you yet again! Though this is no ordinary goof, all efforts to remember the threat will fail, and your advisers will be unable to remind you. As if that wasn't bad enough, regardless of the gap in your power, the fallout from this lapse in memory will hurt, even if it logically shouldn't. Maybe you forgot about their cavalry, and when they ambush you they were able to wipe out half your massive mech units. Why? Fucked if I know.

+600cp - Competent Enemies

For the entirety of your stay here, your human enemies will be vastly more competent than they would be otherwise. Commanders who were brilliant already will become once a millennia military prodigy whilst political rivals will seem to have near supernatural charisma and an unholy knack for avoiding scandals or pitfalls as well as a legendary political acumen. If you ever manage to turn these enemies to your side, their enhanced skill will suddenly desert them, leaving them whatever skill level they would have been originally.

+600cp - There's no cure for being a cunt

Well, it's true. You're essentially living proof of it. You'll rub everyone the wrong way, alienate even the most loyal of your followers and by the end of your stay here absolutely everyone will be trying to kill you - including your companions - and really who can blame them?

And now, the End is Here. And so you face, the final curtain..

Will you Stay Here,
Go Home,
or Continue your Journey?

The choice is yours.

Notes.

A whole mess of perks for here were taken, with permission, from an abandoned jumpchain document by Neuron, also known as */u/Accelve* on reddit. Many, many thanks for his assistance.

Most of the perks were written or fleshed out by /u/DrakonianRogue.

Also assisting were a whole bunch of people from the subreddit /r/Jumpchain who offered perk and item advice, as well as editing on formatting, punctuation, grammar, and spelling.

The idea of creating this jump was inspired by /u/Widowmaker94, who told me she was working on a jump based around Aegon's Conquest, which has since become The Seven Kingdoms.

* Please note that this is not supported by canon, this is just us trying to fit that particular piece of canon into the jump to avoid complaints. In the canon, the Old Ones are a nod to H.P. Lovecraft.

Born of the Divine effects on Capstone Perks

She just kind of forgot..

Rare is the man who can say he saw the Stranger coming. Now, you too share this trait, as, no matter how many times you pull a trick, your enemies never seem to learn your patterns, favoured tactics or methods. This perk does not affect any intel gathering, it just makes them both far more unlikely to actually do so, and ensures that, even if you always begin the battle with the same tactics, that it remains a surprise over and over again.

True Nobility
Your wisdom and ability to lead is truly akin to that of the Crone. Under your reign, trade flourishes, the gifts of the land multiply tenfold, and your people grow ever greater as a nation and as individuals. The main area this blessing effects though, is your diplomacy. When you go to the negotiation table, you can easily turn hated enemies into your closest allies. All but the most fanatical will be swayed to your cause, and it would take a truly monumental blunder to lose them. In fact you inspire those around you to be of similar skill, leading it that your entire nobility is gifted this wisdom, to a lesser extent.

Words of the Father
As wonderful as diplomacy is it isn't always an option in reality, well normally it isn't always an option. Your reputation as someone who speaks with a silver tongue with a heart of honour has blessed you. You'll always be able to bring another party to the negotiation table and have them negotiate with you in good faith.

Power Overwhelming!
Basically, remember what I said about requiring others to pull off mythic level magics like the Hammer of the Gods? Yeah, feel free to ignore that. Once per decade, the magical network you draw your power from has enough spare juice for you to single handedly power such spells. In addition, your overall spellcasting power has massively increased once more, putting you at a level never before seen on Planetos.

Sword of the Morning
As if you were The Warrior Reborn, your martial skills across the board improve to beyond the skill of man, and your ability to kill has increased from the merely mortal, to the immortal and conceptual. You can cut into a shadow assassin and kill the binder, cut through an animal controlled by a skinchanger to kill that skinchanger, you could even permanently kill a god if one's avatar appeared before you.

Sworn Sword
Each noble vassal that you have, has their own sworn swords. If you purchased the 400 cp option, then each of your twenty vassals have their own 300cp purchase of sworn swords, which includes two vassals of their own. These two vassals have their own purchase of the 200cp option.

If you purchased the 300cp option, then your two vassals, and your knights, have the 100 cp option. The knights belonging to your two vassals also have the 100 cp option. Below are the numbers for your personal army

You do not need to be a lord to have purchased the 400cp army, however being a knight with almost a hundred thousand strong army is going to get the King's eyes, the Lord's eyes, and just about everyone else's eyes on you with paranoia and likely some pre-emptive hostilities. You'd better hurry your smallfolk rebellion up quick quick, or be ready to have a damned good reason why everyone's following you.

400cp Army
- **Heavy Infantry**
  - **20,000** Personal Heavy Infantry
  - **40,000** L1 Vassal Heavy Infantry
  - **8,000** L2 Vassal Heavy Infantry
  - **68,000** TOTAL Heavy Infantry
- **Longbowmen**
  - **5,000** Personal Longbowmen
  - **10,000** L1 Vassal Longbowmen
  - **2,000** L2 Vassal Longbowmen
  - **17,000** TOTAL Longbowmen
- **Knights**
  - **2,000** Personal Knights, with **2,000** Squires
  - **4,000** L1 Knights, with **4,000** Squires
  - **800** L2 Knights, with **800** Squires
  - **6,800** TOTAL Knights, with **6,800** Squires
- **98,600** TOTAL Soldiers

300cp Army

- **Heavy Infantry**
  - **2,000** Personal Heavy Infantrymen
  - **4,000** Personal Knight's Heavy Infantrymen
  - **400** L2 Vassal's Heavy Infantrymen
  - **800** L2 Vassal's Knight's Heavy Infantrymen
  - **7,200** TOTAL Heavy Infantrymen
- **Longbowmen**
  - **500** Personal Longbowmen
  - **100** L2 Vassal's Longbowmen
  - **600** TOTAL Longbowmen
- **Knights**
  - **200** Knights, with **200** Squires
  - **40** L2 Vassal's Knight's with **40** Squires
  - **240** TOTAL Knights, with **240** Squires
- **8,280** TOTAL Soldiers

200cp Army

- **Heavy Infantry**
  - **200** Personal Heavy Infantrymen
  - **400** Personal Knight's Heavy Infantrymen
  - **600** TOTAL Heavy Infantrymen
- **Longbowmen**
  - **50** Personal Longbowmen
  - **50** TOTAL Longbowmen
- **Knights**
  - **20** Knights, with **20** Squires
  - **20** TOTAL Knights, with **20** Squires
- **690** TOTAL Soldiers

The Knights aren't necessarily knights if you live in the North, or Essos. In that circumstance they're extremely lesser nobility (equated to hedge knights) who are well trained heavy cavalry in plate armour.

Changelog

1.001 formatting, updated Revolver of the Boom Squid item.
1.002 Added the intro.
1.003 Refined a lot of the perks.
1.100 Not a clue, should have kept notes.
1.101 Updated default time, Trees item, Formatting
1.102 Formatting, fixed the Brindled Men text, and updated the Sworn Sword item in the items list, and in the notes.
1.103 Messed around with the heights, added more options to the Bag of Groats, changed the locations.
1.2 Removed the "Entire Internet Downloaded" item, and moved the "Baby Dragon" item into the Drop In tree.
1.201 Added 1000cp to the beginning, some formatting, and spelling.
1.210 Added Weapon of the Warrior, Start Who You Want, and Start What You Want. Changed formatting.

Future Plans

Add items of all of the Gods.
Scenarios.

Scenarios

- Start a new religion (if you've taken the Gods Old and New drawback, then a god will form as people start to worship your religion. It will be shaped by this worship, and may not necessarily be exactly what you'd expect)
    - Reward: Enhancement of faith based abilities, ability to rapidly spread your new faith in future jumps

- Save the trees - could be a scenario based on bringing back the old gods (was thinking of the Noodlehammer fic), or saving the Children of the Forest. Not sure the second idea is a good one - too close to the ASolaF jump
    - Reward: Enhancement of druidic powers, gain the ability to see through heart trees (was thinking of the old Bloodraven perk)
        - By completing this scenario, you have grown into the full power of a greenseer, fully capable of greenseering, seeing through heart trees and skinchanging to the same degree as the greatest of their kind. In addition, any druidic powers you may have are boosted threefold.

- Doom of Valyria - Discover the truth of the Doom, venture into the ruins of Valyria, idk. Maybe resurrect the dragon species? (basically, just thinking about the suggestion further up for a magical pollution perk to allow exploration of the Doom)

- Leader of Men - You have to become the leader of the realms of man, and lead them against the White Walkers during the Long Night. Maybe something about needing to unite the world in order to do so? Was thinking about the whole thing in Purple Days, or Robb Returns about there being a second Long Night style event occurring from the far south (through Yi Ti) at the same time. Maybe you have to become an emperor of all the known world (all four continents)
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